

INTRODUCTION

Conspiracy of Shadows is a homage to the dark, gothic fantasy roleplaying games of the 90's. In the game you take on the role of overwhelmed but determined heroes on an impossible quest to save the world from darkness. It is about drawing a line in the sand and shaking your fist against the night. It isn't about survival, but about ensuring the world's survival.

In this game, one player takes on the responsibility of playing the adversaries and allies, staging the scenes and keeping track of the flow of the game. This is the Game Master (GM) and it is a tough job.

The other players take on the role of the Cell, heroes fighting against the obstacles the GM puts in their path. There is always at least one Cell member and no more than five.

The game is a marriage between board and roleplaying games. It has a victory condition, utilizes a turn structure for organizing play, and leverages miniatures and maps to resolve battles. It also relies heavily on atmospheric rich narration, character immersion and player driven action.

The ideal setup is a good sized table that can accommodate the Journey Map and a space to play out Skirmishes. White boards are always useful and even better is putting maps under some glass or clear plastic on which you can write with dry erase markers. Once you include the Rune Stones, glass beads for managing Pools, and miniatures for Skirmishes, you will have everything you need to enjoy the game.

This game works well both in the mode of a traditional roleplaying game, where you play session after session unfolding a collective story over time, as well as a pick up and play game with minimal fuss. The choice is yours as to how you want to explore the machinations of the Conspiracy.

The rules manual is broken down into the following sections:

Core Rules: This section gives you all the rules you need to make characters for playing the game. It also covers the basic mechanics for Challenges and Skirmishes.

Playing the Game: This section informs you how to sit down and play a game of Conspiracy of Shadows.

The Wyrding: This section contains rules for magical Incantations, Rituals and Artifacts.

Bestiary: This section has a selection of ready made monsters and NPCs you can use in your game.

DEFINITIONS

Conspiracy of Shadows is best understood within the context of the following terms and their definitions.

ARCHETYPES

Archetypes are a thematic idea, reflecting a world view and state of being that drives a character. Some reflect a physical or supernatural reality and others simply a state of mind.

THE BLACK STONE

The Black Stone is the one Runestone with no markings. When it appears in a toss, the player is granted a token to add to their Destiny Pool.

CLASS

The player characters in Conspiracy of Shadows are tragic heroes, but that does not mean they are all warriors, rogues, or mages. Player characters come from all walks of life. Classes represent a combination of cultural upbringing and training.

CONDITIONS

Conditions are a state of something that apply to a specific set of circumstances for a specific set of time. They can provide an advantage or disadvantage and can be permanent or temporary. A temporary condition lasts a number of Turns equal to the margin of failure and the circumstances are based on the context of the situation as interpreted by the GM.

DESTINY

Destiny is a limited resource used by players to influence the direction of the game through their Archetype powers. When a player makes a toss that includes the Black Stone, they add a token to their Destiny Pool, which they may now spend as their power's dictate.

DIFFICULTY

Difficulty is the adversity a character must overcome with a toss as dictated by the GM based on the context of the situation. It is either a fixed number or equal to the number of successes tossed in opposition to the character.

FAILURES

After a toss, the face down Rune Stones are called Failures.

LEVEL

A character's level represents a general competence in their ability to deal with the world around them. As heroes, they are already a step ahead of the rest of the world at first level. Characters at fifth level are skilled leaders, renown craftsmen or hold positions of power. At 10th level, characters shake the very foundations of civilization with their decisions.

MARGINS

Margins are the value you derive from subtracting a number of successes tossed from a Difficulty or an opposed number of successes.

NETWORK

A character's Network consists of friends, enemies, and business associates that they can leverage in the war with the Conspiracy. The more a character has, the more Influence they recover in play. However, the larger a character's Network is, the more exposed they are to the Conspiracy.

RUNE STONES

Conspiracy of Shadows uses the Futhark Rune Stones for all conflict resolution. The Rune Stones are made up of 24 runes plus a blank, or black stone that represents Destiny.

POWERS

Powers are special abilities a character can use by spending their Destiny Pool. They are defined by the character's Archetype.

SUCCESSSES

After a toss, the face up Rune Stones are called Successes.

SUCCESS MODIFIER (+1S, -1S)

After making a toss, add or subtract a number of Successes as indicated by the number.

TALENTS

Talents are the method in which we define and differentiate characters, both in what they can do and in what drives them. They are a brief description of something the character is capable and good at doing.

Each Talent is also associated with a Rune. When writing down the Talent also include this Rune. If while using this Talent during a toss that Rune appears face-up, the character gets a +1s.

TRAITS

Traits define the capabilities of characters in the game and are each related to a Rune. Each Trait has a number associated with it to indicate the base number of Rune Stones tossed in a Challenge. If anything the characters wish to attempt does not readily fall under one of the Traits, the GM chooses the closest approximation.

ATHLETICS

Athletics is the measure of a character's physical capabilities. It is used in Challenges for any physical action not covered by other Traits.

TEMPERAMENT

Temperament is a measure of a character's strength of personality. It is used in Challenges for psychological actions not covered by other Traits.

LEADERSHIP

Leadership is a measure of a character's charisma and self control. It is used in Challenges for command-based pursuits.

WYRD

Wyrd is the measure of a character's ability to manipulate the Wyrd to shape reality. It is used to resolve Rituals and Incantations.

SKULLDUGGERY

Skullduggery is a measure of a character's ability to engage in underhanded and sneaky deeds. It is used in Challenges covering criminal behaviors and generally stealthy behavior.

CRAFTSMANSHIP

Craftsmanship is a measure of a character's ability to create, be it music or a horseshoe. It is used to resolve Challenges centered on the act of creation.

FIGHTING

Fighting is a measure of a character's ability to fight and defend themselves. It is used primarily as a part of Skirmishes.

DERIVED TRAITS

Derived Traits are the Pools of resources you manage throughout play. They are spent to engage in Challenges, in Skirmishes, and to manipulate the Wyrd. Each is derived by combining specific traits.

VITALITY

Temperament + Athletics + Fighting + Skullduggery

VITALITY RECOVERY

Athletics

INFLUENCE

Leadership + Temperament + Craftsmanship

INFLUENCE RECOVERY

Network Size

WILLPOWER

Temperament + Wyrd

WILLPOWER RECOVERY

Temperament

TOSS MODIFIER (+1R, -1R)

Prior to making a toss, add or subtract the number of Rune Stones you get to toss as indicated by the Toss Modifier number.

MECHANICS

CHALLENGES

Challenges are constructed of two parts. One is a resource management mechanic tied to the character's three main resources and the other is the actual rune stones. Challenges occur when the GM says no to a player's narration of events which leads to the following steps:

- The GM determines the type of Challenge the player faces
 - » Physical Which costs Vitality
 - » Social Which costs Influence
 - » Mental Which costs Willpower
- The GM determines the nature of the Challenge
 - » Opposed A struggle against an individual with agency. The Difficulty is an opposed toss between both parties.
 - » Unopposed A struggle against forces without agency. The GM assigns a Difficulty to the Challenge which the player must toss against.
- The GM approves of the appropriate Trait to be used in the Challenge by both sides.

Difficulty Table

	Difficulty	Cost
Tough	3 - 5	1
Challenging	6 - 7	2
Formidable	8 - 9	3
Heroic	10 - 11	4
Super Heroic	12 - 13	5
Supernatural	14+	6

- The GM adjudicates what Talents are appropriate for the Challenge.
- The GM and Player each tally up and Advantages or Disadvantages they may have.
- Runes are tossed and the total number of Successes are tallied. If a rune appears that matches one assigned to a used Trait or Talent, tally an additional success for each.
- Whomever has the most successes wins

When failing a toss, the GM has two options they can pursue. They can either deny the character what they want (boring), give the character what they want and assign a Condition or give the character what they want and add a Twist to their plan.

Sample Conditions Table

Toss 24 Rune Stones	Condition
1 - 4	Blindness -4s to vision-base actions.
5 - 8	Confused Suffer -1R to all actions
9 - 11	Exhausted Recover Vitality at half speed
12 - 15	Hungry -1s to all actions
16 - 18	Minor Injury -2s to all actions
19 - 21	Illness Recover Willpower at half speed
22 - 24	Uncontrollable Anger Always attacks when frustrated.

Sample Twists Table

Toss 1 Random Stone	Twist
↪ Astrild Face Up	That sounds big and angry.
↪ Astrild Face Down	Where did everyone go?
⤴ Atridr Face Up	A meteor crashes from the sky.
⤴ Atridr Face Down	Did something just fall off?
⤴ Avling Face Up	Possessed by a demon.
⤴ Avling Face Down	Is that a crying baby?
⤴ Beli Face Up	What is that crawling under your skin?
⤴ Beli Face Down	The wind blows the scent of a fire.
↩ Bragi Face Up	They are a shapechanger
↩ Bragi Face Down	Earthquake!
⤴ Cheru Face Up	Why is it suddenly so cold?
⤴ Cheru Face Down	Is that poison?
⤴ Dod Face Up	Their family swears revenge?
⤴ Dod Face Down	You've awoken a dead Jutun
⤴ Fiollnir Face Up	You've been framed
⤴ Fiollnir Face Down	The watch has been called.

Sample Twists Table

Toss 1 Random Stone	Twist
⚡ Fiolsvid Face Down	The dead rise around us.
⚡ Fiolsvid Face Up	Oh Gods, we are surrounded.
⬢ Fiorgyn Face Down	Well, that translation was wrong.
⬢ Fiorgyn Face Up	Apparently we are now betrothed.
⌋ Glede Face Down	You fall into a crevice.
⌋ Glede Face Up	That was the wrong Incantation.
⚡ Mot Face Down	A surge of darkness explodes around us.
⚡ Mot Face Up	They get away.
⚡ Modi Face Down	Your information is out of date.
⚡ Modi Face Up	Something was stolen.
⚡ Reise Face Down	Your weapon breaks.
⚡ Reise Face Up	You lose everything you were carrying.
⚡ Rikdom Face Down	They are not who you thought they were.
⚡ Rikdom Face Up	You are overheard.
⚡ Sannhet Face Up	They demand all of your possessions.
⚡ Sannhet Face Down	You clearly said the wrong thing.

Sample Twists Table

Toss 1 Random Stone	Twist
⌘ Skadi Face Up	What is that taste?
⌘ Skadi Face Down	We are almost out of clean air.
✕ Smerte Face Up	This is a dead end.
✕ Smerte Face Down	Is that a stampede or a flood?
Ⓜ Trenger Face Up	A rock slide!
Ⓜ Trenger Face Down	It starts to snow.
⚡ Uthold Face Up	Are those bandits on the horizon?
⚡ Uthold Face Down	A torrential downpour starts.
⚔ Vajir Face Up	This seems familiar, but something is off.
⚔ Vajir Face Down	You're totally lost.
⚔ Velded Face Up	That water sure is deep.
⚔ Velded Face Down	Whatever you were hunting is being hunted by something much worse.
↑ Vijir Face Up	Something ate our supplies, animals, and hirelings.
↑ Vijir Face Down	Where did everyone go?
Ⓜ Vojin Face Up	Something just woke up, and it ain't friendly.
Ⓜ Vojin Face Down	Now everyone is looking at you.

SKIRMISHES

The Skirmishes rules are designed to resolve marshal conflicts between two or more opposing forces. Each token or miniature you use represents a single participant.

The units in a Skirmish are represented by a marker or miniature on the playing surface. The only requirement is that any unit that is "human sized" be sized the same.

The surface for play can be virtually anything so long as it allows you to mark the terrain. Dry erase boards work great, as do chalk boards, and printed out hex maps. Terrain can be marked directly on the surface or you can use models and props to transform the surface to match the conditions of the Skirmish.

TERRAIN

When establishing your terrain, understand that the ground scale is one inch/square/hex is equal to 5 feet. This conforms with the 25mm miniature scale. You can use smaller scaled figures or tokens, but remember to keep the scale consistent.

Terrain Table

Type	Cost
Open Ground Floors, level ground, ladders, stairs, ropes, and open doors	1
Difficult Ground Steep slopes, bushes, and angled roofs	2
Very Difficult Ground Crawl holes, rubble, slick surfaces, and water	3
Barriers Walls, closed portals, and trees require the unit to either stop all movement, scale the obstacle, or remove the obstacle.	All

SEQUENCE OF PLAY

1. Recovery

The first round of a Skirmish does not have a Recovery Phase. All other rounds start with the recovery Phase. The Recovery Phase is broken into two segments.

Vitality Recovery: Units recover Vitality equal to their Vitality Recovery.

Morale Challenge: Each Broken unit gets the chance to make a Leadership Challenge roll to try and return to the fight. Roll the unit's Temperament against a Difficulty equal 7 minus the your commander's Leadership Trait. If a unit is within 2 squares/inches of their Commander, they gain a +1R Toss Modifier to their roll.

2. Determine Tempo

The first round of a Skirmish, Tempo is determined by either the narration leading up to the Skirmish or through a Leadership Versus Challenge. In the rounds that follow, Tempo is determined by a Leadership Versus Challenge with each side counting up their total number of units. The side with more units gets the difference as a Toss Modifier to this roll.

3. Movement

During the Movement phase, the side with Tempo moves their units first or defers to the other side. Deferring movement automatically gives that side Tempo for the rest of the Round. If the unit is a mounted unit, the movement value of the mount is the only value used in the Skirmish.

4. Range Attacks

Any unit with a Range Weapon can shoot during the Range Attack Phase. They may not fire if they are engaged in Melee, has run, has recovered this Round, or is Stunned or Knocked Down.

5. **Melee Attacks**

Any unit may engage in the Melee with units to their front or side that is within reach of their weapon.

MOVEMENT

There are four kinds of Movement in a Skirmish. The Athletics Trait used in Movement is always that of the mount, if a unit is mounted.

RUNNING

The Unit may move 2x their Athletics. A character may only run if not engaged in Melee and is not passing within 2 inches/squares of an enemy. The character cannot engage in Range Attacks unless mounted. Costs 2 Vitality.

CHARGING

The Unit may move their Athletics and attack prior to the Ranged and Melee Attack sequence so long as their entire movement is in a straight line. The unit may not engage in those phases, but the charge attack adds the unit's Athletics trait as damage. Costs 4 Vitality.

MANEUVERING

The Unit may move equal to their Athletics. The unit may engage in Range and Melee. Costs 1 Vitality.

COMPULSORY

Units that have Broken must flee to the edge of the board at x2 their Athletics. Costs 1 Vitality.

RANGED ATTACK

To shoot a target, a unit must have line of sight in a 180 degree arc from the front of the unit. A unit may turn freely during this Phase to change direction, such as shooting a target behind.

A target that is partially obscured from the attacker has cover. Cover provides a +1R for the unit's defense roll. The terrain and other units dictate if a unit has cover or not.

The range of a unit's attack during this phase is dictated by the weapon. See the Gear section for details on different weapon ranges.

A Range Attack is resolved by the rolling a unit's Fighting Trait versus the Target's Fighting Trait, taking into account any Talents and Conditions. It costs 1 Vitality to attack with crossbows and 2 Vitality for all other ranged weapons.

The amount of damage is determined by the total number of successes resolved from the formula:

$$\begin{aligned} & (\text{Attacker Successes} + \text{Weapon}) \\ & - (\text{Target Successes} + \text{Armor}) = \text{Damage.} \end{aligned}$$

MELEE ATTACK

A Melee Attack is resolved by rolling a unit's Fighting Trait versus the target's Fighting Trait, taking into account any Conditions. It costs 1 Vitality to attack with one handed weapons and 2 Vitality for a two handed weapon. The amount of damage is determined by the total number of successes resolved from the formula:

$$\begin{aligned} & (\text{Attacker Successes} + \text{Weapon}) \\ & - (\text{Target Successes} + \text{Armor}) = \text{Damage.} \end{aligned}$$

WOUNDS

When a unit suffers damage in a missile or melee attack consult the injury table below. Each time a character suffers a wound, they need to make a shock toss. A shock toss requires a unit to toss Athletics with a Difficulty equal to the total number of wounds a unit has suffered.

If a unit fails a shock toss they become stunned or knocked down. Determine this by tossing a single rune stone. If a success they are stunned. If it is a failure they are knocked down.

When a unit is stunned or knocked down, they are particularly vulnerable. When they are struck in this state, they are knocked out of the fight entirely and add two wounds to their total.

Injury Table

Number of Wounds	Effect
1 - 2	Light Wound -1 Movement -2 Vitality
3 - 4	Serious Wound -2 Movement -1R to All Rolls -4 Vitality
5+	Massive Wound -3 Movement -2R to All Rolls -6 Vitality

Attacker Moved & Shot: Defender gets a +1s to ranged tosses

Large Target: Attacker gets a +1s to ranged tosses

Attacker in Elevated Position: Attacker gets a +2s to ranged tosses

Stunned: Attacker gets a +1s to attackss

Knocked Down: Attacker gets a +2s to attackss

WYRDING IN SKIRMISHES

If a character can use Incantations to influence the fight, they do so during the Range Attack Phase. To do so they roll their Wyrd versus the Difficulty of the Wyrd.

A character may also engage in a Ritual during a Skirmish. Rituals have no Difficulty, but take a number of Rounds equal to the Difficulty of the Ritual minus the character's Wyrd Trait. The character may not engage in any other activity, and if the character is struck successfully, the Ritual is ruined.

WINNING & LOSING

A Skirmish ends when either one side concedes or one side defeats or drives off all the units of their opponent. You may choose to concede only during the Recovery Phase.

AFTERMATH

Every character that has engaged in a Skirmish loses Vitality equal to the number of Rounds the Skirmish took divided by half. This is in addition to any lost during the Skirmish.

For each character that has suffered damage you must toss a number of rune stones equal to the number of wounds the character suffered in the Skirmish. That number is subtracted from 24 and compared against the Aftermath Table.

MORALE

A unit may be required to engage in a Morale Challenge to avoid being Broken and fleeing the scene of a fight. Roll for a unit their Temperament against a Difficulty of 14 minus their Commander's Leadership Trait (taking into account any Conditions) if the unit meets any of these conditions:

All Alone: The unit is facing 2 or more enemies with no allies within 6 squares/inches.

Fear: The unit faced has the Feared Condition.

Wounded: A unit has suffered more wounds than their Athletics Trait in the previous round.

Wyrding: The unit had a Wyrding used against them.

SKIRMISH CONDITIONS

The following list contains common Conditions in a Skirmish:

Cover: Defender gets a +2s to ranged tosses

Long Range: Defender gets a +1s to ranged tosses

Aftermath Table

Damage	Result
0	Death The character dies.
1 - 2	Multiple Injuries Choose two wounds from this chart.
3 - 4	Chest Wound Pull a random Rune Stone. Black Stone: Permanent -2R. Any Other: Suffers a -2R for a number of turns equal to your wound total.
5 - 6	Lost Eye If this is the first eye lost, the character suffers a permanent -2R to all tosses. If it is the second eye, the character is blind and suffers a -4R to all tosses.
7 - 8	Leg Wound Pull a random Rune Stone. Black Stone: Permanent -2R. Any Other: Suffers a -2R for a number of turns equal to your wound total.
9 - 10	Arm Wound Pull a random Rune Stone. Black Stone: Permanent -2R. Any Other: Suffers a -2R for a number of turns equal to your wound total.
11 - 12	Foot Wound Pull a random Rune Stone. Black Stone: Permanent -2R. Any Other: Suffers a -2R for a number of turns equal to your wound total.

Damage	Result
13 - 14	Hand Wound Pull a random Rune Stone. Black Stone: Permanent -2R. Any Other: Suffers a -2R for a number of turns equal to your wound total.
15 - 16	PTSD Pull a random Rune Stone. Black Stone: Permanent -2R. Any Other: Suffers a -2R for a number of turns equal to your wound total.
17 - 18	Wounded Suffers a -1R for a number of turns equal to your wound total.
19 - 20	Captured The character regains consciousness and is held captive by the enemy of the other side.
21	Robbed The character managed to escape but all of their Gear was lost in the fight.
22	Scarred The character suffered superficial wounds that left horrible scars, leaving the character with a Permanent Condition of Feared.
23	Hardened The character survived and has come out stronger for it with a Permanent +1R against Fear inducing effects.
24	Unharmed The wounds were not as grievous as they first appeared and the character walks away unharmed.

CHARACTERS

Conspiracy of Shadows is designed to allow for quick character creation. Players select a class and archetype combination then round out the character by selecting Talents, Languages and Gear.

CLASS

Classes are a distillation of vocations and cultural background. Each Class provides you a summary of it's place in the world and a bit about it's relevance in the culture from which it springs. It also includes your starting Traits, Network, Language, Talents, Powers, and Gear.

ARCHETYPE

Archetypes are what make the players special in Conspiracy of Shadows. It is a series of conditions and powers that set them apart from others.

TALENTS

Talents are the method in which we define and differentiate characters, both in what they have been trained to do and what they can do naturally. Select or invent two Talents for your character.

LANGUAGE

Conspiracy of Shadows is a game where cultural differences play an important part of play. Select one additional language your character knows.

GEAR

Classes will define a few items of gear for characters, but the rest is up to the player to acquire. Each new character begins with an initial Decanidi reserve equal to:

$$(\text{Influence Pool} \times \text{Influence Recover}) \times 100$$

KARNIAN ARMSMAN

Karnia lies in the heart of Taratha where the Arzobispo of Karn reigns with a theological iron grip as one of the great Electors of Taratha. His rule has combined the natural discipline of the Tarathans with a religious zeal that has become embodied by the Karnian Armsmen. Courageous and well trained in warfare, they are famous for not breaking at Norleza when the Khagan sent his Khan of War directly against them. It was the first time he ever lost a battle.

TRAITS

A	L	C	W	S	F	T	V	W	I
6	3	2	3	3	6	3	18	6	6

NETWORK

A former brother/sister in arms

LANGUAGE

Tarathan

TALENTS

Fight in Formation, Spearman

POWER

Here and No Further: When fighting with your back against the wall and no hope to escape, add your Level to your Fighting Trait for tosses.

GEAR

An old and trusted piece of equipment that has one stat increased by 2.

IMPERIAL INQUISIDAR

The Inquisidars make up the backbone of the Orthodox Church, serving as conduits to Vojin the All Father, political advisors, educators, detectives, and soldiers. They simultanesouly live both within society and outside of it as they ultimately answer to Mother Church and no one else. Inquisidars have the rare distinction of not being tied to a particular church or institution, but rather are assigned to secular trouble spots to serve the Church's will.

TRAITS

A	L	C	W	S	F	T	V	W	I
2	4	2	2	3	4	4	13	6	8

NETWORK

A companion from seminary, a family member, and a devout soldier

LANGUAGE

Vorish or Hellas

TALENTS

Always Gets a Message Out, Orthodox Rituals

POWER

Power of the Church: When invoking church authority to achieve your goals, add your Level to your Leadership Trait for tosses.

GEAR

Robes of office and an enchanted holy symbol that provides a +2s to the Ward of Security Ritual.

NODERIN GALGAGRAMR

Part holy man and part sorceror, Galgagramr's are famous for their ability to manipulate the Wyrd, speak the language of birds, and to know the unknowable. Typically found in the distant north, there can only be a single Master, but many apprentices. The Master always pits the apprentices against one another to both weed out the weak, but to also ensure that they can't turn traitor. The north is filled with the frightful tales of apprentices usurping their Master.

TRAITS

A	L	C	W	S	F	T	V	W	I
3	2	2	7	3	3	7	16	14	9

NETWORK

An apprentice or master Galgagramr

LANGUAGE

Eskari, Isoli, Navari, or Tarathan

TALENTS

See What the Crow Sees, Murderer

POWER

Touched by Dod: All Galgagramr must first die and then return from Dod's icy realm with knowledge and wisdom unknown to mortal men. Because of this, they may add their Level to any Challenge that requires lost and forbidden knowledge.

GEAR

An enchanted cloak that makes stealth much more effective by provide a +2s to moving unseen tosses.

VALADARIN PAN

The Validarin dominated territories have long been blessed and plagued by a nobility based on a meritocracy with little stratification outside the court. They are masters in their domain, but are equal to all other nobles in the land. This creates a patchwork of territories as each individual has their own way. It is further complicated by the fact that younger sons always must leave to make their own fortune.

TRAITS

A	L	C	W	S	F	T	V	W	I
4	7	2	3	4	4	3	16	6	10

NETWORK

A skilled retainer, a bodyguard, a family member, a rival lord

LANGUAGE

Bravish, Daskan, Jenkaz, Toloskan, or Vashish

TALENTS

Sword Master, Intimidating

POWER

My Word is Law: Having the confidence of your convictions, you can add your Level to an attempt to coerce or command others to act in your interest.

GEAR

An enchanted family heirloom that provides a +2s to a single task.

MERCHANT OF THE WESTERN ISLES

Isolated by distant islands in the ocean from the rest of the world has not stopped the merchants of the Western Isles from being a premier economic force. The Isles are rich in minerals and sheep that provide the finest wool in the world, which they have leveraged to make themselves and their people wealthy. They never seem to struggle to turn a profit and are so well traveled they always seem to be a native.

TRAITS

A	L	C	W	S	F	T	V	W	I
5	3	2	3	2	6	3	16	6	6

NETWORK

A family member, a business partner, a rival, an important employee, a bodyguard

LANGUAGE

Orun, Irun, Barun, Davrun, or Luvilun plus one other language or choice.

TALENTS

Never Seem Out of Place, Hagglers

POWER

Friend in Every Port: When entering a new location, you can add your Level to any Challenges required to find one specific person.

GEAR

A writ that provides a +2s to get past guards in a new location once.

ANA KARDES

The Ana Kardes are a key social, religious, and political force in the Kalifate. They train their mind and body through years of physical and mental conditioning to achieve perfection. The result is a society of women who are one part trusted advisor, one part skilled diplomat and one part willing assassin. If the Khalifate has an embassy or a Duni merchant has precense in a location, an Ana Kardes is sure to be found.

TRAITS

A	L	C	W	S	F	T	V	W	I
5	4	2	4	5	4	4	18	8	8

NETWORK

An ally at court, a sponsor/mentor, a rival

LANGUAGE

Ayun, Hazan, or Hanud

TALENTS

Poisoner, See Through Illusions

POWER

Subtle in Action: The Ana Kardes are at their best when they strike when a strike is unexpected. They may add their Level to any toss when they attack when it is least expected.

GEAR

Five vials of various drugs and poisons from an apothecary.

NARDOSH GOZCU

On the open steppe there is no warrior more feared than the Nardosh calvary. They always seem to appear at the right place and time, and usually after key members of their opposition have mysteriously died or disappeared. The reason for this seemingly mystical timing are the Gozcu, and elite force of scouts and assassins that move in and out of enemy territory with ease.

TRAITS

A	L	C	W	S	F	T	V	W	I
5	2	2	2	6	5	3	19	5	5

NETWORK

Another Gozcu

LANGUAGE

Besh, Kida, Nardosh, or Otash

TALENTS

Move Unseen in the Wild, Assassin

POWER

Unerring Shot: With enough time and patience you have supernatural aim. If firing an arrow in a Challenge or as the first action of a Skirmish, add your Level to the toss.

GEAR

A well trained war horse that comes when it is called and never fails a morale toss.

ARCHETYPES

Archetypes are a set of Conditions and Powers that you apply to a character to either make them unique or transform them into another type of creature. Some Archetypes are thematic, reflecting a world view that drives the character. Other Archetypes reflect a physical state of being, transforming the mundane into the supernatural.

AVENGER

The Avenger is a character who has been horribly wronged by someone acting on the behalf of the Conspiracy. The character may have been beaten, raped and left for dead, seen their parents murdered before their eyes at a young age, witnessed their spouse slaughtered in a gruesome fashion or any of a myriad of other horrific experiences. Instead of succumbing to the despair of survivor's guilt, they have nurtured their emotions into a weapon to motivate their every action.

Name your Enemy and how they wronged you. That character is then created by the GM. Should you ultimately get your revenge, you must remove this Archetype and select a new one.

PERMANENT CONDITIONS

Myopic: When faced with your Enemy in a Skirmish, you must work to attack them until they are defeated but have a +1R to all tosses.

Blood Debt: When overcoming a Challenge that you know will harm your Enemy in some way you gain a +1s to your toss.

Not Finished: If your toss against the Aftermath Table results in your death, but your Enemy is still alive, you instead suffer from Multiple Injuries.

POWERS

Always Hunting: Spend 1 Destiny token and the GM must tell you where on the map your Enemy is located (e.g. neighborhood name, town name, secret dungeon).

BEAST

The Beast is a character who has tapped into their feral nature. They are not so much driven by destruction as the thrill of violence against their enemies, particularly the undead. With this comes extraordinary physical abilities that set them above other humans.

When applying this archetype to a character, select only one Totem Condition.

PERMANENT CONDITIONS

Killer Instinct: Each time they wound an enemy in a Skirmish, they recover an additional Vitality during the recovery phase.

Feral Endurance: They have five additional Vitality in your Vitality Pool at all times.

Bear Totem: They have a +1s for Challenges that require strength for success. You can never succumb to wounds in a Skirmish, though you do suffer from injuries in the Aftermath Table.

Cat Totem: They have a +1s for Challenges that require stealth for success. When flanking an enemy in a Skirmish you gain a +1s to your toss.

Hawk Totem: They have a +1s for Challenges that require sight for success. When attacking from range in a Skirmish you ignore cover.

Wolf Totem: They have a +1s for Challenges that require teamwork for success. You spend no Vitality to move during a Skirmish.

POWERS

Sense the Undead: Spend 1 Destiny token and the GM must tell you where any nearby undead (vampyrs, zombies, ghosts, etc.) are located.

DARK MASTER

The Dark Master is an individual who has strived to learn the deepest arcane secrets in the quest for immortality. This has required them to master the necromancy of the Jutun, which carries danger beyond the need to delve into places left untouched. The Jutun may no longer rule the world, but they have not left it entirely and they hunt for what is rightfully theirs.

Pick a location on the game map for where you hide your Phylactery and keep this information to yourself. Should this location be occupied by the Conspiracy or destroyed in any way, remove this Archetype from your character and apply another.

PERMANENT CONDITIONS

Dread: You give off a tangible sense of dread which reflects the horrid place you have gone for your power. In a Skirmish increase the Morale difficulty for your opponents by one.

Phylactery: Immune to the effects of age, poison, gas, sleep, and disease.

Rejuvenation: When tossing against the Aftermath Table you only suffer half the penalties for any wound.

Agent of the Grave: When faced with Undead you may attempt to force them to perform a single task by successfully defeating them with a Temperament Challenge.

POWERS

Unwilling Shield: When tossing against the Aftermath Table spend 1 Destiny token to inflict your injuries upon an enemy you just faced in the Skirmish.

DESTROYER (GM ONLY)

The Destroyer is the embodiment of the wrath of the Conspiracy. Everything they touch collapses under the weight of their wrath, and no two Destroyers are the same. Some are personifications of power, shattering obstacles in their path with brute force. Others are like wisps that float through the world, spreading rot and ruin.

PERMANENT CONDITIONS

Wanton Destruction: When the Destroyer attacks a target, anything that is in an adjacent square other than the Destroyer also suffers the attack. If what is attacked is an inanimate object, it is automatically destroyed (walls, ladders, statues etc.).

Opportunist: When someone gains a Wound from a Skirmish, spend a Destiny to force that player to toss twice against the Skirmish Condition Table. The Destroyer may then choose which result applies.

POWERS

Murder: After murdering someone, spend a Destiny to transform their victim's Willpower Pool into Vitality for the Destroyer.

EXPLORER

The Explorer is a character who when faced with the actions of the Conspiracy decided to learn more. While the character fears and loathes their enemy, they can't help but be curious about it and it's mysterious purpose. Their weapon is knowledge of their enemy's ways and they seek that knowledge wherever it may lay.

Unlike other Archetypes, the Explorer only has one power and no conditions. They may spend Destiny to directly introduce new information into the game at any time.

To spend a Destiny, the player simply picks up the token used to represent it, place it on the table, and introduce a Descriptor. More than one Destiny token can be spent at any given time and can be used to augment each other.

For example, when introducing a new character by declaring, "Urik the Militargo Ordenado is in the inn before us," would cost two Destiny Tokens. In doing so the player has introduced a new character and placed that character in a location. If the player wanted to add them to their Network, they might spend another token to modify the Descriptors by saying, "My friend, Urik the Cup Knight, is in the Inn before us."

GHOST

When the soul of a living creature does not pass on to be with the gods, they become an incorporeal undead monster. They are eternally in anguish, tied to the mortal plane and unable to set things right. For this reason they lash out against the living in their rage every chance they get.

PERMANENT CONDITIONS

Incorporeal: Immune to the effects of poison, suffocation, gas, sleep, paralysis, disease and mundane physical attacks. Physical objects of the mundane sort cannot block their way.

Invisible: A Ghost may choose to become invisible at any time for any length of time.

Dread: You give off a tangible sense of dread which reflects the horrid place you have gone for your power. In a Skirmish increase the Morale difficulty for your opponents by one.

Ghostly Touch: A Ghost can attempt a Temperament Challenge to try and touch a living being. If successful, they drain away 2 Willpower. Should they remove all remaining Willpower from their target's pool in this way, that individual dies and returns a ghost in three days.

POWERS

Poltergeist: You may spend 1 Destiny to be able to manipulate solid objects for one Scene or Skirmish.

NOBODY

The Nobody is a character not wrapped up in the war between the Conspiracy and the Cell. They are the common person making a living in the streets of the city, the well meaning watchman, the thief prowling the night, and the noble looking to curry favor at court.

PERMANENT CONDITIONS

Friends in Need: They may be a nobody as far as the Cell and Conspiracy is concerned, but they always have friends and allies nearby willing to lend a hand.

Who Are You Again: They never seem to know who is important in the war between the Conspiracy and the Cell and as such are never intimidated or scared by any crazy talk.

POWERS

Lost in the Crowd: Spend 1 Destiny token to simply fade into the background of any situation. When doing so they get lost in the crush of a battle unscathed, disappear around a corner avoiding danger, or get washed away in the crush of the crowd.

PAWN (GM ONLY)

There are many Pawns of the Conspiracy. Some know who they are being manipulated by, but most do not, thinking they are pushing their own agenda. Anyone can be a pawn and almost anyone can be turned into one in the right situation.

PERMANENT CONDITIONS

Never Alone: A pawn is always close to at least three other Pawns. If the Pawn is in trouble or strays from their task, the others arrive either to help or put them down.

Handy: A pawn always has exactly the kind of mundane gear they need for a given task either at hand or nearby.

POWERS

Price of Knowledge: Spend a Destiny Token to reveal one fact about the Conspiracy to the Cell and then steal a Destiny Token from a Cell member and place it into the pool.

PURIFIER (GM ONLY)

The Purifier is the moral compass of the Conspiracy, driven by the need to scour the world clean of the impure. While they would use a knife to excise the cancer that infests the world, they also will not hesitate to unleash the Destroyer. They will do whatever it takes to make the world pure.

PERMANENT CONDITIONS

Symbiosis: When the Destroyer inflicts a wound, add five Willpower to your Willpower Pool.

Geas: After they murder someone, they may choose to bind their soul to a task of their choosing. Apply the Ghost archetype to their victim. This new Ghost must perform one task and will not performing it until the task is complete (guard this tomb, kill Rodrigo, etc.).

POWERS

Bring Forth the Destroyer: If there is no Destroyer currently in play, they may spend a Desinty to transform a Pawn into the Destroyer.

SAVIOR

The Savior is the prophesied one sent by the evil that resides on the Mountain to guide the masses to enlightenment. They are the one the masses will turn to for leadership, enlightenment, and guidance. It does not matter that all they want is to see the world burn.

PERMANENT CONDITIONS

Rousing Speech: By speaking before a crowd, they can choose to drive it to take a single action of your choice (e.g. burn down the quarter, hunt and kill a person). They do not stop until they have completed your task.

Healing Hand: You may remove all Wounds from any one character after a Skirmish.

POWERS

Resurrection: You may resurrect a slain character as a Pawn by spending Destiny equal to that character's Temperament.

SHEPHERD

The Shepherd is a character who believes in the strength and power of a group working together over the wants and needs of the individual. When they look at the Conspiracy, they are not blinded by it's evil, but see the power it wields by working together. Everything they do stems from the core belief that the Cell is greater than it's individual parts.

PERMANENT CONDITIONS

Synergy: When allies face a Challenge in their presence, the ally gains a +1s to their toss.

Companion: When the Shepherd has a companion, be they a hired gun or a pet bear, that companion gets +2 added to each of their Pools.

Take Heart: Once per Scene you may transfer up to 5 Willpower to an ally.

POWERS

United: Spend 1 Destiny token to appear in any Scene or Skirmish an ally is engaged in, but you are not. This can be spent at any time.

SOVEREIGN (GM ONLY)

The Sovereign is the invisible hand that guides the Conspiracy. They know the true purpose of the evil that lives on the Mountain. They are the one whom manipulate the world like a chess master, moving pieces as they see fit towards an enigmatic goal only they are aware of.

PERMANENT CONDITIONS

Sacrifice: Sacrifice a Pawn, adding the value of their Temperament to their Willpower Pool.

POWERS

Possession: Spend a Destiny Token to speak through any non-Cell character. During the duration of this possession the character shows some unique sign of the event (e.g. glowing eyes, speaking in a different voice).

Coercion: Spend Destiny Tokens equal to a character's Temperament to transform them into a Pawn. This can only be done to character's in a Cell member's Network.

THRALL

When Vampyr's seek to spread their dominance over a place, they capture mortals and transform them into Thralls. This transformation gives them the same skin as their masters, but rather than an ethereal quality, they appear more feral. Working mostly at night, they do their master's bidding without question.

PERMANENT CONDITIONS

Night Vision: Unhindered by darkness

Fire Bad!: When successfully attacked with fire, they suffer double the margin of victory in wounds.

Undead: Immune to the effects of poison, suffocation, gas, sleep, paralysis and disease.

Blood Drain: On a successful attack of a human, instead of causing wounds, they transfer Vitality from their target to their Vitality Pool in a number equal to the Margin of Victory.

POWERS

Rush to Death: By spending 1 Destiny token, Thralls can double their Athletics for a single Scene or Skirmish.

TRAITOR

The Traitor was once a member of the Conspiracy, knowingly doing the bidding of an unstoppable evil force. Eventually they saw the error of their ways, either on their own or with the help of another Cell member. Now they work tirelessly to bring a sharp end to the evil in an effort to atone for their myriad of sins.

PERMANENT CONDITIONS

Deprogrammed: You are immune to the Sovereign's Coercion power and the Savior's Resurrection power.

I Remember You: When facing agents of the Conspiracy you gain +1s in all tosses in opposition to them.

Traitor: When facing agents of the Conspiracy, your enemies gain +1R in all tosses in opposition to you.

POWERS

Secrets and Lies: You may spend 1 Destiny token to be told a truth about the Conspiracy from the GM.

VAMPYR

Of all the restless spirits that stalk the land, none are more terrifying than the Nelapsi. Rising from the grave in service of a pact made with dark powers, they sustain themselves on the blood of mortals. Each is unique in their purpose, though all have an ethereal quality, with alabaster skin as hard and as cool as stone.

PERMANENT CONDITIONS

Night Vision: Unhindered by darkness

Undead: Immune to the effects of poison, suffocation, gas, sleep, paralysis and disease.

Strength of Death: They add their Athletics to their total when calculating damage.

Blood Drain: On a successful attack of a human, instead of causing wounds, they transfer Vitality from their target to their Vitality Pool in a number equal to the Margin of Victory.

Compel: When they make eye contact with a person they cause that person to hesitate, suffering a -1s to all tosses.

Fire Bad!: When successfully attacked with fire, they suffer double the margin of victory in wounds.

POWERS

Thralls: When they drain all of the Vitality from a person, they may spend one Destiny Token to transform that person into a Thrall.

Children of the Night: They may spend 1 Destiny to summon to their aid a pack of wolves or a colony of bats.

Escape: If the Vampyr is knocked down in a fight, they may choose to spend 1 Destiny Token and flee. If they do so, they may not leave their place of power for the rest of the Arc.

WARDEN

The Warden is a character driven by a need to protect those who cannot protect themselves. They are the guardian angel standing before the Conspiracy declaring No harm shall come to you while I watch. It is their all consuming drive to protect the defenseless in any way they can.

PERMANENT CONDITIONS

Overwatch: When an ally suffers from two or more injuries you gain +5 Vitality added to your Pool until they are healed.

Lean On Me: Once per Scene you may transfer up to 5 Vitality to an ally.

My Time Is Not Done: You cannot succumb to wounds in a Skirmish or break due to morale if you have any allies still in the fight.

POWERS

Line in the Sand: Spend 1 Destiny token to redirect an attack against an ally onto you during a Skirmish. This moves you adjacent to your ally.

ZOMBIE

Zombies are the corpses of the recently dead, reanimated through the use of Rituals or Taint powers. They are capable of following simple orders of those who animate them, but not much else. Their entire purpose is to destroy life and create more of their kind.

PERMANENT CONDITIONS

Night Vision: They suffer no penalties due to darkness

Undead: Immune to the effects of poison, suffocation, gas, sleep, paralysis and disease.

Unintelligent: They suffer a -4s on any task that requires intelligence. This includes finding hiding prey, opening locked doors, and any other mundane task outside smashing and killing.

Fire Bad!: When successfully attacked with fire, they suffer double the margin of victory in wounds.

POWERS

Infection: On a successful attack, you may spend 1 Destiny Token to infect the target. If that character dies in the Skirmish, they return as a Zombie.

TALENTS

Talents are the method in which we define and differentiate characters, both in what they have been trained to do and what they can do naturally. They are a brief description of something the character is capable of and very good at doing.

Each Talent is also associated with a Rune, which you get to choose when selecting it. When using a Talent during a toss in which that Rune appears face-up, the character gets a +2s. If the Rune appears face-down, the character gets a +1s.

TALENT LIST

The following list highlights many possible Talents. It is not exhaustive and feel free to make up your own with the GM's approval.

- Academics
- Acrobatics
- Agriculture
- Alchemy
- Alert
- Alluring
- Animal Empathy
- Archery Master
- Armorer
- Axe Master
- Blacksmithing
- Blind Fighter
- Carpentry
- Cooking
- Courtly Etiquette
- Cryptography
- Dancing
- Deception
- Enduring
- Engineering
- Fast Healer
- Forgotten History
- Forgotten Languages
- Hammer Master
- Healing
- Horsemanship
- Hunting
- Infantryman
- Keen Eyesight
- Knife Fighter
- Lancer
- Light Sleeper
- Musician
- Mysteries
- Navigation
- Seamanship
- Singing
- Survivalist
- Swimming
- Sword Master
- Tracking
- Weaponsmithing
- Weather Sense
- Wyrding

LANGUAGES

Conspiracy of Shadows is a game about a journey through exotic lands with a wide variety of cultures. The peoples and cultures the Cell will come across will vary in a myriad of ways. It is for this reason the following rules regarding the use of languages is important to maintaining the multicultural atmosphere of the game in play.

1. Characters that speak the same language suffer no penalties communicating.
2. Characters that speak a language from the same language group, but not the same language, suffer a -1R in Challenges and Skirmishes when communication is relevant.
3. Characters that have no common language must resort to extreme measures to communicate and suffer a -4R in Challenges and Skirmishes when communication is relevant.
4. Characters cannot learn the roots of all languages in the world (Djinni, Alfar, Skalfar and Jutunar) without the talent polygot.

Languages are grouped under the root tongues, then again within their regional divergent groups. Each character selects one language their character knows.

Alfar

When the Alfar arrived from the mythical West they brought with them culture and language that shaped the humans they subjugated. Their influence is felt most strongly in the Western Isles and grows weakest as you travel east across the Empire.

ALFEN

Orun, Irun, Barun, Davrun, Luvilun Languages

The Alfen culture is most often found in the Western Isles and in the valleys at the mouth of the Siene river. Clannish in nature, they have maintained their cultural identity despite decades of invasion and conquest from the North and East.

NAMES

The naming practice of the Alfen directly mirrors their strong ties to the people of the Gloom. First names are typically modified with a prefix such as Mor (big) , Beg (little), Og (Young) or Ys (Old). Surnames denote descent from a famous forebear with the prefix Ni (Ys Donaill Ni Gearailt).

Male Names: Abban, Ailin, Aodh, Bairre, Beollain, Bran, Buadharch, Calbhach, Caoimhin, Carthach, Coman, Cormac, Coscrain, Daithi, Denis, Donn, Eamon, Earnan, Faolan, Feichin, Fionntan, Froinsias, Gearoid, Ighas, Irial, Keith, Liam, Loman, Maoilir, Murchadha, Niall, Padraig, Riaghain, Roibin, Sean, Tomas Tuathail.

Female Names: Affraic, Aghas, Aibhilin, Aine, Arsuin, Aislin, Bebhinn, Bhraona, Blath, Brighid, Carroll, Damhnait, Deirdre, Doireann, Eimile, Fiona, Fodhla, Forlaith, Grainne, Hannah, Isolde, Jennevere, Katraoine, Leah, Maire, Neadhbh, Oilbhe, Riona, Roisin, Sadhbh, Sinead, Siobhan, Teamhair, Tuathla, Una, Victoeria.

LYRIC

Hellas and Zeher Languages

The Lyric speaking people represent the furthest east the Alfar's influence has ever been felt. The culture is found predominately on the Hellas peninsula, the Zar peninsula, Nakos, and the islands in the Matilado Sea.

NAMES

The naming practice of Lyric speakers has not changed much since their most ancient days. Each is given a single name along with a patronymic terminated with the suffix -ides. As they age, a descriptor that defines either their vocation or fame is added at the end (Ahlexios Dayvides the Slayer).

Male Names: Ahlexios, Amvelos, Arkos, Ayfem, Bekos, Daros, Dayvee, Demos, Eulovas, Filovas, Gavenos, Hayrvay, Helivros, Hivostrakos, Irevos, Kevalos, Kratos, Kohnon, Leon, Leoviskos, Leonvas, Lohayz, Melanvros, Mohrvon, Naydelek, Nikanor, Ohlyayos, Onesilos, Pahdreekos, Phittakus, Razon, Rohnon, Sahnzoon, Selakos, Tahros, Telesikos, Xenivos, Yahn, Zagodoros, Zhos.

Female Names: Ahlexis, Amvela, Askra, Aylen, Beka, Brayndahno, Dara, Dema, Eulalia, Eezohld, Filalia, Gaela, Galena, Haylohree, Helena, Hivolina, Irevva, Kannah, Kevalia, Kratonida, Lahrah, Leolina, Leonida, Melissa, Nike, Ona, Phittakina, Raza, Rohnahnah, Sayvah, Selakina, Telesikina, Treefen, Wahnes, Xenia, Zaga, Zahnayt.

IMPERIAL

Avagoni, Castanata, Falkan, Nis, Vlesi, and Vorish Languages.

After the Alfar retreat into the Gloom, the central portions of their domain in the world banded together into the most influential cultural group in the west. Named for the Empire which they founded, the culture has spread from the Oest Sea to the Matildo Sea. These people have impacted even their Jutuni and Duni neighbors as well as dominated all other Alfar descended cultures.

NAMES

Imperial surnames have developed over time from simple patronymic designations to a complex, three part descriptor. Each surname is a conjunction of the father's first name, the mother's first name, and either the patronymic of the founder of the family line in the case of the nobility and powerful merchants, or a place of origin. The patronymic and matronymic always ends with one of the following suffixes; -as, -es, -is, or -os and they are separated by eta. The final descriptor is separated from the rest of the surname with de (Carla Rodrigos eta Carlas de Ramires).

Male Names: Alfonso, Alvar, Anton, Benito, Cresconio, Diego, Domingo, Ederono, Enrique, Esteban, Fernan, Fernando, Garcia, Gomo, Gonzolo, Gutier, Hernando, Jimeno, Juan, Lope, Lugo, Marcos, Martin, Mendo, Miguel, Munio, Nuno, Osoro, Pedro, Pelayo, Ramiro, Rodrigo, Ruy, Sancho, Suero, Tedo, Tello, Vasco, Vela, Velasco, Vermundo, Ximeno.

Female Names: Adela, Aldonza, Anabel, Beatriz, Bere, Candi, Carla, Carita, Cristina, Dali, Ermengarda, Estefania, Eugenia, Eva, Fronilde, Guntrola, Ildaria, Ines, Jimena, Juli, Leti, Loli, Lucia, Lupaa, Magda, Malenda, Marcelina, Margarita, Maria, Mayola, Mayor, Miriam, Monica, Norma, Paterna, Paulina, Roberta, Rosalia, Salome, Sancha, Sara, Susana, Teresa, Urraca, Victoria, Yolanda.

Djinni

Once the Great Waste at the heart of the Khalifate was a verdant paradise, untouched even by the machinations of the Jutun or their wars with the Alfar and the Gods. Then the Djinni were released from their infernal prison, burning the air and parching the land. They reshaped the people as much as the land, and all of the south feels their impact to this day.

DUNI

Ayun, Hazan, Hanud, Ranka Languages

The lands in and around the Great Waste suffered the most under the influence of the Djinni and as such the Duni who live there reflect that harsh reality. However, they have been reshaped further by the God-Prophet of the Khalifate, the Khale Kesis, who stands in opposition to the gods and has not been struck down for centuries.

NAMES

The naming practices of the Duni is deeply tied to their origin in the Great Waste. First names are granted at age 15, reflecting some aspect of their personality. Surnames reflect a conjunction (-ib-) of the father's first name, the name of origin of the individual's Oymaq, and the individual's grandmother (Panah Negar-ib-Deylaq-ib-Inara).

Male Names: Akif, Alkan, Anar, Bahador, Bahri, Bekir, Cagatay, Charkaz, Djalil, Dundar, Efe, Elchin, Fahir, Faraj, Fethi, Gamid, Gur, Hakan, Huseyn, Idris, Ilham, Jalil, Jovdat, Kadir, Kamram, Mahammad, Mete, Negar, Oguz, Oktyabr, Panah, Polat, Rahib, Ruhi, Sabuhi, Sardar, Tosan, Tural, Uzeyir, Vugar, Yahya, Zeki.

Female Names: Ahila, Arzu, Aysel, Banovsha, Banu, Cari, Ceyda, Dilara, Durna, Elvan, Esra, Fidan, Funda, Gizem, Gul, Haleh, Husniyya, Ilhama, Inara, Jara, Jale, Konca, Konul, Lamia, Leyla, Mahira, Melek, Nahida, Nilay, Ofeliya, Ozgu, Pakiza, Pinar, Qumru, Reyhan, Rukhsara, Sanem, Sevinc, Tahmina, Tulin, Ulviyya, Vafa, Yasaman, Yelda, Zamina.

HIKEMI

Umarsi, Vessasi, Larjeti, Zimbish, Bemi Languages.

To the east of the Great Waste, the Djinni influence becomes watered with that of the "pale kings" of the vast jungle forests of Povo de Marfin. Both language and custom reflect a much different, though no less harsh sensibility. Where the Duni are characterized by a hardening in response to the conditions they live in, the Hikemi are characterized by an acceptance and sacrifice for the greater good in the face of darkness.

NAMES

The naming practice of the Hikemi follows a pattern of placing the surname first, hyphenated with the given name. Surnames are short, two letter words (e.g. Ah, Re, Tu) that denote what clan the individual comes from, which in turn defines their caste (Tu-Alam). The Zimbish and Umarsi also add the ib conjunction (Ah-ib-Itzamnaaj).

Male Names: Alam, Anjaw, Atahualpa, Awiil, Balam, Capac, Chanopaat, Chinalam, Hix, Hol, Huacac, Huayna, Itzamnaaj, Jol, Kinich, Kuk, Loque, Manco, Mayta, Mo, Muyal, Nehn, Ohlinich, Pachacuti, Paullu, Popol, Roca, Saklu, Sayri, Sinchi, Tatbu, Took, Uaxaclaun, Ubaah, Viracocha, Wilohl, Yak, Yaxun.

Female Names: Apu, Avcaylli, Bahlam, Biyaan, Cava, Cahua, Chicya, Chimbo, Cura, Ehb, Ete, Gikawiil, Hilpay, Huaco, Ikskull, Itzan, Ix, Jasaw, Kawiil, Mayta, Michay, Muwaan, Ocllo, Pacal, Runu, Sak, Shanakin, Siyaj, Tankariy, Tokichaa, Unen, Uqllu, Yaxchel, Yikin, Yokin, Yopaat, Xoc.

Jutun

For all anyone knows, the Jutun always existed until the gods slew or imprisoned them. It is this reason they have had a lasting influence on all cultures of man in the world, but most particularly where they held sway the longest, the North. However, their cultural descendents are travelers, and as such they have staked their claim to much of the western half of the world as conquerors and as traders.

JUTUNI

Eskari, Isoli, Navari, Omeroni, Tarathan Languages.

The Jutuni have long dominated the cold north, establishing kingdoms along the fjords and on rocky islands. They have also spread to conquer the central part of the Old Empire, changed the culture of Chenu, and settled on the coasts of Falkia and the Western Isles.

NAMES

Jutuni names focus on first names coupled with house names that reflect where they are from. Surnames, both Patronymic and Matronymic are used, but due to changeable nature and a lack of inheritance of surnames over generations, they are less useful than the descriptors. Patronymic surnames terminate with a -sen suffix and Matronymic surnames terminate with a -sena suffix (Oda Sifsena Vaken or Ludwig Dalmarsen Krane).

Male Names: Adel, Adler, Aethelwulf, Alban, Britor, Byrhtnoth, Chlodimir, Cort, Dalmar, Eadnoth, Eiof, Froydar, Fulco, Gjorulf, Haltaf, Hildrulf, Ingvar, Ise, Jarluf, Kjetel, Lars, Ludwig, Magnulf, Manfred, Nels, Odulf, Remismund, Rondar, Sigmar, Skeld, Sten, Tancred, Theodoric, Torulf, Thusnelda, Ulf, Valdemar, Withhold, Wulfstan, Yngvar.

Female Names: Adelis, Alba, Arlaug, Bertha, Brita, Ceolwin, Cillan, Cilje, Cawan, Dagmar, Dunnan, Eldreda, Emma, Embjorg, Froydis, Gjorild, Hedilburge, Hildri, Ida, Isa, Ingvei, Janhilde, Ket, Kristlaug, Leofrun, Lif, Linda, Lufe, Marfrid, Nelbjorg, Nerienda, Oda, Rondri, Seledrith, Sif, Tjonni, Ulfi, Valda, Yngvil.

VALADARIN

Bravish, Daskan, Jenkaz, Sarl, Toloskan, Vashish Languages.

The Alfen culture is most often found in the Western Isles and in the valleys at the mouth of the Siene river. Clannish in nature, they have maintained their cultural identity despite decades of invasion and conquest from the North and East.

NAMES

The naming practice of the Alfen directly mirrors their strong ties to the people of the Gloom. First names are typically modified with a prefix such as Mor (big) , Beg (little), Og (Young) or Ys (Old). Surnames denote descent from a famous forebear with the prefix Ni (Ys Donaill Ni Gearailt).

Male Names: Art, Beollain, Brian, Coscrair, Denis, Eamon, Froinsias, Gearoid, Hide, Ighas, Keith, Liam, Murchadha, Niall, Padraig, Riaghain, Roibin, Sean, Tomas Tuathail.

Female Names: Aghas, Arsuin, Bhraona, Carroll, Denis, Eimile, Fiona, Grainne, Hannah, Isolde, Jennevere, Katraoine, Leah, Maire, Neadhbh, Oilbhe, Rut, Sinead, Siobhan, Teamhair, Victioiria.

Skalfar

Before the Gods War, the Skalfar were the most powerful and successful creation of the Jutun, ruling the east with an iron fist in their name. Bred to be loyal servants, they were trusted to act on their own initiative. This trait allowed them to maintain their hold on the eastern part of the world, which over time led to them eventually reach west to touch the cultures there.

SKAREN

Anab, Inga, Kol, Salot, Skari, Uar Languages.

The eastern part of the world is a patchwork of distinct, but related kingdoms that coalesced into a series of related cultures. Insular in nature, they are in many ways a failed experiment by the Skalfar in extending their influence beyond their borders.

NAMES

Skaren names consist of three parts, a family name, a middle name and a given name. The family name always comes first, reflects a name of the 24 Gods, and due to many common family names most people are referred by both their middle and given name (Aaro Ansa Kai).

Surames: Aaro, Aatami, Aatto, Aino, Bapio, Forso, Hame, Hanes, Heikki, Jarvi, Kivi, Korho, Koski, Laen, Maen, Makel, Maki, Ninnesto, Niemo, Olli, Rauta, Seppo, Suvin, Tavasta, Tohtor, Virta, Vuor, Yro.

Male Names: Antero, Ansa, Armo, Jari, Jere, Johanes, Juhani, Jussi, Ilmari, Kaapo, Kai, Kaisa, Kaisu, Kalevi, Kauko, Kielo, Matti, Mauko, Mielo, Miikka, Naisu, Nalevi, Niko, Saapo, Sakari, Santeri, Taavetti, Tai, Talevi, Tapani, Tavio, Valthjof, Vari, Vauko, Vielo, Vussi.

Female Names: Aada, Aallota, Anneli, Annikki, Eeva, Eevi, Elli, Emmi, Essi, Ilma, Ilona, Inkeri, Hanna, Hannele, Juhana, Kaarina, Laila, Leena, Liisa, Lootta, Marjatta, Milla, Milja, Nea, Noora, Raakel, Reeta, Ria, Rinna, Sanna, Sari, Satu, Taika, Taimi, Tilde, Tille, Tuuli.

HOREK

Besh, Kida, Nardosh, Otash Languages.

The Horek culture has extended itself across vast open plains, a wind swept desert, and recently deep into the western valleys. In this way it has become the connecting tissue between the cultures of the east and west. This position between two distinct worlds has seen them adopt customs from both along a sliding scale depending on how close to either end of the world they are found.

NAMES

Horek names consist of two parts, a family name and a given name, which are connected with a hyphen and pronounced together. The given name is granted to them when they turn 15 and enter adulthood. Prior to that they are given a term of endearment that reflects the nature of their parents. A few carry those names later into life, adding it as a sort of middle name (Balosh-Akosh the Little Bear or Simosh-Paloma the Yellow Flower).

Surames: Balosh, Farkash, Feket, Horvath, Kish, Kovash, Juhash, Lakatos, Mesharoi, Molnar, Nagy, Nemeth, Olash, Papp, Rashi, Shabo, Simosh, Takash, Toth, Varga.

Male Names: Akosh, Alpar, Andrash, Arpash, Aurel, Balash, Balint, Belash, Bottyan, Csaba, Desho, Erno, Ervish, Farkash, Ferenc, Gabor, Gesha, Gyosho, Gyuri, Henrich, Imre, Ishtavan, Janosh, Jenő, Kalmash, Kelemesh, Lashlo, Mashte, Megyer, Miklos, Nador, Odush, Resho, Shilard, Tamash, Sholtan, Sholt.

Female Names: Agnesha, Amalia, Anikosha, Boglarka, Cillah, Dorina, Enikosha, Gyongisha, Hajnal, Helgasha, Heydisha, Ildikosha, Ilona, Jolanash, Katalina, Livia, Marika, Marisha, Marta, Medisha, Olgasha, Orsolya, Paloma, Reka, Rosha, Stefania, Timea, Tundea, Vilma, Viraga, Shofia, Shushanna.

ADVANCEMENT

Characters advance in Levels by a combination of experience and luck. At the end of each Arc, each player tosses 24 Rune Stones and counts the number of successes. This number is added to the character's Experience Points and if they total 666 the character advances a Level, increases one Trait by one, and their experience points return to zero.

Experience points are earned in the two following ways:

- Add the Difficulty of a Challenge the character faced.
- Add the total number of rounds a character was active in a Skirmish

GEAR

The people of the world trade in a variety of currencies. That being said, Imperial coin is always welcome for it's high gold and silver content. The following table outlines the most common types of coinage and their relations to one another.

Rate of Exchange Table

Currency Type	Solidi	Folidi	Half Folidi	Decanidi	Pentanidi	Numis
Solidi	1	420	840	1,680	3,360	16,800
Folidi	1/420	1	2	1/420	8	40
Half Folidi	1/840	1/2	1	2	4	20
Decanidi	1/1,680	1/4	1/2	1	2	10
Pentanidi	1/3,360	1/8	1/4	1/2	1	5
Numis	1/16,800	1/40	1/20	1/10	1/5	1

SOLIDI AND INFLUENCE

The Solidi to Influence Table shows how a character can expand their Influence Pool temporarily by spending coin. The exchange rate is both ways, so a character can also spend Influence to get access to temporary cash. Role-play how this works within the context of a Scene.

Solidi/Influence Table

Solidi Value	Influence
10	1
100	2
200	3
500	4
1,500	5
3,000	6
5,000	7
10,000	8
20,000	9
30,000	10

Animal Table

Type	Cost
Trained Bear Can be used in Skirmishes.	300d
Camel Lower the Difficulty of desert terrain by 1.	60d
Guard Dog Provide a +1R against surprises and can be used in battle.	24d
Dog, Hunting Provide a +1s for hunting and can be used in Skirmishes.	18d
Dog, War Can be used in Skirmishes.	30d
Falcon Provide a +1s for hunting.	150d
Horse, Riding Increase horseback travel distance by 10 miles per day.	360d
Horse, War Can be used in Skirmishes.	600d
Veterinarian Care For each week of care remove 1 Condition or Wound.	6d per Day

Armor Table

Type	Cost	Cutting DR	Piercing DR	Impact DR
Leather Hauberk It is worn over a light layer of quilted cloth with wrist guards and stiff leather boots.	60d	4	2	3
Imperial Watch Harness It is a jack with plate polestyns tied to quilt cloth with a light celata. Only members of the Imperial Watch wear this armor.	75d	5	3	4
Daskan Mercenary Harness It is a buffcoat with a steel cuirass, leather gauntlets, morion and boots. Light and flexible it is the favored harness of the Daskan bodyguards and mercenaries.	90d	6	5	4
Pre-Imperial Cuirboilli Panapoly It is a cuirass with tassets, shoulders, vambraces, greaves, and a casque helmet. Designed for a different age, this leather and bronze armor still finds use, both ceremonially among the patricians of the Empire and by less affluent soldiers.	120d	4	3	3
Pre-Imperial Iron Panapoly It is a cuirass made of iron with tassets, vambraces, greaves and barbuta. Only the wealthiest warriors of the previous age could afford this armor, and as such is rarely seen as it often stays within the family of the wealthy. As a symbol of status they also provide a +1R in social situations.	570d	7	4	4
Navari Mail Harness The common armor of the Navari is that of a mail hauberk with leather backings and an open helmet. Relatively easy to make compared to other armor types, it has spread in popularity throughout the Empire.	420d	6	5	5
Imperial Infantry Harness Half plate harness with reinforced breeches, leather boots, and casque, both the Imperial Guard and the Imperial military have adopted this harness for their foot soldiers.	600d	8	5	6

Type	Cost	Cutting DR	Piercing DR	Impact DR
Imperial Horseman Harness Three quarters plate harness over pourpoint with leather boots, gauntlets, and casque, both the Imperial Guard and the Imperial military have adopted this harness for their calvary.	3,000d	10	6	7
Tarathan Horseman Harness Three quarters plate harness over pourpoint with leather boots, gauntlets, and casque, this armor has been adopted by most of the nobility of Taratha.	3,500d	11	7	7

Clothing Table

Type	Cost
Linen Clothing Linen is derived from flax and is the most common fabric found throughout the world. Linen is the clothing of everyone, be they wealthy or poor as it wears well in most climates.	81d
Serge Clothing A wool twill weave, it is a tough fabric ideal for work wear. It provides a protection of +1DR against cutting and piercing attacks.	570d
Bokeram Clothing A fine cotton or linen cloth typically worn by artisans or used for curtains, lining, and banners by the nobility. The mark of an individual of means, it provides a +1R in all social situations.	420d
Quilt Clothing Typically worn as padding for armor, it provides +2DR against cutting attacks.	600d
Silk Clothing Silk is an expensive material imported to the West from Iga Anba, with only the most wealthy and powerful owning more than one outfit. Silk clothing is a mark of true power and always provides a +1s in all social situations.	3,000d
Sealskin Clothing Sealskin is the preferred clothing of reavers and sailors, who find it's qualities ideal for their time spent in and out of the water. Sealskin is insulated, providing a +1R against the cold.	3,500d
Bearskin Clothing Typically imported from Bravich, Vasha and Sarl Country, Bearskin has recently become popular among the young nobility, who style themselves as rugged adventurers. The hide is so thick it provides a protection of +1DR and a +1R against the cold.	3,500d

Apothacary Table

Type	Cost
Acid If the Acid gets past armor it does +10 Wounds.	80d
Alchemist Fire Toss 12 rune stones and total the successes. Regardless of armor, it does +6 Wounds each round for that number of successes.	140d
Antitoxin Provides a +1s to resist poisons.	24d
Aphrodisiac Provides +1s to compel or convince others to do what you wish when they have taken it..	12d
Hallucinogen Provides +1s to frighten or confuse those who have taken it.	6d
Healing Poultice Toss 6 rune stones. A healing poultice removes a number of wounds from the character equal to the number of successes.	24d
Narcotic When taking this, ignore all wound penalties but you cannot use Willpower or engage in Willpower based Challenges.	8d
Oil In Skirmishes it counts as Very Difficult Ground. Toss 6 rune stones and total the number of successes. When lit on fire does +4 Wounds each round for that number of successes.	12d
Poison Poison forces an Athletics Challenge against a Difficulty of 6. Failure means death.	60d
Stimulant Provides +1s to alertness-based Challenges.	26d
Strength Booster Grants +6 Vitality for one Scene at the cost of suffering -6 Vitality in the very next Scene.	120d

Inkeeper Table

Type	Cost
Ale, Hogshead A hogshead is a large volume equivalent to 60 gallons or 227.125 liters.	70d
Ale, Pint	1p
Beer, Hogshead	75d
Beer, Pint	1p
Brandy, Hogshead	1s
Brandy, Cup	4d
Meal, Cheap Typically bread, cheese and perhaps a thin soup	1p
Meal, Common Typically a meat stew and warm bread.	1d
Meal, Lavish Exotic foods served over several courses with desert.	12d
Room, Dormitory Typically a straw mattress and rooms without doors.	1d
Room, Private A room with a locking door and perhaps a window.	6d
Room, Suite A room with a bed, fireplace and perhaps a balcony.	20d
Stabling This price is per horse and includes feed.	2d
Wine, Hogshead	100f
Wine, Cup	3p

Slaves and Servants Table

Type	Cost
Bodyguard Bodyguards are paid daily and get added to your Network.	5p
Guide A guide provides a +4R to Athletics tosses during the Journey phase. They are paid per trip and get added to your Network.	15f
Mercenary, Archer This character is paid monty and is added to your Network.	9f
Mercenary, Infantryman This character is paid monty and is added to your Network.	6f
Mercenary, Calvaryman This character is paid monty and is added to your Network.	24f
Servant This character is paid monty and is added to your Network.	7f
Slave, Bodyguard This character is added to your Network	600d
Slave, Labor Each turn, this character provides a +1s to one toss. This character is also added to your Network.	240d
Slave, Tutor Each Arc, this character provides a +4s to one Advancement toss. The character is also added to your network.	2,000d
Temporary, Labor Temporary labor includes heralds, footmen, laborers and messangers. They provide a +1R to the appropriate tosses	7d
Temporary, Muscle Temporary muscle is paid by the day.	12d

Tools Table

Type	Cost
Alchemical Supplies Allows a chracter to attempt to create any items found in the Apothacary Table and a +1s to any Challenges related to a Ritual.	100f
Craftsman Tools Provides a +1s to Craftsmanship Challenges.	24d
Medical Supplies Provides a +1s to any attempt at healing.	50f
Thieves Tools Provides a +1s to Skullduggery Challenges.	60d

Services Table

Type	Cost
Berth, Cabin Price is per 20 mile increment.	1d
Berth, Steerage or Caravan Price is per 20 mile increment.	1f
Food Per day via ship or caravan	1d
Litigant Contracts, court appearances, deeds and wills.	24d

Weapons Table

Type	Cost	Damage Cutting/Piercing/Impact	Reach/Armor
Axe, Hatchet Can be thrown a distance equal to the character's Athletics.	10d	5/0/2	1/0
Axe, Horsemans	70d	6/0/6	1/0
Axe, Poleaxe	80d	7/0/4	1/2
Bow, Crossbow	60d	0/12/0	25/0
Bow, Horsebow The reach value is multiplied by the character's Athletics.	24d	0/6/0	x5/0
Bow, Longbow The reach value is multiplied by the character's Athletics.	36d	0/7/0	x10/0
Dagger Can be thrown a distance equal to the character's Athletics.	24d	4/5/0	1/0
Fist	-	0/0/2	1/0
Flaming Torch	-	6/6/6	1/0
Javelin The reach value is multiplied by the character's Athletics.	36d	0/4/0	x2/0
Knife Can be thrown a distance equal to the character's Athletics.	2p	3/4/0	1/0
Lance	120d	0/10/0	2/0
Mace	84d	0/0/6	1/1
Pike	96d	0/6/0	3/0
Quarterstaff	2p	0/0/4	2/2

Type	Cost	Damage Cutting/Piercing/Impact	Reach/Armor
Shield, Buckler	24d	0/0/4	1/2
Shield, Imperial	96d	0/0/6	1/6
Shield, Round	40d	0/0/7	1/5
Short Spear Can be thrown a distance equal to the character's Athletics.	60d	0/6/0	2/1
Sling The reach value is multiplied by the character's Athletics.	6p	0/0/8	x8/0
Sword, Arming	90d	6/4/2	1/1
Sword, Broadsword	150d	6/3/3	1/1
Sword, Saber	120d	7/0/1	1/1
Sword, Flamberge	230d	8/2/2	1/2
War Club	8p	0/0/5	1/1
Warhammer	90d	0/5/6	1/1

PLAYING

Gameplay in Conspiracy of Shadows follows a boardgame inspired turn sequence. It utilizes the terms Scenes, Turns, and Arcs to both provide a well-defined play structure and demark time.

Scenes are where narration and roleplaying happen. They are further defined as Color, Challenge or Skirmish Scenes. Color Scenes are an exchange of information via GM narration and group roleplaying. Challenge Scenes occur when players take action to overcome an obstacle defined in a Color Scene. Skirmish Scenes are defined by combat as a result of the events of a Color or Challenge Scene.

Turns are a collection of Scenes that focus on a single goal. They begin when the focus of a Scene changes from a previous activity to something new as decided by the GM. An example would be:

"The Cell is infiltrating the castle of their enemy to plant evidence (Turn 1). Mid-action they decide to follow the high priest into the catacombs to see what he is up to (Turn 2)."

Arcs are a collection of Turns in a single Location as defined by the Arc creation process. An Arc begins when the Cell arrives at a new location through the Journey mechanic. It signifies a thematic shift in the game there is a new problem to solve.

BEING THE GM

Taking on the role of the Game Master is taking on the lionshare of the responsibility in the game. The GM guides the flow of play, inhabits the roll of allies, enemies and everyone inbetween as well as arbitrates the rules. They lead the way through vivid descriptions of the environment and the NPC reactions to the Cell's actions.

Think of the GM as facilitating a conversation through the Socratic method. The players will ask questions like, "Can Rodrigo jump to the next building?" or "Where did that bastard sneak off to?" They need to ask back, "How is your character trying to make that leap?" or "Where are you looking for him?" You continue in this manner until you get to a conflict.

The only effective way of making this conversation fruitful is to build atmosphere, mood and tone. Utilize small concise details to solidfy imagery in the minds of everyone at the table. Leverage all the senses in your descriptions and your game will come to life.

CREATING THE CONSPIRACY

When a game is called Conspiracy of Shadows, you have to assume that there is a Conspiracy standing in opposition of the Cell. The Conspiracy is in many ways the GM's "character" and as such is best created at the same time as the players make their characters. It require four key activities to complete.

THE COURT OF SHADOWS

The Court of Shadows is heart of the Conspiracy. They are the villians of the story. To construct these villians, the GM creates four characters using the same character creation rules as the players only they must use the Sovereign Archetype for one of the characters. These four initial characters are the foundation of the Conspiracy.

THE SINISTER AGENDA

The next step in creating your Conspiracy is to determine their ultimate goal and is the only thing the Cell knows for sure at the start of play. This is perhaps the most important part in creating a conspiracy as it informs every action you will take as the GM during play. Create this agenda by answering the following questions:

- What motivates the Conspiracy?
- Is the Conspiracy looking to conquer some place?
- Does the Conspiracy want to control some aspect of human activity?
- Is the Conspiracy trying to remake humanity or destroy it?
- Is the Conspiracy working against another clandestine organization?
- How does the Conspiracy operate? Is it overt in it's actions, covert or something inbetween?

MAPPING THE CONSPIRACY

The Conspiracy Map is the GM's primary tool for generating ideas and keeping the Conspiracy interesting. It is a living, breathing document that will change over time. It is also the absolute record of truth in regards to the Conspiracy.

Creating the Conspiracy Map begins with a blank piece of paper of a good size (e.g. 11x17, roll of butcher paper, a white board). In the center of that paper write down the names of the Sovereign, and the four other characters that are a part of the Court of Shadows. Look at all of the character's created so far and start to write names of people, places and organizations that reflect connection points with the Cell. Draw lines, make notes, add portraits, pictures and maps. Keep creating until you feel like you are done.

Once you put your pencil down, stop gluing pictures, or pinning spots on a map and connecting them with string you have your starting Conspiracy Map. As you play, the map will change and evolved, both from the actions of the players, but also by you adding and removing things in service of your own interests. The game is meant to be fun for everyone.

THE ENDGAME

Unlike many other roleplaying games, Conspiracy of Shadows drives towards a conclusion. It is the GM's responsibility to define what that is, for both the Conspiracy and the Cell. Typically the Conspiracy's victory condition reflects the Sinister Agenda you have chosen.

The Cell's endgame typically reflects the opposite state though it does not have to be binary in nature. The endgame could reflect a "beat the clock" situation where the goal is to achieve some form of advantage prior to the Conspiracy. Regardless, the GM must ensure that the players understand what they need to do to achieve victory over the Conspiracy.

BUILDING AN ARC

A new session always starts with a fresh Arc. An Arc is a series of events that occur at a single location on the Journey Map that explores a central idea. Each Arc is constructed by combining a location, a conflict and the Conspiracy. This is done by either tossing Rune Stones and using the results to map out the situation or by taking your favorite adventure and adjusting it for the game.

To build an Arc from scratch requires five steps that can take as little as 30 minutes and as long as you like.

1. **Determine Location Type**

There are two types of locations, Urban and Rural. Urban locations are either towns (1,000 to 10,000 residents) or cities (10,000 to a million people). Rural locations are centered villages, manors, ruins or fortresses. The type is determined by where the Cell ends up on any particular leg of the journey.

2. **Make the Map**

Randomly toss 12 rune stones and the Black Stone onto a blank piece of paper. If you desire a larger location like the Mother City, after marking all the rune stones as indicated below, continue to toss rune stones in increments of 12.

1. **Mark the Location of the Black Stone**

This is the location of the Sinkhole. Define the Sinkhole by using the the Sinkhole table. The total number of successes dropped is equal to the strength of the Sinkhole.

2. **Find the Conspiracy**

The Rune stone furthest from the Black Stone is the location of the Conspiracy.

3. **Find the Ally**

The Rune stone furthest from the Conspiracy is the location of a potential Ally for the Cell.

4. **Note the Locations**

Mark down what each location is by selecting from the appropriate table.

3. **Select a Concept**

Select one of the five concepts and flesh it out to create the conflict that is currently plaguing the location. Hook the details into the location, assign characters to the various roles involved and place them on the map.

4. **Create or Choose a Conspirator**

Depending on how your game has unfolded, either create a new Conspirator using the scenario's tables or select an existing conspirator from previous sessions and make them a central part of the conflict.

5. **Create or Choose a Potential Ally**





In each location, there is a potential ally available for the Cell to recruit. Create a new character using the scenario's tables or select an existing character from a previous session and make them a central part of the conflict.

CREATING SINKHOLES




The world in many ways is shaped by the passion and fear of those that came before. Emotions linger, warping the land and creating sinkholes of Taint. Near these sinkholes, resolve is weakened, baser instincts are embraced, and in some cases, previous acts of evil repeat through possessed mortal proxies. Using sinkholes is a key way to ratchet up the gothic horror implicit in Conspiracy of Shadows.

To create a sinkhole toss three rune stones and assign the results to a column on the Sinkhole table. The Cause outlines what events occurred to cause the sinkhole to appear. Manifestations are how the Sinkhole physically asserts it's will. Powers are specific abilities that can be used by individuals who successfully complete a Dominance ritual. The use of Powers do not require the character to be in the Sinkhole they have dominated unless otherwise stated. Each use automatically grants the character new Taint.

Sinkhole Table

Toss 1 Random Stone	Cause	Manifestations	Powers
 Astrild Face Up	A spiritualist died while making contact with the other side at this location, locking both souls here together.	Zombies that rise with the mist	Sleep The target must overcome a Temperament Challenge versus the Strength of the Sinkhole or fall asleep for a number of scenes equal to the margin of failure.
 Astrild Face Down	A mother and infant went into the water together and drowned. The mother's body was found and consecrated, but the child was never recovered.	Dead Eaters prowl the shadows	Augury Once per Turn you may ask the GM if an action you are considering will be good or bad and they must answer truthfully.
 Atridr Face Up	During the last war, this location was used to house injured enemy soldiers, who were put to the sword by the current ruler of this place to save money.	Dead trees kill so that they may drink blood	Dream Stalker Once per Turn force a target to enter a Skirmish in their dreams. The opponent is a nightmare with stats equal to the target. The results of the Skirmish are real.
 Atridr Face Down	A mason's apprentice fell into the cement and no one heard his cries, entombing him forever in the foundation.	Black grass grows in the shape of wards	Dream Walking Once per Turn you may enter the dreams of another. The player of that individual must tell you one true thing about the character and their plans.

Sinkhole Table

Toss 1 Random Stone	Cause	Manifestations	Powers
 Avling Face Up	A young girl was raped by a close family member here repeatedly.	The rocks bleed a caustic blood.	Stun The target must overcome a Athletics Challenge versus the Strength of the Sinkhole or be unable to take an action for a number of rounds in a Skirmish equal to the margin of failure.
 Avling Face Down	The stoneway to Alfarhiem was corrupted by a Galgarmr.	A foul smell permeates the air.	Bestow Wound When taking a wound, you may transfer it to another within your line of sight by spending 1 Willpower.
 Beli Face Up	A person wrongly accused of witchcraft was burnt at the stake here.	A child's voice whispers horrific acts.	Parasitic Touch When successfully touching another (Athletics Challenge) transfer Vitality from that character to your character in an amount equal to the Sinkhole Strength.
 Beli Face Down	The Dark Prophet was born in this very ground.	A black fog burns the throat and obscures vision.	Hate The individual you identify becomes the target of all attacks in a Skirmish for a period of time equal to the Sinkhole's Strength while within the confines of the Sinkhole.
 Bragi Face Up	Two young lovers took there own lives on this spot.	Sounds of battle float on the wind.	Imprison The individual you identify becomes the target of all attacks in a Skirmish for a period of time equal to the Sinkhole's Strength while within the confines of the Sinkhole.

Sinkhole Table

Toss 1 Random Stone	Cause	Manifestations	Powers
↵ Bragi Face Down	A kidnapping when horribly wrong in this spot.	The tears of all who enter turn to blood.	Undead Plague Toss 24 and multiply that number of successes by the Sinkhole's Strength. This is the number of skeletons that rise up to serve you.
◀ Cheru Face Up	The doctor constructed his first abomination here.	A high pitched whine drowns out all sound.	Resurrection If you are killed, you turn to dust instantly and are born by a wind back to the Sinkhole. In three days you are resurrected naked but whole.
◀ Cheru Face Down	The dark prince renounced his allegiance to the gods and was cursed on this very spot.	Ghosts of the dead manifest at will	Master's Lament The target suffers a loss of Vitality equal to the number of slaves they own multiplied by the Sinkhole's Strength.
⤵ Dod Face Up	A ritual murder was attempted here, only with unintended consequences.	Pixies are drawn to the spot with malicious intent.	Dreaming Assassin Once per Turn you may possess the body of another for one Scene while the character sleeps using that character's stats. The target wakes up assuming what happened was a dream.
⤵ Dod Face Down	A necromancer successfully completed a ritual murder, taking the first step towards Lichdom.	All who enter must face the ghosts of those they have killed.	Abomination You may summon forth a number of Abominations equal to the Sinkhole's Strength.
⤵ Fiollnir Face Up	This is where she used to cook the children.	Cackling laughter echoes in the distance.	Death Knight You may summon forth a Death Knight which will serve you until destroyed.








Sinkhole Table

Toss 1 Random Stone	Cause	Manifestations	Powers
❧ Fiollnir Face Down	One part of the dead god is buried here.	An icy chill make limbs numb.	Haunting Melody During a Skirmish you can summon forth a melody that causes all within the Sinkhole to make a Morale Toss against a Difficulty equal to the Sinkhole's Strength.
⚡ Fiolsvid Face Down	When the great lord conquered this land, this is where he crucified his first victim.	The heat is oppressive and exhausting.	Unnatural Will Add the Sinkhole's Strength to any Temperament Challenge.
⚡ Fiolsvid Face Up	The great fire started here with a brother lighting his sister on fire for sport.	All food turns to ash when it enters.	Bane Pick a specific Class. That type of enemy suffers an additional amount of damage from you in a Skirmish equal to the Sinkhole's Strength.
⬠ Fiorgyn Face Down	An entire family of 8 was murdered at this location by two wanted criminals.	Skin itches uncontrollably.	Forbidden Knowledge When engaging in a Challenge centered on the gathering of knowledge, gain +s equal to the Strength of the Sinkhole.
⬠ Fiorgyn Face Up	This is where he murdered his brother's wife, but not where he hid the body.	Death has no hold here, but those who die and leave collapse into ash.	Wyrd Resistance Add +s equal to Sinkhole's Strength when resisting the effects of Wyrds used against you.
⌊ Glede Face Down	A jutun was slain here two ages ago.	Liquid tastes like blood when drank here.	Translocate You may instantaneously transport yourself and the gear you have on you a distance in feet equal to 10 times the Sinkhole's Strength.







Sinkhole Table

Toss 1 Random Stone	Cause	Manifestations	Powers
Glede Face Up	This place used to house his soul.	Wounds taken here fester.	Poison Resistance Add +s equal to Sinkhole's Strength when resisting the effects of Poisons used against you.
Y Mot Face Down	This place is sacred to the War God and has seen many sacrifices.	Here the blind can see, but everything looks dead.	Fire Resistance Add +s equal to Sinkhole's Strength when resisting the effects of Fire used against you.
Y Mot Face Up	She would not be touched again, and so took out her vengeance here.	The screaming of the damned echoes off the walls.	Cold Resistance Add +s equal to Sinkhole's Strength when resisting the effects of Cold used against you.
X Modi Face Down	They battled for three days on this spot.	Everything smells of sulfur.	Acid Resistance Add +s equal to Sinkhole's Strength when resisting the effects of Acid used against you.
X Modi Face Up	Here she bathed in the blood of children to maintain her youth.	The ground shakes ever so slightly, making footing uncertain.	Dark Vision You can see as if it was a clear day regardless of the level of darkness surrounding you.
R Reise Face Down	The resurrection ritual went very, very wrong.	Only lies can be spoken in this place.	True Sight You can see through any illusion or invisibility in your Sinkhole. You also gain +s equal to the Sinkhole's Strength when attempting to discover those hidden by more conventional means.
R Reise Face Up	Vijir spoke a secret on this very spot.	No matter what language you speak, it comes out in the God Tongue.	The Spider You may climb any surface, including upside down on ceilings..








Sinkhole Table

Toss 1 Random Stone	Cause	Manifestations	Powers
 Rikdom Face Down	Modi was thwarted here, forcing his rage into the ground.	Any fire struck explodes to burn everyone close.	Shimmering Image In your Sinkhole you seem to shimmer adding +s to your Defense Rolls in a Skirmish.
 Rikdom Face Up	Here she betrayed them all, leaving them exposed to true horror.	The wind blows constantly with a gale force.	Stealthy Add +s equal to Sinkhole's Strength when entering Skullduggery Challenges.
 Sannhet Face Up	Here he plied his trade, enslaving many children for the dperavations of others.	Object fly about the room at random when emotions are high.	Natural Weapons When striking unarmed you deal damage as if using an Arming Sword.
 Sannhet Face Down	A door to Dod's Fields has been opened here.	All who enter forget why they came.	Telepathy You may communicate with another through thought.
 Skadi Face Up	This graveyard has been forgotten.	Those who are wounded here suffer twice as much as normal.	Wall of Ice Once per Turn you may surround yourself in a Wall of Ice that is 30 feet tall. The Wall will remain for a number of scenes equal to the Sinkhole's Strength.
 Skadi Face Down	Here they froze to death in a single hour.	Iron and steel shatter when struck	Fireballs You may use a sling to hurl stones that turn into fiery explosions. Instead of doing damage as normal, the fiery stones explode to deal 10 wounds that ignore DR.
 Smerte Face Up	On this location the Guardian fell, shattering time.	Animals refuse to enter.	Infused Fighter In a Skirmish you can make two Melee Attacks against one or more targets.

Sinkhole Table

Toss 1 Random Stone	Cause	Manifestations	Powers
 Smerte Face Down	They chopped down a tree that stood here since the Dead Queen led the First Men out of the north.	Wood and cloth rots to nothing when entering.	Invisibility Once per Turn you may turn invisible. The invisibility lasts until you wish it to end or you successfully strike another.
 Trenger Face Up	Here the Deathless earned his name.	Vermin cover every surface	Rejuvenation In a Skirmish at the Sinkhole, double your recovery rate for your Vitality and Willpower pools.
 Trenger Face Down	The Savior ascended by sacrificing so many here.	Snakes in vast numbers have made this place their home.	Aura of Fear In the Sinkhole you are always considered to have the Feared Condition.
 Uthold Face Up	The Purifier burned it down full of people.	Skeletons rise up from the ground to attack everything living randomly.	Bolster While in the Sinkhole, no ally of yours can ever become Broken during a Skirmish.
 Uthold Face Down	The Axeman claimed his first soul here.	Every surface is wet.	Trembling Earth During a Skirmish each round you may designate a number of squares equal to the Strength of the Sinkhole as Very Difficult Ground.
 Vajir Face Up	No place in the world has seen more torture than here.	Dust swirls in the air with the slightest movement obscuring sight.	Webbing In your Sinkhole you may used a Ranged Attack to trip up a target with spider-like webbing. If you successfully hit the individual, they are unable to Move for a number of rounds equal to the Strength of the Sinkhole.

Sinkhole Table

Toss 1 Random Stone	Cause	Manifestations	Powers
 Vajir Face Down	Instead of showing mercy with a quick death, she let him linger here for a week.	Monks can be heard chanting blasphemy.	Place of Power When using Ward of Security Ritual add the Sinkhole's Strength as +s to all tosses in the process.
 Velded Face Up	Plague victims were buried here without concecration.	Something dark and bloody is always moving out of the corn of the eye.	Infused Archer In a Skirmish you can make two Ranged Attacks against one or more targets.
 Velded Face Down	One does not betray a god-king and go to death easily.	No sound can raise above a whisper.	Necromatic Focus When using the Undead Plague Ritual add the Sinkhole's Strength as +s to all tosses in the process.
 Vijir Face Up	They thought he was dead so buried him alive.	All vision is warped as if seen through a fishbowl.	Summoner's Circle When using the Summoning Ritual add the Sinkhole's Strength as +s to all tosses in the process.
 Vijir Face Down	Here she acquired the tast for flesh.	The successful fail and the failures succeed.	Infused Hunter When using the Demonic Hunter Ritual add the Sinkhole's Strength as +s to all tosses in the process.
 Vojin Face Up	The entire caravan starved to death on this spot.	Animals turn rabid attacking their masters here.	Time Traveler When using the Step Back Ritual add the Sinkhole's Strength as +s to all tosses in the process.
 Vojin Face Down	Here a god was stillborn, yet walked away.	The dead rise immediately and attack those closest to them.	Formless When using the Shapechanging Ritual add the Sinkhole's Strength as +s to all tosses in the process.

RURAL LOCATIONS

Rural locations are any region outside the urban areas. Around 90% of the population lives in rural locations, making them the most common location type. It is for that reason it is important to make each area in a location unique by instilling it descriptive details.

With each result on the table below you can choose between two options when populating your location.

Rural Locations Table

Toss 1 Random Stone	Option One	Option Two
↖ Astrild Face Up	Farmhouse, Yurt or Fisherman's Cottage	Sawmill
↗ Astrild Face Down	Farmhouse, Yurt or Fisherman's Cottage	Smithy
↖ Atridr Face Up	Farmhouse, Yurt or Fisherman's Cottage	Woodcrafter
↗ Atridr Face Down	Farmhouse, Yurt or Fisherman's Cottage	Salter
↖ Avling Face Up	Farmhouse, Yurt or Fisherman's Cottage	Tanner
↗ Avling Face Down	Farmhouse, Yurt or Fisherman's Cottage	Timberwright
↖ Beli Face Up	Farmhouse, Yurt or Fisherman's Cottage	Shipwright
↗ Beli Face Down	Farmhouse, Yurt or Fisherman's Cottage	Inn or Tavern
↖ Bragi Face Up	Farmhouse, Yurt or Fisherman's Cottage	Chapel or Shrine
↗ Bragi Face Down	Farmhouse, Yurt or Fisherman's Cottage	Manor or Monastery
↖ Cheru Face Up	Farmhouse, Yurt or Fisherman's Cottage	Fortress
↗ Cheru Face Down	Farmhouse, Yurt or Fisherman's Cottage	Pond, Oasis or Lake

Rural Locations Table

Toss 1 Random Stone	Option One	Option Two
🔪 Dod Face Up	Farmhouse, Yurt or Fisherman's Cottage	Alfar, Skarian, Jinn or Jutun Ruins
🔪 Dod Face Down	Farmhouse, Yurt or Fisherman's Cottage	River or Stream Source
🔪 Fiollnir Face Up	Farmhouse, Yurt or Fisherman's Cottage	Masoleum
🔪 Fiollnir Face Down	Farmhouse, Yurt or Fisherman's Cottage	Notable Woods or Rock Formation
🔪 Fiolsvid Face Up	Farmhouse, Yurt or Fisherman's Cottage	Cemetary
🔪 Fiolsvid Face Down	Farmhouse, Yurt or Fisherman's Cottage	Notable Swamp, Marsh or Sand Dunes
🔪 Fiorgyn Face Up	Farmhouse, Yurt or Fisherman's Cottage	Mortal Ruins
🔪 Fiorgyn Face Down	Farmhouse, Yurt or Fisherman's Cottage	Crossroads
🔪 Glede Face Up	Farmhouse, Yurt or Fisherman's Cottage	Commons or Green
🔪 Glede Face Down	Farmhouse, Yurt or Fisherman's Cottage	Docks or Charcoaler Camp
🔪 Mot Face Up	Farmhouse, Yurt or Fisherman's Cottage	Halted Caravan
🔪 Mot Face Down	Farmhouse, Yurt or Fisherman's Cottage	Ancient Battlefield
🔪 Modi Face Up	Farmhouse, Yurt or Fisherman's Cottage	Natural Caves or Caverns
🔪 Modi Face Down	Farmhouse, Yurt or Fisherman's Cottage	Sacred Grove

Rural Locations Table

Toss 1 Random Stone	Option One	Option Two
 Reise Face Up	Farmhouse, Yurt or Fisherman's Cottage	Ancient Wall
 Reise Face Down	Farmhouse, Yurt or Fisherman's Cottage	Herd Pen
 Rikdom Face Up	Farmhouse, Yurt or Fisherman's Cottage	Well or Fountain
 Rikdom Face Down	Farmhouse, Yurt or Fisherman's Cottage	Campsite
 Sannhet Face Up	Farmhouse, Yurt or Fisherman's Cottage	Notable Hill
 Sannhet Face Down	Farmhouse, Yurt or Fisherman's Cottage	Shipwreck or Burnt Ruin
 Skadi Face Up	Farmhouse, Yurt or Fisherman's Cottage	Ancient Tower
 Skadi Face Down	Farmhouse, Yurt or Fisherman's Cottage	Drover Camp
 Smerte Face Up	Farmhouse, Yurt or Fisherman's Cottage	Hidden Cove or Hideaway
 Smerte Face Down	Farmhouse, Yurt or Fisherman's Cottage	Hunting Lodge
 Trenger Face Up	Farmhouse, Yurt or Fisherman's Cottage	Invaders Campsite
 Trenger Face Down	Farmhouse, Yurt or Fisherman's Cottage	Mine
 Uthold Face Up	Farmhouse, Yurt or Fisherman's Cottage	Abandoned House
 Uthold Face Down	Farmhouse, Yurt or Fisherman's Cottage	Vineyard or Orchard

Rural Locations Table

Toss 1 Random Stone	Option One	Option Two
୧ Vajir Face Up	Farmhouse, Yurt or Fisherman's Cottage	Barrens
୧ Vajir Face Down	Farmhouse, Yurt or Fisherman's Cottage	Wild Herd
୧ Velded Face Up	Farmhouse, Yurt or Fisherman's Cottage	Ancient Barrow
୧ Velded Face Down	Farmhouse, Yurt or Fisherman's Cottage	Predator's Den
୧ Vijir Face Up	Farmhouse, Yurt or Fisherman's Cottage	A Large Crater
୧ Vijir Face Down	Farmhouse, Yurt or Fisherman's Cottage	Caravansary
୩ Vojin Face Up	Farmhouse, Yurt or Fisherman's Cottage	Strange Rock Formation
୩ Vojin Face Down	Farmhouse, Yurt or Fisherman's Cottage	Hermit's Hovel

URBAN LOCATIONS

Urban locations are any place in the world with a population ranging from 1,000 to a million people. When creating a town or city this table simply provides you the framework, not the color. Give each location a characteristic that stands out, be it a physical description, an occupant, a smell or a sound. Make it your own.

With each result on the table below you can choose between two options when populating your location.

Urban Locations Table

Toss 1 Random Stone	Option One	Option Two
↻ Astrild Face Up	Tenement	Bazaar
↻ Astrild Face Down	Tenement	Warf
⚡ Atridr Face Up	Tenement	Smith
⚡ Atridr Face Down	Tenement	Sanitarium
⬆ Avling Face Up	Tenement	Cemetary
⬆ Avling Face Down	Tenement	Dueling Academy or Mercenary HQ
⚔ Beli Face Up	Tenement	Guard Post
⚔ Beli Face Down	Tenement	Goverment Office
↻ Bragi Face Up	Tenement	Craftsman Society Hall
↻ Bragi Face Down	Tenement	Noble Estate
⬅ Cheru Face Up	Tenement	Inn or Tavern
⬅ Cheru Face Down	Tenement	Merchant Estate

Rural Locations Table

Toss 1 Random Stone	Option One	Option Two
⚔ Dod Face Up	Tenement	Monumment or Public Square
⚔ Dod Face Down	Tenement	Wyrding School or Social Club
⚔ Fiollnir Face Up	Tenement	Physician
⚔ Fiollnir Face Down	Tenement	Bath
⚔ Fiolsvid Face Up	Tenement	School
⚔ Fiolsvid Face Down	Tenement	Sealed Tower
⚔ Fiorgyn Face Up	Tenement	Tannery
⚔ Fiorgyn Face Down	Tenement	Tea or Coffee House
⚔ Glede Face Up	Tenement	Sewer Entrance
⚔ Glede Face Down	Tenement	Church or Shrine
⚔ Mot Face Up	Tenement	Stocks
⚔ Mot Face Down	Tenement	Warehouse
⚔ Modi Face Up	Tenement	Bakery
⚔ Modi Face Down	Tenement	Abandoned Building

Rural Locations Table

Toss 1 Random Stone	Option One	Option Two
⚔ Reise Face Up	Tenement	Cloister
⚔ Reise Face Down	Tenement	Brothel
⚔ Rikdom Face Up	Tenement	Court
⚔ Rikdom Face Down	Tenement	Notorious Alley
⚔ Sannhet Face Up	Tenement	Garden or Park
⚔ Sannhet Face Down	Tenement	Drug Den
⚔ Skadi Face Up	Tenement	Brewery
⚔ Skadi Face Down	Tenement	Fence
⚔ Smerte Face Up	Tenement	Forum or Square
⚔ Smerte Face Down	Tenement	Fighting Pit
⚔ Trenger Face Up	Tenement	Gambling Den
⚔ Trenger Face Down	Tenement	Fountain or Well
⚔ Uthold Face Up	Tenement	Hospise
⚔ Uthold Face Down	Tenement	Bank

Rural Locations Table

Toss 1 Random Stone	Option One	Option Two
⤵ Vajir Face Up	Tenement	Prison
⤵ Vajir Face Down	Tenement	Bridge
⤴ Velded Face Up	Tenement	Docks or Stockyards
⤴ Velded Face Down	Tenement	Arena, Colleseum or Hipodrome
⤶ Vijir Face Up	Tenement	Ruins
⤶ Vijir Face Down	Tenement	Merchant Estate
⤷ Vojin Face Up	Tenement	Merchant Estate
⤷ Vojin Face Down	Tenement	Merchant Estate

CONCEPTS

Conflicts are the fuel that drive play and are created by combining a Concept with a Location. There are five common concepts to explore in Conspiracy of Shadows, which are broken down further with three examples each. Together they reflect the struggle of the seemingly weak against the abusively powerful. Each concept provides example situations that extrapolate on the concept and potential actors to take part in the Arc.

BETRAYAL

Betrayal can play a key role in the game. It is based upon the idea that anyone can be a villain. Anyone can step over the line and expose comrades and communities to risk, and even death.

Feud

One time friends or lovers now fight over an offense long forgotten. Because it has become so personal, everything has turned vicious and violent.

Enemies or Friends: Rival clan heads, Ex-lovers, Business rivals, Rival gang leaders, Rival nobles

Twists: Someone unsuspecting is responsible for the feud, Both sides have legitimate grievances, A third party will intervene if things don't change

Things: A guarded compound, A fight in a dingy alley, Lovers slipping away in the night

Incompetance

A priest, noble or any other ruler has become or always was incompetent. The problem is now there is a crisis and their failures have become magnified.

Enemies or Friends: The ruler, A frustrated advisor, A plotting underling, The leader of the opposition

Twists: A mob rises up in reaction to the ruler's actions, A coup is staged by someone unexpected, Someone covers for the rulers actions, muddying the waters

Things: Grumbling unrest in the market, A fire raging through the district, Guards running in small companies

Theft

When something of value is stolen it is hurtful, but when it is stolen by a trusted friend it is life altering. It could be a rare item, proof of innocence of a crime, or even a dark secret.

Enemies or Friends: The Thief, Bounty Hunters, The Local Watch, A Detective, A Wealthy Heiress, An Unscrupulous Crime Boss

Twists: Nothing was ever actually stolen, One of the parties is a god causing trouble, The item isn't as valuable as everyone thinks

Things: A seedy bar filled with the worst sort, A dingy office with light flickering in the window, A dockside warehouse with deep menacing shadows

CORRUPTION

The slow, spiralling descent from the light into the pit of evil is a core aspect of the game. It is easy to introduce symbolism in an arc with scenes of decaying flesh, rotting wood, and other common horror trappings. Or, corruption can appear as the eroding morality of a protagonist or key supporting cast member in the face of evil.

Corrupt Leaders

The merchant council, local government officials or priesthood have succumbed to a greed so powerful there is no place for good folks to turn. Graft, the halting of services out of spite, and violence now rule the day.

Enemies or Friends: Corrupt officials, Innocent relative, recent victim of the corruption, misguided reformer

Twists: The corruption has spawned a vigilante who hunts anyone he views as corrupt, The hidden corruption has been brought to light by scandal, Riots break out and are brutally but down

Things: Overly ornate gold rings, The clink of coins in a bag, The smell of rotting garbage

Decadence and Abuse

The rulers, be they nobles, wealthy merchants or priests have embraced a decadent lifestyle unheard of. Pleasure and pain mix intoxicatingly, leading to greater and greater acts of depravity.

Enemies or Friends: A bloody tyrant, A self-serving priest, An assassin waiting to strike, An innocent relative, A woman with no other options

Twists: A neighbor invades to destroy the decadent leaders, The last true threat to those in power is executed, A natural disaster makes things worse

Things: An child covered in bruises, A room covered in fine silk, A table covered with rich foods

Evil Awakens

Something that should have stayed buried has reappeared in the world. A slow corruption of the souls of those who are near creates a toxic miasma of evil.

Enemies or Friends: The discoverer of the evil, The evil made manifest, An old scholar who knows too much, The apprentice not sure what to do

Twists: The evil is foretold with no apparent way to stop it, Those closest to you have become corrupted by it, The evil leaps from person to person and no one can be trusted

Things: A corpse smell in the air, A room filled with chanting cultists, A black ooze spreading

DOOM

Doom is the race against time before the sword falls on your head. It can be foretold, hanging over the characters, antagonists, supporting cast members, or the world at large. It can also be unknown, seeping into play, driving towards an ultimate, futile end.

Disease

A particularly virulent plague is spreading in the area. Is it a divine wind sent to sweep away the populace, a manufactured disease in service of the Conspiracy, or simply the result of trade between far off places.

Enemies or Friends: A plague worshipping cult, Incompetent physicians, Opportunistic merchants, Snakeoil Salesmen, Government official who has been through it before, a university trained physician, a merchant trying to escape

Twists: The disease can only be cured through the use of the Wyrd. Food supplies are running desperately low due to quarantine. A neighbor arrives to burn it all to the ground

Things: A cure in a golden vial. Piles of corpses rotting in the sun. Empty houses overrun with vermin

Famine

Drought, monsoon rains, or blight is consuming the foodstuff of the land. It is the hand of the gods punishing the wicked, a manipulation of the weather and markets by the Conspiracy, or simply the natural cycle of the world.

Enemies or Friends: Divine agents of the gods, Market manipulating merchants, Master of a great farm, Peasants trying to scape by, Roving bands of violent sociopaths preying on the collapsing society

Twists: Only divine intervention can bring the famine to an end. Riots break out in cities of the lack of food. War breaks out over the only arable land left

Things: The last shipment of grain. Great dust storms on the horizon. Stinking mud that clings to everything

War

Though any of these themes can precipitate war, when a war comes it becomes its own struggle. It is endless, but simmering with minor skirmishes, burning hot with vast battles, or the unbearable grind of endless sieges.

Enemies or Friends: A might general, Incompetent officers, Peasants fleeing the conflict, deserters hiding in the badlands, priests attempting to mediate

Twists: Peace could be had if only the sides would talk, but they haven't in years. The devastation is so complete that soldiers are now rare and valuable. The Conspiracy is using the war as a cover for something more sinister

Things: Broken iron and burned out buildings. Mass graves. Desolate villages and fallow fields

FAITH

The setting of Conspiracy of Shadows is built upon faith. Religion is not simply a series of beliefs, but a solid way of life to people in the world. However, the concept of Faith also covers an individual's belief in themselves and their allies.

Cult Machinations

Just because the gods slew the Jutun and bound the Jinn does not mean these entities of power are not still worshiped among men. Are they seeking to bring their Jutun lord back to life, release the bonds of a mad Jinn, or something more sinister?

Enemies or Friends: the Cult Leader, The Child of a Wealthy Local, The Marked Sacrifice, The Local Religious Authority, An Agent of the Law

Twists: Those in power are secretly members of the cult, A fire has been started to mask their great ritual, The object of their devotion actively seeks to destroy them

Things: A knife carved with unknown runes, A child dressed all in white, A bloody altar

Heretical Movement

A heretical movement has gained momentum locally and small skirmishes have broken out over doctrine. This is fertile ground for the Conspiracy to plant itself, leading to a change in the dominant religion, replacing the dominant religion, or pushing the religious strife into full scale war.

Enemies or Friends: Leader of the Movement, Leader of the Dominant Religion, Local Nobility, Interfaith Families, Local Government Official, Guild Captain

Twists: One of the Cell Member's family is in the movement. The movement gains ground with a key ally. An enemy offers to join forces against the movement

Things: Mobs of true believers clash in the streets. Burnt out churches. A river red with blood from executions

Messiah

An individual of seemingly divine power walks the region, inspiring both devotion and fear. Are they sent from the gods to save us or are they a tool of some malign enterprise?

Enemies or Friends: The Prophet, The Disciples, The Local Religious Leader, The Most Recently Saved, The Snake Oil Salesman

Twists: They are a false prophet and their acts have incurred divine wrath for the region, They are a tool of the Conspiracy designed to draw out enemies, They are a true prophet of some unknown god

Things: Feet washed in blood, A sermon in the wilderness, A fire in the church

STRUGGLE

Struggle is a key concept for all Conspiracy of Shadows games. Fighting a powerful conspiracy hinges on the idea of a struggle. It is rooted in both the internal struggles of characters as well as their external struggles.

Class Struggle

The wealthy have long been at odds with those they exploit, but now things have gotten much worse. A tension exists and at any moment violence could erupt leading to casualties on both sides of the class divide.

Enemies or Friends: The reformer, The symbol of the wealthy, A downtrodden family, The judge in a bind, A corrupt watch captain

Twists: The reformer has been taking bribes from the rich, An outside force is stirring up trouble among the poor, A popular populist has been arrested

Things: A rickety bridge ready to fall, A collapsed home, The fine carriage driving through the slums

Ethnic Struggle

An act of violence sparks unrest amongst ethnic groups that once lived in harmony. Either the Conspiracy has orchestrated this for its own purposes or is taking advantage of the unrest to accomplish something.

Enemies or Friends: Traveling Preacher, Cultural Zealot, An Opportunistic Noble, A Serial Killer, Intermarried Couple, Lone Good Watchman, Ambassador

Twists: Unrest is fueled by a rival state unrelated to the groups involved. A fire breaks out in one ethnic quarter. The local government has taken sides in the conflict

Things: A common ground between the ethnic groups. A misinterpreted cultural practice. Stockpiled weapons

Government Crackdowns

Someone in charge has decided to crack down on the local criminal element. This opens the door for the Conspiracy to take advantage of the unrest.

Enemies or Friends: Watch commander or garrison commander, Snitch or Spy, Court official or Noble, Forester, Temple Priest, Guild Captain, Local Merchant, Bandit Chief, Smugglers

Twists: A third party arrives to mediate with its own agenda. A friend is betrayed weakening their position. Former enemies now are working together.

Things: Confiscated goods in the wrong hands. Formerly legal goods not considered contraband. Pardons available for turning in suspects.

PACING PLAY

Arcs typically follow one of three sets of Turn structures; the Gauntlet, the Quest, and the Confrontation. Deciding upon one will go a long way in helping the Game Master both prepare the right obstacles as well as guide both the atmosphere and the pace of play.

CONFRONTATION ARCS

In a Confrontation Arc a villain directly opposes the Cell. The focus is upon the relationship between this nemesis and the Cell. Typically these Arcs only make their appearance at important milestones in the greater journey. Confrontation Arcs work best with a pendulum style of pacing.

The Arc starts with a confrontation with the nemesis or their agents, but with no time for Cell to plan, only to react. After the confrontation, the Cell gets a chance to be proactive, setting the stage for the next confrontation, where the nemesis is forced to react to the Cell.

- Compete for the favor of the ruler.
- Thwart the nemesis' illegal activities.
- Discover the nemesis' secret.
- Destroy the nemesis' most valuable asset.
- Force the nemesis to sign a treaty.
- Destroy the nemesis.

GAUNTLET ARCS

The Gauntlet always begins with the Cell in some peril from which they must escape. The focus of the Arc is the characters themselves and their actions, not on the antagonists trying to harm them. This is a very common structure in a Conspiracy of Shadows game, as the Cell often finds itself in trouble either as a consequence of player choices or by the actions of the Conspiracy.

Gauntlet Arcs work best with a pendulum style of pacing. The Arc starts in a tense series of moments with the Cell in a crisis from which they must escape without much time to think, only to act. After that moment of crisis, the pace slows a bit, allowing the Cell characters to rest and collect their breath. Then, the pace again picks up towards the ultimate end of the mission as they try to overcome the danger.

- Escape from a city under siege.
- Escort an ally to safety.
- Kidnap a member of the Cult.
- Break into or out of a prison.
- Fight a running battle on the road.
- Escort refugees through a warzone.

QUEST ARCS

The Quest structure centers on the Cell moving through a series of horrifying places in order to obtain something of value. It is very much influenced by the literary hero story arc in which the hero travels through the metaphorical wasteland to reach his ultimate goal. In this type of session, the focus is on the journey of the Cell and its interaction with the terrifying locations and horrific situations encountered. It is effectively the larger game but on a smaller scale.

Quest Arcs work best as a gradual rise towards a crisis point, which can be at the end of a mission. Or, the GM can pull the rug out from under the Cell earlier as a surprise. The Arc starts off quietly, with plenty of time for planning and preparation by the Cell. As the Arc progresses, things slowly pick up as the GM throws increasingly difficult challenges at them, eventually leading to a crisis point at the end.

- Find the corpse of the liche king.
- Destroy an unholy instrument.
- Rescue an important noble from bondage.
- Recover a lost weapon from a ruined city.
- Bring aid from a neighboring kingdom.

TAINT

Taint is the potential corruption of a character brought on by following their dark impulses and through encounters with the supernatural. This corruption is both a descent into evil and the progressive loss of a character's humanity. The corruption infuses the character and slowly removes what makes them human.

Whenever a character takes an action that puts their humanity in jeopardy consult the Taint Modifier Table. Toss the listed number of rune stones and compare the result against the table. If the result provides a rune matching those listed on the table, toss against the Taint Effects Table and modify your character accordingly.

Taint Modifier Table

Action	Number of Rune Stones	Modifier
Crime of Passion	6	Ƶ N ✂
Betrayal	18	Ƶ ƚ Ƶ N ✂
Breaking a Tenet of Faith	12	Ƶ ƶ N ✂
Breaking an Oath	12	Ƶ ƶ ƚ Ƶ
Defilement	18	ƶ ƚ Ƶ N ✂
Premeditated Murder	24	Ƶ ƶ ƚ Ƶ N ✂
Wyrding Ritual	6	Ƶ ƶ ƚ
Using a Sinkhole's Power	12	Ƶ Ƶ N ✂

BECOMING TAINTED
















When a character first becomes Tainted, they gain an aura. It is a subtle hint of the otherworldly power that has begun to infuse the character. Add to your character sheet what this subtle aura is. It could be a constant rustling of wind that surrounds the character, a particular odor, or any other colorful effect.

After this initial effect, any additional Taint requires the player to pull a single rune stone and toss it against the Taint Effects Table. Update your character sheet with the the results.

Taint Effects Table

Toss 1 Random Stone	Effect
↪ Astrild Face Up	Always speaks in a whisper, leaning in uncomfortably close.
↪ Astrild Face Down	Has tattoos that seem to shift and move out of the corner of your eye.
⦿ Atridr Face Up	Fingers and hands constantly twitch.
⦿ Atridr Face Down	Nose trickles blood at random moments.
⤴ Avling Face Up	Sweats constantly.
⤴ Avling Face Down	One eye appears to be glazed over and dead.
⦿ Beli Face Up	Raises the hair on people's necks when within a few feet.
⦿ Beli Face Down	Dogs bark whenever near the character.
↵ Bragi Face Up	Jaw is locked shut, forcing the character to speak through clenched teeth.
↵ Bragi Face Down	Sounds seem muffled when they are near.
⤵ Cheru Face Up	Suffers from stigmata.
⤵ Cheru Face Down	Unable to make eye contact.

Taint Effects Table

Toss 1 Random Stone	Effect
 Dod Face Up	Makes no sound walking about, despite what the character is wearing.
 Dod Face Down	Skin is almost translucent.
 Fiollnir Face Up	Can only stomach raw meat.
 Fiollnir Face Down	Mutters the same prayer under their breath compulsively.
 Fiolsvid Face Down	Skin is constantly peeling.
 Fiolsvid Face Up	Face trapped in a rictus grin.
 Fiorgyn Face Down	Unable to maintain weight and has a skeletal appearance.
 Fiorgyn Face Up	Forked tongue.
 Glede Face Down	Eyes have taken on the aspect of a snake.
 Glede Face Up	Glow softly in darkness.
 Mot Face Down	Lights dim when they enter a room.
 Mot Face Up	Does not cast a reflection.
 Modi Face Down	Vermin become bold when they are around.
 Modi Face Up	Skin has taken on a greenish color with a hint of scales.
 Reise Face Down	Radiates heat enough that when they touch water it noticeably warms.

Taint Effects Table

Toss 1 Random Stone	Effect
Reise Face Up	Their blood is black and smells foul.
Rikdom Face Down	Smells faintly of blood.
Rikdom Face Up	Skin is overly dry. Constantly cracking and bleeding.
Sannhet Face Up	Skin has taken on a blueish white color.
Sannhet Face Down	Ears have taken on a sharp, pointed shape.
Skadi Face Up	Skin is ice cold to the touch, even chilling cups in their hand.
Skadi Face Down	Fires suddenly glow brighter when they are near.
Smerte Face Up	Patches of skin have taken on a rocky look and feel.
Smerte Face Down	Wounds heal over with a waxy substance rather than skin.
Trenger Face Up	Has hair growing on their palms.
Trenger Face Down	Cannot abide sunlight.
Uthold Face Up	Covered in a constant rash.
Uthold Face Down	A third eye has sprouted on their body somewhere.
Vajir Face Up	Eyes tear up with blood.
Vajir Face Down	Wracked by bloody coughing fits.

Taint Effects Table

Toss 1 Random Stone	Effect
✂ Velded Face Up	Eyes glow red in the darkness.
✂ Velded Face Down	Completely hairless.
↑ Vjir Face Up	Lips are a bright purple.
↑ Vjir Face Down	Teeth are sharp like a predators.
⌘ Vojin Face Up	Smells like rotting meat.
⌘ Vojin Face Down	Eyes are black pools like a shark.

MISSING A PLAY SESSION

Conspiracy of Shadows is designed to be played as an ongoing game, but with an eye towards the busy schedules of working adults. Despite the modular nature of play, life happens and players can miss out on sessions.

Before play begins, the missing player must take a few minutes to explain what happened to their character. Where did they go? How did they find the rest of the Cell? What trials did they suffer?

Once the missing player describes the events of their character's absence, the GM is allowed to apply a Condition or add a Twist to the game that falls in line with the events described. They don't have to do this, but it often provides the opportunity to shift the game in a new direction.

CHARACTER DEATH

When a character is killed in play, that is not the end of the game for that player. As a player you have two choices. You can play a member of your deceased character's Network or you can play a member of one of the other player's Network.

THE LITANY OF HEROES

The Litany of Heroes serves as a living narrative of the trials and tribulations of the Cell and the Conspiracy. This document also serves of a mechanical record of everything that is in play. It marks every important Scene, Turn and Arc in the game. It is an artifact that you create together, with everyone at the table taking turns maintaining the record in their own voice for a full Arc.

If something is not recored in the Litany of Heroes, it did not happen. Any knowledge gained, places discovered, friends or enemies made, betrayals or triumphs not recorded then the event was just a dream. The Litany of Heroes is the reality of your game and not negotiable.

LOOT

In Conspiracy of Shadows, Loot is the generic term used to describe anything of value that characters can get out of a Challenge or Skirmish. It isn't just tangible objects like gear or artifacts, but can easily be knowledge about the Cell's enemies, having the powerful owe you a favor, or even a new ally.

Typically, Loot is something planned by the GM as the reward or Twist the character's receive at the end of an encounter. However, it can be just as fun to embrace a random toss of the rune stones. When doing so, compare your toss against the Loot Type Table then use that result to toss against the appropriate follow up table.

Loot Type Table

# of Successes	Loot Type
1 - 4	Detritus
5 - 8	Lore
9 - 12	Gear
13 - 18	Valuables
19 - 24	Artifacts

Detritus Table

# of Successes	Detritus Type
1 - 3	A fresh corpse
4 - 6	Indecipherable notes in a familiar hand
7 - 10	An unknown religious idol
11 - 13	A child's toy
14 - 16	Ancient bones
17 - 19	Broken Tools
20 - 22	Broken weapon with a curious smith mark
23	A familiar package
24	Ruined books and scrolls that hint at something important

Lore Table

# of Successes	Lore Type
1 - 4	Lore that leads to a potentially profitable side quest
5 - 8	Lore that details a way to defeat a particular enemy
9 - 12	Lore regarding a specific Ritual
13 - 18	Lore that provides a +1s Modifier against your next enemy
19 - 24	Lore regarding the plans of the Conspiracy

Gear Table

# of Successes	Gear Type
1 - 3	A masterwork weapon (+1 to all stats)
4 - 6	A standard weapon
7 - 10	Armor
11 - 13	A container
14 - 16	Food
17 - 19	Apothecary Goods
20 - 22	Clothing
23- 24	Tools

Gems Table

# of Successes	Gem Type
1 - 3	Lapis Lazul worth (toss 12 x 3d)
4 - 6	Turquoise worth (toss 12 x 2d)
7 - 10	Moonstone worth (toss 6 x 12d)
11 - 13	Onyx worth (toss 6 x 12d)
14 - 16	Amber worth (toss 12 x 12d)
17 - 19	Jade worth (toss 12 x 10d)
20 - 22	Black Pearl worth (toss 6 x 100d)
23	Emerald worth (toss 12 x 100d)
24	Ruby worth (toss 6 x 1,200d)

Valuables Table

# of Successes	Valuables Type
1 - 4	Gems
5 - 8	Jewelry
9 - 12	Cash
13 - 18	Artwork
19 - 24	Toss Twice

Jewelry Table

# of Successes	Jewelry Type
1 - 3	Gold Bracelet worth (toss 12 x 5d)
4 - 6	Silver Locket worth (toss 12 x 4d)
7 - 10	Bronze Crown worth (toss 6 x 12d)
11 - 13	Silver and Gold Brooch worth (toss 6 x 15d)
14 - 16	Gem Encrusted Mask worth (toss 12 x 15d)
17 - 19	Fine Gold Chain worth (toss 12 x 12d)
20 - 22	Gold Circlet worth (toss 6 x 200d)
23	Gem Encrusted Eye Patch worth (toss 12 x 200d)
24	Gem Encrusted Crown worth (toss 6 x 2,000d)

Cash Table

# of Successes	Cash Type
1 - 3	Pentanidi (toss 24) Numis (toss 12 x 10)
4 - 6	Pentanidi (toss 6 x 10) Numis (toss 12 x 100)
7 - 10	Decanidi (toss 12 x 10) Pentanidi (toss 18 x 100)
11 - 13	Decanidi (toss 12 x 1,000) Pentanidi (toss 24 x 10)
14 - 16	Folidi (toss 6 x 100) Decanidi (toss 24 x 10)
17 - 19	Folidi (toss 12 x 10) Decanidi (toss 18 x 10)
20 - 22	Solidi (toss 18) Folidi (toss 12 x 10)
23	Solidi (toss 12 x 10) Folidi (toss 12 x 100)
24	Solidi (toss 12 x 100) Folidi (toss 6 x 1,000)

Artwork Table

# of Successes	Artwork Type
1 - 3	Engraved bone dice worth (toss 12 x 5d)
4 - 6	Copper chalice with silver filigree worth (toss 12 x 4d)
7 - 10	Carved ivory statuette worth (toss 6 x 12d)
11 - 13	Box of carved turquoise chess pieces worth (toss 6 x 15d)
14 - 16	A carved harp with gold inlay worth (toss 12 x 15d)
17 - 19	Ornamental silver plated sword worth (toss 12 x 12d)
20 - 22	Tapestry worth (toss 6 x 200d)
23	Gold music box worth (toss 12 x 200d)
24	Ivory drinking horn worth (toss 6 x 2,000d)

ARTIFACTS

Artifacts can either be created on the fly utilizing the following tables or by selecting what is most appropriate to your game. If you do decide to create something on your own, use the tables as a set of guidelines.

Artifact Type Table

# of Successes	Artifact Type
1 - 3	Potions
4 - 6	Scrolls
7 - 10	Books
11 - 13	Clothing
14 - 16	Jewelry
17 - 19	Household Goods
20 - 22	Instrument
23	Weapon
24	Armor

Artifact Origin Table

# of Successes	Artifact Type
1 - 6	Mortal Created before recorded history and perhaps the source of legends among mortals today. It is criss crossed with a language unknown today, telling a tale whose significance is now lost to time.
7 - 10	Djinni Made with black iron and horn inscribed with runes, it radiates the malice of it's origin. It is warm to touch, and faces seem to appear when the light touches it just so. The very runes carved on it appear to shake and squirm like writhing snakes. Add +2s to the artifact capabilities toss and pick between your natural toss and the modified result.
11 - 13	Skaurian Made with scales and fangs of serpents far too large to be ordinary, it gives off a musk both familiar and foreign in it's flavor. The light that reflects off of it is hypnotic, lulling those who stare at it too long into a stupor. Add +4s to the artifact capabilities toss and pick between your natural toss and the modified result.
14 - 16	Alfar Exquisitly made of the finest materials, it appears delicate despite it's clear sturdiness. In the moonlight it glows mildly as if in tune to your heartbeat. A deep sense of melancholy radiates from it, leading many to stare off to the West with longing. Add +6s to the artifact capabilities toss and pick between your natural toss and the modified result.
17 - 19	Jutun Larger than normal size, it incorporates imagery of death and the storm. It is frigid to the touch, radiating a bone numbing cold that makes fires dim. A faint scent of death lingers in the air around it. Add +8s to the artifact capabilities toss and pick between your natural toss and the modified result.
20 - 24	Divine Lighter and comforting to touch, it radiates warmth when you are cold and is cool when you are hot. It always feels right to carry, yet it becomes easier to grow angry and lash out with sudden hot violence. Automatically toss twice on the artifact capabilities toss.

Artifact History Table

# of Successes	Artifact Type
1 - 3	Power The artifact was crafted as a symbol of power for one in a high office. Often a family heirloom, those of that line will come searching for it. It provides a +4s to all tosses that reflect the original intent of the artifact.
4 - 6	Sinister This artifact came into it's power when it was used for an awful and vile purpose. It's infamy precedes it and will paint those who possess it with it's black name. It provides a +6s to the Dominance Ritual.
7 - 10	Accidental No one knows how or why this artifact gained the power and fame it did. It wasn't intended and it seems to change it's nature with each new user. Once per Turn you may choose to get the best possible outcome of a single toss.
11 - 13	Heroic This artifact came into it's power when it was used for some heroic and self-sacrificing purpose. It's fame precedes it and all who possess it are assumed to be worthy of greatness. It provides a +4s to all tosses that reflect self-sacrifice.
14 - 16	Religious This artifact was crafted to aid in the performance of ceremonies dedicated to one of the 24 or something older and inhumane. Various sects or cults will want to possess this divinely inspired artifact. It provides a +4s to all tosses that reflect the original intent of the artifact.
17 - 19	Bane This artifact was specifically crafted to destroy a monster, individual or entire people. The target of this tool will know it well and fear the one who weilds it. It provides a +4s to all tosses that harm the original target of it's creator's ire.
20 - 22	Wyrd This artifact was created to be used in Wyrding Rituals or to support Wyrding Incantations. It crackles with power and will draw the attention of every sorcerer within ten miles when used. It provides a +4s to all Wyrd related activities.
23 - 24	Prophecy This artifact is the subject of a world shaking prophecy. It's bearer is destined for great and terrible things and all those who come into contact with it are swept up in the prophecy. Once per Scene you may choose to get the best possible outcome of a single toss until the prophecy is fulfilled. You will also die should this artifact be lost or stolen.

Artifact Capabilities Table

# of Successes	Artifact Type
1 - 3	Cast one Incantation with a Wyrding Trait of 7.
4 - 6	The artifact has improved stats or capabilities beyond what you would normally find. Increase stats and effects by 4.
7 - 10	Those who encounter the bearer of the artifact are stuck stupid the first time they see it being used. They can take no action the first round of a Skirmish and suffer a -2s to their first Challenge toss.
11 - 13	Cast one Incantation with a Wyrding Trait of 10.
14 - 16	Increase one Trait by 6 when held.
17 - 19	Immune to the effects of negative physical conditions
20 - 22	Subtract 5 from the Vitality and Willpower cost of all tosses.
23 - 24	Toss twice and take both powers, re-tossing when you have 23 - 24 successes again.

Terrain Table

Terrain Type	Base Difficulty	Vitality Cost
Open Roads	2	4
Open Terrain, A Navigable River, Well Worn Trails	3	5
Hills, Young Woods, Bogs	4	6
Marshes, Old Woods	5	7
Broken Ground, Ancient Woods	6	8
Open Desert, Mountains, Desolation	7	9

THE JOURNEY MECHANIC

The Journey mechanic is how the Cell moves from one Arc to the next. It represents the stress of travel and is broken down into the following five steps.

1. **Set a Destination and Route**

The Cell chooses a destination and outlines to the GM the route they will take to that destination.

2. **Measure the Distance**

Using the map, calculate the total distance in miles. Every 20 miles of distance marks the number of Challenges the Cell will have to face.

3. **Identify Terrain**

Using the Terrain Table, identify the types of terrain the route crosses over. This defines the Difficulty of the Challenges.

4. **Identify the Mode of Travel**

Consult the Journey Speed Table. This modifies the cost of each Challenge by multiplying the modifier by the Vitality Cost.

5. **Resolve the Challenges**

Each member of the Cell must make an Athletics Challenge for each Challenge determined in Step 2. If a player fails a Challenge they either suffer a -1s to all Athletics Challenges in the next Arc at their desired location or the GM can choose to bring their progress to an end, starting an Arc at a new location.

Journey Speed Table

Traveling...	Miles per Day	Challenge Cost Modifier
On Foot	20 Miles	x1
On Horseback or in a Caravan	40 Miles	x.75
Downstream on a River	30 Miles	x.4
Upstream on a River	10 Miles	x.5
On a Coastal Vessel	50 Miles	x.25
On an Open Ocean Vessel	100 Miles	x.25

THE WYRD

The Wyrd is the way in which individuals tap into supernatural powers to change the world around them. It takes on two forms, the Incantations and Rituals. If a character has the Wyrding Talent they can perform Incantations. Rituals are esoteric processes that anyone can participate in so long as the ritual has been discovered in some written or verbal form during play.

INCANTATIONS

Incantations are Wyrds that unleash magical energies quickly through simple hand movements and spoken words. They are performed by making a Wyrding Challenge either against a set Difficulty or Opposed. All Incantations have a range, a duration, cost, and a difficulty.

RANGE

This tells you how far you can use your Incantation. A range of Self means that the sorcerer is the only target. A range of Touch means the sorcerer must physically touch the target, which means in a Skirmish they must be in adjacent squares. A range of Near means the Incantation affects every target within a space that ranges from the room they are in to the entire location of a Skirmish. A range of Line of Sight means that the sorcerer must be able to see the target of their Incantation.

DURATION

This determines how long the Incantation will last, either instantly, a number of Scenes, a number of Turns or an entire Arc.

COST

This determines how much Willpower must be expended to use the Incantation.

DIFFICULTY

This determines what the sorcerer has to toss against in order to be successful in using the Incantation. This can be a fixed Difficulty number or require an opposed Challenge against the target or targets.

ANIMAL KEN

Range: Near

Duration: One Scene

Cost: 1 Willpower

Difficulty: 3

A sorcerer that uses this Incantation can communicate with animals, transforming hostile animals into friends and conveying to the sorcerer any knowledge the animal may have.

BANISHING

Range: Near

Duration: One Turn

Cost: 5 Willpower

Difficulty: Opposed Temperament

This Incantation forces the Undead and the Demonic to leave a set area. It also bars any from entering that location for the duration of the Incantation.

BLESSING

Range: Touch

Duration: One Scene

Cost: 2 Willpower

Difficulty: 6

A sorcerer that uses this Incantation imbues a single individual with aid for a single type of activity for one toss. The sorcerer must declare the action (e.g. Smite the Lord, Find us safe harbour) as they utter the Incantation. The target then gains a +2s for that toss.

BURNING LASH

Range: Near

Duration: Instant

Cost: 3 Willpower

Difficulty: Opposed Athletics or 8

A sorcerer that uses this Incantation sends for a snake of flame to attack specific targets. If a target is struck, they immediately suffer a Serious Wound. If used against an inanimate object, that object catches fire and is destroyed within a Scene unless action is taken to put it out.

COMMAND

Range: Line of Sight

Duration: Instant

Cost: 5 Willpower

Difficulty: Opposed Temperament

A sorcerer that uses this Incantation forces the target to take a single action (e.g. Take cover, Shoot your ally, Jump).

DARKNESS

Range: Near

Duration: One Scene

Cost: 4 Willpower

Difficulty: 10

A sorcerer that uses this Incantation shrouds an area in a darkness only they can see in. Everyone within the area takes on the Blind Condition. The sorcerer can choose to dispel the darkness at anytime during the Scene.

ENSNARE

Range: Near

Duration: One Scene

Cost: 3 Willpower

Difficulty: 9

A sorcerer that uses this Incantation forces the surrounding inanimate objects to twist and contort, entangling specified targets forcing to spend three times the normal Vitality to move.

FORGETFULNESS

Range: Touch

Duration: One Turn

Cost: 6 Willpower

Difficulty: 14

A sorcerer that uses this Incantation forces the target to completely forget a single event, a specific individual, or their emotional connection to that individual.

HEALING TOUCH

Range: Touch

Duration: Instant

Cost: 3 Willpower

Difficulty: 8

The Incantation is used during a Skirmish to remove damage caused during the fighting. It can also be used to remove the negative effects of Wounds for a single Skirmish round.

ILLUSIONARY VISION

Range: Line of Sight

Duration: One Scene

Cost: 14 Willpower

Difficulty: 6

A sorcerer that uses this Incantation calls forth an illusion with shape, substance and sound. This Incantation can be used to make an empty street seem to be filled with a busy market, place an approaching army on the horizon, or hide the sorcerer behind an illusory building. As far as others are concerned the illusion is real and can be interacted with as such.

LIGHT

Range: Touch

Duration: One Arc

Cost: 2 Willpower

Difficulty: 6

A sorcerer that uses this Incantation they imbue a single object with the ability to glow with a light as bright as the noon day sun. The light is so bright that it will dispel any darkness, be it created through an Incantation or otherwise.

SECOND SIGHT

Range: Self

Duration: One Scene

Cost: 1 Willpower

Difficulty: 3

A sorcerer that uses this Incantation can discern the hidden and invisible before them. They are able to spot concealed objects, individuals that are hiding via mundane means, and individuals that are hidden via a Ritual.

SEVEN STEP STRIDE

Range: Self

Duration: Instant

Cost: 2 Willpower

Difficulty: 5

A sorcerer that uses this Incantation multiplies the distance in which they can move in a Skirmish by 7 for their next Movement action. As the use of the Wyrd only occurs during the Ranged Attack phase, this means the impact of the Incantation is only felt in the next Round.

SILENCE

Range: Near

Duration: One Scene

Cost: 3 Willpower

Difficulty: 7

A sorcerer that uses this Incantation creates and unnatural silence that blankets the area around them. No sound can penetrate the area, even if it is being created outside the range of the Incantation.

UNYEILDING FORCE

Range: Line of Sight

Duration: Instant

Cost: 4 Willpower

Difficulty: Opposed Athletics or 10

A sorcerer that uses this Incantation strikes a target with an invisible force. When striking an individual it pushes them back a number of spaces equal to your Wyrd Trait, knocks them down and causes a Light Wound. When striking an inanimate object it knocks the object over, which can have unforeseen consequences (e.g. What happens when a wall gets knocked over?) determined by the Game Master.

RITUALS

Rituals are the means by which anyone with the right information can manipulate the Wryd to get what they want. They are acts of great power and even greater danger with very specific requirements to be successful. They are performed by making a Wyrding Challenge either against a set Difficulty or Opposed. All Rituals have a range, a duration, cost, and a difficulty.

RANGE

This tells you how far you can use your Ritual. A range of Self means that the sorcerer is the only target. A range of Touch means the sorcerer must physically touch the target. A range of Near means the Ritual affects every target within a space that ranges from the room they are in to the entire location of a Skirmish. A range of Line of Sight means that the sorcerer must be able to see the target of their Ritual.

DURATION

This determines how long the Ritual will last, either a number of Scenes, a number of Turns or an entire Arc.

COST

This determines how much Willpower must be expended to use the Ritual.

DIFFICULTY

This determines what the sorcerer has to toss against in order to be successful in using the Ritual. This can be a fixed Difficulty number or require an opposed Challenge against the target or targets.

CIRCLES, IMBUING AND SACRIFICE

Rituals always require vast amounts of Willpower to bend and shape the Wyrld. This leaves sorcerers with three options, as no single individual is strong enough to summon the resources necessary. You can join with others in a Circle to siphon willfully given Willpower, Imbue an object with Willpower over time that can then be release later, or Sacrifice the life of another for a massive rush of energy.

CIRCLE

Using a Circle to gain Willpower for a Ritual requires two to twelve individuals to touch the sorcerer leading the ritual, through which they can willfully give up 5 Willpower. They must be a part of the Ritual for the entirety of the Ritual, never breaking the connection. If interrupted, the Ritual automatically fails and the sorcerer is drained of all but 1 Willpower.

IMBUE

Imbuing an object with Willpower is a slow method of creating a battery of Willpower that can be used later. Once per Turn a character can take a specific object (traditionally something of esoteric importance like a religious icon) and give it up to 5 Willpower. This Willpower can be pulled back into any individual for any use, be it an Incantation, a Ritual, or to face any sort of Mental Challenge.

SACRIFICE

A Sacrifice is the most heinous, but also the most powerful method of gaining Willpower for a Ritual. When doing so, you gain a total of Willpower equal to the sacrificed individual's Willpower, Vitality, and Influence Pools. The area in which it takes place becomes a Taint Sinkhole and the sorcerer automatically gains Taint.

ALTER SELF

Range: Self

Duration: One Arc

Cost: 40 Willpower

Difficulty: 14

A sorcerer that uses this Ritual to alter their own appearance in a wide variety of ways. They can change their height, weight, features, sex, hair color, skin color and even impersonate someone they have met previously. The only restriction is that they maintain a humanoid form.

The sorcerer must knit a shawl of undyed wool with the words of power in blue silk. Once completed they draw it over their face while describing their new appearance.

BINDING

Range: Touch

Duration: Permanent

Cost: 20 Willpower

Difficulty: 14

A sorcerer that uses this Ritual to imbue an individual person or animal with a part of their spirit, binding them together. The bound individual becomes an extension of the sorcerer's power, allowing them to cast Incantations through their eyes.

Only one target can be bound at any time to a sorcerer and if they are separated by more than a mile both suffer a -1s to all tosses. If the bound target dies the sorcerer suffers a permanent loss of one Athletics and a Major Wound. If the sorcerer dies, their bound target attempts to first kill that which killed their sorcerer. If they succeed they then commit suicide.

Animals that are bound gain a human intelligence, the ability to communicate telepathically over any distance, and the ability to cast one Incantation the sorcerer knows at the time of the Ritual.

Humans that are bound gain the ability to share up to 10 Willpower with the sorcerer at any given time, increase their Athletics by one, and the ability to communicate telephonically over any distance.

This Ritual is performed by drawing arcane symbols on the target in a blue wode that has been mixed for a day and a night with fluids from the sorcerer.

CALL OF THE WILD

Range: Near

Duration: One Scene

Cost: 20 Willpower

Difficulty: 14

A sorcerer that uses this Ritual summons a horde of local animals to collectively take on a single task. These animals all not fight amongst each other, but will act on the sorcerer's behalf. They can only be asked to do something within their power.

To perform this ritual, the sorcerer must burn a tuft of fur from a currently living beast that has never been touched by the hands of man in a brazier while invoking the words of power.

CIRCLE OF THE SUN

Range: Near

Duration: Instant

Cost: 24 Willpower

Difficulty: 14

This Ritual summons a blinding blast of light and heat that emanates out from the sorcerer. Any individual that looks upon the sorcerer when this happens is permanently blinded. Undead, spirits and demons all suffer two massive wounds.

The sorcerer utters the words of power and prostrates before a crystal goblet that is filled with water that has bathed in the light of a solar eclipse.

CURSE

Range: Line of Sight

Duration: Permanent

Cost: 10 Willpower

Difficulty: Opposed Temperament

A sorcerer that uses this Ritual to bring down a mighty curse upon an enemy, crippling them for the rest of their life. If successful, the victim suffers a -6s to all tosses until a Dispel Wyrd Ritual is used or they die.

This Ritual can only be used just before the sorcerer dies. They utter the name of their target in a poetic manner, calling upon the gods to curse them.

DISPEL WYRD

Range: Near

Duration: Instant

Cost: 20 Willpower

Difficulty: 14

A sorcerer that uses this Ritual to instantly end all Ritual and Incantation effects. Artifacts struck by this wave have a 50% chance (toss a single Rune Stone) of losing their properties. Undead, Spirits, Demons and Witches all suffer a Major Wound when struck.

The sorcerer writes the names of the gods on the ground with charcoal made from the remains of a yew tree while invoking their favour.

DIVINE REVELATION

Range: N/A

Duration: One Scene

Cost: 40 Willpower

Difficulty: 14

A sorcerer that uses this Ritual to create a connection with an aspect of a single god. In doing so they initiate a Scene in which they can interact with the god to bargain or reason with in an effort to gain a boon. These boons always have a heavy cost, both of which are determined by the GM.

The Ritual is performed by taking the sacred remains of a holy man or woman and using them to draw arcane runes in the ashes of a recent yew wood fire.

DOMINANCE

Range: Near

Duration: Instant

Cost: 20 + Strength of Sinkhole Willpower

Difficulty: 10 + Strength of Sinkhole

A sorcerer that uses this Ritual takes control of a Tankt Sinkhole allowing them to use it's powers as described. You may also add the Sinkhole's Strength to your Willpower Pool when performing Rituals or Incantations within it's borders. Your Dominance can only be reversed if another sorcerer succeeds in utilizing this ritual in the same location.

The sorcerer writes their name on any permanent surface in the area using a paste created from the ashes of something or someone they truly love while chanting the words of power.

ENCHANTMENT

Range: Touch

Duration: Permanent

Cost: 20 Willpower per +1s

Difficulty: 14

A sorcerer that uses this Ritual to imbue a freshly crafted object with mystical abilities. A specific task or tasks that object can be used for are declared (e.g. attack others with, defend self with, hide in shadows with) and if successful, the item becomes permanently improved. A previously enchanted item cannot be improved a second time, but if it is used to create a completely new item (e.g. melting down the metal) it provides a +4s to the toss to enchant.

The ritual is performed by the sorcerer chanting the words of power and carving into the object the runes as they are crafting it.

FIERY DOOM

Range: Line of Sight

Duration: Instant

Cost: 20 Willpower

Difficulty: 14

A sorcerer that uses this Ritual to rain down fiery death capable of obliterating an entire army. When the ritual is complete the sky opens and pillars of fire strike anything the sorcerer can see, causing a number or serious wounds equal to 10 times the sorcerer's Wyrd Trait.

The ritual is performed by the sorcerer engraving into a fire opal the true name of a fire spirit, which is then slowly consumed as they call for the words of power.

HEALING HAND

Range: Touch

Duration: Instant

Cost: 30 Willpower

Difficulty: 10 + the Number of Conditions

A sorcerer that uses this Ritual to heal a single individual of the effects of the Aftermath Table. The ritual can regrow limbs and reverse any permanent conditions of that nature, but it will not heal the conditions of being undead. Rather it grants any Undead a final rest by destroying them.

The ritual is performed by painting the words of power on the body of wounded with a mixture of holy oil and the blood of the sorcerer.

INVISIBILITY

Range: Touch

Duration: One Arc

Cost: 40 Willpower

Difficulty: 14

A sorcerer that uses this Ritual to turn a target completely invisible. The target will still generate noise, leave signs of their passing, and bump into obstacles. If the target attacks in a Skirmish they do not appear, but the very next attack against them gains a +1s.

A sorcerer paints the target with the words of power with an ink made from winter lemons using a brush made from a baby's hair.

LOCK

Range: Touch

Duration: Permanent

Cost: 30 Willpower

Difficulty: 14

A sorcerer that uses this Ritual to permanently seal a door or container so that only they may open it. It cannot be opened by anyone else unless a Dispel Wyrd Ritual is used.

This ritual requires the sorcerer's name to be painted on the portal with a paint made of silver dust while speaking the words of locking.

RESURRECTION

Range: Touch

Duration: Instant

Cost: 60 Willpower

Difficulty: 20

A sorcerer that uses this Ritual to bring the dead back to the world of the living. If successful they are returned with their memories of the afterlife erased, whole and healthy. If the Ritual fails the target either returns damaged in some horrid way or their body is now a shell housing a completely different spirit (determined by the GM).

This Ritual requires the sorcerer to wrap the corpse of the target in fresh funeral linens that have the words of power drawn on with blue ink made from ice flowers. The body is then surrounded by burning incense as the sorcerer chants for a day and a night.

SHAPESHIFT

Range: Self

Duration: Permanent

Cost: 40 Willpower

Difficulty: 14

A sorcerer that uses this Ritual to transform into an entirely different creature or individual. The form can be of any size, but must be a living creature with a physical body. When doing so they gain the abilities of this creature. They may return to their mortal form at any time they desire. They may also retake this shape at will after performing this Ritual once by spending 10 Willpower.

This Ritual requires some component of the desired creature (e.g. A feather, hair, fur) that is consumed when they chant the words of power.

STEP BACK

Range: N/A

Duration: Instant

Cost: 60 Willpower

Difficulty: 20

A sorcerer that uses this Ritual can go back in time to one specific Scene that has occurred during play and attempt to change the outcome. The ramifications are far reaching, effectively erasing everything that has been documented in the Litany of Heroes and on the Conspiracy Map up to that point.

The Ritual is performed by the sorcerer letting fall a handful of sand no man or beast has ever touched before, from hand to hand while muttering the words of power until all the sand is consumed.

SUMMONING

Range: N/A

Duration: Instant

Cost: 40 Willpower

Difficulty: Opposed Temperament

A sorcerer that uses this Ritual creates a gateway to another realm and calls forth a spirit or demon. When successful the target appears, however it is under no compunction to obey the sorcerer upon arrival. Failed rituals are even worse as something unforeseen always comes through instead.

This Ritual requires the sorcerer to creating a circle of arcane signs with chalk on the ground while calling out the name of the entity they want to summon. If they know their target's true name or possess an article they once possessed, they are granted a +5s to their toss.

UNDEAD PLAGUE

Range: Line of Sight

Duration: Permanent

Cost: 30 Willpower

Difficulty: 14

A sorcerer that uses this Ritual summons forth into their service the animated skeletons of the dead. A battle site will yield 10 skeletons per 100 square feet, a graveyard 6 skeletons, and all other areas 3 skeletons. These skeletons will follow the commands of the sorcerer until they are destroyed or they are dismissed from service.

The Ritual is performed by taking the ground bone dust of a murderer that was never brought to justice and using it to make an ink to write the words of power on slate.

VOICE OF THE STORM

Range: Line of Sight

Duration: One Arc

Cost: 60 Willpower

Difficulty: 20

A sorcerer that uses this Ritual to summon forth a great storm of hurricane force. Once called forth, they have no control over it and the destruction it will cause. The GM is the final arbiter as to what the impact of this storm is.

To perform this Ritual, the sorcerer fills a golden goblet with rain water while whispering the names of the spirits of the wind, rain, and storm clouds.

WALL

Range: Line of Sight

Duration: Instant

Cost: 50 Willpower

Difficulty: 16

A sorcerer that uses this Ritual to cause the earth to vomit forth a great sheet of rock from the ground, creating a wall that is 10 meters thick and a kilometre long. The wall can take any shape the sorcerer designs, such as a circle surrounding their current position.

To perform the Ritual, the sorcerer must carve into a jade stone the size of a baby's skull the runes of power. They then crush the stone in their hands causing the wall to rise up from the ground.

WARD OF SECURITY

Range: Near

Duration: One Turn

Cost: 20 Willpower

Difficulty: 14

A sorcerer that uses this Ritual to secure a single location (e.g. A room, a campsite, a building) providing protection for everyone within the location. Each individual in the location is granted a +2s to all Tosses while there. Additionally, the entrances into the location are sealed, forcing those outside the location to force their way in with a -2s Modifier.

To perform this ritual, a length of chain that bound a chest holding in something precious for a year is laid on the ground. The sorcerer then completes the boundary of the location with salt in a continuous line while uttering the words of power.

WYRDING MISTS

Range: Line of Sight

Duration: One Scene

Cost: 15 Willpower

Difficulty: 14

A sorcerer that uses this Ritual to summon a dense, billowing fog to fill the desired area. The mists obscure all vision into the area and those trapped within the mists are effectively blind.

To perform this Ritual the sorcerer chants the hundred secret names of the Lord of the Mists while burning incense.

BEASTIARY

Alfar

The Alfar are descended from Nymed, the king of a people that sailed to the world from a distant land far to the west during the First Era. They brought darkness over the world for three days and three nights, where no star shined on the world. This brought them into conflict with the Jutun, with whom they fought until the gods defeated the Jutun and banished the Alfar to the Gloom.

The Gloom is said to be a sad dream of what the world will one day be. It sits on and perhaps next to the world, a grey and muted green mirror that reflects an endless melancholy. There the Alfar dwell, singing tragic dirges, laughing sadly, and trying to bring some light to their world by raising human children they have stolen. These children are treated like royalty, for they hope that one day these children raised as Alfar will break the curse of the gods and bring hope and happiness to their home.

The melancholy of the Alfar has long elicited both fear and sympathy from humanity. Banished to the Gloom they live side-by-side with Humanity, crossing over only to forward their alien plans. Pale skinned with solid black eyes, when they walk among people they can almost pass as human...

Almost.

THE COLLECTORS

Driven by a pathological need to unravel the curse set upon their people by the Gods, collectors scour the world in search of children with true joy in their hearts. They steal them away, lamenting the pain they bring when they do so, and bring them to the Gloom. There they raise them, trying feed the natural joy in their hearts to bring light to the twilight of their home.

TRAITS

A	L	C	W	S	F	T	V	W	I
5	4	5	9	10	8	5	28	14	9

NETWORK

One other Collector, a mortal servant

LANGUAGE

Alfar and four others

TALENTS

Move Unseen, Quick Hand, Wyrding

POWERS & CONDITIONS

Shadow Walk: Can teleport rather than walk or run a distance dictated by their Athletics Trait.

Confusing Gestures: With a hand gesture they can trigger a Subterfuge Challenge to appear as they want.

Rapid Fire: Each round in a Skirmish they may attack twice so long as they have two weapons on hand.

Allergic: Cold forged iron deals twice the normal damage to them.

WEAPONS

Type	Damage C/P/I	Reach/Armor
Right Hand	5/0/0	1/0
Left Hand	0/5/10	2/0

ARMOR

Type	Damage Resistance C/P/I
Alfar Leathers	4/3/3

GEAR

Theives tools, a pair of enchanted knives, and an enchanted cloak for sneaking.

THE CRAFTERS

Using wood and metal that holds the sad memory of better days, Alfar craftsmen create wonders. Nothing they make is not without some touch of the Wyrd, imbuing in any who touch them a fond sadness, like a memory of a lost loved one.

TRAITS

A	L	C	W	S	F	T	V	W	I
5	3	10	10	5	6	6	22	16	9

NETWORK

Five other Alfar

LANGUAGE

Alfar and one other

TALENTS

Master Craftsman, Gains Sympathy Easily, Wyrding

POWERS & CONDITIONS

Shadow Walk: Can teleport rather than walk or run a distance dictated by their Athletics Trait.

Wyrding Smasher: The Craftsman can initiate a Craftsmanship Challenge to destroy the effects of an existing Incantation or Ritual. They may also use this power to try and interrupt one as it is being enacted.

Allergic: Cold forged iron deals twice the normal damage to them.

WEAPON

Type	Damage C/P/I	Reach/Armor
Smith's Hammer	0/0/10	2/0

ARMOR

Type	Damage Resistance C/P/I
Alfar Leathers	4/3/3

GEAR

A massive, maul enchanted for one purpose, workman's clothes, and tools to aid in crafting.

THE NOBLILITY

Some Alfar stand above the others, not because they are or believe they are any better than their kith and kin. They do this as a sacrifice, pushing off their own attempts at happiness in an effort to lead their people away from the sadness in their hearts.

TRAITS

A	L	C	W	S	F	T	V	W	I
5	9	5	7	8	8	7	28	14	16

NETWORK

Five Alfar of your choice, and 2 mortals.

LANGUAGE

Alfar and two others

TALENTS

Sword Master, Convincing Argument, Nightvision,

POWERS & CONDITIONS

Shadow Walk: Can teleport rather than walk or run a distance dictated by their Athletics Trait.

Night Eyes: Can see through the eyes of any nocturnal animal within two miles.

Chill the Air: The air around them is always frigid, causing those who are not warmly dressed to suffer a -1s to all actions.

Respect: All who face them once and survive, suffer a -1s to all Opposed Challenges with them.

Allergic: Cold forged iron deals twice the normal damage to them.

WEAPON

Type	Damage C/P/I	Reach/Armor
Alfar Blade	0/10/0	2/1

ARMOR

Type	Damage Resistance C/P/I
Alfar Bronze	5/4/5
Cuirboilli Panapoly	

GEAR

A family blade that is enchanted for one purpose, armor, and an exchanged warhorse.

THE SOILDERS

Though the Alfar are naturally a peaceful people, war is not unknown to them. In times past, they have ridden forth to support ancient pacts, bringing terrible destruction upon their enemies. It is for this reason, soldiers are perhaps the most depressed of the Alfar.

TRAITS

A	L	C	W	S	F	T	V	W	I
7	4	5	6	7	11	5	30	11	9

NETWORK

Two Alfar soliders and one Alfar noble

LANGUAGE

Alfar and two others

TALENTS

Spear Master, Disciplined, Honed Reflexes

POWERS & CONDITIONS

Shadow Walk: Can teleport rather than walk or run a distance dictated by their Athletics Trait.

Unbreakable: Alfar soldiers only make Morale Challenges if there are no other Alfar soldiers within running distance.

We Are One: When adjacent to another Alfar soldier they gain a +1s to all Melee Tosses.

Allergic: Cold forged iron deals twice the normal damage to them.

WEAPONS

Type	Damage C/P/I	Reach/Armor
Alfar Spear	0/7/0	3/0
Alfar Shield	0/0/7	1/7

ARMOR

Type	Damage Resistance C/P/I
Alfar Bronze	
Cuirboilli Panapoly	5/4/4

GEAR

A soldier's pack, long spear, shield and armor.

THE WHISPERERS

Being both banished to the Gloom and cursed with immortality, the Alfar have a long memory that they keep in song. Unlike other songs, theirs are sung in a sad whisper filled with longing for better days. It is said that depression and suicide strikes those who hear the beautiful voice of the Whisperers.

TRAITS

A	L	C	W	S	F	T	V	W	I
2	2	3	3	4	4	3	0	0	0

NETWORK

No one

LANGUAGE

All Languages

TALENTS

Move Unseen in the Wild, Assassin

POWERS & CONDITIONS

Shadow Walk: Can teleport rather than walk or run a distance dictated by their Athletics Trait.

Song of Mourning: When a mortal hears their song they must make a Morale Challenge or flee for one Scene.

Song of Despair: When a mortal hears their song they must make an Opposed Temperament Challenge or be compelled to take their own life.

Allergic: Cold forged iron deals twice the normal damage to them.

NATURAL WEAPONS

Type	Damage C/P/I	Reach/Armor
Knife	3/4/0	1/0

ARMOR

Type	Damage Resistance C/P/I
Alfar Leathers	4/3/3

GEAR

A simple bronze knife and a musical instrument that they can sing with while playing.

Animals

Circumstances of play can lead to the use of animals in various capacities. Players can purchase mounts, pets, encounter them in the wild and even bind them as allies through the Binding Ritual. This list is not exhaustive and only covers the most common animals found in play.

BAT

Tiny Size.

TRAITS

A	L	C	W	S	F	T	V	W	I
6	1	1	1	6	1	1	14	2	2

TALENTS

Echolocation, Keen Hearing, Nimble in the Air

NATURAL WEAPONS

Type	Damage C/P/I	Reach
Bite	0/1/0	1

BLACK BEAR

Large Size.

TRAITS

A	L	C	W	S	F	T	V	W	I
6	1	1	1	4	4	3	17	4	4

TALENTS

Keen Sense of Smell, Ferocious When Cornered, Scavenger

POWERS & CONDITIONS

Tough Hide: A bear's fur, thick muscles and subcutaneous fat provides them with a natural Damage Resistance of 4.

Bear Hug: The bear can attempt to maul a target, allowing it to attack with two claw attacks and one bite in a single Melee round.

NATURAL WEAPONS

Type	Damage C/P/I	Reach
Bite	0/10/0	1
Claws	10/6/0	1

BOAR

Medium Size.

TRAITS

A	L	C	W	S	F	T	V	W	I
6	1	1	1	2	4	2	14	3	3

TALENTS

Keen Sense of Smell, Relentless, Scavenger

POWERS

Charge: When a boar charges, it does an additional 3 wounds should it successfully strike.

NATURAL WEAPONS

Type	Damage C/P/I	Reach
Tusks	0/6/0	1/0

CAT

Small Size.

TRAITS

A	L	C	W	S	F	T	V	W	I
6	1	1	3	8	2	2	18	5	3

TALENTS

Keen Sense of Smell, Nightvision, Hunter

POWERS & CONDITIONS

Always Covered: A cat is always considered to be Covered when in a Skirmish.

NATURAL WEAPONS

Type	Damage C/P/I	Reach
Bite	0/2/0	1
Claws	1/0/0	1

CONSTRUCTOR SNAKE

Large Size.

TRAITS

A	L	C	W	S	F	T	V	W	I
5	1	1	1	8	2	1	16	2	2

TALENTS

Stealthy and Silent, Ambush Predator

POWERS & CONDITIONS

Constrictor: If a constrictor snake successfully attacks a target it wraps itself around that target, doing 5 crushing damage until it either let's go, is killed or removed. Each round the target may attempt an Opposed Athletics Challenge to escape.

NATURAL WEAPONS

Type	Damage C/P/I	Reach
Bite	0/2/0	2

CROCODILE

Large Size.

TRAITS

A	L	C	W	S	F	T	V	W	I
5	1	1	1	5	5	1	16	2	2

TALENTS

Stealthy in the Water, Ambush Predator

POWERS & CONDITIONS

Death Role: If a crocodile successfully bites a target in the water, they may enter a death role. Each round the target suffers 6 wounds from drowning and may attempt an Opposed Athletics Challenge to escape.

NATURAL WEAPONS

Type	Damage C/P/I	Reach
Bite	0/10/0	1

DIRE WOLF

Large Size.

TRAITS

A	L	C	W	S	F	T	V	W	I
8	3	1	2	6	7	3	24	5	6

TALENTS

Keen Hearing, Keen Sense of Smell, Pack Animal

POWERS & CONDITIONS

Unnerving Howl: The howl of a dire wolf increases the difficulty of Morale Challenges by 2 and any unit adjacent to the dire wolf when it howls must make a Morale Challenge the next round.

NATURAL WEAPONS

Type	Damage C/P/I	Reach
Bite	0/8/0	1

DOG

Medium Size.

TRAITS

A	L	C	W	S	F	T	V	W	I
6	2	1	1	4	5	3	18	4	5

TALENTS

Keen Sense of Hearing, Keen Sense of Smell, Hunter

POWERS & CONDITIONS

Loyal: So long as their owner is unbroken, they will not leave their side. If their owner is stunned or knocked down, they will attempt to protect them until they recover.

NATURAL WEAPONS

Type	Damage C/P/I	Reach
Bite	0/5/0	1

ELEPHANT

Huge Size.

TRAITS

A	L	C	W	S	F	T	V	W	I
8	3	2	2	2	4	5	19	7	8

TALENTS

Keen Sense of Hearing, Powerful

POWERS & CONDITIONS

Trample: If an elephant charges and successfully strikes with their tusks, they may attack during the melee sequence using their stomp attack.

NATURAL WEAPONS

Type	Damage C/P/I	Reach
Tusks	0/12/0	2
Stomp	0/0/10	1

HAWK

Tiny Size

TRAITS

A	L	C	W	S	F	T	V	W	I
8	2	1	1	5	3	2	18	3	4

TALENTS

Keen Sight, Hunter

POWERS & CONDITIONS

Death from Above: A hawk may charge a target if the target is on the ground or below the hawk in the sky. If the hawk successfully strikes, it does an additional 2 Piercing damage.

NATURAL WEAPONS

Type	Damage C/P/I	Reach
Talons	5/0/0	1

LION

Large Size.

TRAITS

A	L	C	W	S	F	T	V	W	I
6	2	1	1	6	6	4	22	5	6

TALENTS

Keen Sense of Smell, Ambush Predator, Pack Animal

POWERS & CONDITIONS

Pounce: If lion remains undetected it may charge. If it successfully strike's it's target, it may also attack again in the Melee Sequence.

NATURAL WEAPONS

Type	Damage C/P/I	Reach
Bite	0/8/0	1
Claws	6/0/0	1

MULE

Medium Size.

TRAITS

A	L	C	W	S	F	T	V	W	I
6	1	1	1	2	2	6	16	7	7

TALENTS

Sure-Footed, Perceptive, Stubborn

POWERS & CONDITIONS

Beast of Burden: If properly motivated a mule can carry twice what any other animal could have strapped to it's back save an elephant.

NATURAL WEAPONS

Type	Damage C/P/I	Reach
Bite	0/1/0	1
Kick	0/0/6	1

OWL

Tiny Size.

TRAITS

A	L	C	W	S	F	T	V	W	I
7	2	1	2	6	3	3	19	5	5

TALENTS

Keen Sense of Hearing, Keen Sight, Nightvision

POWERS & CONDITIONS

Patient Hunters: When owls hunt, they often remain silent and hidden for hours. When they strike, it is so sudden they double the damage they would normally cause.

NATURAL WEAPONS

Type	Damage C/P/I	Reach
Bite	0/2/0	1
Talons	5/0/0	1

POISONOUS SNAKE

Tiny Size.

TRAITS

A	L	C	W	S	F	T	V	W	I
6	1	1	1	10	2	1	19	2	2

TALENTS

Keen Sense of Smell, Silent and Stealthy, Ambush Predator

POWERS & CONDITIONS

Poisonous Bite: If a poisonous snake successfully bites an opponent, they must make an Athletics Challenge Toss against a difficulty equal to the number of wounds they have suffered. Failure means death.

NATURAL WEAPONS

Type	Damage C/P/I	Reach
Bite	0/2/0	2

RAT

Tiny Size.

TRAITS

A	L	C	W	S	F	T	V	W	I
5	1	1	1	10	1	1	16	2	2

TALENTS

Keen Sense of Smell, Silent and Stealthy, Nightvision

POWERS & CONDITIONS

Plague Carrier: If a rat successfully bites an opponent, they must make an Athletics Challenge Toss against a difficulty of 6 or become infected. Those infected get the Diseased Condition (-4s to all Tosses), which subtracts 1 from your Athletics each Turn until cured or you reach zero, which means death.

NATURAL WEAPONS

Type	Damage C/P/I	Reach
Bite	0/4/0	1

RAVEN

Tiny Size.

TRAITS

A	L	C	W	S	F	T	V	W	I
5	2	2	4	6	1	4	16	8	6

TALENTS

Keen Sight, Clever, Tireless Traveler

POWERS & CONDITIONS

Touched: Ravens are one of the favorite servants of the Gods and as such may retoss one toss per Scene.

NATURAL WEAPONS

Type	Damage C/P/I	Reach
Bite	0/2/0	1
Talons	5/0/0	1

RIDING HORSE

Large Size.

TRAITS

A	L	C	W	S	F	T	V	W	I
8	1	1	1	2	5	3	18	4	4

TALENTS

Tireless Traveler, Leaper, Agile

POWERS & CONDITIONS

Burst of Speed: A riding horse may gallop at 3 times their normal movement for a single Scene once per Turn.

NATURAL WEAPONS

Type	Damage C/P/I	Reach
Kick	0/0/8	1

WARHORSE

Large Size.

TRAITS

A	L	C	W	S	F	T	V	W	I
8	2	1	1	2	8	4	22	5	6

TALENTS

Powerful, Agile, Tireless Traveler, Trained Fighter

POWERS & CONDITIONS

Burst of Speed: A warhorse may gallop at 3 times their normal movement for a single Scene once per Turn.

Battle Tested: A warhorse is trained to follow their owner's commands, even if they are not being ridden. They will come when called, attack nearby enemies, and hold still regardless who or what is charging at them.

NATURAL WEAPONS

Type	Damage C/P/I	Reach
Kick	0/0/10	2

WOLF

Medium Size.

TRAITS

A	L	C	W	S	F	T	V	W	I
8	2	1	2	6	6	3	23	5	5

TALENTS

Keen Hearing, Keen Sense of Smell, Pack Animal

POWERS & CONDITIONS

Ambush: When a pack of wolves have surrounded an enemy, every attack made is surprising and gains a +2s.

Touched: Wolves are one of the favorite servants of the Gods and as such may retoss one toss per Scene.

NATURAL WEAPONS

Type	Damage C/P/I	Reach
Bite	0/6/0	1

Aridynk

It is said that in the beginning, the Jutun fashioned Yggdrasil, the tree that anchor's the sky. During the last battle between the Gods and the Jutun, at the base of the tree, the blood of the fallen mingled with the rich soil. From this divine mud rose the Aridynk, a semi-divine people of an infinite variety.

Deeply in tune with the world, they as a whole are tremendously changable like the weather. Depending on the moment they may act to amuse, terrify, or destroy any mortal that comes across their path. The only thing that can be counted upon with the Aridynk is that any encounter with them will be memorable.

Above all else, the Aridynk prize beauty in all things, both living and not. They covet trinkets, treasures and even people. If it catches their eye, they will stop just short of their own destruction to get it. They are obsession personified and in this they might be the most frightening creatures in the world.

BAGIENNIK

In the deep muddy lakes of the land, the children of Wada, the Queen of the Underwater Lawns, make their homes. They toil away, crafting astounding mechanical devices for her court, becoming incensed when disturbed. Should someone cross them, they emit a dark, oily substance from their nostrils, which are located on their foreheads. This substance grows so hot, it burns like fire all it touches.

TRAITS

A	L	C	W	S	F	T	V	W	I
4	3	8	4	3	3	3	13	7	6

NETWORK

Three other Bagiennik

LANGUAGE

Any two Valadarin languages

TALENTS

Appear and Disappear with Ease, Hammer Master, Alert

POWERS & CONDITIONS

Hot Body: Any creature that touches or attacks a Bagiennik suffers a wound from their flammable sweat.

Illumination: Their flammable sweat surrounds them with a pool of light 10 feet in diameter.

Immune: The Bagiennike suffer no harm from fire or poison.

WEAPON

Type	Damage C/P/I	Reach/Armor
Warhammer	0/6/7	1/0

ARMOR

Type	Damage Resistance C/P/I
Bronze Skin	4/4/4

GEAR

A warhammer and a handful of mechanical trinkets that aid a variety of skills.

BANNIK

Giant-headed dwarves, the Bannik are the guardians of bathhouses. In bathhouses, great things are discussed, children are born, and divinations are made with offerings to the Bannik. Woe to those who offend him by bringing religious talismans into the bathhouse.

TRAITS

A	L	C	W	S	F	T	V	W	I
3	2	4	5	8	2	6	19	11	8

NETWORK

One other Bannik and one mortal

LANGUAGE

All Valadarin languages

TALENTS

Appear and Disappear with Ease, Confuse and Confound, Wyrding

POWERS & CONDITIONS

Horrifying Visage: When angered, their visage changes frightening all who see them. This forces a Morale Challenge with a Difficulty of 10.

Drowning: With a wave of their hand, the Bannik can cause an Opposed Wyrding Challenge where if successful the target is knocked down and suffers 2 wounds.

Swimmer: The Bannik are fantastic swimmers and have no need to breath.

GEAR

Bannik don't carry any gear but rather value secrets. It is the only currency they value.

BOGINIKI

Called the little goddesses, these Adrinyk are famous for slipping into nurseries and replacing new born babies with, Odmience, the Changed Ones. They take the newborns to their homes in the dark places, raising them as their own. These children grow to become protectors of the Adrinyk and Yggdrasil, standing guard at the base of the tree, ever watchful for the prophesied return of the Jutun.

TRAITS

A	L	C	W	S	F	T	V	W	I
3	2	1	10	10	1	4	18	14	6

NETWORK

One Odmience

LANGUAGE

Any one Valadarin languages

TALENTS

Appear and Disappear with Ease, Sneaky, Wyrding

POWERS & CONDITIONS

Didn't See Me: With a wave of their hand they can initiate an Opposed Wyrding Challenge to force their target to forget they saw them.

Immune: The Boginiki suffer no harm from disease or poison.

WEAPON

Type	Damage C/P/I	Reach/Armor
Knife	3/3/0	1/0

GEAR

A knife, children's clothes, and toys.

KARSELEK

Deep in mines and underground workings, the Karselek make their homes. There they mine and guard gems, crystals, and precious metals. To miners, they are benevolent, leading them from danger, and aiding them at finding veins of ore. To those who insult them, they are deadly, working to destroy them.

TRAITS

A	L	C	W	S	F	T	V	W	I
6	3	6	1	1	6	2	15	3	5

NETWORK

Three other Karselek

LANGUAGE

Any one Valadarin language

TALENTS

Nightvision, Master Miner,

POWERS & CONDITIONS

Growth: Once per Scene, a Karselek can double their size, growing to around 10 feet tall. During that Scene their Athletics trait doubles.

Resilient: They are hardend against poison and jaded against the impact of illusions gaining a +1s in appropriate tosses.

Sensitive: When exposed to direct sunlight they suffer a -1s to all tosses.

WEAPON

Type	Damage C/P/I	Reach/Armor
Pickaxe	0/8/0	1/0

ARMOR

Type	Damage Resistance C/P/I
Gem Crusted Leathers	6/6/6

GEAR

A pickaxe, gem crusted leathers, a variety of gold coins, and black powder.

LESHII

In the deep forests, these one-eyed beings seek out women to rape, so that they might spread their seed. It is said they are capable of changing their shape at will, but at all times possess a bluish hue to their flesh with green beards.

TRAITS

A	L	C	W	S	F	T	V	W	I
5	2	2	2	6	5	3	19	5	5

NETWORK

None as no one wishes to associate with these monsters.

LANGUAGE

All Valadarin languages

TALENTS

Sneaky, Hunter, Perceptive

POWERS & CONDITIONS

Resistant: The Leshii are distrubingly resilient to the effects of Wyrdings gaining a +2s to appropriate tosses.

Shape Changer: They may change their shape to any form they like. When doing so, they take on the Athletics trait of the form as well as any natural weapons, powers and conditions.

GEAR

They only ever carry with them clothes they may favor.

ODMIENCE

Raised as human children, the Odmience are anything but. Formed from the primordial mud at the base of Yggdrasil in the shape of a human baby, which Boginiki then swap with mortal children. The Odmience protect their human family, guarding them against any harm, but keeping their true nature secret.

TRAITS

A	L	C	W	S	F	T	V	W	I
8	4	4	4	3	4	6	21	10	10

NETWORK

Their mortal friends and family (3 to 6 individuals)

LANGUAGE

Any one Valadarin languages

TALENTS

Appear and Disappear with Ease, Innate Fighter, Observant

POWERS & CONDITIONS

Immune: The Odmience suffer no harm from disease or poison.

WEAPON

Type	Damage C/P/I	Reach/Armor
Hatchet	5/0/2	1/0
Long Knife	4/5/0	1/0
Hunting Bow	0/4/0	A x 3/0

ARMOR

Type	Damage Resistance C/P/I
Leathers	3/2/2

GEAR

A hatchet, long knife, bow and light leathers.

POLUDNICA

The Lady of Midday, she appears in the noon hour as a young woman dressed in white, roaming field bounds. To those she finds in the field, she stops to ask difficult questions. To those that do not answer correctly she causes heatstroke, sometimes removes their head, or even bring on madness.

TRAITS

A	L	C	W	S	F	T	V	W	I
5	2	1	5	2	2	5	14	10	7

NETWORK

Poludnica has no network to speak of

LANGUAGE

All Valadarin languages

TALENTS

Captivating, Wyrding, Appear and Disappear with Ease

POWERS & CONDITIONS

Heatstroke: With a wave of her hand she can initiate an Opposed Athletics Challenge, which if successful will stun the target for an entire Scene.

Reaping: When her anger is roused, a scythe made of sunlight forms and attacks the target of her anger. The scythe does 8 cutting damage when it attacks under her direction and only stops if she wills it or is destroyed.

GEAR

Poludnica always wears a long white dress and has flowers in her hair.

RUSALKA

Beautiful looking maidens, they spend half the year living under water with their Vlkodlak husbands, and the other half wandering the deep forests, seeking worthy lovers. When in the water, they will often lure sailors to their death by singing to them.

TRAITS

A	L	C	W	S	F	T	V	W	I
4	1	1	8	6	1	6	17	14	7

NETWORK

Four Rusalka sisters and a Vlkodlak husband

LANGUAGE

Any two Valadarin languages

TALENTS

Beautiful Singer, Appear and Disappear with Ease, Wyrding

POWERS & CONDITIONS

Rusalka Song: The Rusalka song is alluring to all mortals, forcing an Opposed Temperament Challenge. If the mortal fails the Challenge, they will attempt to reach the Rusalka no matter where they are at so that they may worship at her feet. Only by being subdued or by halting the song will they let up.

Of the Deeps: The Rusalka do not need to breath and can move through water as if walking on land. Water is never a hinderance to them.

Of the Forest: When in a forest they are always considered covered, providing a +2s to remain undetected and avoid being hurt.

GEAR

A dress of deepest green, a necklace of the purest pearls, and flowers in their hair.

VLKODLAK

It is said that children who are delivered feet first have the blood of the Vlkodlak in them. Their mother is accused of dancing with these water Aridynk, who are famous for overturning boats and drowning swimmers. They use the souls of the drowned as servants to guard their watery realms.

TRAITS

A	L	C	W	S	F	T	V	W	I
10	1	1	5	4	4	8	26	13	9

NETWORK

Their Rusalka wife and one mortal

LANGUAGE

Any two Valadarin languages

TALENTS

Appear and Disappear with Ease, Powerful, Alluring

POWERS & CONDITIONS

Wrath of the Waves: The waves answer their call, rising up with force to try and capsize ships and drown swimmers. When letting loose their wrath they initiate an Opposed Athletics Challenge to get what they desire.

Of the Deeps: The Rusalka do not need to breath and can move through water as if walking on land. Water is never a hinderance to them.

WEAPON

Type	Damage C/P/I	Reach/Armor
Trident	0/10/0	2/0

ARMOR

Type	Damage Resistance C/P/I
Shell Armor	6/6/4

GEAR

A trident, armor crafted from the hardest shells, and pearls woven into his kelp-like hair.

Constructs

Before history was measured by men, when the Gods were unruly slaves of the Jutun, the first Constructs were given the breath of life and set forward with their tasks. Each was designed for a specific task in this time before time, which they performed with efficiency and ardor.

When the Jutun were cast down by the Gods and the Alfar banished to the Gloom, the Constructs found themselves alone in a world of mortals without a purpose. Many of the places they were to guard or machines they were to maintain were no more, destroyed in the war with the Gods. Some chose destruction, throwing themselves at the God Gate in the east, leading to the creation of the Boiling Sea and their own death.

Other Constructs sought a different path, finding purpose in a world of mortals. Some slipped into the new cities humanity built, taking it upon themselves to guard them as they once did the great Jutun metropolises. Others took on a cause of another, fighting in mortal armies, protecting the pristine places in the wilderness, or building temples within which they still meditate on the nature of existence.

ABOMINATIONS

Stitched together from the collected body parts of a wide variety of corpses using enchanted thread, abominations are a shocking sight to behold. Each is unique as they are constructed from the bits and pieces of many individuals while also having their flesh carved with the arcane runes that give them life. Originally constructed to serve their Jutun masters now they roam the world hoping to try and fit into a mortal society that is terrified of them.

TRAITS

A	L	C	W	S	F	T	V	W	I
14	2	3	1	2	5	4	25	5	6

NETWORK

They are alone

LANGUAGE

Any two languages

TALENTS

Vast Strength, Wyrding Resistant, Pugilist

POWERS & CONDITIONS

Regeneration: The arcane runes and enchanted thread that holds them together is constantly healing them of all wounds. Every Scene they heal up to 4 wounds or one negative physical condition.

Immunity: Surrounded by a soft glow from their runes, they are all but immune to weapons that have not been enchanted, suffering only 1 damage no matter the attack.

Fire Bad: Fire is an Abomination's one weakness. When struck with fire they suffer twice the normal damage.

GEAR

Abominations can carry any sort of gear they desire. They often dress and arm themselves as the culture they desire to be a part of most.

AFRITS

The Afrit are said to have been formed from the same template as the Iblis, one of smokeless fire. However, the Iblis had added a flaw to the mold, and so the Afrit are imperfect beings of smoke and heat. At times they take the shape of mortals, but always reveal their true nature in some way. They make their homes in desolate places along caravan routes, causing mischief at every opportunity.

TRAITS

A	L	C	W	S	F	T	V	W	I
5	1	1	10	1	1	10	26	20	11

NETWORK

They are alone

LANGUAGE

All Djini languages

TALENTS

Wyrding, Charming, Dangerous When Angry

POWERS & CONDITIONS

Shapechange: Afrits can take the form of a mortal, though not that of a specific mortal.

The Sun's Kiss: Afrits can release a wave of heat when they transform from the form of a mortal to their natural form of black smoke. When doing so everything within 50 feet suffers from 6 wounds of heat damage.

Choking Smoke: In any form an Afrit can cause a black choking smoke to fill an area of 20 feet in diameter. Anyone in this space is considered covered, but suffer one wound per round.

Immunity: The Afrits suffer no harm from heat, fire or smoke.

GEAR

Afrit are often clothed in the rament and carry weapons of those they have robbed or killed in the past.

GARGOYLES

At the dawn of mythic history, the Jutun prince Mochgre hacked off chunks of the Sacred Mountain and breathed into them life. While they thrummed with life he shaped them into a myriad of forms, each different from the last. Their only similarity being the type of stone from which they came. Once completed, he sent them forth into the world to guard over that which he thought precious.

After the destruction of their master, the Gargoyles became divided on what they should do next. Some vowed to continue their charge, guarding that which Mochgre held dear. Others, unable to resist their purpose, chose other things to stand guard over, spreading out into the world, some going so far as to hind amongst humanity.

Today Gargoyles can be found anywhere in the world that there is statuary or Jutun ruins. Their structure and physical characteristics vary dramatically but they are bound together by their common compulsion to guard and protect their charge. Often they hold silent vigil over their charges, never sleeping or needing sustenance.

THE HEKISK CLAN

During the time of Arkos' conquests of the Sea Peoples his armies came into contact with ancient Jutun ruins that had yet to be discovered. In these ruins, a clan of Gargoyles had taken up residence, and at first fought tooth and nail to defend their territory from the Hellas interlopers. This fighting transformed into curiosity and later respect.

The Hellas people's interests eventually became the clan's interests, prompting them to change their name to Hekisk, a Jutanization of Hellas. They identified places, artifacts and even families to guard and protect. Today they can be found throughout the Empire, O Povost Do Mar, and the northern coast of O Povo De Marfin, guarding their charges and enacting bloody revenge on trespassers.

KECHRIMPARI

Forged of amber, the Kechrimpari took a strong interest in guarding the holy places of the Orthodox Church. They find a special beauty in the architecture and artwork of the religion and guard it zealously. At times this has brought them in conflict with the owners of the very places they hold dear.

TRAITS

A	L	C	W	S	F	T	V	W	I
5	4	2	6	4	5	5	19	11	9

NETWORK

Four to five other Kechrimpari and two mortal priests

LANGUAGE

Jutun and Hellas

TALENTS

Invisible When Motionless, Secret History of the Orthodox Church, Very Fast

POWERS & CONDITIONS

Locked in Amber: Kechrimpari can sacrifice of themselves and lock a thing no larger than a large size creature in amber, killing but preserving them. The subject can attempt to resist with an Opposed Athletics Challenge, but if they fail they die if they need to breath to survive.

While in this state their physical form cannot be harmed or impacted in anyway. Destroying the amber casing in haste will destroy what it contains. Only months of careful excavation or by the will of a Kechrimpari can the casing be removed safely.

WEAPON

Type	Damage C/P/I	Reach
Vicious Claws	6/4/2	1

ARMOR

Type	Damage Resistance C/P/I
Amber Skin	7/7/4

GEAR

Kechrimpari always have on their person artifacts and tokens of the Orthodox Church.

MARMARO

Forged of marble, the Marmaro have taken to guarding the buildings and streets of the cities and towns of the Empire. Many have taken on the role as agents of Reise, protecting those who travel at night. If the Church knows if this is an official alliance between that god and these Gargoyles, they aren't telling.

TRAITS

A	L	C	W	S	F	T	V	W	I
8	1	1	3	3	6	2	19	5	3

NETWORK

Two other Marmaro and one mortal they have saved

LANGUAGE

Jutuni and Hellas

TALENTS

Nothing Escapes My Notice, Strike With Extreme Violence, Invisible When Motionless

POWERS & CONDITIONS

Unmoving: Once per Scene a Marmaro can plant itself in a single spot and not be moved. No amount of violence or force can move it in this state, not even death. Should the Marmaro be killed in this spot, they still cannot be moved, even by the most powerful of beings.

WEAPON

Type	Damage C/P/I	Reach
Vicious Claws	6/4/2	1

ARMOR

Type	Damage Resistance C/P/I
Marble Skin	8/8/5

GEAR

Marmaro often attempt to blend into their surroundings, drapping their form in cloaks and hats that billow about them. A few will even carry a staff, the favored weapon of the God Reise.

GRANITIS

Forged of granite, the Granitis are most often found among the foundations of the cities and towns of the Hellas people. Catacombs, sewers and dungeons are often their homes, and that which they protect is often tremendously eclectic. Some have been known to look over and guard a rat colony, a tomb or even the homeless.

TRAITS

A	L	C	W	S	F	T	V	W	I
8	1	3	3	5	6	2	21	5	3

NETWORK

They are alone

LANGUAGE

Jutuni and Hellas

TALENTS

Resistant to the Wyrding, Unnerve Their Enemies, Invisible When Motionless

POWERS & CONDITIONS

The Grinding: When Granitis move about, their bodies create a noise like the low rumble of an earthquake. This sound sets others on edge, forcing a Morale Challenge on first encounter and modifying Morale Challenges in a Skirmish by -1s.

WEAPON

Type	Damage C/P/I	Reach
Vicious Claws	6/4/2	1

ARMOR

Type	Damage Resistance C/P/I
Marble Skin	8/8/5

GEAR

Granitis never carry anything on their person.

GHULS

A desert-dwelling, shapeshifting construct, it is said they are the spawn of an Iblis and a mortal man. Greedy monstrosities, they prey on young children, rob graves, steal shiny objects and consume the dead, taking the form what they just ate.

TRAITS

A	L	C	W	S	F	T	V	W	I
7	4	3	4	10	4	6	27	10	10

NETWORK

Six other Ghuls

LANGUAGE

Any two Duni languages

TALENTS

Wyrding, Sneaky Bastards, Quick

POWERS & CONDITIONS

Consumption: When a Ghul slays or finds the remains of a mortal, they may spend a Scene consuming the corpse of that individual. Once done they now take on the shape of that person for one Arc, only revealing themselves by the hint of rot that seems to float in the air about them.

Paralyzing Bite: A Ghul has naturally sharpened teeth that inject a toxin into their target. This toxin, if successfully delivered, initiates an Opposed Athletics Challenge. If the target fails, they are stunned for an entire Scene.

WEAPON

Type	Damage C/P/I	Reach
Bite	0/4/0	1

GEAR

Ghuls typically garb themselves in the clothing of those they have consumed. A few colonies found in cities now deep under the deser sand have begun to dress in the manner of the ancient Duni peoples that once lived there regardless of their latest victims gear.

IBLIS

Formed out of sentient white smoke, the destruction of all things is their calling. Where some Constructs will ignore or even work with mortals, they are driven to lay waste to all mortal men, whom they see as the reason for the destruction of their Jutun masters. Unable to take physical form, they work to be inhaled by the unsuspecting and possessing their bodies to bring about great destruction.

TRAITS

A	L	C	W	S	F	T	V	W	I
0	10	0	0	10	0	10	20	10	20

NETWORK

The Network of their victim

LANGUAGE

All Duni languages and the languages of their victim

TALENTS

Impersonate Their Host, Wyrding, Murder

POWERS & CONDITIONS

Possession: An Iblis may attempt to possess a target by initiating an Opposed Subterfuge Challenge. Should they do so, they take over the body of their target, gaining the target's Athletics, Craftsman, Wyrding, and Fighting Traits.

Each Arc after being taken over allows the victim to attempt to expel their possessor by initiating an Opposed Temperament Challenge. If successful, the Iblis cannot possess them ever again, but they suffer one permanent condition reflecting the experience as determined by the GM.

GEAR

They possess whatever their victim possessed.

JANN

The least powerful and most common form of Construct, they have the appearance of a hyena crossed with a man. They often change their shape into the form of common animals, where they will work with men, though always to their own end. They are changeable, like the wind in that regard.

TRAITS

A	L	C	W	S	F	T	V	W	I
9	1	5	3	8	6	1	24	4	2

NETWORK

Three other Jann

LANGUAGE

Any two Duni languages

TALENTS

Sneaky, Clever, Scrappy Fighter

POWERS & CONDITIONS

Shapechange: A Jann can take on the form of any animal it desires and hold that form as long as it wishes. While in that form it retains it's own Traits, but does gain any powers, conditions or talents that creature has.

GEAR

Jann have on their person whatever gear is appropriate for their disguise.

SKELETONS

Animated by unwholesome Wyrds, Skeletons are emotionless automotons that will stop at nothing in the service of their creator. They are often used as guardians and even as infantry for the darkest of necromancers.

TRAITS

A	L	C	W	S	F	T	V	W	I
6	0	0	1	1	6	1	14	2	1

NETWORK

None

LANGUAGE

None

TALENTS

Small Unit Tactics, Quick, Nightvision

POWERS & CONDITIONS

Immunity: Immune to the effects of poison, suffocation, gas, sleep, paralysis and disease.

WEAPON

Type	Damage C/P/I	Reach/Armor
Arming Sword	6/4/0	1/0
Shield	0/0/4	1/6

ARMOR

Type	Damage Resistance C/P/I
No Vital Organs	8/8/0

GEAR

Skeletons have armor and weapons their animator granted them or what they were buried with.

Demons

Spawned from the infinite void that has existed before the Jutun forged the world, Demons are chaos chained to an ordered form. They are beyond human emotion and desire, playing some long game of chess with mortals and immortals alike as chess pieces.

Each Demon is an entirely unique creature of barely restrained destruction, with it's own ambitions. The only thing that unites them is their complete lack of empathy for mortals and their plights. That and the fact that despite their power in the infinite void, being constrained to physical form in the mortal world allows the powerful and pure some measure of control over them.

Foolish sorcerers have more than once tried to summon and reason with Demons, bargaining for power. This never works out well for the individual sorcerer and often has catastrophic effects for everyone surrounding them for miles.

ALA

Ala is a demon who has been bound to the form of a living storm system by Saint Elias. A voracious monster, it's preferred sacrifice is young children. Any encounter with it can lead to death, madness or worse, but those who approach with respect can sometimes find that it offers great riches and rewards.

TRAITS

A	L	C	W	S	F	T	V	W	I
10	12	6	14	12	4	10	36	24	22

NETWORK

Ten mortal servants

LANGUAGE

All languages

TALENTS

Intimidating, Knows the Forbidden, Wyrding

POWERS & CONDITIONS

Living Storm: Being trapped in the form of a storm, Ala is a vast black bank of clouds that pelts down rain and sends lightning strikes as it desires. All actions beneath Ala suffer a -2s modifier. Ala's lightning strikes deal 15 damage during the Range Attack sequence.

Reality Breaker: The very presence of Ala in the world breaks the normal rules of reality. Sound changes, rain moves from the ground to the clouds, and animals walk and talk as mortals.

Immune: Ala is immune to being harmed by anything save enchanted items, artifacts and wyrdings.

BLUD

Blud once established itself as a God not long after the fall of the Jutun, but with the death of it's worshippers has recast itself as a tormentor of mortals. It has taken on the shape of a trim looking man with an eye patch, well dressed and seemingly of means. It delights in disorienting travels, leading them into danger, and driving them to debauched sexual activity. It is said that in remote places, Blud has turned entire villages into dens of sex and violence.

TRAITS

A	L	C	W	S	F	T	V	W	I
10	10	4	14	16	4	12	42	26	22

NETWORK

Ten mortal servants

LANGUAGE

All language

TALENTS

Clever, Knows the Forbidden, Wyrding

POWERS & CONDITIONS

Charming: Having taken the form of a good looking gentleman of means, his charm is overwhelming making it difficult for anyone to operate around him. All actions taken within 20 feet of Blud suffer a -3s modifier.

Reality Breaker: The very presence of Ala in the world breaks the normal rules of reality. Sound changes, rain moves from the ground to the clouds, and animals walk and talk as mortals.

Immune: Ala is immune to being harmed by anything save enchanted items, artifacts and wyrdings.

BUKAVAC

During the reign of the Jutun the Bukavac was forced to act as the guardian over the many artifacts stored in the capital. With the destruction of the Jutun by the Gods, Bukavac took the Artifacts and spread them about the world in hopes of sowing discord with their discovery by mortals. It now monitors the usage of these Artifacts, only occasionally manifesting in the form of a six legged bear with gnarled horns and a snot dripping muzzle.

TRAITS

A	L	C	W	S	F	T	V	W	I
16	4	4	16	10	8	10	44	26	14

NETWORK

Ten mortal servants

LANGUAGE

All language

TALENTS

Master Fighter, Knows the Forbidden, Wyrding

POWERS & CONDITIONS

Reality Breaker: The very presence of Ala in the world breaks the normal rules of reality. Sound changes, rain moves from the ground to the clouds, and animals walk and talk as mortals.

Immune: Ala is immune to being harmed by anything save enchanted items, artifacts and wyrdings.

Tough Hide: Bukavac's fur, thick muscles and subcutaneous fat provides them with a natural Damage Resistance of 6.

Bear Hug: The Bukavac can attempt to maul a target, allowing it to attack with two claw attacks and one bite in a single Melee round.

NATURAL WEAPONS

Type	Damage C/P/I	Reach
Bite	0/10/0	1
Claws	10/6/0	1

Mortals

The circumstances of play will lead to the use of a variety of mortals. The following selection should be enough to cover most circumstances. Each can also be modified to suit your needs, or even turned into Classes for players to utilize with a little work.

ALFAR SERVANT

The Alfar often work through mortals that they favor. In return for their service they are trained and equipt well.

TRAITS

A	L	C	W	S	F	T	V	W	I
6	3	3	4	6	6	4	22	8	7

NETWORK

Two other Alfar Servants

LANGUAGE

Any two Alfen languages

TALENTS

Sword Master, Charismatic, Wyrding

POWERS & CONDITIONS

Alfar Touched: Being touched by the Alfar allows their servants some of their glamour granting them a +1s modifier to all social interactions.

WEAPON

Type	Damage C/P/I	Reach/Armor
Bronze Sword	0/6/7	1/0

ARMOR

Type	Damage Resistance C/P/I
Alfar Forged Armor	4/4/4

GEAR

Bronze weapons, armor and tools as well as fine clothing.

ASSASSIN

In the Empire, assassination is one of the main ways in which the nobility communicates. It has become ritualized to the point where it is now considered a somewhat honored profession.

TRAITS

A	L	C	W	S	F	T	V	W	I
6	3	2	2	8	8	3	25	5	6

NETWORK

Their handler, weapon supplier, and an apothecary

LANGUAGE

Vorish and one other language of choice.

TALENTS

Stealthy, Dagger Master, Breaking and Entering

POWERS & CONDITIONS

Planning: Whenever they are on a job they take a lot of time and planning to ensure success. This grants them a +1s modifier to all tosses against their target.

WEAPON

Type	Damage C/P/I	Reach/Armor
Dagger	4/5/0	1/0

ARMOR

Type	Damage Resistance C/P/I
Black Leathers	3/3/2

GEAR

Thievery tools, weapon black, various potions to aid them in their tasks.

BANDIT

After the conquest of Toloska by the O Vasto Dignidade many of the nobles and commoners turned to banditry as a way to survive. They live a hard life in small groups, preying on the weak and being preyed upon by even larger groups of bandits.

TRAITS

A	L	C	W	S	F	T	V	W	I
4	2	2	2	6	6	2	18	4	4

NETWORK

Four other bandits

LANGUAGE

Toloskan and one other language of choice.

TALENTS

Hunter, Staff Master, Herbalist

POWERS & CONDITIONS

Ambush: When within their territory they gain a +1s modifier to all tosses against interlopers.

WEAPON

Type	Damage C/P/I	Reach/Armor
Hunting Bow	0/6/0	A x 3/0
Staff	0/0/5	2/2

ARMOR

Type	Damage Resistance C/P/I
Green Leathers	4/3/2

GEAR

Staff, green leathers, bow and survival tools.

COMMONER

The world is filled with commoners who toil at farms, work as teamsters, sailors, and every other occupation in between. They are found everywhere the world over, making everthing work.

TRAITS

A	L	C	W	S	F	T	V	W	I
5	1	4	1	3	2	2	12	3	3

NETWORK

Three other commoners

LANGUAGE

Any two languages

TALENTS

Farming, Animal Husbandry, Haggling

POWERS & CONDITIONS

Disappear: Commoners have the uncanny ability to disappear when things get too hot giving them a +1s modifier to achieve that.

WEAPON

Type	Damage C/P/I	Reach/Armor
Club	0/0/3	1/0

CULTIST

The world is filled with foolish and impressionable people whom are willing to believe that demonic forces have their best interests at heart. These fools are mindlessly devoted to their dark lords, seeking favor by pursuing their demonic ambitions.

TRAITS

A	L	C	W	S	F	T	V	W	I
3	3	2	6	6	4	4	17	10	7

NETWORK

Six other cultists

LANGUAGE

Any two languages

TALENTS

Wyrding, Demonic Lore, Charismatic Manipulation

POWERS & CONDITIONS

Of One Mind: When more than one cultist works together they gain a +1s modifier to all of their tosses.

WEAPON

Type	Damage C/P/I	Reach/Armor
Dagger	4/5/0	1/0

GEAR

A book with at least one Ritual, an enchanted dagger, and a wide variety of drugs.

GUARD

Every town, city, manor, and castle is protected by guards. They come from the commons, serving as both police officer and soldier in times of need.

TRAITS

A	L	C	W	S	F	T	V	W	I
6	3	2	2	5	6	2	19	4	5

NETWORK

Two guards and one patron

LANGUAGE

Any two languages

TALENTS

Small Unit Tactics, Observant, Hagglер

POWERS & CONDITIONS

Never Alone: A guard is never truly alone and can call upon the aid of other guards, which will arrive within a few moments unless silenced.

WEAPON

Type	Damage C/P/I	Reach/Armor
Broadsword	6/3/0	1/1

ARMOR

Type	Damage Resistance C/P/I
Imperial Watch Harness	5/3/4

GEAR

A uniform, armor and weapon of choice.

KNIGHT OF THE IRON FIST

The Konron of Taratha formed the Knights of the Iron Fist in 7184 as a way to focus the ambitions of younger sons of the nobility towards more productive aims. As a whole their mandate is to protect the weak and downtrodden as well as enforce the will of the Tarathan throne.

TRAITS

A	L	C	W	S	F	T	V	W	I
8	4	1	1	4	8	4	24	5	8

NETWORK

Two knights, two soldiers and one noble.

LANGUAGE

Tarathan and any two other languages

TALENTS

Sword Master, Court Etiquette, Logistics

POWERS & CONDITIONS

Horse Master: All actions involving their warhorse are done with a +1s modifier. They may also call their horse if it is within earshot.

WEAPON

Type	Damage C/P/I	Reach/Armor
Saber	7/0/0	1/1

ARMOR

Type	Damage Resistance C/P/I
Tarathan Horseman Harness	9/7/7

GEAR

A saber, fine warhorse, horseman harness and a riding horse and a mule packed with gear.

NOBLE OF THE ROBE

In the Empire and the post-Empire kingdoms (Falkia, Lio et Casta, Vles, Nis, Avago, Nakos, and Taratha) there are two types of nobles, Nobles of the Tree and Nobles of the Robe. Nobles of the Robe are families that gained their status through their service, often as magistrates, to the crown rather than from an ancient family name.

TRAITS

A	L	C	W	S	F	T	V	W	I
4	6	4	1	4	3	6	17	7	12

NETWORK

A knight, two retainers, a merchant, a priest, and two nobles.

LANGUAGE

Any three languages

TALENTS

Administration, Court Etiquette, Clever

POWERS & CONDITIONS

Secrets: Nobles of the Robe always know something about everyone that gives them an edge. The first time a noble tosses against someone they gain a +3s modifier to that one toss.

WEAPON

Type	Damage C/P/I	Reach/Armor
Saber	7/0/0	1/1

GEAR

A fine set of clothes, riding horse or carriage, and an enchanted saber.

PRIEST OF THE ORTHODOX CHURCH

The Orthodox Church is the dominante religious order of the Twenty-Four Gods in the Empire and the Post-Empire kingdoms. While they live among the people to him they administer spiritual guidance, they are very much appart from them, living in a society all their own. In this way they hold great power, toppling rulers, both ending and starting wars, and changing the culture through their actions

TRAITS

A	L	C	W	S	F	T	V	W	I
3	7	1	6	2	2	10	17	16	17

NETWORK

One priest, one noble, one knight, one merchant, and five commoners.

LANGUAGE

Vorish and any four languages

TALENTS

Church Rites and Rituals, Oratory, True Belief

POWERS & CONDITIONS

Power of the Gods: A priest may use the Compel Incantation despite not having the Wyrding Talent once per Turn.

GEAR

A bag of rune stones, robes of office, and a walking stick.

SCOUT

Armies, merchants and even some well to do travellers all employ scouts to find them the best route and head off trouble before it appears. Some scouts even double as assassins, using their skills in the wilderness to get in close to key enemy targets and eliminating them.

TRAITS

A	L	C	W	S	F	T	V	W	I
8	1	4	1	10	6	3	27	4	4

NETWORK

One scout, one spy and one soldier.

LANGUAGE

Any two languages

TALENTS

Keen Eyesight, Woodcraft, Master Bowman

POWERS & CONDITIONS

In and Out: When faced with a difficult situation that requires them to gather information undetected, they can use the terrain to their advantage gaining a +1s modifier to all tosses related to gathering information and escaping with it.

WEAPON

Type	Damage C/P/I	Reach
Scout's Bow	0/8/0	A x 3/0

ARMOR

Type	Damage Resistance C/P/I
Bearskin Camouflage	1/1/1

GEAR

Bearskin camouflage (+1s to wilderness stealth), bow, knife, and survival gear.

SPY

Every person and organization of power employs spies. They are the eyes, ears, sabatours, and sometimes even assassins of the masters they choose to serve. Each has their own motivation, working for various factions or even countries, but the nature of their profession makes them unteathered from the power they serve.

TRAITS

A	L	C	W	S	F	T	V	W	I
5	4	4	1	10	6	4	25	5	8

NETWORK

One spy, one handler, one merchant, and a dozen commoners.

LANGUAGE

Any six languages

TALENTS

Observant, Master of Disguise, Stealthy

POWERS & CONDITIONS

I Have That Right Here: Spies seem to always have the right documents, know the right pass phrase, or have the right clothes to let them slip into and out of any situation granting them a +2s modifier to do so.

WEAPON

Type	Damage C/P/I	Reach
Dagger	4/5/0	1/0

GEAR

A dagger, a disguise kit, silk clothes and a workman's outfit.

SOLDIER OF FORTUNE

In every part of the world there is a need for professional soliders to fight the wars of the powerful. Few rulers can afford to maintain a standing army, but many can afford to pay professional soldiers for short periods of time to accomplish their goals with might.

TRAITS

A	L	C	W	S	F	T	V	W	I
8	4	2	1	3	8	2	21	3	6

NETWORK

Two other soldiers

LANGUAGE

Any two languages

TALENTS

Spear Master, Survivalist, Hagglер

POWERS & CONDITIONS

Infantryman: Marching all over the world builds up a tolerance for hardship few can master. Soldiers of Fortune can use this experience to ignore the modifiers from the first wound they get in a Scene.

WEAPON

Type	Damage C/P/I	Reach
Short Spear	0/6/0	2/0
Javelin	0/4/0	1 or A x 2

ARMOR

Type	Damage Resistance C/P/I
Malin Mercenary Harness	6/5/4

GEAR

A short spear, four javelins, armor, camping gear, and traveling food.

THIEF IN GOOD STANDING

The Guild is everywhere either managing all the crime in a metropolis or fighting to snuff out the competition. Originally based in the Mother of Cities, Cidiero, it long ago branched out to establish enclaves throughout the world. They are a secret empire, living just underneath the skin of the respectable world.

TRAITS

A	L	C	W	S	F	T	V	W	I
6	1	1	1	10	6	2	24	3	3

NETWORK

Three other thieves

LANGUAGE

Any two languages

TALENTS

Sneaky, Second Story Man, Disappear in the Crowd

POWERS & CONDITIONS

The Thief's Road: Inside a town or city, a thief can move from neighborhood to neighborhood undetected and without being forced to face Challenges and expend Vitality.

WEAPON

Type	Damage C/P/I	Reach
Dagger	4/5/0	1/0

GEAR

A dagger, thieves tools, rope, and grappling hook.

Skalfar

During the First Era the Skalfar were the most powerful and successful creation of the Jutun. Bred to be loyal servants of their masters they were trusted to act on their own initiative, supporting the war effort against the Witches and their constructs. When the Jutun were defeated, and the surviving Witches scattered by the gods, they pursued their own agenda, as each noble house spread throughout the human world, infiltrating it, and in some places openly dominating it.

HOUSE KOLOI

Those who know what the Koloi are call them snakeheads, a feared enemy to humanity. When they are discovered, they are rightfully feared, though the idea that they can be found under every rock is a bit overstates. The truth is that it is a much more subtle reality.

Members of the House of Koloi are known for their skill in remaining unseen while manipulating others to their needs. It is this skill that put them into a position to infiltrate the great city of Cidiero itself. To this end they have intermarried and taken control of seven of the noble families of the City and the surrounding countryside.

For the most part, the heads of these seven families keep to luxurious country estates, issuing written decrees through the human members of their family. To the rest of the Empire, they are simply considered reclusive, which works to their advantage as their ultimate goal is to enslave the people of the West. However, this doesn't at all mean they are always an enemy to the people, but rather they have a different vision for returning glory to the Empire. This has led to some complex alliances with all manner of creatures, living and undead.

ARKONTIS

The Arkontis are the core of the Koloi masquerading as Hellas nobility, owning vast tracts of land in the eastern half of the Empire. They are the most human looking of their kind, only exhibiting slight reptilian features, such as their eyes, patches of scales and tongue. Unlike their human counterparts, they are raised in the arts of manipulation and control. They operate through proxies, expanding their family's powerbase and moving towards the greater Koloi goal of domination.

TRAITS

A	L	C	W	S	F	T	V	W	I
3	10	6	7	9	2	9	25	16	19

NETWORK

Two Skalfar and five mortals

LANGUAGE

Skalfar, Hellas, and one more

TALENTS

Convincing, Silent Mover, Wyrding

POWERS & CONDITIONS

Snake Blooded: Poison will not work on an Arkontis.

Poison Spray: With a reach of 1, an Arkontis can spit poison at a target. If successful in hitting the target, they must resolve the poison as directed in the Gear section.

Viper: When fighting in a Skirmish they may attack twice in melee because of their speed.

GEAR

They always have at least one enchanted weapon on their person.

CEBUANIDES

The Cebuanides are the middle caste of the Koloi internal hierarchy. In appearance, they possess a reptilian head and a large muscular body. This has made them ideal for acts of violence in the name of the cause. They can move through human society while cloaked and armored, but it becomes obvious what they are when they are seen.

TRAITS

A	L	C	W	S	F	T	V	W	I
14	2	2	2	8	12	2	36	4	4

NETWORK

Two Skalfar

LANGUAGE

Skalfar, Hellas, and one more

TALENTS

Silent Mover, Murderer, Intimidating

POWERS & CONDITIONS

Snake Blooded: Poison will not work on an Arkontis.

Viper: When fighting in a Skirmish they may attack twice in melee because of their speed.

WEAPON

Type	Damage C/P/I	Reach/Armor
Warhammer	0/6/7	1/0

ARMOR

Type	Damage Resistance C/P/I
Natural Scales	6/6/4

GEAR

A warhammer and various odds and ends to aid in surviving the wilderness.

DELGYMA

The Delgyma are the true leaders of the Koloi internal hierarchy. Monstrous in appearance, looking like a large snake with powerful arms and the ability to communicate through telepathy, they guide the Koloi on their mission of dominance. Rarely seen outside the country estates of their family, they operate from afar, only appearing to wreck destruction on their enemies.

TRAITS

A	L	C	W	S	F	T	V	W	I
15	10	5	10	5	5	15	40	25	25

NETWORK

Ten Skalfar

LANGUAGE

Skalfar, Hellas, and three more

TALENTS

Terrifying, Wyrding, Commanding

POWERS & CONDITIONS

Snake Blooded: Poison will not work on an Arkontis.

Viper: When fighting in a Skirmish they may attack twice in melee because of their speed.

Constrictor: If a constrictor snake successfully attacks a target it wraps itself around that target, doing 5 crushing damage until it either let's go, is killed or removed. Each round the target may attempt an Opposed Athletics Challenge to escape.

GEAR

An enchanted token of their power and a book of Rituals and Incantations.

Witches

When the Jutun shaped reality from the infinite void they sought to shape it into their own image. For a time, reality shaped itself to the will of the Jutun, until something unexpected happened. A spark of sentience took hold and from that grew rebellion.

As reality rebelled against it's creator in a myriad of ways, the most long lasting was the spawning of the Witches. Similar to mortals in form, they are tightly tied to the Wyrd and as such immortal and changeable. They are the guardians of reality, at times working for or against mortals.

Some Witches operate in the open, establishing cities and kingdoms that bend to their will. Other Witches move behind the scenes, manipulating mortals and immortals alike. Either way, they work to protect reality, fighting against the remnants of the Jutun and the machinations of Demons.

BABA YAGA

Called the mother of all Witches, Baba Yaga is said to be the last of the first generation. She flies around on a giant pestle, kidnaps and consumes small children, and lives in a hut that stands on a chicken-leg at the foot of the Yggdrasil. However, sometimes she can be benevolent, offering guidance to those who seek her out for her wisdom.

TRAITS

A	L	C	W	S	F	T	V	W	I
10	10	5	20	5	5	20	40	40	30

NETWORK

Koschei, the Karthian, and five other individuals

LANGUAGE

All languages

TALENTS

Wyrding, Forgotten Rituals and Rites, Focused

POWERS & CONDITIONS

Ethereal: Baba Yaga can make herself untouchable by the physical world for one Scene per Turn.

Dreamwalking: Baba Yaga can communicate with anyone through their dreams unless they sleep within a Ward. When doing so she can choose to harm that individual by making them live through a nightmare, which drains their Vitality and Willpower down by 5.

Immune: Baba Yaga is immune to damage from fire and the cold.

Vulnerable: Baba Yaga is vulnerable to cold forged iron, taking twice the normal damage.

GEAR

Baba Yaga is never far from her chicken-legged house, her mortar in which she can fly through the air, and her pestal that focuses her powerful magic.

KOSCHEI THE DEATHLESS

An ancient warlord, he struck a deal with Baba Yaga, who trapped his soul inside a needle, which is inside an egg, which is inside a duck, which is inside a hare, which is inside an iron chest, which is buried at the foot of the Yggdrasil. So long as his soul is safe, he cannot die. Ironically, after all this time, death is what he seeks and why he challenges great warriors and necromancers to bring about his end.

TRAITS

A	L	C	W	S	F	T	V	W	I
20	15	5	15	5	20	10	55	25	25

NETWORK

Baba Yaga, the Karthian, and three others

LANGUAGE

All Valadarin languages

TALENTS

Wyrding, Sword Master, Grand Strategy

POWERS & CONDITIONS

Sheath the Sword: Knowing that he cannot truly die, Koschei can make an attack that automatically kills his foe at the sacrifice of his own life. If he successfully strikes, the individual is automatically dead along with Koschei.

Follow Me: All warriors know that Koschei is the greatest living general in the world and gain a +2s to all tosses while he leads them.

Resurrection: If Koschei is killed, he resurects at the foot of Yggdrasil three days later.

WEAPON

Type	Damage C/P/I	Reach/Armor
The Blizzard	10/0/0	1/2

GEAR

Koschei always travels with the finest warhorse and hit two-handed sword, the artifact known as the Blizzard, which automatically appears in his hands when he resurects.

THE GREEN LADY

The Green Lady is a witch of ill reput, known for her ability to change her shape into the form of any animal. It is said that during the Igorograd dynasty she rallied the desert tribes to her call in order overthrow the Bravish invaders, forging an army of mortals, witches, and constructs. She and her alliance broke down after being defeated by the Igorikids and their ally, Koschei the Deathless.

TRAITS

A	L	C	W	S	F	T	V	W	I
6	15	10	18	10	6	15	37	33	30

NETWORK

Six various Duni individuals of power and authority

LANGUAGE

All Duni languages

TALENTS

Wyrding, Master Orator, Diplomacy

POWERS & CONDITIONS

Shapechange: The Green Lady can transform her shape into any animal form, gaining that animal's Talents, Powers and Conditions.

Whirlwind: While in the Great Waste she may travel anywhere in minutes in the form of a sand twister.

Sandstorm: Once per Arc, The Green Lady can summon forth a great Sandstorm. It is the equivelant of the Voice of the Storm Ritual only she has the power to direct it where she wishes.

GEAR

The Green Lady always has on her clothes appropriate for surviving whatever environment she finds herself in.