Blood and Silk

A Starter Adventure for Fate's Edge

An Introduction to Exile, Redemption, and Second Chances

Adventure Type: Village Defense

Designed for 4 players, Rookie characters (0-40 XP)

Game Master's Guide Included

Featuring Pre-generated Characters
Simple Clock Management
Asset Building Through Heroism
Mutual Connections and Bonds

Contents

1 Session 0: Personalizing Your Exile

Before beginning play, take time to establish the connections between your characters and their shared past in Silkstrand. Discuss these questions with the group:

1. **The Final Straw:** What was the specific event in Silkstrand that forced you all to leave *together*?

2. **Defining Moment:** Look at your Mutual Bonds. Briefly describe the scene where that bond was formed. Was it during the event that exiled you, or on the road afterward?

3. **A Sliver of Hope:** Why is Millhaven different? What about this place makes you want to fight for it, instead of just moving on?

Example for Kestra and Marcus: Their bond is "We both made choices that cost us our place." Perhaps Marcus refused an order to arrest Kestra during the library incident, sacrificing his career to help her escape.

2 Introduction

2.1 Welcome to Acasia

Welcome to Fate's Edge, where every choice carries weight and every action has consequences. This starter adventure, "Blood and Silk," is designed to introduce new players to the core mechanics of the game while telling a story about redemption, community, and the power of second chances.

In the broken marches of Acasia, where law is a suggestion and coin speaks louder than crowns, a group of exiles finds themselves in a small farming village called Millhaven. What starts as a simple misunderstanding quickly escalates into a fight for survival as the village faces threats from all sides.

2.2 Adventure Overview

Adventure Hook: The PCs are exiles from Silkstrand - a cosmopolitan port city where they made choices that cost them their place in society. Now they wander the broken roads of Acasia, trying to survive and perhaps find a place where they belong.

Setting: Millhaven, a small farming village in the Acasian marches, threatened by bandits and political machinations.

Themes: Redemption, community, second chances, and the power of belonging.

Tone: Gritty but hopeful. Violence has consequences, but heroism can earn respect and a place to call home.

Recommended Character Tier: Rookie (0-40 XP) - perfect for new players.

Estimated Play Time: 2-3 sessions

3 The Story So Far

3.1 The Exiles of Silkstrand

The PCs are not welcome in their former home of Silkstrand. Whether they were involved in a scandal, crossed the wrong person, or simply made choices that powerful people didn't like, they

now find themselves on the outside looking in. With nothing but the clothes on their backs and a burning desire to prove themselves, they've taken to the roads of Acasia.

3.2 Millhaven: A Village in Peril

Millhaven is a small farming community that has managed to stay neutral in the endless conflicts of Acasia. The villagers are simple folk who want nothing more than to tend their fields and raise their families in peace. But peace is a luxury that's becoming increasingly expensive.

The village is currently under threat from:

- **Bandits:** The Rothari Gang, a particularly vicious group that demands "protection money"
- **Political Pressure:** Local nobles who want the village to choose sides in their conflicts
- **Economic Hardship:** Poor harvests and bandit raids have left the village struggling

4 Pre-Generated Characters

4.1 Character Creation Philosophy

These pre-generated characters are designed to be immediately playable while showcasing different approaches to character building in Fate's Edge. Each character has:

- Core Attributes and Skills appropriate for a rookie character
- A Background Hook that connects them to the setting
- Two Mutual Bonds with other characters (showing the bound->boon connection)
- Starting Assets and Boons to demonstrate resource management

Kestra "The Scholar" - Arcanist

Background: Once a promising student at Silkstrand's Academy of Arts, Kestra was expelled after an experimental ritual went wrong, destroying part of the library. Now she seeks to prove that her knowledge can be used for good.

Attributes: Wits 3, Spirit 2
Skills: Arcana 2, Lore 2, Insight 1
Mutual Bonds:

- With Marcus: "We both made choices that cost us our place in Silkstrand"
- With Sariel: "She saved me from Rothari bandits once, I owe her"

Starting Resources:

- 3 Boons
- Minor Asset: Scholar's Satchel (contains books, reagents, and a small telescope)
- Talent: Lorekeeper (Once per session, recall obscure history without rolling)

Marcus "The Blade" - Warrior

Background: A former city guard who was discharged after he refused to look the other way while corrupt officials shook down merchants. Now he makes his living as a sellsword, but his heart still yearns for justice.

Attributes: Body 3, Spirit 2
Skills: Melee 3, Athletics 2, Command 1
Mutual Bonds:

- With Kestra: "We both made choices that cost us our place in Silkstrand"
- With Elena: "We fought side by side against Rothari raiders"

Starting Resources:

- 2 Boons
- Minor Asset: Trusted Blade (a well-maintained sword that never fails)
- Talent: Battle Instincts (Once per scene, re-roll a failed defense roll)

Sariel "The Shadow" - Scout

Background: A former member of Silkstrand's Thieves' Guild who grew tired of the constant violence and backstabbing. She left the guild but still uses her skills to survive on the road.

Attributes: Wits 3, Body 2
Skills: Stealth 2, Survival 2, Skullduggery 1
Mutual Bonds:

- With Kestra: "She saved me from Rothari bandits once, I owe her"
- With Elena: "We both know what it's like to be an outcast"

Starting Resources:

- 4 Boons
- Minor Asset: Shadow's Cloak (grants advantage on stealth rolls in dim light)
- Talent: Silver Tongue (Gain +1 die when persuading or deceiving through speech)

Elena "The Healer" - Apothecary

Background: A former apothecary who was accused of practicing forbidden arts after she tried to save a patient with experimental treatments. Now she travels the roads, helping those who have nowhere else to turn.

Attributes: Spirit 3, Wits 2
Skills: Medicine 2, Survival 1, Insight 2
Mutual Bonds:

- With Marcus: "We fought side by side against Rothari raiders"

- With Sariel: "We both know what it's like to be an outcast"

Starting Resources:

- 3 Boons

- Minor Asset: Healer's Kit (contains bandages, herbs, and basic medical supplies)

- Talent: Iron Stomach (Immune to mundane poisons and spoiled food)

5   Session 1: Trouble in Millhaven

5.1   Opening Scene: The Wrong Place at the Wrong Time

The PCs arrive in Millhaven just as the Rothari Gang is demanding "protection money" from the village elder. The gang is led by a cruel man named Garrick, who has a reputation for violence and intimidation.

Key NPCs:

- **Elder Thorne:** The village elder, a wise but weary man who has tried to keep the peace

- **Garrick Rothari:** Leader of the Rothari Gang, cruel and calculating

- **Villagers:** Simple folk caught between bandits and survival

The Scene: The PCs witness Garrick threatening Elder Thorne and demanding an impossible amount of coin. When they intervene, a fight breaks out.

5.2   Key Encounters

1. **Social Encounter:** Negotiating with Garrick (Presence + Diplomacy or Command, DV 3)

2. **Combat Encounter:** Fighting Rothari bandits (Body + Melee or Wits + Skullduggery)

3. **Investigation:** Learning about the village's troubles (Wits + Insight or Lore)

5.3   Campaign Clocks

This adventure uses simplified campaign clocks to track the overall progress of the story:

Village Safety Clock	How close the village is to being overrun
Segments	●●●●●●0/6

Rothari Threat Clock	How much the Rothari Gang is organizing against the village
Segments	●●●●●●●●0/8

5.4   Clock Advancement

Village Safety Clock:

- PCs fail to protect villagers: +2 segments

- Rothari successfully intimidates villagers: +1 segment

- PCs successfully protect villagers: -1 segment (minimum 0)

Rothari Threat Clock:

- Direct confrontation with Rothari: +2 segments
- Rothari casualties: +1 segment
- PCs gain information about Rothari plans: -1 segment
- PCs successfully intimidate Rothari: -2 segments

5.5   Session 1 Resolution

At the end of Session 1, the PCs should have:

- Fought the Rothari Gang
- Learned about the village's troubles
- Made enemies of the Rothari (Rothari Threat Clock advances)
- Either protected or endangered the village (Village Safety Clock changes accordingly)

6   Session 2: The Village Fights Back

6.1   Opening Scene: The Strategic Crossroads

Garrick's retaliation has made it clear the village cannot simply wait to be attacked. Elder Thorne and the PCs must decide on a primary strategy. Present the players with a clear choice that will define the rest of the adventure:

Option A: Fortify and Hold The village will focus on building defenses: palisades, traps, and a militia.

- **Primary Asset Gained:** *Village Militia*
- **Primary Challenge:** Resource scarcity and maintaining morale during the siege.
- **Session 2 Focus:** Defense-oriented encounters (building traps, training militia, withstanding probing attacks).

Option B: Strike First The village's best chance is to take the fight to the Rothari, targeting their camp or a key lieutenant.

- **Primary Asset Gained:** *Scouting Reports* (grants a bonus to the final battle)
- **Primary Challenge:** The danger of the expedition and leaving the village lightly defended.
- **Session 2 Focus:** Offensive-oriented encounters (scouting, ambushing supply lines, a raid on a bandit outpost).

Mechanical Impact:

- The chosen strategy sets the **primary tone and encounters** for Session 2.
- The *other* strategy becomes a **secondary clock** that can still be advanced with good rolls, representing limited efforts on that front.
- This choice makes the players feel they are directing the narrative, not just reacting to it.

6.2   Consequences of the Choice

If Fortify and Hold:

- PCs work with villagers to build palisades and traps
- Rothari make probing attacks to test defenses
- Elder Thorne provides tactical guidance
- Tom the Smith helps forge weapons for the militia

If Strike First:

- PCs lead a scouting mission into Rothari territory
- Opportunity to eliminate key Rothari lieutenants
- Risk of leaving village undefended during the operation
- Chance to gather intelligence for the final battle

6.3   Key Encounters

Fortify and Hold Path:

1. **Defense Planning:** Helping the villagers organize (Presence + Command or Wits + Tactics)
2. **Construction:** Building fortifications (Body + Athletics or Wits + Craft)
3. **Training:** Preparing the militia (Presence + Command or Body + Melee)
4. **Probing Attack:** Defending against Rothari scouts (Combat encounter)

Strike First Path:

1. **Scouting Mission:** Learning about Rothari movements (Wits + Stealth or Survival)
2. **Ambush:** Attacking Rothari supply lines (Wits + Skullduggery or Body + Melee)
3. **Raid:** Infiltrating a Rothari outpost (Wits + Stealth or Presence + Command)
4. **Escape:** Returning to the village with intelligence (Body + Athletics or Wits + Survival)

6.4   Asset Building

As the PCs help the village, they begin to earn the trust and respect of the villagers. This is represented by gaining Assets that reflect their growing connection to the community.

Possible Assets:

- **Village Militia:** A group of armed villagers who will follow the PCs into battle
- **Elder's Trust:** The village elder's confidence, granting social advantages
- **Safe House:** A place in the village where the PCs can rest and recover
- **Local Knowledge:** Understanding of the area that grants advantages on Survival rolls

Gaining Assets: PCs can gain Assets by:

- Successfully completing important tasks for the village

- Making significant sacrifices for the community
- Building strong relationships with key NPCs

6.5   Session 2 Resolution

At the end of Session 2, the PCs should have:

- Helped organize the village defense or conducted a strike mission
- Gained at least one Asset representing their connection to the community
- Faced increased Rothari pressure (clocks advance)
- Made meaningful choices about how to protect the village

7   Session 3: The Final Stand

7.1   Opening Scene: The Rothari Return

Garrick Rothari has had enough. He gathers all his forces for one final assault on Millhaven, determined to make an example of the village and anyone who dares to oppose him.

The Final Threat:

- **Overwhelming Numbers:** 20+ Rothari bandits
- **Siege Tactics:** Rothari attempt to cut off supplies and starve the village out
- **Personal Vendetta:** Garrick specifically targets the PCs

7.2   Key Encounters

1. **Final Preparations:** Last-minute preparations for battle (Various skills)
2. **The Battle of Millhaven:** The climactic fight against the Rothari (Mass combat simplified)
3. **Confronting Garrick:** The final showdown with the gang leader
4. **Aftermath:** Dealing with the consequences of victory (Social encounter)

7.3   Simplified Mass Combat

For the final battle, use this simplified system:

Village Defense Clock (6 segments):

- Represents how well the village holds out against the assault
- Advances when PCs fail rolls or make tactical errors
- Retreats when PCs succeed or make good choices

Rothari Morale Clock (8 segments):

- Represents how close the Rothari are to breaking and running
- Advances when PCs deal damage or intimidate enemies
- Retreats when Rothari succeed in their attacks

Combat Resolution:

- PCs make rolls to lead the defense (Presence + Command)
- PCs make rolls to fight individual enemies (Body + Melee)
- PCs make rolls to protect villagers (Various skills)
- Success advances Rothari Morale Clock, failure advances Village Defense Clock

7.4 Session 3 Resolution

If the PCs successfully defend the village:

- Rothari Morale Clock fills - the gang breaks and flees
- Village Safety Clock resets to 0
- PCs gain permanent Assets reflecting their heroism
- PCs may be offered a permanent place in the village

8 Core Mechanics Quick Reference

8.1 Making Rolls

In Fate's Edge, you resolve important actions by rolling dice:

1. **Determine the Approach:** Choose an Attribute + Skill combination
2. **Set Difficulty:** GM sets Difficulty Value (DV) from 1-4+
3. **Roll Dice:** Roll a number of d10s equal to Attribute + Skill
4. **Count Results:**
   - Each 6+ = 1 Success
   - Each 1 = 1 Complication Point (CP)
5. **Apply Outcome:** Compare successes to DV

8.2 Outcome Matrix

Result	Successes vs DV	Effect
Clean Success	S ≥ DV, 0 CP	Intent achieved crisply
Success & Cost	S ≥ DV, 1+ CP	Intent achieved, GM spends CP
Partial	0 < S < DV	Progress with fork
Miss	S = 0	No progress, GM spends CP

8.3 Complication Points (CP)

CP are narrative fuel that the GM spends to add complications:

- **1 CP:** Minor pressure (noise, trace, +1 Supply segment)
- **2 CP:** Moderate setback (alarm, lose position, lesser foe)
- **3 CP:** Serious trouble (reinforcements, gear breaks, rail tick)

- **4+ CP:** Major turn (trap springs, authority arrives, scene shifts)

9   Resource Management

9.1   Boons

Boons are narrative tokens representing luck, resilience, or growth:

- **Earning Boons:** Through embracing complications, partial successes, or good roleplay
- **Using Boons:**
    - Re-roll one die after seeing the pool
    - Activate an Off-Screen Asset (1 Boon)
    - Convert 2 Boons → 1 XP (once per session)
- **Limit:** Maximum 5 Boons at once

9.2   Assets

Assets are off-screen resources that extend your influence:

- **Minor (4 XP):** Safehouse, small shop, petty title
- **Standard (8 XP):** Noble title, guild section, spy ring
- **Major (12 XP):** City license, regional network, fortress lease
- **Using Assets:**
    - Free effect once per session
    - Spend 1 Boon to reshape current scene

9.3   Assets in This Adventure

As you help Millhaven, you can gain these Assets:

Asset	Cost	Effect
Village Militia	Minor (4 XP)	Cap 3 follower - villagers who fight alongside you
Elder's Trust	Minor (4 XP)	+1 die to social rolls in Millhaven
Safe House	Minor (4 XP)	Secure place to rest and recover in village
Local Knowledge	Minor (4 XP)	+1 die to Survival rolls in the area
Village Charter	Standard (8 XP)	Legal protection and village resources

9.4   Spending Resources - Quick Guide

When to Spend Boons:

- ★Re-roll dice when you really need to succeed
- ★Activate Assets for crucial advantages
- ★Convert to XP when you want to improve your character

When to Use Assets:

- Get free help with problems between sessions

- Gain advantage in specific locations

- Solve logistical problems without rolling

Resource Management Tips:

- Don't hoard Boons - use them when they matter most

- Invest in Assets that match your character's strengths

- Remember that Assets require maintenance (roleplay attention)

10   Character Advancement

10.1   Earning XP

At the end of each session, players earn XP based on their actions:

- **Attendance:** +2 XP (just showing up)

- **Objectives Reached:** +2-4 XP (completing major goals)

- **Discoveries:** +1-2 XP (learning new things)

- **Hard Choices:** +1-2 XP (making difficult moral decisions)

- **Complication Spotlight:** +1-3 XP (embracing narrative twists)

- **Bond/Flag Driven Play:** +1-2 XP (engaging personal storylines)

10.2   Spending XP

XP can be spent in three ways:

1. **Enhance Self:** Improve Attributes and Skills

   - Attributes: New rating × 3 XP

   - Skills: New level × 2 XP

2. **Acquire Assets:** Gain worldly influence

   - Minor: 4 XP, Standard: 8 XP, Major: 12 XP

3. **Learn Talents:** Unlock unique abilities

   - Early Talents: 3-5 XP

   - Mid-Tier Talents: 6-10 XP

   - Prestige Abilities: 12+ XP

10.3   Sample Advancement Choices

Kestra (The Scholar):

- Raise Arcana from 2 to 3 (6 XP)

- Gain the Ritual Master Talent (12 XP)

- Acquire a Library Asset (8 XP)

Marcus (The Blade):

- Raise Melee from 3 to 4 (8 XP)
- Gain the Silver Tongue Talent (4 XP)
- Acquire a Trusted Mount Asset (4 XP)

Sariel (The Shadow):

- Raise Stealth from 2 to 3 (6 XP)
- Gain the Beast-Tongue Talent (8 XP)
- Acquire a Spy Network Asset (8 XP)

Elena (The Healer):

- Raise Medicine from 2 to 3 (6 XP)
- Gain the Healing Light Talent (8 XP)
- Acquire a Healing Sanctuary Asset (8 XP)

11 GM Tips and Advice

11.1 Running This Adventure

Keep It Simple:

- Use the pre-prepared NPCs and scenarios
- Don't overcomplicate the clock mechanics
- Focus on the story and character development

Encourage Player Agency:

- Let players make meaningful choices
- Show how their decisions affect the village
- Reward creative problem-solving

Manage the Pacing:

- Each session should have a clear goal
- Advance clocks based on player actions, not arbitrary timing
- Build to climactic moments gradually

11.2 Using Complications

Complications should enhance the story, not punish players:

- **Good Complications:** Add tension, introduce new elements, create interesting choices
- **Bad Complications:** Are arbitrary, repetitive, or make players feel helpless
- **Best Practice:** Tie complications to the fiction and character choices

11.3   Awarding Assets

Assets should feel earned, not given:

- Require meaningful sacrifice or effort
- Tie to specific actions or relationships
- Match the character's concept and the story's needs

12   NPC Gallery

12.1   Key NPCs

Elder Thorne - Village Leader

Role: The wise but weary leader of Millhaven
Motivation: Protect his people at all costs
Personality: Cautious, diplomatic, but capable of great courage when necessary
Relationship to PCs: Initially suspicious, becomes grateful for their help
Key Scene: The first meeting where he explains the village's troubles

Villain Motivations: Garrick Rothari

Choose one primary and one secondary motivation to give Garrick depth:

Primary Motivations:

- **The Abandoned Soldier:** Garrick was once a decorated Acasian soldier, discharged without pension after losing an arm in service. He turned to banditry to survive and now targets villages under the protection of the nobles who betrayed him.
- **The Debt Slave:** Garrick is being coerced by a Silkstrand crime lord (perhaps connected to a PC's backstory) to extract a massive debt from Millhaven. His cruelty is born of desperation.
- **The Ideologue:** Garrick genuinely believes the strong should rule the weak. He sees his "protection" as a natural order and views the villagers' defiance as a violation of the rightful way of things.

Secondary Traits:

- **Code of Honor:** He never harms children and always keeps his word.
- **Sentimental:** He carries a tattered locket with a portrait of a lost loved one.
- **Intellectually Curious:** He has a surprising respect for learning and might spare Kestra if she impresses him with her knowledge.

GM Application: Weave the chosen motivation into the story. For example, if using "The Abandoned Soldier," the PCs might find an old Acasian military insignia on a bandit, leading to a revelation that reframes the conflict.

Garrick Rothari - Bandit Leader

Role: Cruel leader of the Rothari Gang
Motivation: Power, control, and revenge
Personality: Ruthless, cunning, with a personal code of honor
Relationship to PCs: Immediate enemy who becomes obsessed with destroying them
Key Scene: The confrontation where he threatens the village

Mira the Baker - Village Representative

Role: Spokesperson for the villagers
Motivation: Feed her family and keep the community together
Personality: Practical, caring, with hidden strength
Relationship to PCs: First villager to trust them, becomes a key ally
Key Scene: The scene where she offers the PCs a place to stay

Tom the Smith - Village Defender

Role: Local blacksmith who helps with defense
Motivation: Protect his forge and the tools that feed his family
Personality: Gruff exterior, kind heart, practical fighter
Relationship to PCs: Respectful once they prove themselves
Key Scene: Training the villagers to fight

13   Optional Complications

13.1   Adding Depth

If your group wants more complexity, you can add these elements:

Political Intrigue: The Baron's Gambit

For a more complex game, introduce **Baroness Valerius**, a local noble whose lands border Millhaven's.

Her Motive: She wants to annex Millhaven for its fertile land but cannot do so openly. She has been secretly undermining the village, including *sabotaging their requests for aid* and *encouraging the Rothari* (via intermediaries) to soften them up.

How it Unfolds:

- **Clue:** In Session 1, a bandit carries a coin from the Baroness's mint.
- **Development:** In Session 2, a "helpful" envoy from the Baroness arrives, offering protection in exchange for swearing fealty—a blatant power grab.
- **Confrontation:** In Session 3, if the PCs are winning, the Baroness might send her own troops under the pretext of "restoring order," aiming to claim the victory and the village.

> **New Mechanics:**
>
> - **The Baroness's Scheme Clock (6):** Tracks her progress toward annexing the village. It advances if the PCs trust her envoy or are weakened by the Rothari.
>
> - **New Asset:** *Evidence of Conspiracy (Minor)*: If the PCs uncover proof of her dealings with the Rothari, they can use it to discredit her.

Supernatural Elements:

- The Rothari are using cursed weapons
- Ancient spirits are awakened by the violence
- One of the PCs has a mystical connection to the area

Personal Stakes:

- A PC's family member is in the village
- The Rothari leader knows one of the PCs personally
- Villagers remind PCs of people from their past

13.2   Scaling the Challenge

For Experienced Players:

- Increase clock sizes by 2 segments each
- Add more Rothari bandits to encounters
- Introduce additional factions with competing interests

For New Players:

- Decrease clock sizes by 2 segments each
- Provide more obvious clues and hints
- Reduce the number of Rothari in combat encounters

14   Resolution and Continuation

14.1   Successful Defense

If the PCs successfully defend Millhaven:

- **Immediate Rewards:**
  - Permanent Assets reflecting their heroism
  - 10-12 XP for each player
  - Respect and gratitude from the villagers
- **Long-term Benefits:**
  - Millhaven becomes a safe base of operations
  - Villagers provide information and resources

- Other communities seek their help

- **Story Hooks:**
    - Other villages face similar threats
    - Rothari remnants seek revenge
    - Political forces take notice of the PCs

14.2   The Village Falls: A Road to Redemption

If the Rothari Threat Clock fills or the Village Safety Clock reaches its end, Millhaven is overrun. But this is not the end—it's a turning point.

Immediate Aftermath:

- The PCs escape with a small group of survivors (including key NPCs like Mira the Baker and Tom the Smith).

- Each player gains a new **Bond of Shared Trauma** with another PC: "We failed together, and we will atone together."

- The **Refugee Caravan (Minor Asset)** is automatically gained, representing the survivors and their scant resources.

The Redemption Arc - Choose Your Path: The survivors look to the PCs for leadership. Present the group with a clear choice for their next goal:

1. **Seek Sanctuary in Vhasia:** A duchy in Vhasia to the east might offer protection, but gaining entry will require proving their worth and navigating strict bureaucracy. (Shifts the campaign to a political/intrigue theme).

2. **Appeal to the Acasian "Nobility":** Confront the local rulers whose inaction allowed the Rothari to thrive. This is dangerous and could see the PCs framed as scapegoats. (Shifts the campaign to a social/judicial theme).

3. **Become Guerrillas:** Stay in the region, harassing Rothari supply lines and freeing other villages from the shadows. The Rothari become a persistent **Hunt Clock** pursuing them. (Shifts the campaign to a military/insurgency theme).

New Campaign Clocks for the Arc:

- **Refugee Morale (6):** Tracks the hope and cohesion of the survivors. Filling it grants a boon; emptying it causes desertions.

- **Rothari Hunt (8):** Tracks how close the main Rothari force is to finding the caravan.

15   Quick Reference Cards

15.1   Character Sheet Summary

Character	Primary Attr/Skill	Key Talent	Starting Asset
Kestra (Scholar)	Wits 3 + Arcana 2	Lorekeeper	Scholar's Satchel
Marcus (Blade)	Body 3 + Melee 3	Battle Instincts	Trusted Blade
Sariel (Shadow)	Wits 3 + Stealth 2	Silver Tongue	Shadow's Cloak
Elena (Healer)	Spirit 3 + Medicine 2	Iron Stomach	Healer's Kit

15.2 Clock Management

Village Safety Clock (6 segments):

- ✓Protect villagers: -1 segment
- ✓Fail to protect: +2 segments
- ✓Intimidate Rothari: -1 segment
- When filled: Village falls to bandits

Rothari Threat Clock (8 segments):

- ✓Defeat Rothari: +1 segment
- ✓Gain information: -1 segment
- ✓Intimidate enemies: -2 segments
- When filled: Rothari retreat or seek reinforcements

15.3 Resource Spending Guide

Resource	Cost	When to Use
Re-roll die	1 Boon	When success is critical
Activate Asset	1 Boon	To gain advantage in scene
Convert to XP	2 Boons	When you want to improve
Minor Asset	4 XP	For basic off-screen help
Standard Asset	8 XP	For significant influence
Major Asset	12 XP	For major world impact

15.4 Sample Dice Pools

Common Actions:

- Negotiate with villagers: Presence 2 + Diplomacy 2 = 4d10
- Fight Rothari bandit: Body 3 + Melee 3 = 6d10
- Sneak past guards: Wits 3 + Stealth 2 = 5d10
- Heal wounded villager: Spirit 3 + Medicine 2 = 5d10
- Research ancient texts: Wits 3 + Lore 2 = 5d10

15.5 Complication Guidelines

When to Spend CP:

- Add tension to successful rolls
- Escalate failed rolls into interesting failures
- Introduce new story elements
- Create meaningful choices for players

Good CP Spends:

- 1 CP: Add a minor obstacle or complication
- 2 CP: Introduce a new threat or NPC
- 3 CP: Change the tactical situation significantly
- 4+ CP: Alter the story direction entirely

16   Conclusion

"Blood and Silk" is designed to be your first step into the world of Fate's Edge. It introduces the core mechanics through a straightforward story of redemption and community while giving players meaningful choices that affect the outcome.

The adventure emphasizes:

- **Character Growth:** From exiles to heroes through player choices
- **Resource Management:** Boons, Assets, and XP as meaningful currencies
- **Narrative Consequences:** Every action affects the story's direction
- **Collaborative Storytelling:** Players and GM work together to create the tale

Remember that Fate's Edge is about the story, not just the dice rolls. Encourage players to describe their actions vividly, embrace the complications that arise, and let the world react to their choices in meaningful ways.

Whether the PCs become beloved protectors of Millhaven or tragic figures who couldn't save the day, their story will be one worth telling. The dice will guide you, but it's your choices that write the legend.

What are you willing to risk to reshape the world around you?

In Millhaven, that question might just have a simple answer: everything.