

C H R I S M C D O W A L L



m u t h i e
Bastionland
BEFORE INTO THE ODD



m y t h i c

Bastionland

B E F O R E I N T O T H E O D D

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CHARACTER SHEET AND OTHER RESOURCES AT BIT.LY/MBSTUFF

On cold misten hills, beast witsome and fell
In holdings and havens the vassals adwell
Seers know the all, the start and the end
Myths hushed aloud to which truth must abend

Aside vagabonds on snakelene trails
Knights render these stories awrenched from their veils
For the oath, for the glory, through sorrow and ache
The City, that quest to which no knight can make

Contents

Getting Started	6
Rules	8
Equipment	12
Running the Game	14
Spark Tables	22
Knights & Myths	26
Oddpocrypha	174

Beginnings & Glory

GETTING STARTED

One player is the Referee. They should read through to the end of the rules section (p21). The other players can go straight to the Knighthood page opposite and need not read any further unless curious.

START & SCOPE

Every group that sits down to play the game is different, and you should consider the Start and Scope of a game before you begin.

The **Start** is the opening situation in which the players find themselves. The **Scope** is how long you expect the game to run for, both in and out of game.

START

Wanderer - Young Knights-Errant with d6GD (Guard) and d12+d6 in each Virtue. They arrive in the Realm seeking Glory. If they lack direction, have them seek a Seer's counsel.

Courtier - Mature Knights-Gallant with 2d6GD and d12+6 (six, not d6) in each Virtue. They have a place in Court at the Seat of Power. The first Omen of the nearest Myth is delivered as news to the Court.

Ruler - Mature Knights-Tenant with d6+6GD and d12+6 (six, not d6) in each Virtue. One Knight rules a Holding, the others are in their Circle. The Seat of Power is under a wicked influence.

SCOPES

Adventure - One session. Here it can save time to generate a few Knights ahead of the game and let the players choose one each.

Chronicle - A known number of sessions. Season and Age turns are planned out ahead of time. For six sessions this might be a Season turn at the end of each session, and an Age turn at the end of each Winter.

Saga - An indeterminate number of sessions. Here you can let the players guide the scope as they explore the world.

GLORY

All Knights seek Glory, that they might one day be deemed worthy of the City Quest.

GLORY THROUGH MYTHS

When the group feels that a Myth has been resolved, reaching a conclusion of any type, all Knights who played a part in that Myth gain **1 Glory**.

GLORY BY OTHER MEANS

In a public duel or joust, Knights may stake Glory against a willing opponent. The victor gains 1 Glory, the loser loses 1 Glory.

Tournaments may also grant 1 Glory to the winning Knight, provided there are significant spectators and spectacle.

If a battle is large enough to be remembered in history, all Knights on the victorious side gain 1 Glory.

When the game moves to a new Age all Knights gain 1 Glory through serving the Realm and manoeuvring in Court.

RANK

A Knight's Glory dictates their rank:

0 Glory - Knight-Errant

Worthy of leading a Warband

3 Glory - Knight-Gallant

Worthy of a seat in Council or Court

6 Glory - Knight-Tenant

Worthy of ruling a Holding

9 Glory - Knight-Dominant

Worthy of ruling a Seat of Power

12 Glory - Knight-Radiant

Worthy of the City Quest

WORTHINESS

Rank alone does not immediately grant the Knight a Council position or rule of a Holding. It merely proves their worthiness.

A Knight may find themselves in a position for which their rank is unworthy. They are sure to face initial opposition, but if this can be overcome then their worthiness is proven.

Knighthood

You are Knights, united by a common Oath and visions of the City. You may have dreams of glory, but every Knight must accept the risk of death.

The Seers who knighted you have deemed that you travel as a **Company**. While some of you may rest, roam, or die, your collective journey will be as one.

Knights have 3 **Virtues**. Roll a value for each in order. The Start that you chose for your Company determines the dice you roll. If unsure, roll d12+d6.

VIGOUR

Strong limbs, firm hands, powerful lungs.

CLARITY

Keen instinct, lucid mind, shrewd eyes.

SPIRIT

Charming tongue, iron will, fierce heart.

Roll for **Guard** (GD), your skill at avoiding Wounds. The Start that you chose for your Company determines the dice you roll. If unsure, roll d6.

Roll or choose a **Knight** (p26).

This gives:

Property: Items brought with you.

Ability: A special talent unique to you.

Passion: A special means you have to restore your Spirit.

Every Knight has a dagger (d6), torches, rope, dry rations, and camping gear.

Every Knight knows the three **Feats** (p10).

Every Knight has sworn the **Oath**:

SEEK THE MYTHS

HONOUR THE SEERS

PROTECT THE REALM

SQUIRES

Small Companies (2 Knights or fewer) may give each Knight a Squire. They serve as apprentices, and are not yet Knights, so cannot gain Glory or perform Feats.

2d6 for each Virtue, 1GD.

They ride a pony (VIG 7, CLA 7, SPI 2, 2GD) and carry a dagger (d6).

Roll d6 for their extra equipment.

- 1: Cudgel (d8 hefty), 2: Axe (d8 hefty),
3: Hatchet (d6), 4: Shortbow (d6 long),
5: Shield (d4, A1), 6: Three Javelins (d6).

When Knighted they gain d6 in each Virtue.



Basic Rules

SAVES

To pass a Save, roll a d20 equal or below the relevant Virtue. Failure means negative consequences, not always a failed action.

VIRTUES

Virtues can be reduced and raised in a number of ways, but can never go higher than 19 or lower than 0.

TURNS

A turn is enough time to Move and then perform an Action, always in that order.

SURPRISE

Players normally take the first turn of combat, discussing their plan and acting in any order they wish.

Characters who were not readied for combat must pass a CLA Save or miss the first turn.

REACTION

Non-player characters react in a way that feels appropriate for the current context.

When uncertain, a character makes a SPI Save to avoid an unfavourable reaction.

EXPOSED

Characters who are caught with their guard down or otherwise defenceless are *Exposed* and act as if they have 0GD. If they remedy their situation then they are no longer *Exposed*. Traps and ambushes typically catch victims *Exposed*.

FEATS

These special actions known by Knights can be performed as described (p10). Using Feats risks the Knight becoming *Fatigued* which prevents them from using further Feats until they rest.

DEATH

Even the boldest Knight can die a sudden or ignoble death. Prepare yourself for this.

When a Knight dies the player creates a new Knight and they are added to the Company as quickly as possible. Alternatively they may assume control of a Squire or follower.

ATTACKS

Take the Attack dice noted on your weapon(s), shield, and granted by bonuses.

Go through the following steps in order:

1. All combatants attacking the same target roll their dice at the same time.
2. If the target or their nearby allies can *Deny* (p10) they may use it.
3. Attackers may perform Gambits (p10).
4. Take the highest die remaining.
5. Add any extra Damage from attackers who are *Bolstering* the Attack (p10).
6. Subtract the target's total Armour score.
7. The Attack causes that much Damage.

So a Knight with a mace (d8) and shield (d4) is aided by an ally with 2 daggers (d6 each). They roll d8 and d4, and 2d6 respectively.

The dice show 7, 3, 1, and 5. The highest die is 7. The 5 is spent on a Gambit to *Bolster* the Damage to 8. The target has Armour 2 (helmet and shield), reducing the Damage to 6.

Impaired attacks roll d4 only and cannot gain bonus dice or benefit from Feats.

Blast attacks target everybody in their area, rolling each separately.

DAMAGE

The attack's Damage is deducted from the target's GD.

If they have at least 1GD remaining then they Evade the Attack.

If it leaves them with exactly 0GD then they gain a Scar (p9).

If it exceeds the target's GD, the excess is deducted from VIG and they are Wounded.

If they lose half or more of their remaining VIG it is a Mortal Wound. Mortally Wounded targets are down and dying. They die if left unintended for an hour, but can be patched up in a few moments.

If Damage reduces the target's VIG to 0, they are Slain.

Harm & Scars

VIRTUE LOSS

Virtues may be reduced by means other than Damage, typically referred to as Virtue Loss. In addition to the situations listed in the rules, characters may suffer Virtue Loss as the cost or consequence of an action. This is detailed in the Action Procedure (p16).

Victims are only Slain or Mortally Wounded if the Virtue was reduced by Damage, never as a result of Virtue Loss.

At VIG 0 you are **Exhausted** and cannot Attack if you have moved this turn.

At CLA 0 you are **Exposed** and treated as having 0GD.

At SPI 0 your attacks are **Impaired** rolling a single d4 only.

RECOVERY

Guard is fully restored with just a moment of peace after the danger has passed.

Fatigue is also removed this way.

Virtues can be fully restored by 3 means:

- Consuming a specific type of **Remedy**
- Performing a specific **Action**
- Skipping to a new **Season**

Vigour is restored by consuming Sustenance or spending a full day in warm hospitality.

Clarity is restored by consuming Stimulant or receiving guidance from a Seer.

Spirit is restored by consuming Sacrament or indulging a Passion.

REMEDIES

A single Remedy is a sizeable bundle of materials and tools. A person or dedicated beast of burden can only carry one at once.

Using a Remedy requires a whole Phase of the day, and is more about the ceremonial act than the material components themselves.

The Virtue is restored before resolving any Omens or other encounters. A single Remedy is enough to benefit all company present.

SCARS

Take the die that caused the Scar and roll it again, consulting the table below for the specific Scar caused.

Virtue Loss through Scars is not Damage, so cannot Mortally Wound or Slay the victim.

Scars are only gained through real, deadly combat, not training or bloodless duels.

SCAR

1	Distress – <i>A lucky escape</i> Lose d6 SPI.
2	Disfigurement – <i>A permanent mark</i> Roll 1d6: 1: Eye, 2: Cheek, 3: Neck, 4: Torso, 5: Nose, 6: Jaw. If your max GD is 2 or less, increase it by d6.
3	Smash – <i>A sudden spray of blood</i> Lose d6 VIG.
4	Stun – <i>Pain drowns the senses</i> Lose d6 CLA If your max GD is 4 or less, increase it by d6.
5	Rupture – <i>Innards pierced and compressed</i> Lose 2d6 VIG.
6	Gouge – <i>Flesh torn from bone</i> When you get stitched up, if your max GD is 6 or less, increase it by d6.
7	Concussion – <i>A heavy blow numbs the mind</i> Lose 2d6 CLA.
8	Tear – <i>Something taken in violent struggle</i> Roll 1d6: 1: Nose, 2: Ear, 3: Finger, 4: Thumb, 5: Eye, 6: Chunk of Scalp. When you get patched up, if your max GD is 8 or less, increase it by d6.
9	Agony – <i>With a crack, a torturous break</i> Lose 2d6 SPI.
10	Mutilation – <i>A limb rendered lost or useless</i> Roll 1d6: 1-2: Leg, 3-4: Shield Arm, 5-6: Sword Arm. By next Season you have a prosthetic or have learned to get by, and if your max GD is 10 or less, increase it by d6.
11	Doom – <i>A cheated death haunts you</i> If you take a Mortal Wound this Season you are Slain instead.
12	Humiliation – <i>A most dolorous stroke</i> When you achieve revenge, if your max GD is 12 or less, increase it by d6.

Species of Combat

FEATS

After using a Feat the user must pass a Save or become *Fatigued*, unable to perform Feats until they rest. Each Feat can only be used once per Attack by each combatant involved.

SMITE - *Release your righteous fury*

- Use before rolling a melee Attack.
- The Attack gains either +d12 or Blast.
- Pass a VIG Save or become *Fatigued*.

FOCUS - *Create an opening to exploit*

- Use after rolling an Attack.
- Perform a Gambit without using a die.
- Pass a CLA Save or become *Fatigued*.

DENY - *Rebuff an attack before it lands*

- Use after an Attack roll against you or an ally within arm's reach.
- Discard one Attack die from the roll.
- Pass a SPI Save or become *Fatigued*.

GAMBITS

Attackers may discard any number of Attack dice of 4 or higher to perform Gambits, each causing one of the effects below. The affected foe must be a target of the original attack.

For Gambits other than *Bolster* and *Move* the target receives a VIG Save to ignore the effect.

- **Bolster** the Attack for +1 total Damage
- **Move** after the Attack, even if you already moved or are unable to move
- **Repel** a foe away from you
- **Stop** a foe from moving next turn
- **Impair** a weapon on their next turn
- **Trap** a shield until your next turn
- **Dismount** a foe
- **Other effect** of a similar level of impact

If a die of 8 or higher is used in melee then a **Strong Gambit** is performed and the attacker chooses **one** of the following:

- **No Save** is granted to the target
- **Greater effect** such as disarming an item, breaking a wooden shield or weapon, or removing a helm. This does not increase the Damage from *Bolster*.

MINOR ACTIONS

Changing weapons, dismounting, and similar actions do not count as a combatant's action for the turn.

BONUS ATTACK DICE

These are gained from useful information, shrewd preparations, or a tactical advantage. +d8 is a typical bonus.

UNARMED COMBAT

Unarmed attacks are *Impaired* unless the attacker has suitable natural weapons.

RANGED COMBAT

Purely ranged weapons cannot be used if the attacker began their turn engaged in melee.

Protective cover grants an additional point of Armour against ranged attacks.

MOUNTED COMBAT

Mounted combatants use their steed's trample Damage in addition to their own weapons when charging enemies on foot. This doesn't work against spearwalls. Steeds can be targeted separately by attacks.

Being dismounted causes d6 Damage. If this occurs in combat, add it to the existing dice.

DUELS & JOUSTS

Two combatants can mutually agree to engage in a duel, or joust if mounted.

They fight as normal but their attacks are rolled and resolved simultaneously, including the effects of Gambits. Both combatants can use Feats before the attacks are resolved.

SHIELDWALLS & SPEARWALLS

3 or more allies may form a wall formation. If they all bear shields (not bucklers) then they gain an additional point of Armour. If they all bear spears (or similar) then enemies cannot Attack on the turn that they charge.

WAVERING MORALE

Individuals who are Wounded, or groups who lose half their number, must pass a SPI Save to avoid rout or surrender.

Organised groups roll once using their leader's SPI. Disorganised groups roll for each individual against their own SPI. This does not affect player characters.

Warfare

WARBANDS

Two-dozen or so combatants fighting together are treated as a single Warband.

- When they are Mortally Wounded they are routed from the battle.
- At VIG 0 they are wiped out entirely, at SPI 0 they are broken.
- They are not harmed by individual attacks unless they are Blast attacks or suitably large-scale.
- Warband attacks against individuals receive +d12 and cause Blast Damage.

LEADING FROM THE FRONT

One individual within a Warband can add their Attack dice to the Warband's Attack Roll, leading from the front. If they do, they suffer the same Damage that the Warband does until their next turn.

WOOD AND STONE

Ships and structures are destroyed at 0GD. Recovering GD takes a day of repairs.

Wooden structures and ships ignore Attacks other than from fire, siege weapons, or suitably large creatures.

Stone walls cannot be breached by conventional means, though their gates are usually a viable target.

Gate: 5GD, A2

Rampart: 10GD, A2

Castle Wall: 10GD, A3

Colliding ships take d12 Damage. If one ship is much larger it takes d6 Damage instead.

Rowboat: 4GD, carries 6 passengers

Longship: 7GD, A1, carries a Warband

Warship: 10GD, A2, carries 2 Warbands

ARTILLERY AND SIEGERY

Siege Tower: 7GD, A2

Battering Ram: d12

Stone Thrower: d12 blast

Bolt Launcher: 2d12

Trebuchet: 3d12 blast, immobile

RECRUITMENT

Soldiers are drawn from loyal Vassals, Knights that share a cause, or mercenaries who have agreed a price.

Whatever their origin, soldiers expect their basic needs to be met during their service.

Warbands who are ill-rested, poorly fed, or otherwise pushed too far typically lose SPI. At SPI 0 a Warband will not follow orders, acting only in their self interest.

WARBANDS

Militia: VIG 10, CLA 10, SPI 7, 3GD
Crude polearm (d8 long)

Skirmishers: VIG 10, CLA 13, SPI 10, 2GD
Shortbow (d6 long)

Mercenaries: VIG 13, CLA 10, SPI 10, 4GD
A3 (mail, helm, shield)
Spear (d8 hefty), shield (d4)

Riders: VIG 10, CLA 13, SPI 10, 3GD
Javelins (d6), handaxe (d6), steed

Knights: VIG 13, CLA 10, SPI 13, 5GD
A3 (mail, helm, shield)
Mace (d8 hefty), shield (d4), charger (d8 trample)



Arms & Goods

TRADE

Only the rich deal in coins. Most trade is an exchange of raw materials, goods, or service. Frequent trades often grow into ongoing pledges of service, cooperation, or protection.

Simply, if you hope to trade you should have a good answer to the question "What can I offer that they would value?".

Common items are widely available.
Uncommon items require a specialist.
Rare items are truly treasured.

WIELDING WEAPONS

If no type is noted, assume the weapon uses one hand and has no other restrictions.

Hefty weapons require one hand. Only one Hefty item can be wielded at once.

Long weapons require both hands and are *Impaired* in confined environments.

Slow weapons cannot be used if the attacker has moved this turn. They are also Long.

COMMON WEAPONS

Hefty Tools: d6 hefty (pitchfork, hatchet)

Long Tools: d8 long (staff, logging axe, pick)

Hand Weapons: d6 (dagger, club, handaxe)

Hefty Weapons: d8 hefty (spear, mace, axe)

Long Weapons: d10 long (poleaxe, billhook)

Sling: d4 hefty

Javelin: d6 hefty

Shortbow: d6 long

UNCOMMON WEAPONS

Shortsword: 2d6

Lance: d10 long, count as hefty if mounted

Brutal Weapons: 2d10 slow (greataxe, maul)

Longbow: d8 slow

RARE WEAPONS

Longsword: 2d8 hefty

Greatsword: 2d10 long

Curvebow: 2d6 long

Crossbow: 2d8 slow

SPECIALIST WEAPONS

Take an existing common or uncommon weapon with +d8 or +d10 in a specific situation. Make it one category rarer.

WEARING ARMOUR

One of each armour type (coat, plates, helm, shield) can be worn at once, combining their armour scores together. Plates and helm are generally not worn outside of battle.

COMMON ARMOUR

Shield: d4, A1 (round, kite, heater)

UNCOMMON ARMOUR

Coat: A1 (mail, gambeson, flexible armour suitable for general wear or beneath plates)

Helm: A1 (kettle, nasal, bucket, coif)

RARE ARMOUR

Plates: A1 (cuirass, brigandine, splint, scale, rigid armour often worn over a coat, slow to remove or don, even with assistance)

TOOLS

Common Tools: Saw, fishing rod, sewing set, candles, shovel, flute

Uncommon Tools: Animal trap, smithing tools, herbalist kit, scribe set, lute

Rare Tools: Alchemy tools, crystal ball, extravagant harp

COMMON BEASTS

Hound: VIG 5, CLA 10, SPI 5, 4GD, d6 bite

Sheep or Pig: VIG 5, CLA 5, SPI 5, 1GD

Pony: VIG 7, CLA 7, SPI 5, 2GD

Mule: VIG 10, CLA 5, SPI 5, 1GD

UNCOMMON BEASTS

Ox: VIG 15, CLA 5, SPI 5, 3GD

Hawk: VIG 5, CLA 15, SPI 5, 4GD, d4 talons

Riding Steed: VIG 10, CLA 10, SPI 5, 3GD

Heavy Steed: VIG 15, CLA 5, SPI 5, 2GD

RARE BEASTS

Charger: VIG 10, CLA 5, SPI 5, 5GD, d8 trample

REMEDIES (All Uncommon)

Sustenance: The means for a generous feast. Used to recover VIG.

Stimulant: Enlightening herbal preparations. Used to recover CLA.

Sacrament: Props for a ritual or performance. Used to recover SPI.

POISONS

Common: Sickness and discomfort

Uncommon: Suffering, then slow death

Rare: Death plus speed, secrecy, or suffering

People & Realms

SERVICE

Holdings house a range of people who can be called on for service. The larger the Holding, the more likely that a particular service is being offered there.

Many will gladly offer their service to a Knight, but all have limits, after which they ask something in return or refuse entirely.

As with trade, the key question comes down to "What can I offer that they would value?".

Common services are offered everywhere.
Uncommon services require training.
Rare services require a lifetime dedication.

Roll their Virtues on d12+d6.

COMMON

Servant: 2GD

Single duty with little expertise

Guide: 4GD

Handaxe (d6), javelin (d6), local knowledge

Sentry: 3GD

Billhook (d10 long), little appetite for combat

UNCOMMON

Herbalist: 2GD

Knows treatments, not cures

Soldier-at-Arms: 6GD

A2 (helm, shield)

Spear (d6 hefty), shield (d4), battle worn

Archer: 3GD

Shortbow (d6 long)

RARE

Sage: 2GD

Holds immense knowledge in a particular area of expertise

Alchemist: 2GD

Creates poisons or quasi-medicinal potions

Sellsword: 7GD

A4 (coat, plates, helm, shield)

Longsword (2d8 hefty), shield (d4)

Generally only agrees to fights that they are confident they can win

REALMS

- The world is fractured into petty Realms, each ruled from a Seat of Power.
- Smaller Holdings are walled settlements tended by Vassals, guarded by Knights.
- Most that lies between is wilderness.

MYTHS

- Stories that became truths, or are destined to come to pass.
- Nobody agrees on the details, but every version is true in some way.
- There's no such thing as "just a myth".

ROLES

- Most fall into one of four roles: Vassal, Vagabond, Knight, or Seer. A web of seniority exists within and between each.
- Vassals serve a ruler, typically a Knight, in return for protection.
- Vagabonds roam, working for and protecting only themselves.

SEERS

- Those who understand the nature of Myth enough to glimpse into our future.
- Their visions grant legitimacy and direction to a Knight's quest.
- They know when a Squire is ready to become a Knight, and when a Knight is ready to seek the City.

KNIGHTS

- Those who take the Oath are held in esteem, but expectations burden them.
- They rely on their arms, but are expected to know the customs of peace.
- Usually one Knight holds each title, passed on in retirement or death.

FAITH

- Some believe there is truth in the sky: the stars, moon, sun, positions, and motions.
- Some look to nature: the turn of seasons, the sound of trees, the wisdom of beasts.
- Some believe the sacred stories that weave into Myths, guiding us to the City.

Creating a Realm

BREAKING THE RULES

The guidelines on this page make for a typical Realm, but they can be bent or broken in creating your own Realms.

THE HEX MAP

A Realm is mapped on a hexagonal grid covering the loose rule of a Seat of Power. A 12x12 grid is typical, whether the Realm is landlocked, coastal, or an island chain.

Typically, players get a copy of the map with Holdings and general terrain marked. They cannot see Myths, Landmarks, and Barriers.

The distance covered by each hexagon is a Hecksleague, commonly called a Hex.

This distance represents a few loose factors:

- The area a hill fort can overlook
- The area that guards can patrol in a day
- A return hike to a neighbouring Hex gets you home before dark

WILDERNESS

Most Hexes are Wilderness, with a variety of terrain types. Spark Tables (p22) can help with this. As a general guide create clusters of d12 hexes of the same terrain type.

Some Hexes have a Barrier on one or more of their edges, typically a sudden altitude change or impassible feature. These cannot normally be travelled through. For a typical Realm, place a number of Barriers equal to one sixth of your total Hexes.

Most Realms have a navigable river passing through and a few large lakes spanning whole or multiple Hexes.

HOLDINGS

Place 4 Holdings a good distance apart, typically castles, walled towns, fortresses, or towers, held by Knights or influential Vassals. Most of the Realm lives within their walls or the surrounding Hex.

Designate one Holding as the Seat of Power. This is the Holding of the ruler of the whole Realm, commonly a Knight.

MYTH HEXES

Place 6 Myths (p27) in remote places. Number them as 1-6. The Hexes are clearly affected by the presence of their Myth.

LANDMARKS

Some Wilderness Hexes contain a Landmark. These are discovered when travellers roll 4-6 on the Wilderness roll. A typical Realm has 3 or 4 of each type of Landmark. Mark them with their initial or an icon.

Even characters who know a Landmark's location must still make a Wilderness Roll to check for Omens as they travel there.

Each Landmark type covers a range of specific features, with prompts provided on Knight and Myth pages later in the book.

The course of the game may create new Landmarks or remove or alter existing ones.

Dwellings: Humble homes amid the wilds.

Sanctums: Each the sacred home to a Seer. Roll on the Knight table (p26), consulting their page to discover which Seer.

Monuments: Sites of inspiration. Travellers may spend a Phase to restore SPI here as if they were consuming a Sacrament.

Hazards: Nature fights every step. Devise a solution, push through (lose d6 in a Virtue, usually VIG), or go back the way you came.

Curses: Blights on the land that throw you off course. If you travel in the next Phase it counts as travelling blind (p18).

Ruins: Remnants of the past echo the future. These hint at a random Myth not currently active in the Realm, though it may return.

ADDING DETAILS

Spark Tables (p22) can add detail to significant locations and people in the Realm.

DISTANT REALMS

Realms are usually bordered by water, mountains, or wasteland, though claims are often disputed. Travelling to a distant Realm normally sees you arrive in the next Season.

Sites

A Knight's journey largely focuses on travelling great distances to seek the guidance of Seers and uncover Myths.

However, on occasion there may be the need to zoom in on a single Hex, or a specific site within a Hex, in more detail.

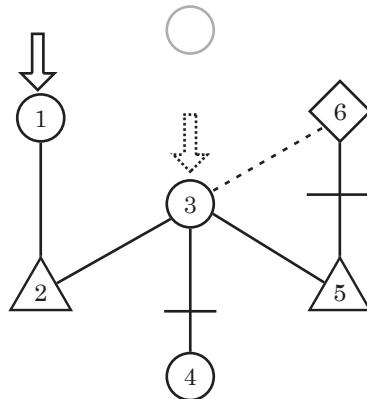
Sites can be created as areas that warrant more detailed exploration, whether ancient tombs, hostile castles, twisting caverns, or misty woods spanning the entire Hex.

While they can be plotted out with any number of traditional methods, this is a quick Hex-based method.

POINTS AND ROUTES

1. Draw 6 **points** as the corners of a hexagon, with a 7th in the centre.
 - a. Mark 3 points with circles. These are **features** that give information or set the mood.
 - b. Mark 2 with triangles. These are **dangers** to be navigated carefully.
 - c. Mark 1 with a diamond. This is **treasure**, a useful or valuable find.
 - d. Erase the final point and assign numbers to the remaining points.
2. Neighbouring points can be connected by three types of **route**.
 - a. Draw 3 **open** routes with a solid line. These are straightforward paths between points.
 - b. Draw 2 **closed** routes with a crossed line. Here something blocks the way, so creative thinking is required.
 - c. Draw 1 **hidden** route with a dotted line. This path is only found through specific exploration of its connecting points or local knowledge.
3. Make sure all points can be reached, even if one of the routes is closed or secret.
4. If applicable, place an **entrance** in any point, and an optional hidden entrance.

EXAMPLE - Blackmoss Isle



Entrance: A small cove, a safe landing spot on the island.

Hidden Entrance: Locals know of a second landing, requiring careful piloting through rocks and caves.

1. Stony beach overgrown with toxic black moss. Dead rock pools, smashed boat.
2. A tattered rope bridge over jagged rocks. Carrion Gulls harass travellers, hoping to secure their next meal.
3. A concealed harbour. A hidden cave leads to 6. The passageway to 4 is overgrown with toxic black moss.
4. A former shrine to the sea, overgrown with black moss. Now the tomb of the Salt Seer.
5. A waterlogged cave, swirling currents sweep away anybody not secured. Tunnel to 6 is flooded by raging waters.
6. The Salt Seer's hoard. Valuable treasures and his Eye of the Sea.

BREAKING THE RULES

The guidelines on this page are just a starting point. Rearrange the distribution of the types of point, route, and entrance if it suits the theme of the site better.

So a sealed burial complex might have:

Points: 3 Treasures, 2 Dangers, 1 Feature
Routes: 3 Closed, 2 Secret, 1 Open
Entrances: 1 Entrance only

Referring

PRIMACY OF ACTION

Even when using the rules for travel, exploration, and combat, remember this, the most important thing:

Past action taken by the players supersedes content generated by prompts or rules. Their deeds are reality.

Remember the core of giving players information, honouring their choices, and describing the impact of their actions.

GIVING INFORMATION

The players can only make interesting choices when they are presented with difficult situations and given all of the information needed to engage with them.

IMPROVISATION

When faced with a question not answered by rules, notes, or procedures, you improvise.

Anything too beneficial or too harmful creates the feeling of an arbitrary world. Instead, describe something that does at least one of the following:

- **Evokes** the flavour and themes of the area and its inhabitants.
- **Indulges** their senses. Vision, hearing, touch, smell, and taste.
- **Reinforces** something that they've already learned about this place.

PROMPTS

Every Knight and Myth spread has prompts across its base. These serve as cues for improvisation as needed. Spark Tables (p22) are also useful for generating ideas.

LUCK ROLLS

If you need to consult the whims of fate, make a Luck Roll on a d6. A high roll favours the players, a low one does not.

In general, use these guidelines:

LUCK ROLL

1	Crisis: Something immediately bad.
2-3	Problem: Something potentially bad.
4-6	Blessing: A welcome result.

ACTION PROCEDURE

When the players take action the Referee works down this list:

1. **Intent:** What are you trying to do?
2. **Leverage:** What makes it possible?
3. **Cost:** Would it use a resource, cause Virtue Loss, or have a side-effect?
4. **Risk:** What's at risk? No risk, no roll. Otherwise make a Save or a Luck Roll.
5. **Impact:** Show the consequences, honour the established risk, and move forward.

SUCCESS

When the players succeed at a significant action the Referee does one of the following:

- **Advance:** Move in a good direction.
- **Disrupt:** Lessen a threat.
- **Resolve:** Put a problem to rest.

FAILURE

When the players fail at a risky action they might still complete the action, but always suffer negative consequences:

- **Threaten:** Create a new problem.
- **Escalate:** Make a problem worse.
- **Execute:** Deliver on a threat.

IMPACT

Whether a success or a failure, ensure that the players' actions have an observable impact on the world. The best types of impact have both immediate and lasting consequences, always moving things forward.

ENDING A SESSION

At the end of each session:

- Discuss if it would feel right for a **Season** or **Age** to pass between now and the next session (p17).
- If a Season or Age passes, then follow the procedure detailed.
- Ask the players if they have any plans or ambitions for the next session. This gives you a direction for any preparation you do before then.

Time

Each Day has 3 Phases:

- **Morning:** Sunrise to Noon.
- **Afternoon:** Noon to Sunset.
- **Night:** Sunset to Sunrise.

Each Year has 3 Seasons:

Spring - *The Green Season*

- Begins with the **Feast of the Sun**, a day of excess and revelry to strengthen both the people and the land.
- Midspring sees **Sceptremass**, where the Seat of Power gathers local rulers to renew their vows of loyalty.
- Ends with the **Tax**, a share of coins collected by the Realm.

Harvest - *The Gold Season*

- Begins with the **Feast of the Stars**, a night of honours, unions, and contests.
- Midharvest sees **Eldermass**, a secretive assembly of Seers and trusted associates.
- Ends with the **Tithe**, a share of food and drink collected by the Realm.

Winter - *The Grey Season*

- Begins with the **Feast of the Moon**, a solemn reflection of mortality and history.
- Midwinter sees **Kindlemass**, a sacred day of warmth and goodwill, where each home must open their doors to all.
- Ends with the **Levy**, a share of materials and crafted goods collected by the Realm.

Each Life has 3 Ages:

- **Young:** Green, always learning.
- **Mature:** Seasoned, in their golden years.
- **Old:** Grey, considering their legacy.

When a character becomes **Mature** they reroll each Virtue on d12+d6 and keep the result if higher.

When a character becomes **Old** they reroll each Virtue on d12+d6 and keep the result if lower. Old characters lose d12 VIG at the end of each Age. If this takes them to VIG 0 they die peacefully.

ADVANCING TIME

At the end of each session, or during a natural break in their journey, the group decides how much time will reasonably pass:

- **None:** Pick up where you left off.
- **Weeks:** Continue on to the next significant seasonal event.
- **Months:** Move to the next Season.
- **Years:** Begin a new Age in Spring.

If uncertain, roll:

PASSAGE OF TIME

1	Season or Age turns now .
2-3	Season or Age turns after next session .
4-6	The Season or Age continues .

Between Seasons and Ages, Knights guard the Realm and each choose a pursuit.

BETWEEN SEASONS

Restore Virtues and choose one:

- **Pilgrimage:** Learn about an unknown part of the Realm.
- **Courtesy:** Establish a new contact or earn a favour.
- **Service:** Make a small improvement to the Realm.

BETWEEN AGES

Restore Virtues, gain 1 Glory, choose one:

- **Duty:** Make a significant improvement to the Realm.
- **Succession:** Establish a successor and/or have them Knighted.
- **Legacy:** Your successor gains half of your current Glory.

UNRESOLVED SITUATIONS

If an important situation is left unresolved before moving to the next Season or Age, roll d6 to see how it changes:

UNRESOLVED SITUATIONS

1	It goes as bad as it could possibly go .
2-3	It gets worse .
4-6	It gets better .

Travel

Travelling consumes a whole Phase of the day and uses one of 3 methods:

- **Trek:** 1 Hex on foot or steed.
- **Gallop:** 2 Hexes on a non-*Exhausted* steed. The steed loses d6 VIG.
- **Cruise:** 3 Hexes by boat, or by steed on a rarely-found proper road.

When ending a phase in **Wilderness**, roll:

WILDERNESS ROLL

1	Encounter the next Omen from a random Myth in this Realm.
2-3	Encounter the next Omen from the nearest Myth .
4-6	Encounter the Hex's Landmark . Otherwise all clear .

HOSPITALITY

When sleeping indoors, do not make a Wilderness Roll. Manners dictate that hospitality be granted to travelling Knights. Longer stays warrant a favour in return.

CAMPING

When sleeping outdoors make a Wilderness Roll as normal, ignoring Landmarks. Hostile Omens prevent proper sleep, while others may not occur at all if they are improbable as nighttime activity.

SUPPLIES

Knights gather food, water, and firewood as they travel, so these are not tracked. In situations where essential needs are deprived the Company each lose d6 VIG each morning.

NIGHT

Travelling or exploring at night causes the Company to lose d6 SPI each. If they lack a guide and light they are also travelling blind.

SLEEP

Each morning, all who did not get proper sleep the previous day lose d6 CLA.

WINTER

Anybody camping or travelling at night in Winter loses d6 VIG. Most Realms also risk dire weather during Winter (see opposite).

OMENS

Each Myth has 6 Omens, listed in the order in which they are encountered. The first encounter with a specific Myth is always Omen 1, the second Omen 2 etc.

Remember **primacy of action** (p16). If the players want to hunt for the Wyvern's nest they don't have to wait for that Omen to appear if they take action themselves.

MYTH HEXES

Ending a phase in the Hex containing a Myth always reveals its next Omen without making a Wilderness Roll. When possible, the Knights also get the drop on the Omen.

BARRIERS

Travel through a Barrier is not normally possible, though locals might know a way. Attempting to travel through a Barrier wastes that Phase of the day, but still causes a Wilderness Roll.

OTHER TRAVELLING TABLES

Travellers who find themselves roaming without a proper sense of direction, or shrouded by darkness or mist, must roll when they try to move to a new Hex.

TRAVELLING BLIND

1	Circle back to where you started.
2-3	Drift a Hex to the Left (2) or Right (3).
4-6	Progress as planned.

When travelling in lands at the mercy of dire weather, roll at the start of each Phase.

DIRE WEATHER

1	Dire weather. You can't leave the Hex and can't get proper sleep.
2-3	Looming threat. If this is rolled a second consecutive time, treat as dire weather.
4-6	Fine weather for travel.

When arriving in a Holding, roll to gauge the local mood.

LOCAL MOOD

1	Occupied by a looming or recent woe .
2-3	There is a sense of things in decline .
4-6	A fine mood and all seems well enough.

Exploration

THE LAY OF THE LAND

Each Hex is large and diverse, a land within the land. Some may spend their whole lives within one. A forest Hex might have cliffs, streams, clearings, and caves.

Use Spark Tables (p22) and the prompts at the base of each Knight and Myth spread to help fill the blanks in your Hexes.

EXPLORATION ACTIONS

When ruling exploration actions, follow the standard Action Procedure (p16). In particular, consider whether the action will take a whole Phase of the day to carry out.

As with other Actions, the players should know the risks before they commit to it.

If the Action calls for a Save the Company decides who rolls, using their Virtue.

Even if they fail the Save, the goal might still be achievable, but now faces an obstacle, a hostile encounter, or an additional cost.

While the cause and consequence of failure can be personal, they also represent the whims of nature, bad weather, shifting land.

If it is unclear which Virtue to use, consider the main activity involved in the risky part:

- **Vigour:** Strength or physical stamina.
- **Clarity:** Senses or mental quickness.
- **Spirit:** Social or emotional influence.

SEARCHING

It takes a whole Phase to carry out a surface level sweep of an entire Hex, thoroughly search for something known to exist there, or find a vantage point.

VISION

From a vantage point it's possible to get an overview of the current Hex and a general sense of what lies in neighbouring hexes, but not specific details.

GATHERING FOLKLORE

Everybody knows something about Myths. How much depends on who they are.

Vassals know about their nearest Myth, and its general direction. If it is adjacent to their home then they know its precise location. They know Landmarks in their home and neighbouring Hexes.

Knights and **Vagabonds** have roamed enough to know about a random Myth of the Realm and its rough direction. They also know of the nearest Landmark.

All of the above know **rumours** that warn of dangers, but not how to avoid or undo them.

Seers know the **rules** of all Myths, their secrets, and their locations. They know their weaknesses, and cures to their maladies. They know all Landmarks in the Realm. Such vast knowledge isn't given freely.

For example, take Myth 6, the Goblin.

Omen 2 describes "A lost lad, full of stories. Claims a little old man called him into the woods."

All locals know about children going missing, and stories of a strange old man in the woods off to the north-east.

A Seer knows that this is, in fact, the Goblin, and would know that he can only claim lost things, unable to steal for himself. They even know where to find his lair.



Dominion

RULING A DOMAIN

In return for pledging loyalty to the Seat of Power, a Holding might be granted to a Knight or influential Vassal. This forms a Domain. Wilderness Hexes and their Landmarks formally fall under the dominion of their nearest Holding.

THE COUNCIL

Prestigious seats must be filled for a Domain to run smoothly. Though you may grant and revoke these roles, those who are scorned rarely go quietly.

Steward: Ruling in your absence, carrying your authority and the key to the treasury.

Marshal: Training and equipping soldiers, mustering them in times of war.

Sheriff: Monitoring threats within your Realm and even within your walls.

Envoy: Managing neighbours and providing hospitality to visitors.

The Circle: Rulers often invite worthy visiting Knights to sit alongside the Council as equals, an ancient tradition.

Members of your Council can be assigned to tasks. Depending on the scope these could take a Phase, a Week, or a full Season. These are handled just as normal actions (p16), with failure typically causing a **Crisis**.

THE COURT

Those who serve outside the Council.

Retainers: Vassals taken on by individual Council members to aid in their work.

Courtiers: Commoners with lesser responsibilities or ceremonial honours, usually holding higher ambitions.

Petitioners: Representatives from outside of the Court, granted an audience to seek aid, counsel, or justice.

Seers: Although they live in their Sanctums they occasionally visit Court or send acolytes in their stead.

CRISES

Ruling a Domain is an exercise in ongoing disaster management.

At the start of a Season or when returning from a long absence, roll:

CRISIS ROLL

1

Calamity: Immediately gain 2 Crises.

2-3

Dilemma: Choose between 2 Crises.

4-6

Prosperity: Times are good.

Crises apply to the whole Domain, not a single character, and remain until resolved. They can be chosen by the Referee, or rolled:

- Chaos** - *Lawlessness in the land*
Resolution: Enforce a sense of justice.
- Debt** - *Dire need of coffer and coin*
Resolution: Restock the treasury.
- Famine** - *Empty plates, empty fields*
Resolution: Get food into the stores.
- Misery** - *Vassals question why they toil*
Resolution: Raise the spirits of the people.
- Panic** - *The weak tremble with unease*
Resolution: Ensure the Vassals feel safe.
- Doubt** - *Seeds of betrayal against you*
Resolution: Assert your authority to rule.

MISRULE

If a season ends with 3 or more unresolved Crises then the Domain goes into misrule. Vassals revolt, Knights leave, and pretenders move in on their claims.

CLAIMING A SEAT OF POWER

A Seat of Power carries similar problems to a Holding, elevated to a larger scale. Threats arise from within your Court, within your Realm, and from beyond your borders.



Authority

MUSTERING TROOPS

A typical Seat of Power can muster 3 Warbands, other Holdings 2. The Marshal determines their training and armament.

TAXES, TITHES, & LEVIES

Standard collections (p17) keep the Domain running without too much strain. A Steward can squeeze more from their Vassals for a war or great project, but must roll:

INCREASED COLLECTIONS

- | | |
|-----|---|
| 1 | Immediate misrule . |
| 2-3 | Your coffers are filled, but take a Crisis . |
| 4-6 | The Vassals pay willingly , mostly. |

COURTLY CONFLICT

Courtiers breed problems, especially when they hold leverage over their ruler, whether family influence, dark secrets, or military might. Here a ruler must tread carefully, as obvious solutions always leave at least one party feeling mistreated.

Every Season brings some drama. Spark Tables (p22) can help to describe this. Roll to see how you're involved:

DRAMA IN COURT

- | | |
|-----|--|
| 1 | You are personally involved . |
| 2-3 | You are involved by association . |
| 4-6 | You are not involved . |

CONQUEST

Knights live between two worlds. One of rank, oath, and rule of the worthy. The other of chaos, brutality, and rule of the strong.

Often, having the audacity to seat yourself in a Holding is enough to make you the ruler.

Holdings and Realms seized by force and left unchallenged tend to have a period of turmoil before adapting to the new status quo.

GRAND DESIGNS

Work on **existing** buildings or infrastructure is generally completed by the next Season.

New buildings or infrastructure can be completed in a Season.

Grand projects such as castles and roads require an entire Age of work.

SUCCESSION

Typically a ruler names their successor, though some Realms defer the decision to a conclave of Seers or a group of specially chosen Knights-Elector.

Whoever the successor, they are sure to face at least some resistance, and should quickly establish their own authority.



Nature

The majority of any Realm is wilderness, where even rough trails are a rare sight.

Roll 2d12 on a Spark Table and combine the results for an improvisational prompt.

LAND		SKY		WATER	
Character	Landscape	Tone	Texture	Tone	Texture
1	Barren	Marsh	Glittering	Aurora	Crystal
2	Dry	Heath	Violet	Haze	Teal
3	Grey	Crags	Sapphire	Marble	Pearlescent
4	Sparse	Peaks	Pale	Glow	Mucky
5	Sharp	Forest	Fiery	Billows	Cobalt
6	Teeming	Valley	Ivory	Swirl	Verdant
7	Still	Hills	Slate	Streaks	Frosted
8	Soft	Meadow	Pink	Dapple	Dark
9	Overgrown	Bog	Golden	Rays	Verdigris
10	Vivid	Lakes	Bloody	Pillars	Silver
11	Sodden	Glades	Bright	Shimmer	Emerald
12	Lush	Plain	Inky	Swells	Jade

WEATHER		FLORA		FAUNA	
Description	Element	Nature	Form	Nature	Form
1	Gentle	Rain	Aromatic	Grasses	Watchful
2	Fleeting	Gusts	Ashen	Heather	Helpful
3	Persistent	Cloud	Blooming	Shrubs	Graceful
4	Bright	Sunlight	Twisted	Brambles	Loud
5	Thin	Mist	Towering	Canopy	Mischiefous
6	Cool	Humidity	Fruitful	Ferns	Deceitful
7	Hot	Thunder	Stinging	Trunks	Enlightening
8	Solid	Dust	Vibrant	Vines	Placid
9	Dull	Warmth	Brittle	Conifers	Beautiful
10	Faint	Drizzle	Thorny	Saplings	Mighty
11	Abundant	Breeze	Sturdy	Reeds	Hostile
12	Harsh	Fog	Resinous	Roots	Aloof

FEATURE		WONDER		OTHERWORLD	
Nature	Form	Theme	Element	Character	Landscape
1	Buried	Brook	Pleasure	Light	Acidic
2	Colourful	Seat	Secrets	Flames	Black
3	Adorned	Pit	Prophecy	Stones	Smoke
4	Spiked	Cave	Healing	Beasts	Frozen
5	Split	Monolith	Desire	Sparks	Dead
6	Entombed	Mound	Memory	Trails	Broken
7	Reflective	Cairn	Death	Mist	Colossal
8	Veiled	Pond	Strength	Colours	Living
9	Hot	Waterfall	Temptation	Plants	Burning
10	Drowned	Spring	Pain	Wind	Sludge
11	Desecrated	Arch	Regret	Water	White
12	Isolated	Henge	Time	Shadows	Sweet

Civilisation

Rare havens of timber and stone, filled with joy and turmoil.

Roll 2d12 on a Spark Table and combine the results for an improvisational prompt.

HOLDING	
	Style Feature
1	Dark Turrets
2	Ruined Tower
3	Hostile Wall
4	Ancient Battlements
5	Ornate Citadel
6	Wild Gate
7	Pristine Spire
8	Fortified Dome
9	Unfinished Beacons
10	Welcoming Bridge
11	Proud Pillars
12	Bright Moat

BAILEY	
	Style Feature
1	Filthy Marketplace
2	Abandoned Forge
3	Joyous Library
4	Sophisticated Fountain
5	Industrious Temple
6	Humble Forum
7	Majestic Tomb
8	Hallowed Garden
9	Rustic Hall
10	Solemn Workshops
11	Bustling Arena
12	Immaculate Garrison

KEEP	
	Centrepiece Decoration
1	Hearth Antlers
2	Throne Silver
3	Musicians Heraldry
4	Pool Bones
5	Advisers Flowers
6	Servants Scripture
7	Shrine Jewels
8	Table Wreaths
9	Reliquary Candles
10	Cauldron Fur
11	Chandelier Tapestries
12	Guards Shields

FOOD	
	Quality Type
1	Spiced Fish
2	Herbal Fruit
3	Crunchy Stew
4	Sour Mushrooms
5	Dry Pie
6	Fermented Cheese
7	Salted Nuts
8	Wet Cake
9	Fatty Porridge
10	Chewy Bread
11	Sweet Vegetable
12	Mild Meat

GOODS	
	Theme Type
1	Military Textile
2	Abundant Livestock
3	Traditional Grain
4	Specialist Mead
5	Industrious Tools
6	Innovative Stone
7	Secretive Wood
8	Simple Pottery
9	Strong Metal
10	Decorated Leather
11	Fine Honey
12	Lucky Herb

LUXURIES	
	Rarity Type
1	Antique Jewel
2	Intricate Wine
3	Unique Spice
4	Scarce Fragrance
5	Hazardous Silk
6	Flawless Fur
7	Luminous Artwork
8	Lost Sword
9	Esoteric Creature
10	Sacred Ore
11	Mythical Root
12	Beautiful Scripture

DRAMA	
	Theme Detail
1	Betrayal Brawl
2	Jealousy Poison
3	Rivalry Oath
4	Infidelity Feast
5	Coup Letters
6	Ambition Disguise
7	Redemption Inheritance
8	Revelation Assassin
9	Wrath Family
10	Greed Alcohol
11	Banishment Blackmail
12	Manipulation Gold

WOE	
	Description Incident
1	Secretive Disease
2	Violent Famine
3	Looming Raids
4	Sudden Invasion
5	Ongoing Abduction
6	Prophecised Storm
7	Mysterious Fire
8	Sanctioned Revolt
9	Unseen Exodus
10	Vast Beast
11	Escalating Killing
12	Concealed Theft

NEWS	
	Subject Mood
1	Duel Pensive
2	Birth Joyous
3	Market Content
4	Trial Divided
5	Ritual Furious
6	MMercenaries Sceptical
7	Festival Adoring
8	Tournament Nostalgic
9	Punishment Unified
10	Performance Bleak
11	Death Solemn
12	Marriage Optimistic

People

Knights, Seers, Vassals, and Vagabonds are all more than just their role.

Roll 2d12 on a Spark Table and combine the results for an improvisational prompt.

APPEARANCE		
	Physique	Dress
1	Delicate	Armoured
2	Short	Tattered
3	Robust	Vibrant
4	Hard	Crude
5	Haggard	Eclectic
6	Cold	Traditional
7	Warm	Comfortable
8	Youthful	Gaudy
9	Soft	Drab
10	Sickly	Decorated
11	Tall	Functional
12	Rough	Elegant

VOICE		
	Tone	Manner
1	Whispering	Formal
2	Soothing	Poetic
3	Smooth	Precise
4	Flat	Intense
5	Mumbled	Rambling
6	Weak	Detached
7	Strong	Passionate
8	Hesitant	Terse
9	Melodic	Relaxed
10	Gravelly	Blunt
11	Erratic	Boisterous
12	Booming	Friendly

PERSONALITY		
	Demeanour	Interest
1	Cautious	Botany
2	Spiritual	History
3	Intellectual	Music
4	Ambitious	Gambling
5	Serene	Animals
6	Righteous	Art
7	Empathetic	Cookery
8	Unstable	Craft
9	Prying	Fishing
10	Melancholic	Fashion
11	Cynical	Hunting
12	Rash	Stories

RELATIONSHIP		
	State	Connection
1	Adoring	Kin
2	Reluctant	Friend
3	Secret	Lover
4	Estranged	Spouse
5	Hateful	Supporter
6	Distant	Ally
7	Harmonious	Rival
8	Intimate	Successor
9	Recent	Mentor
10	Sworn	Peer
11	Tumultuous	Enemy
12	Resentful	Guardian

DESIRE		
	Ambition	Motive
1	Escape	Freedom
2	Wealth	Love
3	Status	Legacy
4	Knowledge	Recovery
5	Mastery	Revenge
6	Heirloom	Duty
7	Marriage	Fear
8	Truth	Guilt
9	Travel	Recognition
10	Power	Defiance
11	Security	Curiosity
12	Forgiveness	Hatred

TASK		
	Action	Subject
1	Investigate	Knight
2	Capture	Seer
3	Destroy	Vassals
4	Transport	Livestock
5	Retrieve	Monument
6	Mend	Gold
7	Break	Ruin
8	Guard	Animals
9	Aid	Dwelling
10	Salvage	Holding
11	Conceal	Bridge
12	Hunt	Warband

BACKGROUND		
	Upbringing	Memory
1	Deprived	War
2	Pious	Migration
3	Outcast	Riding
4	Military	Study
5	Insular	Exile
6	Nomadic	Joy
7	Drudgery	Sickness
8	Mercantile	Escape
9	Feral	Injury
10	Prestigious	Friendship
11	Academic	Execution
12	Pampered	Romance

AILMENT		
	Descriptor	Symptom
1	Hidden	Insomnia
2	Mild	Migraines
3	Intermittent	Arthritis
4	Growing	Nausea
5	Medicated	Fixation
6	Denied	Blindness
7	Unexplained	Deafness
8	Constant	Melancholy
9	Diminishing	Shaking
10	Permanent	Frailty
11	Debilitating	Coughing
12	Obvious	Lethargy

HERALDRY		
	Palette	Symbol
1	Light	Beast
2	Hot	Bird
3	Earthy	Fish
4	Rich	Weapon
5	Metallic	Crown
6	Brilliant	Tree
7	Grey	Flower
8	Jewelled	Bodypart
9	Subdued	Structure
10	Airy	Ring
11	Cold	Tool
12	Dark	Star

Combat

Anything can happen in the chaos of battle.

Roll 2d12 on a Spark Table and combine the results for an improvisational prompt.

SOLDIER		
	Quality	Type
1	Mobile	Skirmisher
2	Reluctant	Archer
3	Mounted	Scout
4	Renowned	Militia
5	Zealous	Guard
6	Conscript	Infiltrator
7	Cowardly	Raider
8	Heavy	Veteran
9	Bloodthirsty	Infantry
10	Fancy	Rider
11	Fearsome	Charger
12	Mercenary	Knight

WEAPON		
	Descriptor	Feature
1	Short	Blade
2	Pole	Spear
3	Chain	Axe
4	Barbed	Mace
5	Forked	Cleaver
6	Curved	Hammer
7	Weighted	Spike
8	Double	Hook
9	Crossed	Club
10	Throwing	Rod
11	Thin	Fang
12	Long	Sword

MANOEUVRES		
	Action	Intent
1	Feint	Demoralise
2	Strike	Confuse
3	Boast	Exploit
4	Defend	Stall
5	Negotiate	Relocate
6	Flurry	Observe
7	Rush	Defeat
8	Taunt	Expose
9	Jab	Surprise
10	Charge	Stagger
11	Onslaught	Weaken
12	Provoke	Intimidate

CONFLICT		
	Dispute	Status
1	Border	War
2	Religion	Raids
3	Succession	Animosity
4	Resource	Truce
5	Debt	Skirmishes
6	Betrayal	Standoff
7	Theft	Occupation
8	Conquest	Stalemate
9	Marriage	Blockade
10	Deceit	Tension
11	Waterway	forgotten
12	Bloodfeud	Negotiations

DUEL		
	Stipulation	Twist
1	Joust	Timed
2	Swords	Pit
3	Partner	Bridge
4	Team	Immobile
5	Unarmoured	Maze
6	Chained	Archers
7	Blood	Fire
8	Death	Beasts
9	Surrender	Mud
10	Judged	Night
11	Blunt	Water
12	Javelins	Cage

BATTLEFIELD		
	Feature	Detail
1	River	Smoke
2	Ruins	Mud
3	Hill	Flies
4	Forest	Trenches
5	Lake	Tower
6	Outpost	Boulders
7	Pass	Flowers
8	Farm	Streams
9	Trail	Thorns
10	Bridge	Stink
11	Wall	Ravine
12	Dwelling	Tombs

DEPLOYMENT		
	Style	Formation
1	Aggressive	Line
2	Mobile	Column
3	Tight	Chevron
4	Deceptive	Ranks
5	Shielded	Square
6	Rigid	Circle
7	Flexible	Flank
8	Open	Skirmish
9	Focused	Block
10	Dispersed	Square
11	Reinforced	Wedge
12	Defensive	Scatter

STRATEGY		
	Plan	Twist
1	Encircle	Darkness
2	Capture	Reserves
3	Assault	Diversion
4	Harass	Betrayal
5	Pillage	Artillery
6	Outlast	Camouflage
7	Ambush	Bluff
8	Overwhelm	Delay
9	Blockade	Decoy
10	Divide	Bait
11	Focus	Sacrifice
12	Counter	Fire

EVENT		
	Subject	Event
1	Allies	Collapse
2	Morale	Attack
3	Weather	Slaughter
4	Terrain	Stalemate
5	Strategy	Stall
6	Discipline	Falter
7	Animal	Sabotage
8	Opportunists	Scatter
9	Deception	Charge
10	Leader	Confusion
11	Loot	Worsening
12	Weapons	Discovery

Knights

Roll d6 and d12. Read the d6 first. Pages list the d6 in a square, d12 in a pentagon.

Each Knight can be used for a player character or non-player Knights who are encountered wandering or ruling. Generally each player should have a different type of Knight.

Some Realms refer to Knights by honorific titles and ranks, others their given name and home, while most use their full knightly title or simply "Knight."

ONE

1. The True Knight
2. The Snare Knight
3. The Tourney Knight
4. The Bloody Knight
5. The Moss Knight
6. The War Knight
7. The Willow Knight
8. The Gilded Knight
9. The Saddle Knight
10. The Riddle Knight
11. The Talon Knight
12. The Barbed Knight

TWO

1. The Trail Knight
2. The Amber Knight
3. The Horde Knight
4. The Emerald Knight
5. The Chain Knight
6. The Banner Knight
7. The Pigeon Knight
8. The Shield Knight
9. The Whip Knight
10. The Seal Knight
11. The Horn Knight
12. The Dove Knight

THREE

1. The Story Knight
2. The Turtle Knight
3. The Key Knight
4. The Moat Knight
5. The Boulder Knight
6. The Tankard Knight
7. The Owl Knight
8. The Hooded Knight
9. The Lance Knight
10. The Questing Knight
11. The Ring Knight
12. The Forge Knight

FOUR

1. The Rune Knight
2. The Gallows Knight
3. The Tome Knight
4. The Meteor Knight
5. The Gazer Knight
6. The Mule Knight
7. The Halo Knight
8. The Iron Knight
9. The Mirror Knight
10. The Dusk Knight
11. The Coin Knight
12. The Mock Knight

This is not an exhaustive list, and even those listed Knights may differ as the mantle is passed on.

Each page also includes the Seer who granted their Knighthood, witnessing the pledging of their Oath.

FIVE

1. The Mask Knight
2. The Bone Knight
3. The Salt Knight
4. The Violet Knight
5. The Cosmic Knight
6. The Temple Knight
7. The Fox Knight
8. The Gull Knight
9. The Magpie Knight
10. The Reliquary Knight
11. The Vulture Knight
12. The Free Knight

SIX

1. The Silk Knight
2. The Tiger Knight
3. The Leaf Knight
4. The Glass Knight
5. The Hive Knight
6. The Ghoul Knight
7. The Weaver Knight
8. The Thunder Knight
9. The Dust Knight
10. The Fanged Knight
11. The Pearl Knight
12. The Rat Knight

Myths

Roll d6 and d12. Read the d6 first. Pages list the d6 in a square, d12 in a pentagon.

Each Myth lists its Omens and the cast of beings who are associated with it.

Entering or exploring the Myth's Hex always reveals its next Omen, remembering Primacy of Action (p16).

The Hex itself is visually tied to the Myth.

When the group feels that a Myth is resolved the Knights each gain 1 Glory and a new Myth replaces it in the next Season.

Myths may appear at odds with their Realm, such as The Sea in a desert.

Still, these Myths must be brought to pass, so Realm and Myth can shift as needed.

ONE

1. The Plague
2. The Wall
3. The Shadow
4. The River
5. The Wyvern
6. The Goblin
7. The Forest
8. The Child
9. The Order
10. The Dead
11. The Underworld
12. The Wurm

THREE

1. The Chariot
2. The Desert
3. The Mountain
4. The Star
5. The Sun
6. The Moon
7. The Lion
8. The Wheel
9. The Cudgel
10. The Lizard
11. The Ogre
12. The Spider

FIVE

1. The Colossus
2. The Fortress
3. The Citadel
4. The Catacomb
5. The Hound
6. The Glade
7. The Tournament
8. The Bull
9. The Hydra
10. The Spire
11. The Sprite
12. The Hole

TWO

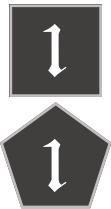
1. The Pack
2. The Eye
3. The Blade
4. The Legion
5. The Imp
6. The Troll
7. The Demon
8. The Sea
9. The Elf
10. The Axe
11. The Dwarf
12. The Tower

FOUR

1. The Coven
2. The Lich
3. The Wight
4. The Spectre
5. The Wraith
6. The Beast
7. The Judge
8. The Crown
9. The Boar
10. The Eagle
11. The Bat
12. The Toad

SIX

1. The Mist
2. The Gargoyle
3. The Changeling
4. The Inferno
5. The Harp
6. The Tree
7. The Pool
8. The Elephant
9. The Snail
10. The Cave
11. The Apparatus
12. The Rock



The True Knight

A pact to uphold truth and fact
On lies the false lay brake and cracked

PROPERTY

- Polished mace (d8 hefty), mail (A1), plate (A1), and helm (A1)
- Kite shield (d4, A1) marked with a symbol of the truth (see below)
- Petulant steed (VIG 10, CLA 10, SPI 5, 5GD)

ABILITY - Punitive Stroke

Make a melee Attack against a known liar.
Get +d10 to the Attack, ignoring armour.

PASSION - Honesty

Restore SPI when you tell the truth where a lie might be more beneficial.

SYMBOL OF THE TRUTH

	Trigger	Effect
1	Lying to you about their identity	Golden glow
2	Giving false witness to you	Turns cold
3	Giving you malicious advice	Gentle hum
4	Lying while bearing the shield	Fragrant aroma
5	Omitting key information to you	Distant birdcall
6	Lying to you about their intent	Loud clang



KNIGHTED BY...

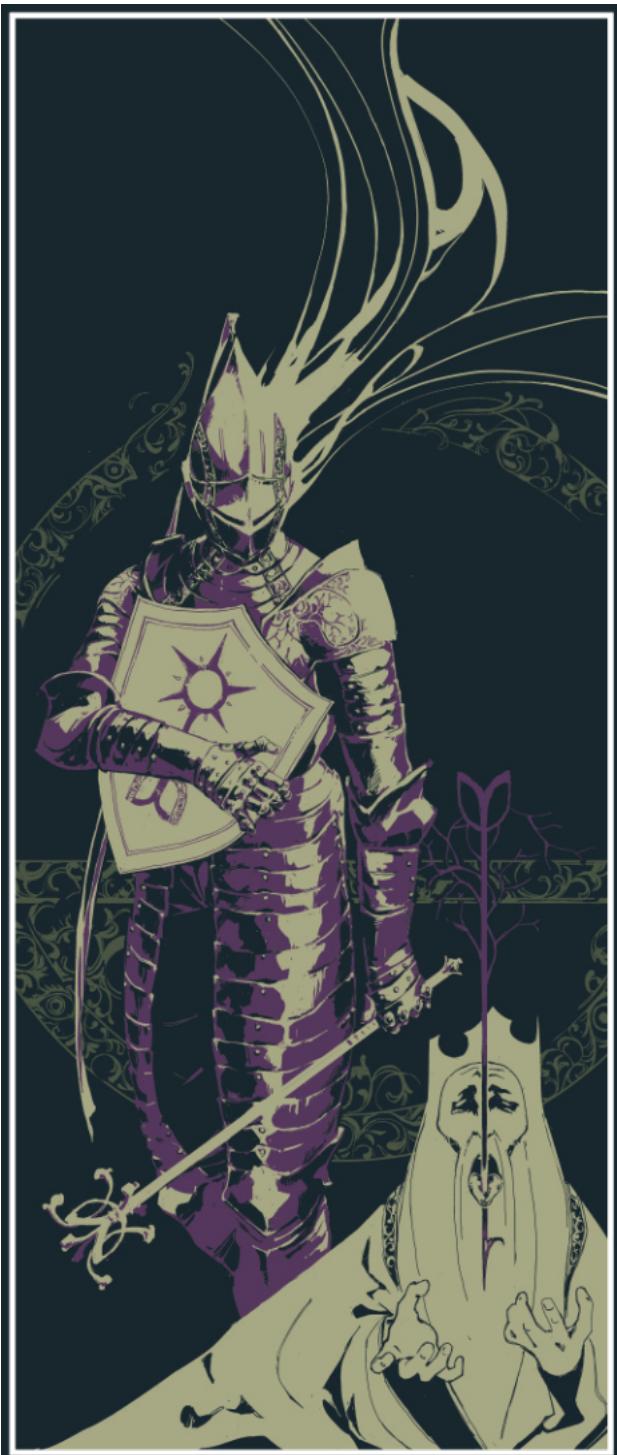
The Rotted Seer

VIG 7, CLA 5, SPI 11, 2GD

- Their withered touch is only contagious if they will it.
- Sees the way to live on through any amount of physical decay.
- Wants to become even more rotten, filthy, and diseased.

Person: Wandering old coot ~ **Name:** Senara ~ **Characteristic:** Thunderous voice

Object: Grey lantern ~ **Beast:** Smiling fox ~ **State:** Feasting ~ **Theme:** Sleep



The Plague

Birthed in air, spread by stream, lurking in the blood
The terror of our time will see us all stuck in the mud



Omens

1. An old coot proclaims their dreams, where foul air was choking people in their sleep. Pleads for help spreading the word.
2. Moaning in the mist. An ivy-cloaked shack, home to a dying old couple. Their daughter left to search for treatment.
3. Jolly hunter and his son with mild symptoms, chasing a smiling fox up a tree. They don't believe in the Plague, but claim the fox is a harbinger of death. The smiling fox wants to witness a death.
4. A self-important Knight and two Squires, returning to report the Plague to the Seat of Power. Demands escort from other Knights. They carry a grey lantern, its light only visible to the carrier.
5. A clearing, bonfire embers. An infected crowd, close to death, full of anger. They swear a blood oath on the stump of a red oak, seeing visions of revenge. They attack any caught watching.
6. An infected village, the root of the Plague. All are visibly infected. Two Purging Knights, charging to cleanse with flame.

Dwelling: Shepherd fields ~ Sanctum: Whispering brook ~ Monument: Royal statue
Hazard: Choking woodland ~ Curse: Icy mist ~ Ruin: Burned village

Cast

The Angry Infected

VIG 8, CLA 6, SPI 5, 2GD
Logging axe (d8 long)

Those directly exposed must pass a VIG Save to avoid infection. Causes d6 VIG loss daily.
There are treatments but no cures.

Jolly Hunter, Maccan

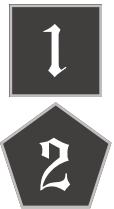
VIG 14, CLA 12, SPI 15, 4GD
Shortbow (d6 long), handaxe (d6)

Purging Knights, Dirmad & Duncas

VIG 12, CLA 10, SPI 7, 5GD
A3 (mail, helm, shield)
Flail (d8 hefty), shield (d4)
3 firepots (d6 blast, sets area alight)
Twins, hate each other.

THE DEATHLY MALADY

Fatal Symptom	Transmission
1 Bleeding	Skin contact
2 Choking	Breath
3 Swelling	Bodily fluids
4 Wasting	Ingestion
5 Lethargy	Rats
6 Convulsion	Flies



The Snare Knight

Immersed within the woods a deep
A sheriff rides from nature's keep

PROPERTY

- Handaxe (d6) attached to wildrope (strong rope that blends perfectly into foliage), gambeson (A1)
- Companion (see below) (VIG 5, CLA 10, SPI 7, 4GD, partially understands human speech)
- Tattered steed (VIG 8, CLA 10, SPI 5, 2GD)

ABILITY - Wild Eye

Observe a beast in secret.

Learn a useful truth about their habitat.

PASSION - Empathy

Restore SPI when you spare the life of a hostile animal.

KNIGHT & COMPANION

	History	Type
1	Exiled	Otter
2	Feral	Hare
3	Vengeful	Rat
4	Shamed	Weasel
5	Jovial	Ferret
6	Artistic	Squirrel



KNIGHTED BY...

The Swollen Seer

VIG 15, CLA 5, SPI 4, 1GD

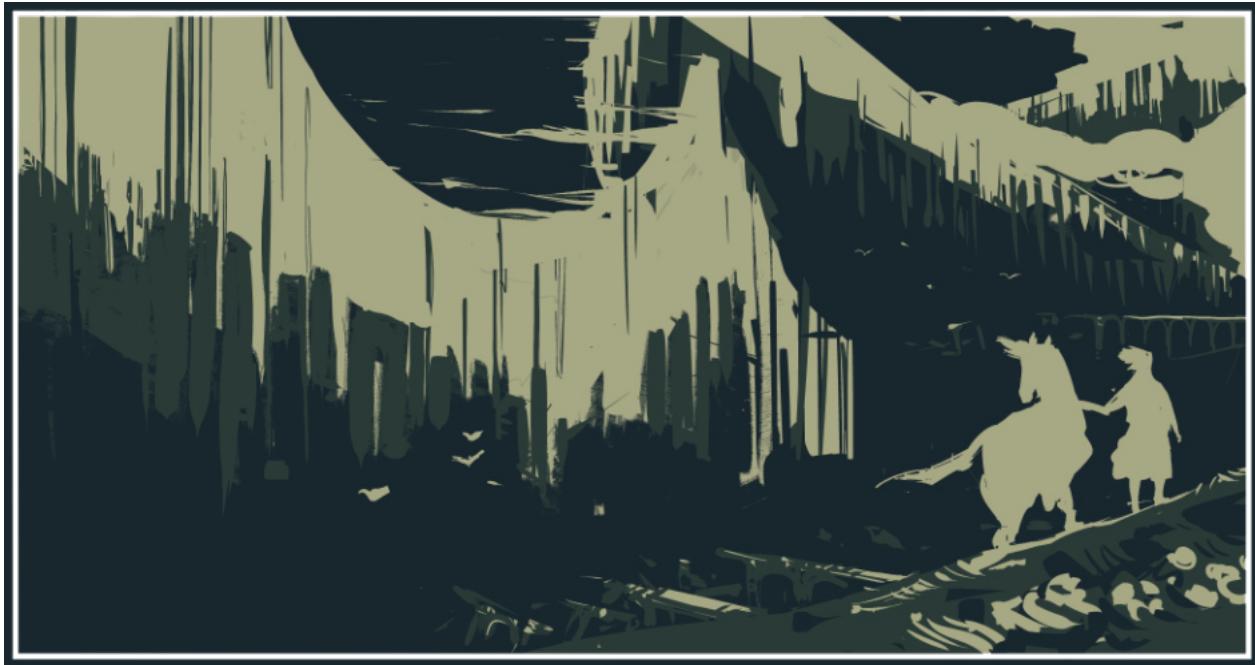
- Can only be moved by feats of engineering usually reserved for siegery.
- Sees within the minds of huge beings.
- Wants to grow ever bigger.



Person: Tired scout ~ Name: Caldan ~ Characteristic: Golden hair
Object: Moonlit honey ~ Beast: Giant magpie ~ State: Resting ~ Theme: Rope

The Wall

Cutting through the land, a wonder two storms tall
Guarding from invasion, or built to cage us all



Omens

1. Crumbling outpost. A band of labourers sharing a meal on their way to begin work repairing the Wall. They think Knights are being sent to stop them.
2. Two giant magpies, stealing shiny things. They nest in the trees that root among the Wall's oldest stones.
3. Lonesome Wall Knight sat among colossal tree roots. She's strayed from the Wall, bored, in search of a little company.
4. Pair of wardens, stuck at the bottom of a muddy slope. They search for a bandit who climbed the Wall. One is paranoid, eating from a pot of moonlit honey known to protect against illusions.
5. A pair of furious refugees, heading to break the wall after being driven out of their home. They drank oil from the hidden giant's well, granting a terrible strength. They don't trust Knights.
6. A distant army lies beyond the wall. A mercenary Warband heads to break an opening for them.

Cast

Wall Wardens, Brin, Catrona & Elish

VIG 11, CLA 8, SPI 7, 4GD

A1 (visored helm)

Wallerhook (d8 long, +d10 vs targets below)

Wall Knight, Annick

VIG 13, CLA 10, SPI 8, 5GD

A2 (old mail, helm)

Longaxe (d10 long), excessive curiosity

Giant Magpie, Silverseeker

VIG 6, CLA 14, SPI 5, 3GD

Beak and talons (2d6, wounded targets are blinded until they rest)

Empowered Refugees, Mohan & Orla

VIG 18, CLA 8, SPI 9, 2GD

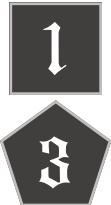
Giant punches (2d10)

STRETCHES OF WALL

	Condition	Watch Post
1	Crumbling	Isolated
2	Reinforced	Overstaffed
3	Under repair	In the clouds
4	Overgrown	Leaning
5	Mid-inspection	Hostile
6	Breached	Abandoned

Dwelling: Verdant treehouse ~ Sanctum: Tranquil vista ~ Monument: Ancient obelisk

Hazard: Stinging leaves ~ Curse: Shifting pit ~ Ruin: Defiled totem



The Journey Knight

A calling brought a life of combat, victories amassed
Questing for the fame that comes with prowess unsurpassed

PROPERTY

- Greatlance (2d10 hefty when mounted, slow on foot) and 2 javelins (d6)
- Gambeson (A1), arena plate (A1), fancy helm (A1, see below)
- Horned stallion (VIG 12, CLA 10, SPI 5, 4GD, d6 trample)

ABILITY - Champion Vow

Use immediately before a combat where there is a prize at stake.
+d6 to melee attacks for the whole combat.

PASSION - Hatred

Restore SPI when you refuse a plea for forgiveness.

CALLING AND HELM

Call to Battle	Fancy Helm
1 Greed	Lion
2 Bloodlust	Shark
3 Glory	Great crest
4 Duty	Hawk
5 Pride	Bull
6 Ambition	Demon

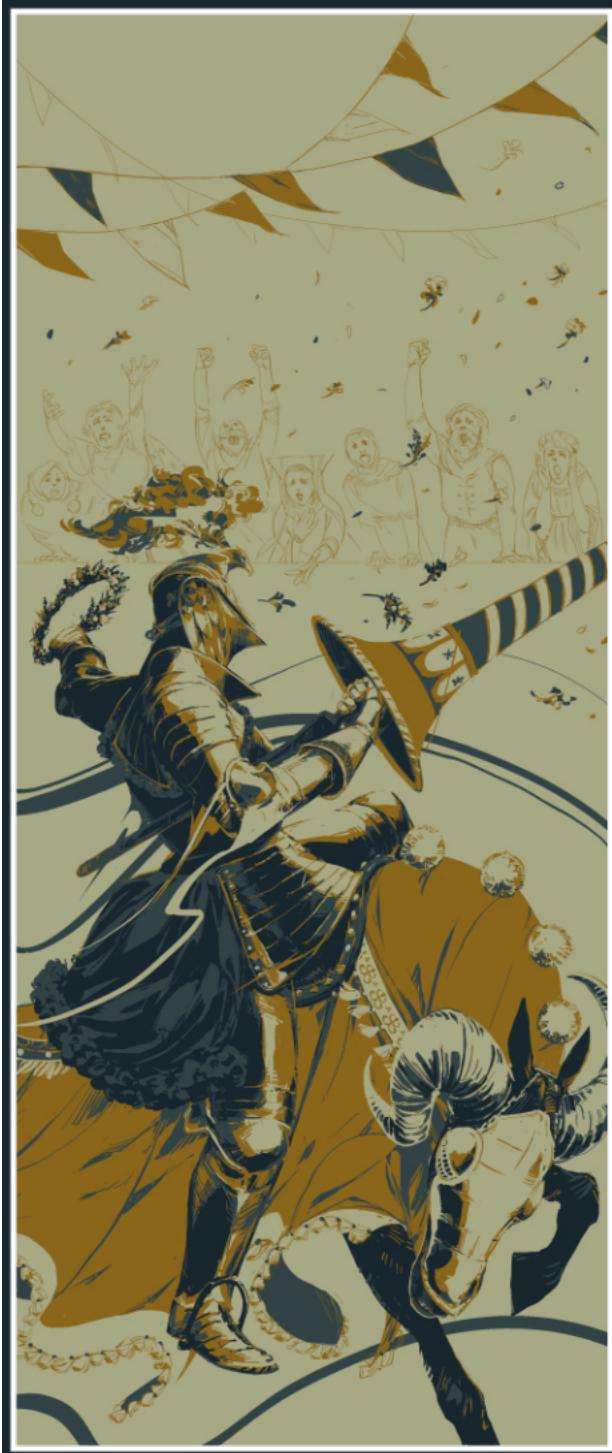


KNIGHTED BY...

The Entombed Seer

VIG 7, CLA 5, SPI 11, 2GD

- Now entombed in white stone, their voice answers visitors only rarely.
- Always guarded by a Knight, mourned by an apprentice.
- Sees beyond the veil of death.



Person: Young alchemist ~ **Name:** Goyon ~ **Characteristic:** Cold eyes
Object: Grief flute ~ **Beast:** Grey deer ~ **State:** Serving ~ **Theme:** Names

The Shadow

They wandered over here and there, groan and grief their guide
Knowing in the strongest one a timid child does hide



Omens

1. Huge flatstones marbled with moss. Weeping winds. Tears from the skies, trees, some forming on your cheek.
2. Ornate well, now stagnant. Sorrowful Knight, inconsolable, lashing at anyone who doesn't give him sympathy.
3. Idealistic young alchemist collecting wind-tears found in the weeping winds. Tries to invoke sadness in all he meets.
4. A strange nasal-toned flute, left with scraps of cloth. Playing stimulates sudden grief. Lose d6 SPI, dream of the Shadow.
5. The Shadow, still, by a drowning-lake. They torment trespassers with visions of past sorrows. The water whispers, answering one question on behalf of the dead each day. At morning, a herd of grey deer visit the lake to show their respects.
6. The Company find themselves in the Shadow's world. Islands in the mist of time. The mourned past can be seen as clear as the now. None can die here, but all who leave lose d12 SPI. The Shadows are only appeased by displays of grief.

Dwelling: Traveller's inn ~ Sanctum: Mirrored grotto ~ Monument: Runic cairn
Hazard: Forgotten traps ~ Curse: Illusory paths ~ Ruin: Skull heap

Cast

Mourning Shadow, Vestige of Sorrow
VIG 3, CLA 15, SPI 17, 2GD
Despair-of-flesh (d8 blast, wounds cause SPI loss in place of VIG)
Can only be harmed by weapons forged by a creator mourned by the wielder.
Repelled by earth from a burial mound, or funerary imagery. Destroyed if entombed.

Sorrowful Knight, Orwan

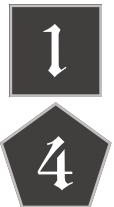
VIG 12, CLA 8, SPI 6, 2GD
A3 (mail, greencloaked plate, helm)
Hooked greatsword (2d10 long), oak necklace

Roaming Alchemist, Coalin

VIG 7, CLA 10, SPI 11, 1GD
Dagger (d6), alchemical tools

MOURNFUL FORMS

	Shape	Matter
1	Robed	Glow
2	Skeletal	Frost
3	Rotund	Fire
4	Knightly	Mist
5	Childish	Shadow
6	Amorphous	Water



The Bloody Knight

Some were born to fight and fall, forged beneath blade's clash
This one birthed from blood of war, stained with corpses' ash

PROPERTY

- Longaxe (d10 long), mail (A1), brutal plate (A1 only when Wounded), helm (A1)
- Sacks of strong alcohol, to which you're largely resistant (see below, restock each new Season)
- Bullish warhorse (VIG 15, CLA 5, SPI 5, 3GD, d6 trample)

ABILITY - Slaughter Echo

Use immediately after defeating an opponent.
Your next melee Attack in this combat gains Blast.

PASSION - Justice

Restore SPI when you restore the balance of justice.

RAGE FUEL

	Alcohol	Hatred
1	Burning wine	The rich
2	Strong mead	Knights
3	Spiced ale	The poor
4	Sour milk	Seers
5	Fermented vegetable	The sea
6	Blood brew	The sun



KNIGHTED BY...

The Reed Seer

VIG 8, CLA 15, SPI 10, 4GD

- Knows they will lose their sight if they pass over a river.
- Sees the near future in the patterns of reeds chopped in a very specific way.
- Wants to live in the protection of a worthy master, serving a righteous cause.

Person: Bread monk ~ **Name:** Jago ~ **Characteristic:** Disobedient dog
Object: City coin ~ **Beast:** Mighty newt ~ **State:** Drinking ~ **Theme:** Truth



The River

Stream, fall, brook, and creek, flow along as one
Famine, flood, friend and foe, all things beneath the sun



Omens

1. Six monks, appeasing the River with offerings of bread. Their apparent leader is annoyingly vivacious and optimistic about their work tending to the River.
2. Lost fisherman washed up on the riverbank. A mighty newt is sniffing around the shaken man.
3. A rocky outcropping, a lone dead tree at its peak. Three monks seek a blood offering for the River. They need an innocent animal or a sinful person.
4. Pilgrims arguing with a Bridge Knight chasing a toll. The Knight knows one of the pilgrims has a coin from the City and will take it by force if necessary.
5. The River bursts into a new stream. If travelling, the route is cut off. For the first few moments, water from the newborn stream can heal any ailment.
6. A great flood as the River gives birth to a new lake. It claims the entire Hex and spreads to neighbouring Hexes tomorrow. A spawning of mighty newts bursts forth the next day.

Cast

Mighty Newt, Slippery Starback

VIG 16, CLA 14, SPI 5, 5GD

Crushing toothless bite (d8, drag into water)
Flees if Wounded, regenerating quickly
before seeking petty revenge.
Feared by all venomous beasts.

River Monks, led by Refton

VIG 10, CLA 10, SPI 12, 2GD

Cudgels (d8 hefty), bread, mead barrels

Bridge Knight, Tog

VIG 15, CLA 15, SPI 6, 6GD

A2 (ringmail, redshield)

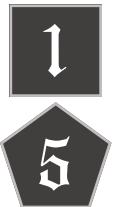
Hooksword (2d6 hefty), redshield (d4),
heavy coffer of toll money

RIVERBOATS

	Travellers	Intent
1	Family	Raiding
2	Elder	Trade
3	Youths	Adventure
4	Soldiers	Safety
5	Acolytes	Hunting
6	Knight	Pilgrimage

Dwelling: Fertile farm ~ Sanctum: Hilltop hermitage ~ Monument: Knight mausoleum

Hazard: Razor rocks ~ Curse: Heralds of doom ~ Ruin: Hanging skeletons



The Moss Knight

No need for lessons, tree or stone
The wisest seek what soil has shown

PROPERTY

- Branch cudgel (d8 hefty), buckler (d4, A1), mail coif (A1)
- Tattoos (see below)
- Pale steed (VIG 8, CLA 12, SPI 5, 3GD)

ABILITY - Mosstongue

Speak with uncut stones and particularly old trees. If you push them for too much knowledge they rebuke you, shunning you for the rest of the day.

PASSION - Naturality

Restore SPI when you reject an opportunity to sleep indoors, sleeping in nature instead.

FULL BODY TATTOOS

Design	Effect
1 Faded spirals	Points to water
2 Blue thorns	Burns before an ambush
3 Silver stars	A1 in saltwater
4 Colourful snakes	A1 under moonlight
5 Red bones	A1 in rivers or streams
6 Burnt rings	Conceals a third eye

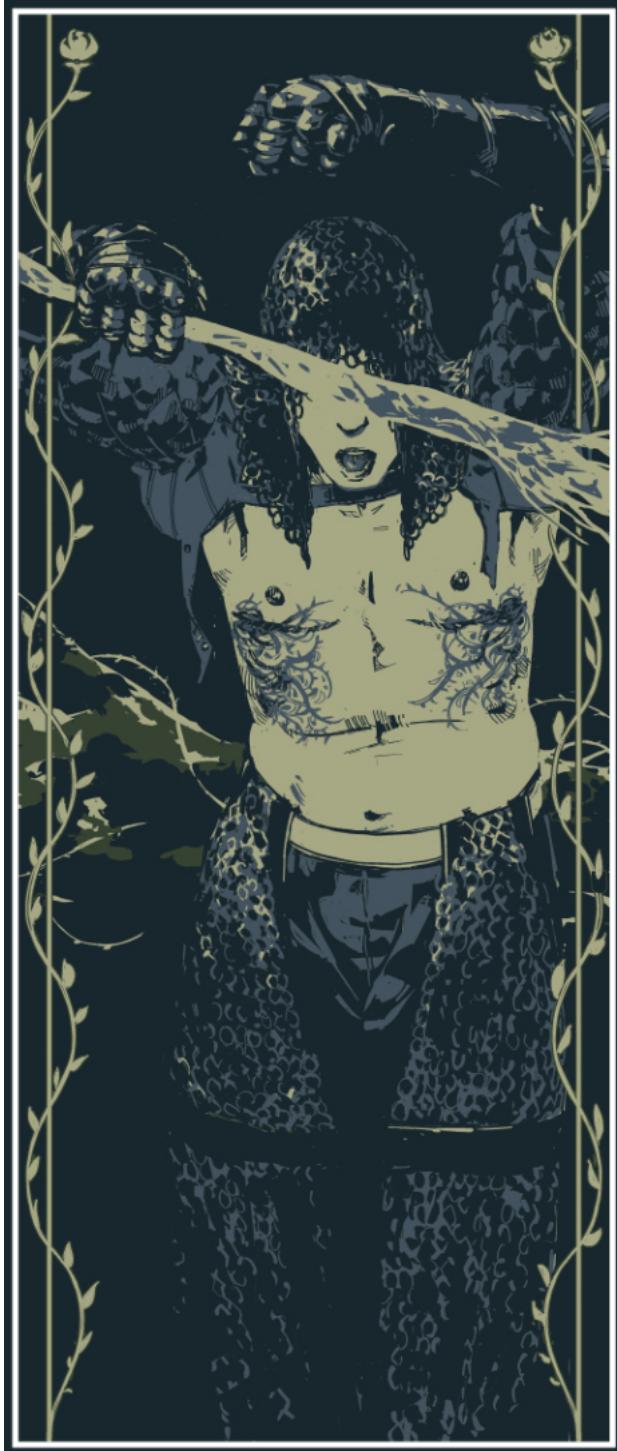


KNIGHTED BY...

The Loathed Seer

VIG 8, CLA 11, SPI 5, 6GD

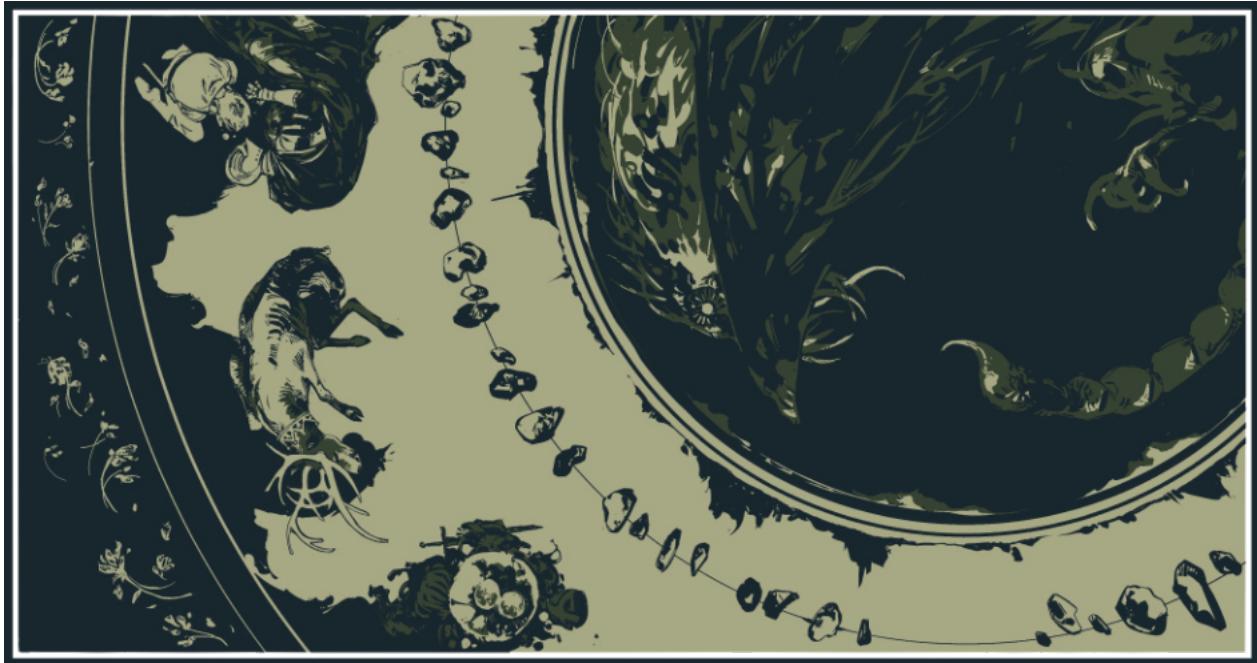
- Long, twisted face and body, like she's been pulled around a cart wheel.
- Sees into a person's hate with a touch, sharing and fuelling their contempt.
- Physically pained by admiration or love. Wants to become even more loathed.



Person: Adoring apprentice ~ **Name:** Medryn ~ **Characteristic:** Formal speech
Object: Pain blade ~ **Beast:** Crowned stag ~ **State:** Stealing ~ **Theme:** Flight

The Wyvern

All jack-a-jaw and neck a knot'd string
All fess-a-wing and tail a bane'd sting



Omens

1. Crowned stag, crawling, poisoned. Its antlers are known to burn scaled beasts.
2. A burial mound surrounded by a low stone wall. Much of it has been dug up, petty treasures scattered. The Wyvern screeches in the distance.
3. The bloated body of a poisoned Knight, adoring Squire weeping at their side.
4. Two foul eggs laid among battle carrion. The air feels sour. The poisonous young hatch at dark, share a feast, then lurch in opposite directions. A serrated blade forged with pain (2d6) lies with the dead.
5. The Wyvern soars low, seeking revenge for a failed attack on its nest. The attackers have already fled. It clutches one of their silver shields (d6, A1), blessed by the iron willow.
6. Fearing for its nest, the Wyvern lands to fight. If the situation is hopeless it flies to a neighbouring Realm, plotting revenge.

Cast

The Wyvern, That Foul Twisted Reptile

VIG 17, CLA 17, SPI 5, 12GD

A2 in flight, A4 on ground (cowering wings)
Bite & throw (3d10, slow when grounded) or
sting (d10, wound causes bloating death
within an hour unless thoroughly washed
out with fresh milk)

Disgusted by the sound of a baby's cry.
Fast but clumsy flyer.

Its Poisonous Young

VIG 5, CLA 10, SPI 2, 3GD

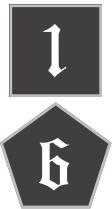
A1 (cold hide)

Thrash (d8, carries its mother's poison)

THE POISONOUS YOUNG

	Form	Abomination
1	Adder	Barbed scales
2	Newt	Unhinged jaw
3	Frog	Prehensile tongue
4	Weasel	Bloated stomach
5	Scorpion	Twin tails
6	Swan	Horned snout

Dwelling: Pigeon breeder ~ Sanctum: Sun shrine ~ Monument: Voyage mosaic
Hazard: Carrion birds ~ Curse: Dark woods ~ Ruin: Gory painting



The War Knight

Forged and broke in goreful plight
Won some, lost some, still upright

PROPERTY

- Special polearm (d8, long, see below), gambeson (A1), splint (A1), helm (A1, see below)
- Whalebone chess set (and some skill)
- Stocky steed (VIG 15, CLA 8, SPI 5, 2GD)

ABILITY - Battle Awareness

When fighting in a combat with at least 3 combatants on each side all your Gambits count as Strong Gambits.

PASSION - Duty

Restore SPI when you answer the call for martial service under a superior.

MILITARY GEAR	
	Helm
1	+d10 vs mounted targets Veiled leather cowl
2	+d10 vs targets with a shield Long mail hood
3	+d10 vs targets in armour Full heavy bucket
4	+d10 vs targets without a shield Crow-beaked
5	+d10 vs beasts and monsters Caged visor
6	+d10 vs anybody attacking you Kettle cap



KNIGHTED BY...

The Lost Seer

VIG 10, CLA 9, SPI 7, 2GD

- Constantly being rubbed with psychotropic tinctures, parts of their body seeming to dissipate from reality.
- Sees things that have been lost in a hazy vision of their current location.
- Knows they will lose their sight if they advise directly how to find something.

Person: Lost lad ~ Name: Harbeger ~ Characteristic: House proud

Object: Weird bone ~ Beast: Tender bloodhound ~ State: Sprinting ~ Theme: Healing



The Goblin

On toes it crept just out o' sight
The petty hoarder full o' spite



Omens

1. Weeping huntsman, cursing everyone. Looking for his lost bloodhound who tended to him during injury.
2. A lost lad, full of stories. Claims a little old man called him into the woods.
3. Oppressive branches, tripping roots. A cloaked old man calls out, lost. If alerted he cries out just before he is dragged into the ground, taken to the lost realm.
4. The lost pets are running wild. If spotted they immediately run back toward the secret door to the lost realm. One drops a strange metallic bone, repellent to birds.
5. A dark clearing. Any deals made here are bound by fate. The Goblin offers a trade. A valuable lost thing in return for a favour he can call in later.
6. Suddenly dragged to the realm of lost things. Tunnels under piles of bric-a-brac. The Goblin gloats from atop his pile. Freedom is only granted for a binding favour, which the Goblin will enforce.

Cast

Their Cleverness, the Goblin Lord of all Lost Things

VIG 7, CLA 16, SPI 15, 9GD

Bony needle (d6 +d10 to anybody indebted to the wielder), sack of favourite lost things
Can only be harmed by objects that have lain lost for at least ninety-nine years.
Can Focus.

Lost Pets

VIG 5, CLA 10, SPI 5, 2GD

Yapping, biting, and scratching (d6)

Lost Lad, Roth

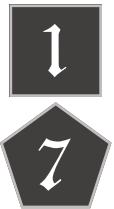
VIG 7, CLA 9, SPI 9, 3GD

Practice bow (d4, long)

TRADING THE LOST

	Selling	Seeking
1	Keys	Silver
2	Letters	Dogs
3	Rings	Needles
4	Memories	Hats
5	Birds	Knives
6	Scarves	Shoes

Dwelling: Honey farm ~ Sanctum: Chiming bells ~ Monument: Victory pillar
Hazard: Salt bog ~ Curse: Ominous chimes ~ Ruin: Shattered shield



The Willow Knight

Titans tall, now smithreened stones
The youth, cast down, intact, alone

PROPERTY

- Old sword (d8 hefty) and half-shield (A1), gambeson (A1)
- Youthful energy (use once only to treat a Mortal Wound as a normal Wound)
- Cautious steed (VIG 10, CLA 15, SPI 5, 2GD)

ABILITY - Bend with the Wind

When you use a Gambit to Move you count as having Armour 4 until your next turn. This does not stack with your actual armour.

PASSION - Doubt

Restore SPI when you defer to somebody more senior than you, even though you disagree.

MEMORIES OF HOME

	Place	Disaster
1	Riverside	Death
2	Coastal	War
3	Mountain	Famine
4	Pine forest	Plague
5	Moor	Fire
6	Castle	Flood

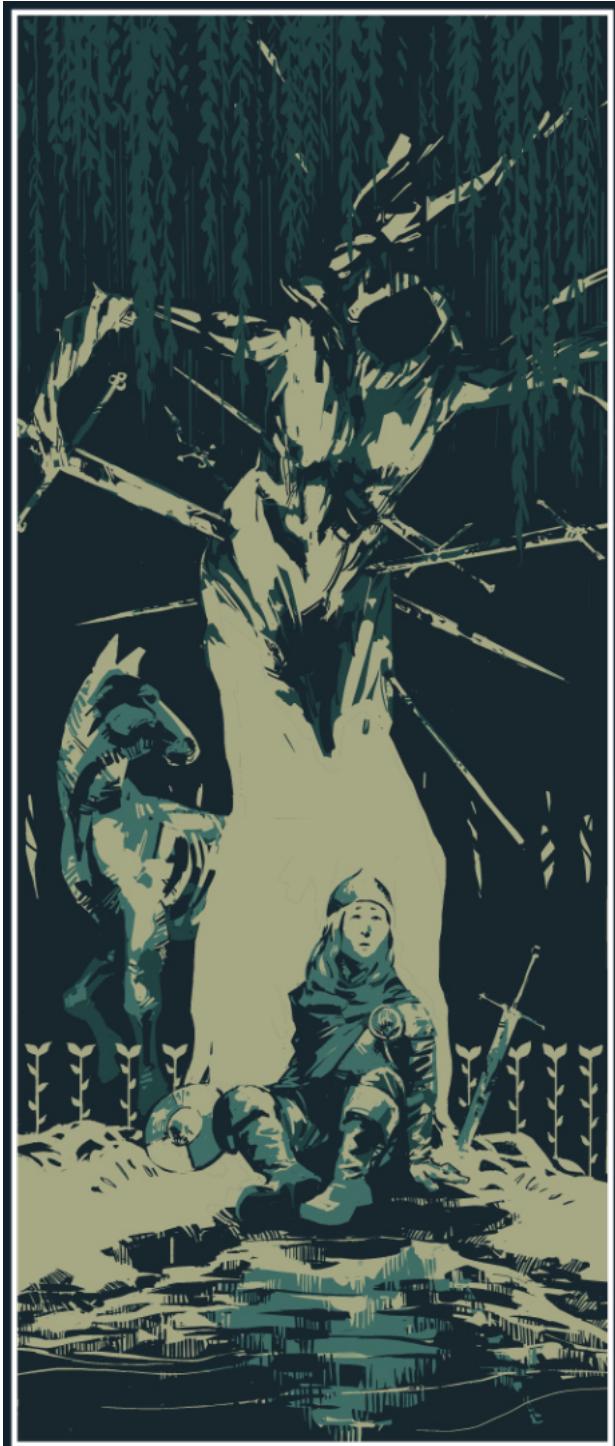


KNIGHTED BY...

The Carved Seer

VIG 7, CLA 5, SPI 11, 2GD

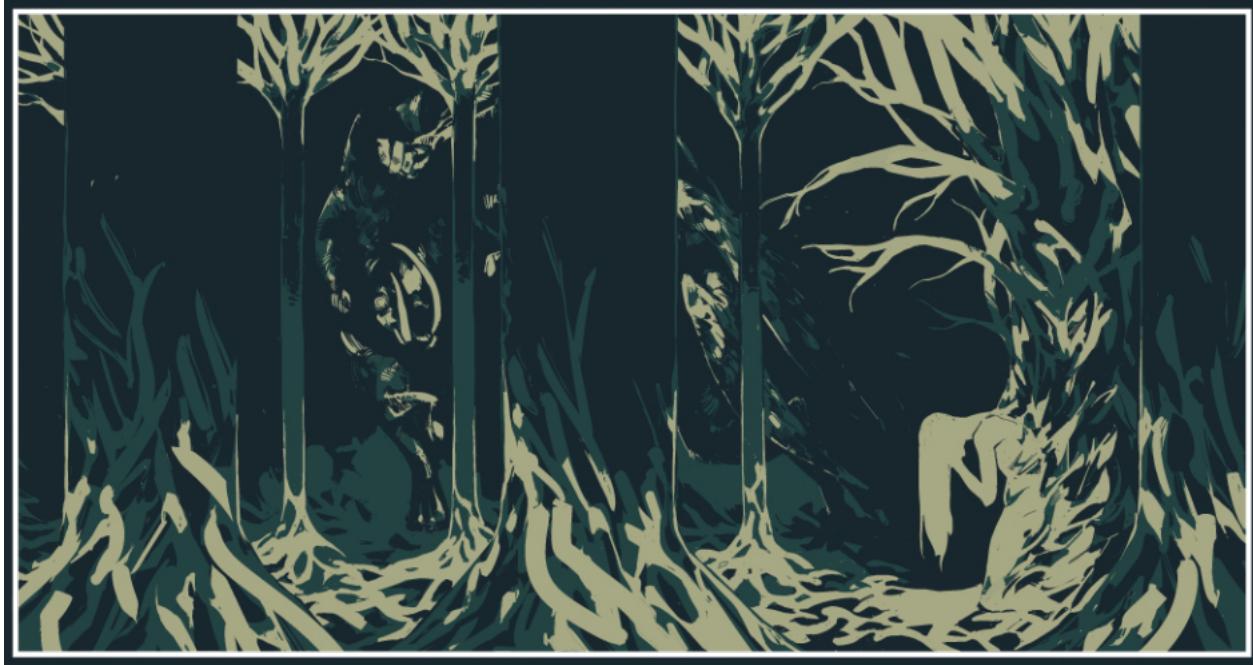
- Requires constant treatment, acolytes tending to their runic flesh carvings.
- Sees the outcome of battles in their own healing wounds.
- Wants to drive the land toward a climactic war that will bring peace.



Person: Legendary sage ~ **Name:** Burgoyne ~ **Characteristic:** Battle scars
Object: Thorn spear ~ **Beast:** Laughing shrew ~ **State:** Surveying ~ **Theme:** String

The Forest

Roots deeper than soil, farther than sea
No passage is swift, no figments believed



Omens

1. A Seer, beloved by her village, now trapped, inert in ironwood. Only the Fearmonger can break their binds.
2. A winding path beneath blue songbirds. They sing so fiercely that some lie breathless on the ground. The winding path leads to a distant forest Hex.
3. The mother tree. Six woodland guardians attack anybody who looks upon it. Foxes, wolves, and wildcats fight as one.
4. The Fearmonger in horrific form, parts of owl, boar, and mouse. Lurking in the mist, they hurl a thorn spear (d10 hefty, cannot be taken from the Forest) before retreating to the branches.
5. A circle of blackened tree stumps. Inside, metal weapons roar with burning heat unless dropped. Then come the three great guardians: stag, boar, and bear. The Fearmonger preys from within the mist.
6. The Fearmonger shows their true, terrible form as live, writhing wood. If they cannot be subdued the Forest bursts forth into the rest of the Realm.

Cast

The Fearmonger in Wood, Glaiburn

VIG 17, CLA 16, SPI 12, 8GD

A2, A4 vs forged arms (rune-carved wood)
Slash (d10 vs two targets) or grasp (2d10 slow) or spores (everyone in Blast loses their speech until they leave the Forest)
Can Smite humans.

Woodland Guardians, Fox, Wolf & Cat

VIG 10, CLA 13, SPI 5, 3GD
Tooth and claw (2d6)

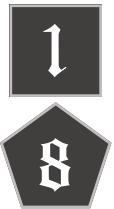
Great Guardians, Stag, Boar & Bear

VIG 14, CLA 10, SPI 5, 5GD.
A1 (thick hides)
Tusk and maul (2d8)

THE VERDY MAZE

	Place	Threat
1	Entwined wall of trunks and roots	Riders approaching
2	Descent into damp earth	Frantic movement in the branches
3	Mossy stone pile	Twisting in the roots
4	Leafy clearing	Fading light
5	Tree bridge	Rising mist
6	Trailway	Watching eyes

Dwelling: Cartographer hut ~ Sanctum: Silent grove ~ Monument: Sun beacon
Hazard: Barbed gorge ~ Curse: Deafening birds ~ Ruin: Horse tomb



The Gilded Knight

A beacon of the brave and bold
All cloaked and masked in sunnen gold

PROPERTY

- Great mace (d10 long)
- Gambeson (A1), gold cloaked plate (A1), gold-masked helm (A1, opponents who know the value of gold have their first ever Attack against you *Impaired*)
- Majestic charger (VIG 12, CLA 9, SPI 12, 4GD, d6 trample)

ABILITY - Martyr-in-Waiting

Use as a reaction to being Mortally Wounded. Allies fighting with you regain d6GD and get +d12 against your attacker for the combat.

PASSION - Pride

Restore SPI when you take personal credit for a great victory.

THE COST

	Where Did the Armour Find You?	What Was Left Behind?
1	Lake	A farm
2	Waterfall	A name
3	River	Only graves
4	Beach	A student
5	Cave	A teacher
6	Mountain	A castle

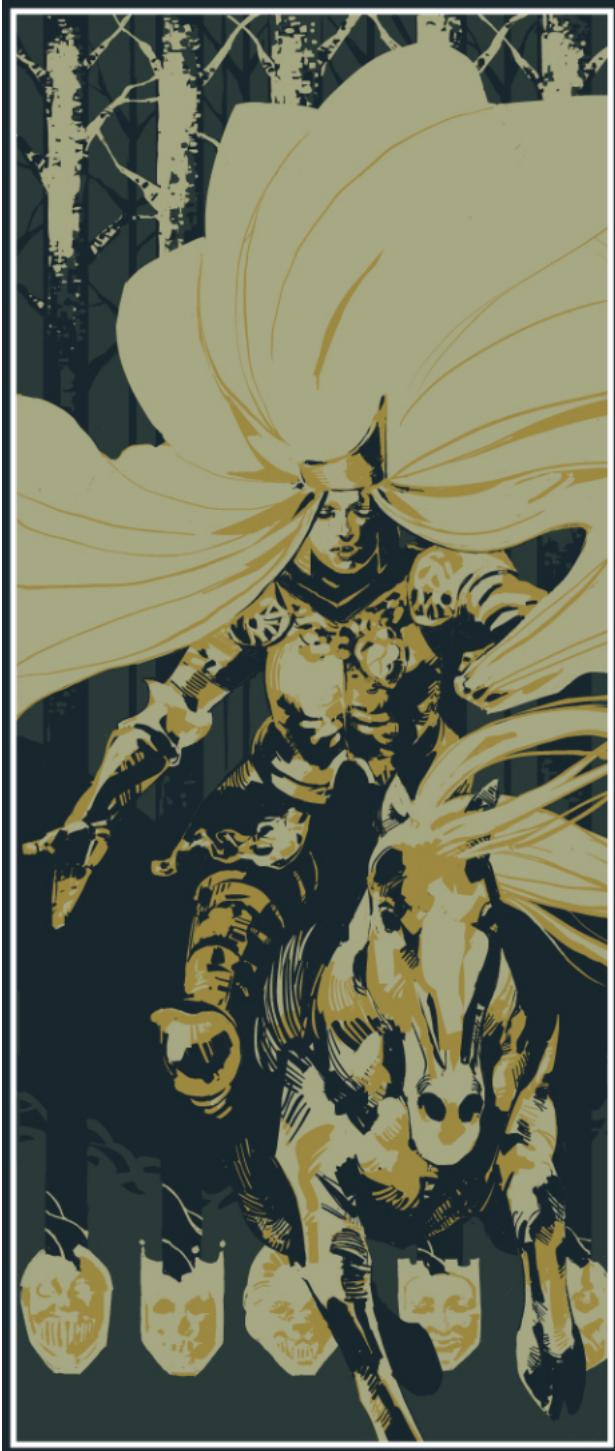


KNIGHTED BY...

The Enthroned Seer

VIG 11, CLA 8, SPI 16, 2GD

- They are a twisted heap of flesh, bone, and spikes of precious metal.
- Sees glimpses of the ultimate fate of anybody taking up a Seat of Power.
- Demands a humiliating level of reverence from visitors. Wants to manipulate loyal contacts into positions of authority.



Person: Drunken worshipper ~ **Name:** Lumpe ~ **Characteristic:** Watching eyes
Object: Fang rattle ~ **Beast:** Redmaw wolf ~ **State:** Scouring ~ **Theme:** Cold

The Child

When night met day, where water flame
They saw the child, rejoiced in name



Omens

1. Drunken worshippers of the Child, rejoicing that the first sign has arrived. Mistrustful of anybody that won't join in.
2. 3 Seeker Knights and their redmaw wolf, escorting a Seer in the hunt for the Child, who they believe to be the key to the City.
3. Fog shrouded lake, no deeper than a foot throughout. A rogue Seeker Knight searches for the Child, who they believe must be sacrificed to an awful creature in order to put it to rest for good. You're either with them or against them.
4. An abandoned shack, empty cradle. A snake fang rattle, known to repel the wicked dead. The Burning Mother cries out in the distance. Any who look upon her are attacked on sight.
5. A silvery waterfall. Metal placed within is repaired. Distant cheering and crying as the second sign comes into effect.
6. At last they are here. A cradle of mist, the Child within. d6 Seeker Knights are here to kill them, another d6 here to protect and take them back to their Realm.

Dwelling: Tea hut ~ **Sanctum:** Blossom pond ~ **Monument:** Primal menhir
Hazard: Sticky weeds ~ **Curse:** Hallucinogenic spores ~ **Ruin:** Toppled henge

Cast

The Promised Child

VIG 2, CLA 2, SPI 18, 1GD

No human can wilfully cause them harm.

Seeker Knights, Feliz, Gornig & Tayley

VIG 14, CLA 12, SPI 12, 5GD

A3 (halfshield, mail, helm)

Morningstar (d8 hefty), halfshield (d4)

Redmaw Wolf, Greymender, Scartooth

VIG 14, CLA 10, SPI 5, 5GD

A1 (matted fur)

Stalk and bite (2d8)

Can bite out a wound to restore d6 VIG

The Burning Mother

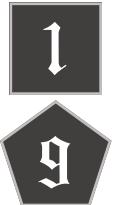
VIG 10, CLA 16, SPI 17, 7GD

Body aflame (ignores metal and wood)

Fire (d8 blast) or grasp (3d8, slow)

THE SIGNS

	First Sign	Second Sign
1	Golden flowers	Harvest of snakes
2	Violet sunrise	Sudden winter
3	Singing swans	Night terrors
4	Milk to honey	Sleeping mist
5	Chimes from below	Earthquake
6	Miraculous cures	Burning graves



The Saddle Knight

A perfect steed is neither wild nor tamed
As one, a streak aguele through green untamed

PROPERTY

- Beloved steed (VIG 12, CLA 15, SPI 7, 4GD, see below)
- Fine saddle and tack (you can never be dismounted)
- 3 Rider's Axes (d6 +d6 when mounted, can be thrown), mail (A1) and rider's plate (A1 when mounted)

ABILITY - Song of the Steed

Speak in a voice comprehensible to horses.
They need reasoning with, but are inclined to trust you.

PASSION - Certainty

Restore SPI when you prove somebody wrong.

LOYAL STEED

	Appearance	Temperament
1	Pristine	Completely silent
2	Plaited	Highly alert
3	Tall	Eternally valiant
4	Golden	Fierce (d8 trample)
5	Dark	Loved by other beasts
6	Stocky	Perfect sense of direction

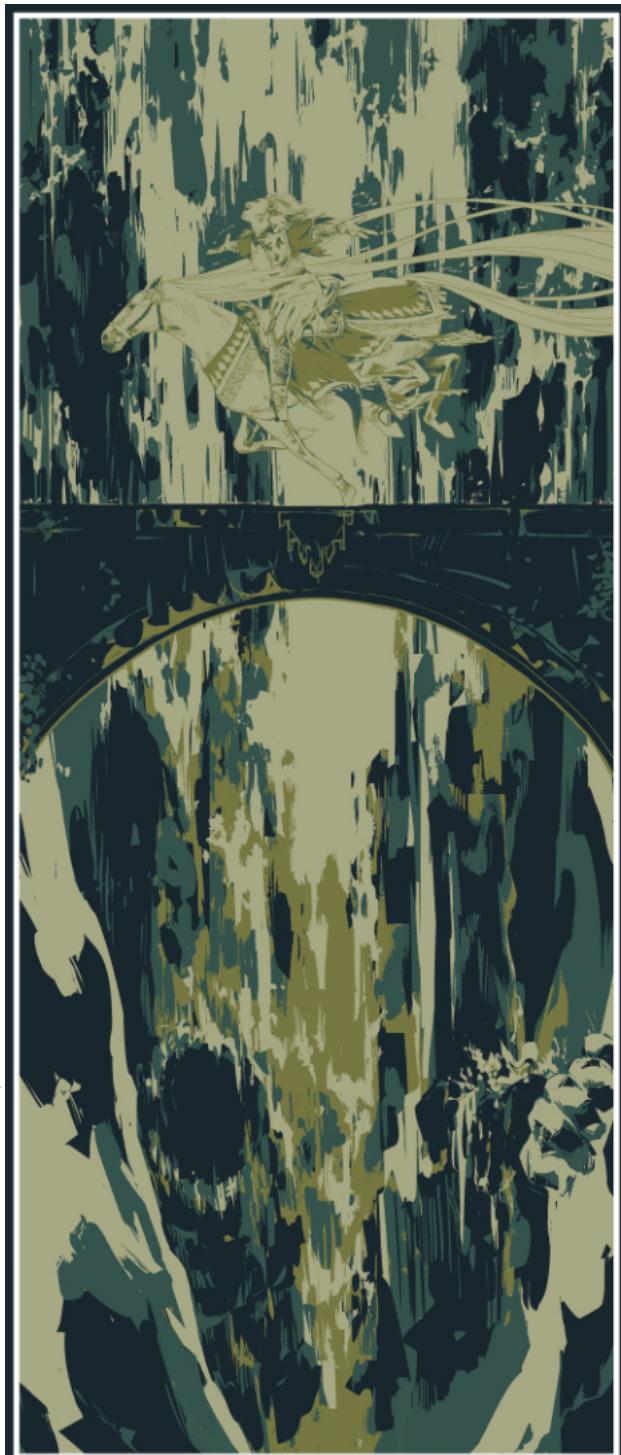


KNIGHTED BY...

The Jewelled Seer

VIG 6, CLA 6, SPI 16, 1GD

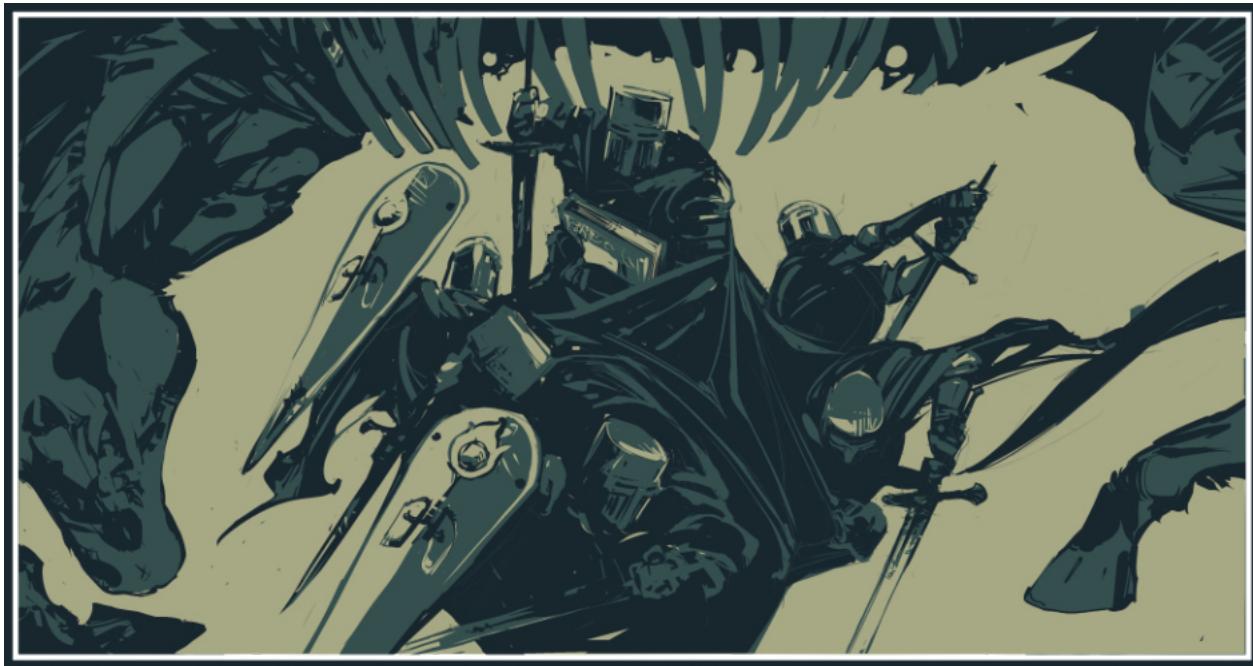
- No body is visible, just layers and layers of jewelled silk and glittering lace.
- Can see the history of jewelled items, and the locations of their own jewels.
- Wants to send their jewels out to remote places, watching from afar.



Person: Stocky hunter ~ **Name:** Knotte ~ **Characteristic:** Lice infested
Object: Silver armour ~ **Beast:** Draft horse ~ **State:** Dying ~ **Theme:** Food

The Order

They were six in the circle, no first among them
Each a knight and scholar, master and student



Omens

1. A forge carved into the rock. Blacksmiths complaining about the Order's mistreatment of them. They want justice.
2. A Company of the Order, seizing supplies from local farmers. A frightened draft horse is bolting. The froth from its mouth causes a great frenzy if touched. A fight is about to break out.
3. A dry clearing among boggy willow wood. The Order hold council, stood in a circle. Each must justify themselves to their peers, who can challenge any weakness. No spectators allowed.
4. They are transporting a thief. The thief knows the burial place of a suit of silver plate (A1, immunity to weapons of inferior metal) and reveals this if freed.
5. A Company rides on the trail of a monstrous beast. You're in their way.
6. A Company leads an attack toward the nearest Holding. They have 3 Warbands alongside their retinue. They will lead the Realm into misrule or be driven beyond its borders.

Cast

Scholar-Knight of the Order

VIG 16, CLA 16, SPI 8, 9GD
A4 (mail, plate, towerhelm, shield)
Thicksword (2d6 hefty), shield (d4)
Crusher steed (4GD, A1, d10 trample)

Frightened Draft Horse

VIG 15, CLA 6, SPI 2, 2GD
Kick (d6)

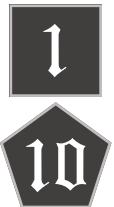
Cannot be calmed by any carrying a weapon.

COMPANY OF THE ORDER

	Scholar-Knights	Retinue
1	A lone Scholar-Knight	None
2	2 Scholar-Knights	2 riders 3GD, axes (d8), steeds
3	A Scholar-Knight on foot, their steed slain	8 conscripts 2GD, billhooks (d10)
4	3 Scholar-Knights	6 archers 3GD, longbows (d8)
5	1 Scholar-Knight and their apprentice	4 mercenaries 5GD, longaxes (d10) 5GD, blade (d6)
6	5 Scholar-Knights	3 scouts 2GD, shortbows (d6)

Dwelling: Hot spring ~ **Sanctum:** Lullaby falls ~ **Monument:** Wooden arch

Hazard: Steam holes ~ **Curse:** Confounding caverns ~ **Ruin:** Fouled garden



The Riddle Knight

A careful word can rise or fade
Within each ear a truth remade

PROPERTY

- Twisted bow (d6 long), light mail (A1) with embroidered cloak
- Moon pendant (grants the wearer a false form under moonlight, see below, rolling each night)
- Shadowy horse (VIG 8, CLA 15, SPI 5, 2GD, very quiet)

ABILITY - Layered Words

Speak, but choose two different meanings, as different as you wish, even total opposites. Choose which meaning each listener takes from the words.

PASSION - Integrity

Restore SPI when you discredit somebody unworthy of their position.

MOON FORM

	Body	Visage
1	Muscular (d8 grasp)	Elderly
2	Shrunken (d6 bite)	Youthful
3	Stretched (d6 strike)	Hideous
4	Skeletal (d6 slash)	Amorphous
5	Canine (d8 jaws)	Horned
6	Feline (d6 claws)	Regal



KNIGHTED BY...

The Jawbone Seer

VIG 15, CLA 15, SPI 3, 2GD

- Hunched, pale, huge jawbone grafted onto their own, speaks like a wolf.
- Sees with the senses of a beast while clutching an object made from the bone or horn of their species.
- Wants to return the land to the beasts.



Person: Scout sisters ~ **Name:** Ruan ~ **Characteristic:** Shaved head
Object: Steel rope ~ **Beast:** Red vultures ~ **State:** Repairing ~ **Theme:** Sunlight

The Dead

Corpses wrent of soul, their resting spirit torn
Pulled by malice from their sleep to serve anew, unborn



Omens

1. Children playing “the skeleton game”, wearing wooden skull-masks and throwing bones at passers-by.
2. Terrified scout sisters, reporting wandering corpses on their patrol. Won’t rest until taken seriously.
3. Under Seer’s orders, a graveyard is being burned as a precaution against the restless dead. Acolytes scatter dried herbs. Five great red vultures circle.
4. A rotting corpse, mimicking its life as a forager. It is tethered to a nearby tree by a steel rope of impossible construction.
5. Five skeletons, mocking bones, powered by hatred for the living, tormenting defenceless travellers. The travellers are artisans, known for their ability to make fine weapons out of certain woods.
6. 3 Warbands of rotting corpses and mocking bones, rising under a black banner, marching on the nearest Holding.

Cast

A Rotting Corpse, Denied their Rest

VIG 10, CLA 2, SPI 1, 1GD

A1 (tattered mail)

Rusted glaive (d10 slow)

Keeps fighting even after a Mortal Wound.
Running water causes d12 Damage.

Mocking Bones Conjured into Service

VIG 6, CLA 10, SPI 1, 3GD

A1 (brass shield), *Impair* piercing attacks

Hook falx (d6), brass shield (d4)

Running water causes d12 Damage.

Great Red Vulture, Grizzlebird

VIG 15, CLA 6, SPI 5, 3GD

Rip and tear (d8)

Burned and ground feathers are known to charm vermin into obedience.

Completely silent under moonlight.

THE COST OF UNLIFE

	Raised by	The Cost
1	Noble intentions	Intolerance of sunlight
2	A paranoid castellan	Hatred of plant life
3	An ambitious bandit	Putrid stink
4	A deal with death	Vulnerability to fire
5	A curious Seer	Craven cowardice
6	A lonely apothecary	Insatiable hunger

Dwelling: Fishing pond ~ Sanctum: Echo cave ~ Monument: Moon totem

Hazard: Raging rapids ~ Curse: Eternal night ~ Ruin: Crumbled bridge



The Galon Knight

The claw is nothing without the eye
The eye is nothing without the wing

PROPERTY

- Hookhammer (d8 hefty, +d8 dropping from above), shield-gauntlet (d6, A1), helm (A1)
- Loyal bird (VIG 5, CLA 10, SPI 5, 4GD, d4 talons, see below)
- Old steed (VIG 8, CLA 8, SPI 7, 2GD)

ABILITY - Flockbond

See through the eyes of your bird, and learn the local knowledge of any prey it eats.

PASSION - Regret

Restore SPI when you burn a part of the past.

LOYAL BIRD		
	Breed	Special Training
1	Fisherhawk (can dive into water)	Singing
2	Cave owl (nocturnal)	Fighting humans (+d6 vs humans)
3	Grey raven (highly intelligent)	Silent flight
4	Red eagle (d6 talons)	Delivery
5	Rock falcon (preys on reptiles)	Stealing
6	Bog vulture (5GD)	Fighting birds (+d6 vs birds)



KNIGHTED BY...

The Veiled Seer

VIG 7, CLA 5, SPI 11, 2GD

- Hanging folds of flesh and horse-like hair hide any semblance of a face.
- Sees nothing, but hears all within a Hex. Speaks just once each day, giving a single word of advice to the most worthy visitor.
- Genuinely wants to uphold peace.



Person: Lost Knight ~ Name: Demelza ~ Characteristic: Delicate clothes
Object: Black cloth ~ Beast: White ravens ~ State: Nurturing ~ Theme: Coins

The Underworld

A place beneath our living world, but neither grave nor tomb
A different path to places far, for those who brave the gloom



Omens

1. A huge stone archway, former temple. Stars flicker in the shadows. White ravens caw from the trees. An opening appears in the arch, dark but light at once. Then all is normal again.
2. Lost Knight from a distant place. She claims to have fallen through a shadow. A Shrouded Guide follows, seeking the toll.
3. Narrow, twisted cave. Clanging within. A shrouded smith is forging a coldsword (2d8 hefty, ignores metal armour). It shatters if unsheathed in daylight.
4. Heavy black cloth woven with indigo. If hung, opens to a place you want to be. Within, a dozen hands in the darkness require a toll of silver or blood. They will take either by force if needed.
5. Broad, lilac-leaved trees. No artificial light can shine beneath. Five Shrouded Guides seeking to claim an owed toll.
6. A creeping darkness, then suddenly within the Underworld. A dark reflection of our world. Without a Shrouded Guide the only exit is into a distant Realm.

Cast

Shrouded Guides, Hooded Ones

VIG 5, CLA 18, SPI 15, 4GD

Cold sword (2d6 hefty, ignores metal armour), pale lantern (2d8 blast if thrown)
If slain, two more emerge from the dark.

Grasping Hands from the Dark

VIG 10, CLA 10, SPI 2, 1GD

Cold grasp (d6, on a Wound lose d8 SPI)

Lost Knight, Valenta

VIG 13, CLA 10, SPI 10, 5GD

A3 (mail, helm, shield)

Jagged sword (2d8 hefty), religious symbol

A VOICE IN THE DARKNESS

	Origin	Purpose
1	Whispering from violet fungi	Scare them back to the surface
2	Singing from drifting lights	Lure them deeper
3	Murmuring from mirrored pools	Show them things they cannot take home
4	Taunting from deep shadows	Provide a little comfort
5	Beckoning from distant dark	Wear them down
6	Chattering in the cold	Sow discontent

Origin

Purpose

Scare them back to the surface

Lure them deeper

Show them things they cannot take home

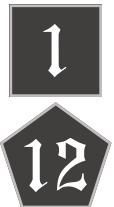
Provide a little comfort

Wear them down

Sow discontent

Dwelling: Artisan brewery ~ **Sanctum:** Solitude peak ~ **Monument:** Sword carving

Hazard: Toxic air ~ **Curse:** Ghostly shadows ~ **Ruin:** Broken fort



The Barbed Knight

Stone and spikes split into flowers
Cruelty is delicious power

PROPERTY

- Jagged spear (d8 hefty, +d8 against a target you have Wounded or Scarred), red cloaked mail (A1)
- Hunting bow (d6 long)
- Vicious charger (VIG 12, CLA 8, SPI 5, 3GD, d6 trample)

ABILITY - The Red Hunt

Infuse a target's blood into an arrow to give it +d12 against the target. You can also taste a small amount of the blood to get a glimpse of their location.

PASSION - Apathy

Restore SPI when you reject a call for comfort.

BAD REPUTATION

	Begrudging Ally	Hated Enemy
1	Eccentric alchemist	Rich merchant
2	Humble chronicler	Master blacksmith
3	Surly brewer	Admired Knight
4	Horse breeder	Bandit leader
5	Elderly innkeeper	Retired general
6	Petty burglar	Mercenary captain



KNIGHTED BY...

The Serpent Seer

VIG 16, CLA 14, SPI 14, 3GD

- A writhing pile of serpents, speaking as one through a choir of hisses.
- Grants visions of dangerous beasts in the wilderness nearby.
- Wants more unusual serpents for their pile, or even just a snack.



Person: Argumentative sage ~ **Name:** Chider ~ **Characteristic:** Mangled ear
Object: Limeweed ~ **Beast:** Leeches ~ **State:** Listening ~ **Theme:** Smell

The Wurm

Callous, cruel, awful, and long
Feasting far beyond its hunger, only happy in bloated rest



Omens

1. A leech-collector weeps. In a nearby swamp the colossal thing snatched her sister away with a bite. That bone-grinding noise haunts her.
2. An argumentative sage complains. The balance of nature has been tipped. The birds aren't behaving correctly and there's not enough prey in the woods.
3. A logging camp, crushed. Barrels of limeweek, a pungent appetite suppressor, left untouched. A Wurmshield surveys their master's work with unearned pride.
4. A stinking grey salt-bog. Grinding laughter can be heard on the wind as the Wurm sleeps below, dreaming of the next feast. Two Wurmshields keep watch, arguing over who is more loyal.
5. The Wurm lounges on smashed burial mounds of Seers. It speaks with four Wurmshields, loyal but poor company.
6. The Wurm bursts from the ground, giving one opportunity for stimulating conversation before its great feast begins. It will not stop until bloated or dead.

Cast

The Wurm, the Colossal Spite-Glutton

VIG 18, CLA 8, SPI 5, 10GD

A3 (craggy hide)

Writhe (d10 blast) or chew (3d10 slow) or shower with debris (d8 blast)

Wurmshields, Kermac, Cado, Zune, Shena, Marlo, Yazakel

VIG 10, CLA 12, SPI 8, 2GD

A2 (helm, red halfshield)

Spike mace (d8 hefty), red halfshield (d4)
Repugnant personalities, always trying to make themselves even worse by mimicking the Wurm.

WURM BEHAVIOUR

	Conversation	Combat
1	Spout hatred	Cut off escape
2	Spread fear	Trap them and leave
3	Aggrandise self	Target the weak
4	Insult enemies	Break their arms
5	Seek submission	Flee to better ground
6	Entice fealty	Blunt assault

Dwelling: Guard's outpost ~ Sanctum: Stargazer hut ~ Monument: Star stone

Hazard: Spiked wall ~ Curse: Strange constellations ~ Ruin: Impact crater



The Trail Knight

More than foxes leave trails in their stead
Comings and goings laid plain as a thread

PROPERTY

- Crow-beak axe (d8 hefty) and beaten gambeson (A1)
- Sanguine lens (traces of blood appear obvious when viewed through this)
- Serene steed (VIG 10, CLA 13, SPI 5, 3GD)

ABILITY - Strands of Past

By studying the ground for a whole Phase you can ask a single yes or no question about what happened here in the past few days.

PASSION - Fear

Restore SPI when refusing to go into the dark.

PERSONAL CODE

	Value	Forged by
1	Honour	Battling a monster
2	Duty	A raided village
3	Loyalty	Rescuing the helpless
4	Justice	Killing a tyrant
5	Respect	A long journey
6	Truth	Facing temptation



KNIGHTED BY...

The Welcomed Seer

VIG 8, CLA 7, SPI 16, 3GD

- Fair features, soft voice, fine silk dress, black voids in place of eyes.
- Can only gain useful visions when extremely calm or in a rage.
- Desires treatment as a revered guest, and is prone to vicious changes of mood if made to feel even slightly unwelcome.



Person: Boisterous poet ~ **Name:** Ludmer ~ **Characteristic:** Always talking
Object: Venomous rose ~ **Beast:** Glutton crow ~ **State:** Sulking ~ **Theme:** Questions

The Pack

Woods and moors or paddock and rein
Wolves alone chomp at the chains



Omens

1. Wailing shepherd. His sheepdogs have slaughtered their flock and fled. Crows feast on the gore. His family are hungry.
2. A band of poets and scribes fight among themselves, unable to speak except snarling growls. The Pack watch from a nearby hill, scattering if disturbed. When they leave, the wanderers' voices return.
3. A rival fighting the leader. 6 wolves guard against interruption. They favour the challenger. The leader is toying with him and tears his throat when he gets bored.
4. The wind suddenly stops, then the sound of jaws lapping at air. Then the howl, rough and screeching. Countless howls join the call, air completely still. Soon the howl stops and the wind returns.
5. An important trade road has been blockaded by savagely torn trees and heaps of soil wet with blood.
6. The 13 wolf pack howls in their den, setting their sights on a nearby Dwelling or Holding, attacking the humans and their broken beasts in dark or mist.

Dwelling: Stone quarry ~ **Sanctum:** Glittering pond ~ **Monument:** Huge banner
Hazard: Crumbling cliffs ~ **Curse:** Smoking stumps ~ **Ruin:** Shipwreck

Cast

The Pack Leader, One-ear

VIG 15, CLA 15, SPI 7, 8GD
A1 (scarred hide)

Great jaws (2d8), zero tolerance for civility

Pack Wolves, Scruff, Scrag, Scab, Runt

VIG 10, CLA 12, SPI 3, 4GD

Jaws (d8), loving hatred for their leader

Wailing Shepherd, Nayl

VIG 10, CLA 10, SPI 6, 2GD
Crook (d6 hefty), broken heart

Glutton Crow, Fatteth Rollybird

VIG 6, CLA 16, SPI 5, 2GD
Beak (d6), insatiable appetite, cannot eat grain or fruit

PACK FIGHTING TACTICS

	First	Then
1	Target the strong	Slip into shadow
2	Bite their legs	Drag one away
3	Terrorise them	Never let them sleep
4	Start a fire with claw and stone	Attack their intended destination instead
5	Disarm them with jaw	Stay just out of reach
6	Target the weak	Go and dig a pit trap



The Amber Knight

Their wait was longer than stars have glown
Their blade is slow but glaneth stone

PROPERTY

- Ancient greatblade (2d10 slow) and even more ancient mail (A1)
- Amber amulet (if placed in a fire, carries its warmth for a whole day)
- Loyal steed (VIG 10, CLA 10, SPI 5, 3GD, d6 trample)

ABILITY - Patient Strike

Make a melee Attack when you have not moved this turn.

+d10 to the Attack. Ignore the target's Armour and immunities of any sort.
If this fails to defeat the opponent, take d6 Damage yourself.

PASSION - Avarice

Restore SPI when you gain significant wealth.

A STEADY HAND

	Pastime	Taught By
1	Painting	Knight-Mentor
2	Miniature sculpture	Father
3	Embroidery	Mother
4	Pottery	Brother
5	Drawing	Sister
6	Flower pressing	Self



KNIGHTED BY...

The Dreaming Seer

VIG 5, CLA 5, SPI 7, 1GD

- Cannot be fully glimpsed, a silhouette of starlight. Cannot speak to those awake.
- Appears only in dreams of those in the Seer's home, tended by elderly servants.
- Longs to find a way back to the waking world, or to drag companions into theirs.



Person: Elderly tanner ~ **Name:** Prentise ~ **Characteristic:** Knows everybody
Object: Traveller's hat ~ **Beast:** Moon toad ~ **State:** Confused ~ **Theme:** Hearth

The Eye

The sight of the eye opened my own
In its gaze I am never alone



Omens

1. Nothing more than the hollow grunts of moon toads in the roots. When the Knights sleep they share a dream of a great eye sprouting from the ground.
2. An elderly tanner has been banished from her home for sowing discord. She dreamt embarrassing truths about her neighbours and couldn't resist sharing.
3. Grey birds watch from the branches. When scattered they flutter about in a spiralling circle before dispersing.
4. Five acolytes march toward the nearest settlement. They aim to tear down walls so that all can be revealed to the Eye.
5. A parade of dozens of acolytes, wheeling a wooden wagon carrying a boulder painted with a spiral eye. It is a peaceful parade, but they warn the ascent is coming.
6. A rumbling below, then the Eye rises from the earth. Acolytes run to be near. It sprouts legs and begins to march toward the nearest Seer, aiming to devour them for their knowledge before returning to the earth.

Dwelling: Lakeside lodge ~ Sanctum: Secret bay ~ Monument: Queen's colossus
Hazard: Floodplain ~ Curse: Taunting mirage ~ Ruin: Statuary rubble

Cast

The Eye, Manifested in Stone

VIG 18, CLA 3, SPI 15, 9GD
A4 (stone body)

Trample (d10 blast) or devour (3d10 slow)
Longs to devour the wise.

Moon Toad, Silvertongue

VIG 3, CLA 3, SPI 3, 1GD
Attractive floral aroma.

Any that lick the toad have their bite imbued with a sleeping sickness. The infusion and any sleep caused by a bite lasts until the biter next sleeps.

Acolytes of the Eye

VIG 10, CLA 10, SPI 12, 2GD
Club (d8 hefty), blacked-over eyes, gleeful anticipation

A TRUTH REVEALED

	Subject	Secret
1	Knight	Love affair
2	Seer	Hidden vice
3	Ruler	Stolen identity
4	Artisan	Past crime
5	Hermit	Secret child
6	Courtier	Illicit pact



The Horde Knight

In fury's reign afore the rav'ning throng
In chaos born as knight where beast belong

PROPERTY

- Blunt sword (d8 hefty), ringed mail (A1)
- A taste of home (see below, restock each new Season)
- Beastly steed (VIG 15, CLA 7, SPI 5, 3GD, d6 trample)

ABILITY - Pack Tactics

Use before attacking with at least one ally. You may combine any number of dice into larger dice with a value equal to the total of the combined dice, to a maximum of d12 Damage. For example, combining a d4 and a d8 into a d12.

PASSION - Prestige

Restore SPI when you take credit for the deeds of another.

A TASTE OF HOME

	Flavour	Substance
1	Sour	Skin
2	Salty	Beans
3	Fiery	Insects
4	Smoked	Roots
5	Burnt	Cheese
6	Chewy	Honey

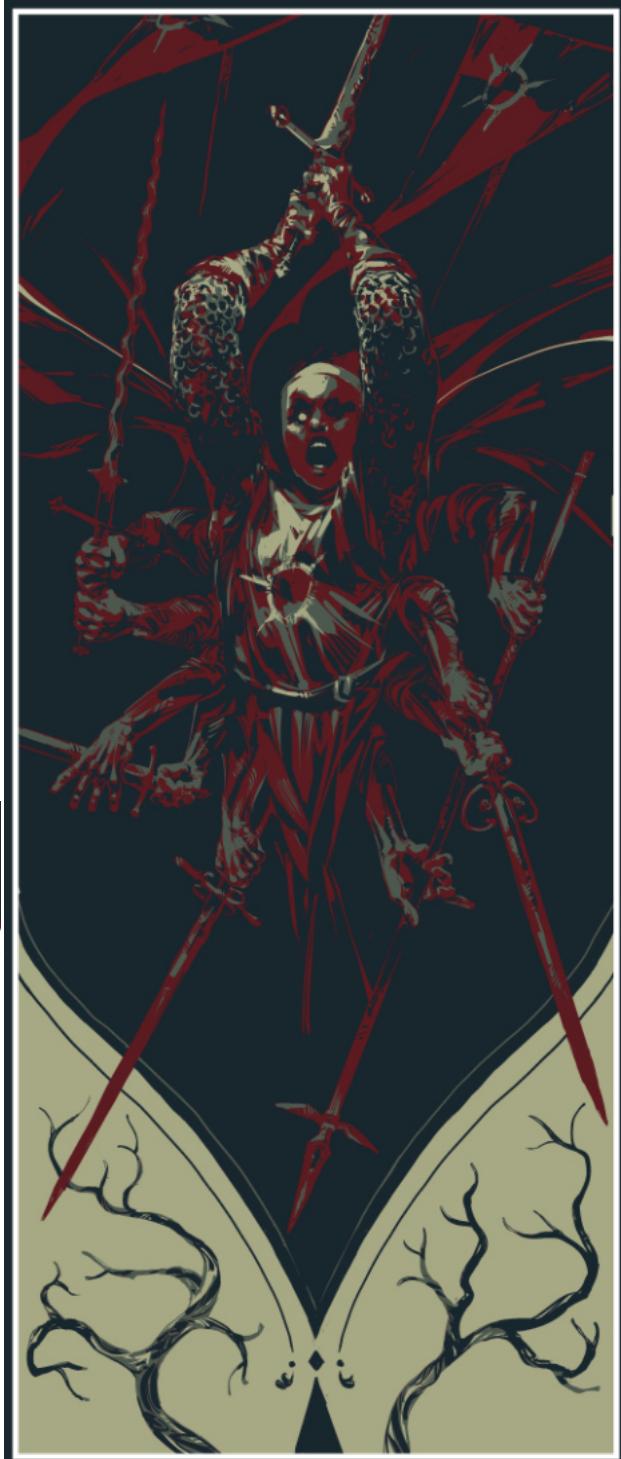


KNIGHTED BY...

The Hanged Seer

VIG 10, CLA 12, SPI 15, 1GD

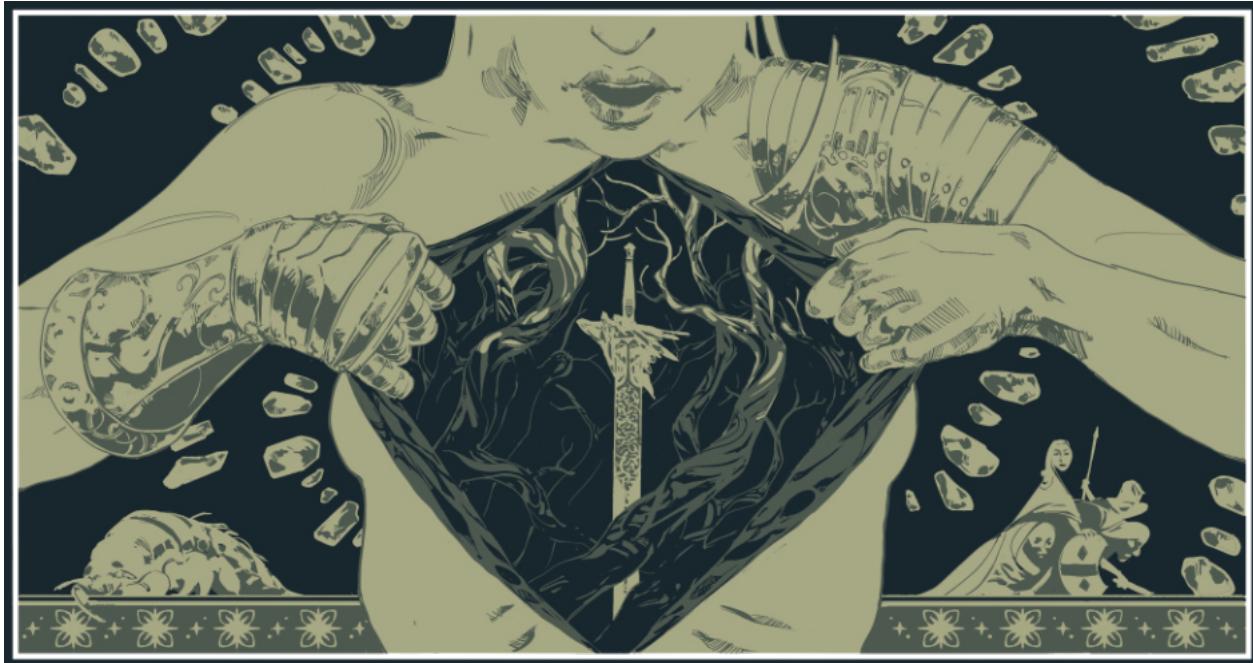
- Dizzy, confused, and distressed unless hanging upside-down from their feet.
- Sees things from unusual perspectives, seeking insight or hidden things.
- Wants for nothing as long as they are suspended, which can make them difficult to bargain with.



Person: Steady cook ~ **Name:** Valamonte ~ **Characteristic:** Sneering smile
Object: Ghost axe ~ **Beast:** Granddad louse ~ **State:** Wandering ~ **Theme:** Music

The Blade

There it gleam'd as glore in meadow's sight
That star-forged blade amark of warborne plight



Omens

1. A booming voice singing in the distance. A travelling cook belts out songs about the Blade's previous owners, each reaching a tragic end (see opposite).
2. A cliff-side village, ruined long enough to be overgrown with moss and thorns. In a ruined chapel an altar is inscribed with:
Forsake in earth, unbroke by time
Afore first draw, that greedsome war
3. Band of 5 cutthroats think the Knights have the Blade or know its whereabouts.
4. Down a spiral of natural steps, a bloodied sharpening wheel screams on the wind. Can sharpen blades to a keen edge (+d8) but they break after their first Wound.
5. A cave concealed by a steaming waterfall is the resting place of the Scabbard, which destroys any blade placed inside. The waterfall scalds (d10) anybody wielding a weapon, harmless to the unarmed.
6. A louse-infested dead forest. The Blade lies within, but travellers are lured by visions of something they truly desire.

Dwelling: Toll bridge ~ **Sanctum:** Tiny island ~ **Monument:** Guarded reliquary
Hazard: Gulping marsh ~ **Curse:** Merciless winds ~ **Ruin:** Looted shrine

Cast

The Blade, Sifrex, Il glamvent

2d8 hefty, wounded targets are utterly destroyed. The Blade's wielder loses d6 SPI after each Attack.

Cutthroats, Colan, Fia, Elga, Ness, Ruac

VIG 10, CLA 10, SPI 7, 2GD

Longknife (d6), 2 javelins (d6)

Colan has a halfshield (d4, A1), angelic features, never sleeps, can Focus.

He is truly bloodthirsty; the others less so.

Granddad Louse, Rollyromple, Rockbug

VIG 12, CLA 5, SPI 2, 5GD

A2, or A4 when rolled up (plated shell)

Scuttering bite (2d6)

Hungers for wooden items to hide in its lair and eat later. Fancy items appeal most.

PAST WIELDERS

	Name	Tragic End
1	Erdyg, Shamed Knight	Throat cut
2	Belwin, River Bandit	Hanged from tree
3	Gwelhelm, Butcher	Poisoned feast
4	Ordrig, Tower Guard	Crushed by boulder
5	Regan, Cup Knight	Lost underground
6	Lervlin, Squire	Drowned in river



The Emerald Knight

A verdant cloak on sable steed
Neath nature's veil, yond sight and heed

PROPERTY

- Branchspear (d8 hefty, when stabbed into a tree it is immovable by anyone but you)
- Cloaked mail (A1 in verdant environments only), shield (d4, A1)
- Sable steed (VIG 10, CLA 14, SPI 5, 4GD)

ABILITY - Fade to Green

Use when hiding still and silent in greenery. You cannot be found by any means. While hiding you can only perform a specific type of action without revealing yourself, but also benefit from a heightened sense (see below).

PASSION - Elegance

Restore SPI when you leave a place more beautiful than you found it.

HIDDEN ACTION

	Hidden Action	Heightened Sense
1	Strike a wounded enemy	Vision (detail)
2	Make animal calls	Vision (distance)
3	Throw stones	Hearing
4	Grab a non-alert enemy	Smell
5	Move slowly	Weather prediction
6	Whisper to allies	Emotional insight



KNIGHTED BY...

The Unnamed Seer
VIG 10, CLA 10, SPI 5, 2GD

- Toad-like being covered in shifting tattoos that foretell the future course of Myths. Only the Seer can read them.
- Clear glass eyes, but they see well.
- Longs to know more about their identity before they became the Unnamed Seer.



Person: Cheery stablehand ~ **Name:** Litwitte ~ **Characteristic:** Fiery hair
Object: Lightning wine ~ **Beast:** Graveyard horse ~ **State:** Sick ~ **Theme:** Fear

The Legion

Pitly ranks, fought and fell, returning stronger still
Their scars nae fade, their fear but grow, their war their only will



Omens

1. A field littered with martial detritus. Broken helms, shields, and bodies. The mud grabs at those passing over, groans on the wind. A lean horse is trying to pull its dead rider from the ground to no avail.
2. A lone legionnaire deserter. Can only grunt in cowardice, scouring the land for a place to hide. A pack of 5 legionnaires are tracking them, minutes away.
3. A local militia are camped, recovering from a clash with the Legion. Few are dead, but the wounded cry in agony. The lacerations of the Legion's barbed blades are as fresh as when they were cut.
4. A Legion Warband on the horizon, firing their arrows at the farthest possible range. Break into retreat if approached.
5. A new legionnaire pulling themselves from the earth. Pained, clutching rusted arms. Seeks the comfort of the Legion.
6. Three Legion Warbands invade the nearest Holding. If defeated they return in greater ranks. The war only ends if they are driven into fire or water.

Cast

Legionnaires, Born of Mud and Blood

VIG 15, CLA 5, SPI 5, 3GD
A3 (rusted mail, helm, shield)

Barbed blade (d8), shield (d4), bow (d6 long), all deal wounds that resist natural healing.
Fear of death. No purpose beyond war.

Graveyard Horse, Greyveil

VIG 10, CLA 10, SPI 5, 2GD

Instinctive reverence for the dead, always knows where they should be taken to.

Local Militia, Untrained Serfs

VIG 10, CLA 10, SPI 10, 2GD

Polearms (d10 long), patchwork uniforms

SCARS FROM THE LAST DEATH

	Location	Description
1	Face	Pierced
2	Arm	Burned
3	Leg	Crushed
4	Torso	Whipped
5	Back	Mangled
6	Head	Sliced

Dwelling: Cooling well ~ Sanctum: Sparkling crags ~ Monument: Cleaved mountain

Hazard: Spiked roots ~ Curse: Groaning earth ~ Ruin: Ash-drowned town



The Chain Knight

Born below the soil, below the stone, below all thought
Down, down, further down, of blood and iron wrought

PROPERTY

- Pronged mace (d8 hefty)
- Oubliette mail (A1, wrapped in a long iron chain)
- Tired steed (VIG 10, CLA 12, SPI 3, 3GD)

ABILITY - Will of the Irons

Move a single chain that you hold as if it was a limb, using a single hand. You can lash out with both ends (d6 each), grasp opponents, and otherwise move it to your will.

PASSION - Abyss

Restore SPI when sleeping underground in complete darkness.

HOW YOU REACHED THE SURFACE

	First	Then
1	Through darkness	Through ice
2	Through smoke	Through dirt
3	Out of a cell	Out of a mountain
4	Climbing chains	Out of a tomb
5	Up the great stair	Up from a well
6	Through fire	Out of a lake

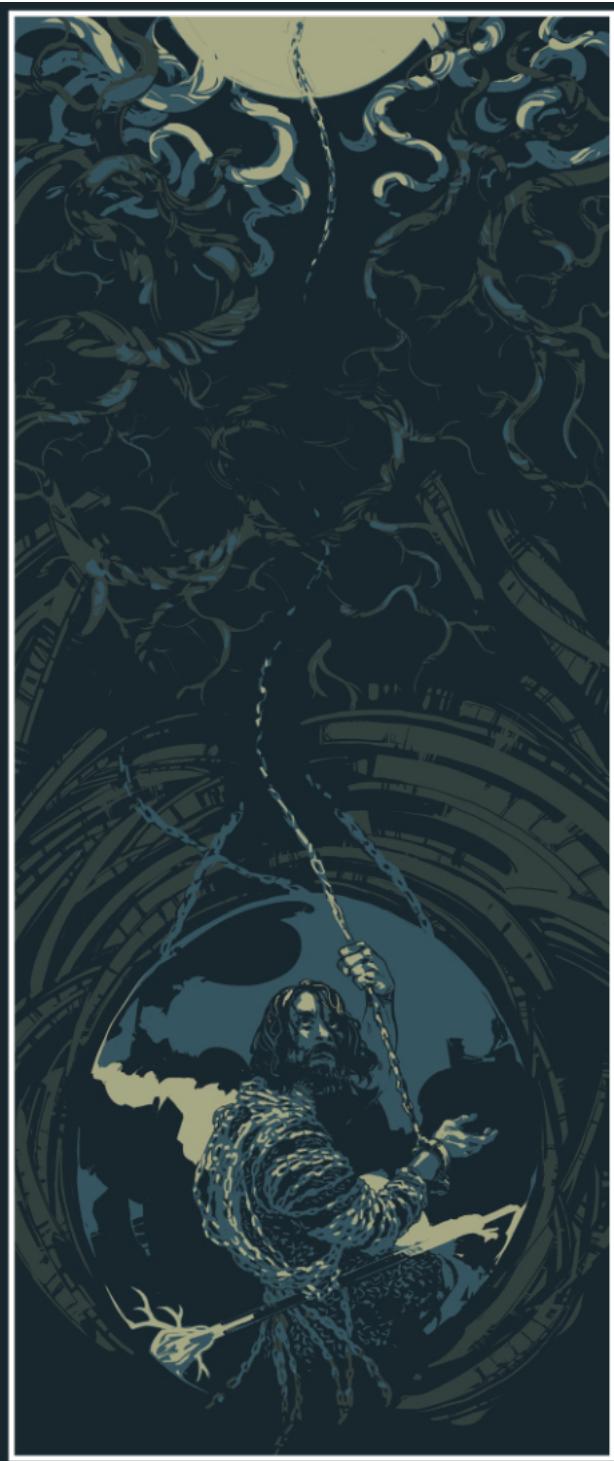


KNIGHTED BY...

The Winged Seer

VIG 4, CLA 4, SPI 6, 1GD

- Frail broken body, tattered useless wings held aloft by white-masked acolytes.
- Sees the potential failures of those who ask for advice. Has no faith in anybody to succeed at any task.
- Wants to bask in vicarious glory.



Person: Oblivious cartographer ~ **Name:** Croyle ~ **Characteristic:** Pet rat
Object: Death woodcut ~ **Beast:** Bony zebra ~ **State:** Crying ~ **Theme:** Dirt

The Imp

In scaldrine thrall we must endure
Neath smoldant flame chained evermore



Omens

1. A trail, glittering dust on the surface. A moment later, a flash ignites five dancing white flames that torment the travellers. They vanish once they have caused pain.
2. Smouldering heat can be felt from the shadows of looming trees. The darkness itself burns (d6 Damage) any within, but does not set things alight. The shadows return to normal after this Phase.
3. A fluttering swarm of bats descend on the Knights. They are in the thrall of the Imp, flying to him after they have drawn blood.
4. A feast is laid out on a grand table that shouldn't be here. If they partake he appears and plays some impish pranks. If they refuse he attacks with his black fire.
5. The trail turns to a maze, smoke rolling in, soon surrounded by walls of flame. He releases the victims when they are adequately frustrated.
6. He is holding court, arguing with eight foxes in their language. If their meeting is allowed to conclude he stomps away, banished by their words.

Dwelling: Hidden cave ~ **Sanctum:** Luminous hollow ~ **Monument:** Eternal tree
Hazard: Slippery rocks ~ **Curse:** Haunting lights ~ **Ruin:** Smashed glade

Cast

The Imp, Scaldris, Child of Black Flame

VIG 6, CLA 17, SPI 17, 10GD

Claws (2d4) or black flame (d6 blast)

Feeds on frustration and pain.

Foxes of the Imp's Court

VIG 5, CLA 15, SPI 6, 4GD

Bite (d4), smouldering tails

Enthralled Bat Swarm

VIG 5, CLA 10, SPI 3, 7GD

Bites (3d6), individual attacks are *Impaired* unless they are Blast attacks.

Dancing White Flame

VIG 3, CLA 10, SPI 6, 2GD

Burn (d6, ignoring armour)

Cannot be harmed by physical attacks.

IMPISH PRANKS

	Transform...	Into...
1	Item of clothing	Wormy earth
2	Bed sheets	Bog peat
3	Food	Hot ash
4	Pet	Choking smoke
5	Heirloom	Fatty grease
6	Flowers	Vinegar-soaked rags



The Banner Knight

Beware of kindly riders festooning flags in show
Where they come in friendship their soldiers rush to go

PROPERTY

- Banner-pike (d10 long, see below, lose d6 SPI if the banner ever falls to the ground in battle)
- Spikehammer (d6) and ornate mail (A1).
- Fat steed (VIG 10, CLA 8, SPI 5, 3GD, d6 trample)

ABILITY - Rousing Presence

Use once per Attack when you are part of a group Attack, carrying a banner.
You may reroll the entire pool of Attack dice once only.

PASSION - Sensitivity

Restore SPI when receiving social approval.

INSPIRING BANNER

Design	Topper
1 Red/white diamonds	Antlers
2 Blue/yellow rings	Jaws
3 Green/silver spiral	Tree
4 Purple/gold chevrons	Fishtail
5 Black/blue bars	Wings
6 Orange/black waves	Seashell



KNIGHTED BY...

The Cured Seer

VIG 9, CLA 4, SPI 8, 2GD

- Preserved in salt, completely desiccated and unable to move.
- Barely speaks, but offers manic visions to those who taste their salt.
- Wants to live forever and witness the end of all things.



Person: Aggressive carver ~ **Name:** Wodwale ~ **Characteristic:** Meticulously clean
Object: Vow sunflower ~ **Beast:** Tiny chameleon ~ **State:** Observing ~ **Theme:** Anger

The Troll

Each stab, each cut, each severance, regrown in warpsome matter
All stretched and swollen, big and bent, a groaning soul atatter



Omens

1. In an itchy marsh, a severed, rubbery arm pulls itself along. Claws at anybody that interferes. Has no sense of direction, eventually withering to dense, dead flesh.
2. A tiny chameleon watches from a crooked branch. Hisses a warning if anybody passes near, stirring the Troll in the nearby trees, fleeing back to its home.
3. A burglar is fleeing from an abandoned cave, a home carved into the earth. Clumsy furniture cobbled from rock and mud. Blood on the ground, smashed bones, another dead troll limb. The burglar found nothing of value in there.
4. The Troll drags a dying warhorse back toward its new cave. A Knight lays dead.
5. Bronze, shimmering pond amongst a bog of fly-infested reeds. Disturbing the water grants a vision of the Troll being attacked by soldiers with axes, hacking the creature to bits.
6. Split from head to pelvis, the Troll holds itself together as it rampages, craving meat to aid the regeneration.

Dwelling: Abandoned watchtower ~ **Sanctum:** Singing trees ~ **Monument:** Titan seat
Hazard: Tight squeeze ~ **Curse:** Insect swarms ~ **Ruin:** Forgotten palace

Cast

The Troll, Cursed to Endure

VIG 18, CLA 5, SPI 6, 7GD
A2 (rubbery skin)
Flailing limbs (2d10)

Regains d12 VIG at the start of its turn. Can slowly regenerate from any harm at all, but burning takes an Age to recover.
Loves their pet chameleon.

Troll Arm

VIG 5, CLA 5, SPI 1, 1GD
A2 (rubbery skin)
Claw (d6)

Clumsy Burglar, Sammesrede

VIG 12, CLA 7, SPI 16, 4GD
Baton (d6), prying tools, injured leg
Honest, amoral and shameless.

THINGS IN THE TROLL LAIR

Object	Condition
1 Human skull	Muddy
2 Animal bone	Bloody
3 Knight's sword	Broken
4 Tapestry	Flattened
5 Pot	Chewed
6 Horn	Pristine



The Pigeon Knight

The humble know no home to call their own
Horizon is their hearth, each hill their throne

PROPERTY

- Bitterglaive (d10 long, +d8 vs targets within their home)
- Tattered mail (A1) with hooded cloak (can be used to vanish into a significantly large crowd)
- Grey steed (VIG 7, CLA 8, SPI 5, 2GD, unmatched over long distance)

ABILITY - Wayfinder Sense

Sense the direction in which a named destination lies, but not the best route to travel there. You cannot use this to find your lost home or the City.

PASSION - Inquisition

Restore SPI when you wrangle the truth out of an uncooperative person.

MEMORIES OF THE LOST HOME

	Hue	Shape
1	Emerald	Towers
2	Marble	Walls
3	Silver	Flowers
4	Golden	Ships
5	Ruby	Water
6	Violet	Clouds



KNIGHTED BY...

The Frozen Seer

VIG 10, CLA 13, SPI 16, 2GD

- Draped in a white feather cloak, face concealed by a fractal warping of space.
- Can reveal possible futures through their collection of delicate mirrors, each of which must be destroyed afterwards.
- Wants the Knights to succeed, but only after a painful struggle.

Person: Cruel singer ~ **Name:** Wattle ~ **Characteristic:** Fidgeting hands

Object: Cold carving ~ **Beast:** Ivory goat ~ **State:** Intoxicated ~ **Theme:** Fire



The Demon

Slumber stirred by rising blackened sun
A mocking voice conceals the fiendsome one



Omens

1. The bloody remains of an ivory goat, its innards laid out in a broad spiral. White goats are never eaten, thought to be reincarnations of Seers from the past.
2. A singer, beating a drum. They sing cruel lyrics about the Knights, knowing more than they possibly could. They utterly ignore the Knights, even if apprehended.
3. In a meadow, a band of drunks are feeding a bonfire, growing out of control. They openly praise the Writher Within, gloating that he's coming to eat the Seers and free us from their lies.
4. The sun is black, gold light flooding from its corona. Animals panic, Seers are blinded. This lasts until the next sunrise.
5. A once-beloved Knight now rampages through the Realm slaughtering serfs. Her head has sprouted a curved horn on one side, all humanity now gone.
6. A bloated serf is being dragged away before bursting in a red mist. The Demon emerges from within in their true form, not resting until they have eaten 7 Seers.

Cast

The Demon, Ul-Huroc, Writher Within

VIG 15, CLA 15, SPI 15, 8GD

A4, bypassed by weapons drenched in Seer-blood (twisted hide)

Rip (d6) and lash (d8) and gore (d10)
Can rip over any distance.

Drunks, Eonah, Nissi, Franga

VIG 10, CLA 4, SPI 9, 2GD

Aspects of the possessed (see below)

Awaiting the Demon, nothing else to live for.

Once-beloved Knight, Ethne, Possessed

VIG 15, CLA 8, SPI 3, 7GD

A2 (bloody mail, helm)

Longsword (2d8 hefty)

Now knows nothing beyond slaughter.

ASPECTS OF THE POSSESSED

	Appearance	Behaviour
1	Swollen head	Fiery temper
2	Bloody teeth	Sinister whisper
3	Writhing veins	Total amnesia
4	Hot breath	Morbid cruelty
5	Protruding bones	No boundaries
6	Withered tongue	Paranoid delusions

Dwelling: Hilltop house ~ Sanctum: Moaning rocks ~ Monument: Raised ship

Hazard: Draining climb ~ Curse: Dead lands ~ Ruin: Raiding debris



The Shield Knight

In wood, hide, or iron, as armour meek or grand
No greater shield for the weak than the oath-sworn Knight's own hand

PROPERTY

- Dull sword (2d6 hefty), tattered gambeson (A1) and cracked shield (d4, A1)
- Soothing salve (you prepare enough for one use each day, restores VIG, see below)
- Untested steed (VIG 12, CLA 8, SPI 4, 2GD)

ABILITY - Death Ward

Use when a nearby ally would take a Mortal Wound or be killed outright. You take a Mortal Wound instead.

PASSION - Mortality

Restore SPI when you see an ally suffer a Mortal Wound.

SOOTHING SALVE

Aroma	Side Effect
1 Rosemary	Hallucination
2 Mould	Lethargy
3 Pepper	Stimulation
4 Copper	Sorrow
5 Garlic	Giddiness
6 Meat	Absent-mindedness



KNIGHTED BY...

The Watched Seer

VIG 10, CLA 10, SPI 5, 4GD

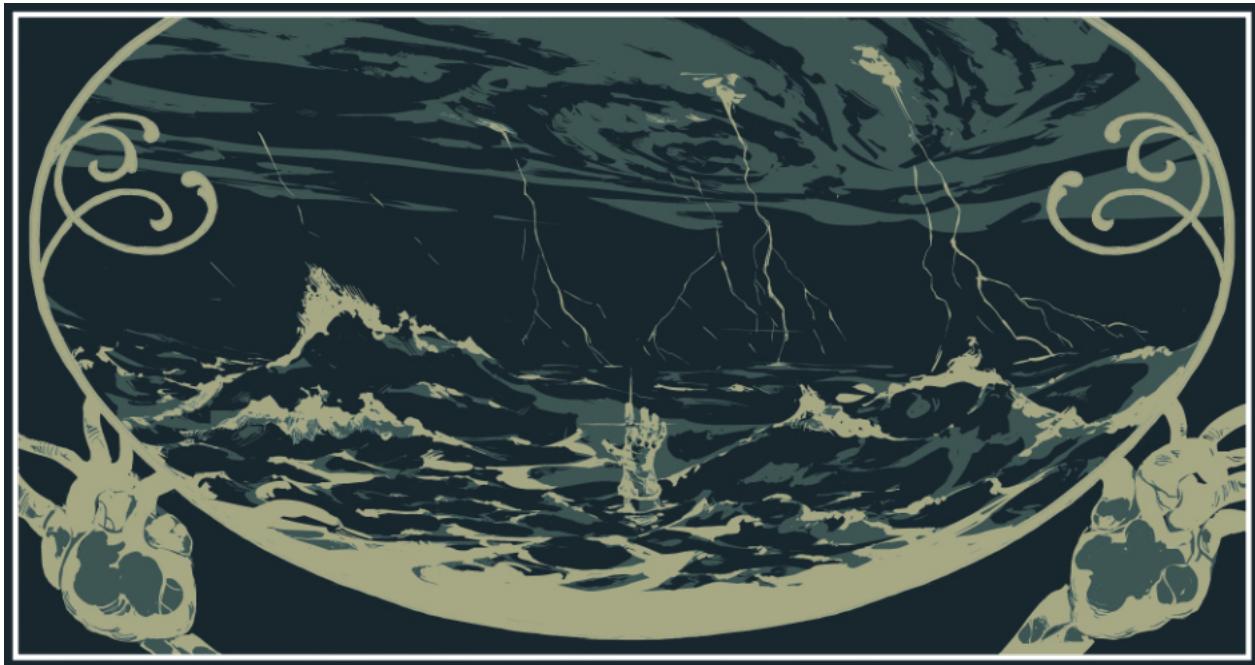
- Impossibly tall and long-limbed, blindfolded with golden silk, adorned in runic scripture.
- Can gift others with a glimpse of their sight, revealing raw and painful truths.
- Believes all the other Seers are watching. Wants them all blinded or dead.



Person: Novice shepherd ~ **Name:** Ragge ~ **Characteristic:** Haunted look
Object: Storm ring ~ **Beast:** Roaring coot ~ **State:** Parched ~ **Theme:** Water

The Sea

A briny tempest churns, jaden tides all swell
 The ringen path entwines with looming ocean's spell



Omens

- On glittering rapids, a shepherd is being attacked by 8 wolferabs, usually only seen scavenging on beaches.
- Salty rain batters the land, web-like weed hanging from the trees. In an abandoned bowyery, deer and boars take shelter.
- At the site of a modest pond, a new sea rises forth, its tide surging out night and day. Roaring coots honk out in a deafening protest.
- The Two-Hearted Knight bellows at the Sea, trying to repel the water with their coral ring. They don't know that they must be submerged in the water to command it.
- A great storm begins, and won't stop until the wave has arrived. Saltwater rises from all water sources, the land is flooded, and harvest ruined.
- The wave swells on the horizon, as tall as a mountain range. If it washes over the Realm then little can survive. After the devastation the Sea is quelled and returns to its rightful place.

Dwelling: Salmon stream ~ **Sanctum:** Lapping waves ~ **Monument:** Clifftop tomb
Hazard: Perilous crossing ~ **Curse:** Rolling fog ~ **Ruin:** Rotten gallows

Cast

Devout Shepherd, Ganthyrrn

VIG 12, CLA 7, SPI 7, 1GD
 Crook (d6 long), longs to serve a Seer

Wolferab, Bluebrine, Hyena of the Deep

VIG 5, CLA 5, SPI 5, 3GD
 A2 (thick shell)
 Claws (2d6)

The Two-Hearted Knight, Alahag

VIG 10, CLA 6, SPI 14, 10GD
 A2 (whitemail, plate)

Brightsword (2d6 hefty, when the dice match an enemy is dazzled), coral ring (bearer can command the Sea when submerged in it)
 Wants to redeem themselves.

FLOTSAM & JETSAM

Condition	Item
Ancient	Armour
Preserved	Stone Tablet
Chained	Corpse
Tangled	Sword
Rotted	Pendant
Barnacled	Shield



The Whip Knight

Some draw screams from flesh and bone
Others seek to make soul moan

PROPERTY

- Spiny mace (d8 hefty) and whip (d6)
- Strange herbs (different effect each time, see below. Enough for one dose each day. Effects wear off after an hour, but Virtue Loss remains)
- Pampered steed (VIG 10, CLA 8, SPI 5, 2GD)

ABILITY - Pain Strike

Make a melee Attack on your own. Damage is applied to GD as normal, but to SPI in place of VIG. If the target loses half or more of their SPI from this Attack they lie broken before you.

PASSION - Reverence

Restore SPI when offering respectful homage to the dead.

STRANGE HERBS

	Positive Effect	Side Effect
1	Heightened hearing	Mild nausea
2	Breathe fire once (d8 blast)	Unable to speak
3	Speak remotely with any one person	Hazy vision
4	No pain (A1)	Lose d6 VIG
5	Restore one Virtue	Lose d6 CLA
6	Restore all Virtues	Lose d6 SPI



KNIGHTED BY...

The Prey Seer

VIG 5, CLA 12, SPI 12, 4GD

- A hunched, flea-infested little wretch.
- Sees every hunger of every other being in the Realm.
- Longs to be eaten by something huge.



Person: Sickly ironsmith ~ **Name:** Cradokke ~ **Characteristic:** Bright clothes
Object: Artful cup ~ **Beast:** Longly viper ~ **State:** Tormenting ~ **Theme:** Shrinking

The Elf

A steward of seasons, nature's power bestowed
Our land bends to their whimsy, our lives no mercy showed



Omens

1. Along a sheltered stream, isolated signs of the next Season arriving early.
2. Two season destroyers are about to kill a defenceless, defeated ironsmith outside his tiny forge. They claim the tide of seasons requires fresh blood.
3. A season scout carries the rod of the upcoming Season, wishing to gift it to a Seer courtesy of the Elf. The rod holds the power to usher in its Season early.
4. A season scout gifts the bow of the upcoming Season (d8 long) to the Knight with the highest SPI score. It is imbued with the power of the upcoming Season, when it is more potent (2d8).
5. A season scout is travelling to the Seat of Power to deliver a message to the ruler of the Realm. They carry the longly viper, a leaping, talking snake. Only the viper knows the message, that the Elf is coming to claim this Realm as their own.
6. The Elf emerges to claim the Seat of Power, a Warband each of scouts and destroyers. They'd prefer a duel.

Cast

The Elf, Steward of Seasons, Coredis

VIG 9, CLA 9, SPI 9, 13GD

Acts first, faster than any opponent.

Wants to flaunt their power.

In Spring: SPI 19 and swiftbow (2d6 long)

In Harvest: VIG 19 and goldfalk (3d6 long)

In Winter: CLA 19 and claws and jaws (4d6)

Season Scouts, Tizra, Vioth, Santrosal

VIG 8, CLA 16, SPI 12, 8GD

Swiftbow (2d6), strawlike hair, zero patience

Flee when wounded, faster than any mortal.

Season Destroyers, Kilunar, Tasiviza

VIG 10, CLA 12, SPI 12, 8GD

A2 (smoothbark armour, helm)

Goldfalk (3d6 long), sense of superiority

QUIRKS OF THE ELF AND THEIR KIN

	Cannot	Absolutely Must
1	Harm animals	Extinguish fires
2	Harm plants	Kill the elderly
3	Feel emotion	Scare children
4	Speak	Steal jewellery
5	Step indoors	Consume food seen
6	Tolerate music	Punish the ugly

Dwelling: Hunting hideout ~ **Sanctum:** Enchanting pool ~ **Monument:** Carved names

Hazard: Thorn snares ~ **Curse:** Invisible eyes ~ **Ruin:** Unmarked graves



The Seal Knight

A Knight's sworn oath outlasts the stone wall
Yet Seers say in time even words must fall

PROPERTY

- Stout halberd (d10 long), gambeson (A1), siege plate (A1, when the wearer braces against a door it cannot be breached)
- 3 runic scrolls (see below, can only be read by Seers, who value them greatly)
- Dusty steed (VIG 10, CLA 8, SPI 5, 4GD)

ABILITY - Seal of Binding

Mark a weapon, shield, or piece of armour belonging to a non-Knight with your seal. They can use *Smite* or *Deny* as if they were a Knight, but then the seal is removed.

PASSION - Modesty

Restore SPI when refusing a reward.

RUNIC SCROLLS

Subject	Prophecy
1 The Seer reading	Death
2 The Seal Knight	Torment
3 Another Knight	Rebirth
4 Another Seer	Treachery
5 A Myth	Growth
6 The whole Realm	Glory



KNIGHTED BY...

The Drunken Seer

VIG 14, CLA 6, SPI 10, 1GD

- Eyes can't focus on her enough to get a sense of what she looks like.
- Just being in her presence creates an intensely intoxicated feeling. Sleeping in this state gives vision-laden dreams.
- Wants peace and quiet in the morning, good company in the afternoon, nobody can decipher what she wants at night.

Person: Relaxed courier ~ **Name:** Sparenot ~ **Characteristic:** Formal clothes
Object: Unbreakable compass ~ **Beast:** Flame weasel ~ **State:** Relaxing ~ **Theme:** Charm



The Axe

As tools of humble lumberwrack they split the log and stone
This one made to cleave the knights and castles that they own



Omens

1. A cowherd sleeps on a branch. Then, a rumble in the ground followed by their cattle stampeding this way.
2. A maze of stony crags. A message carved in the rock: "All Knights will feel the Axe".
3. A ruined hexagonal temple, seven stone seats the only furnishings left within. Each has a skull placed on it, the crest of a Knight roughly scratched into each seat. A flame weasel gnaws on one of the skulls.
4. A secluded orchard, pained groans amongst the birdsong. A Knight lies bleeding, arm severed by the Axebearer. She doesn't know why she was spared.
5. Echoes of conversation from a winding tunnel. The militia within are discussing whether the Knights should lay down their lives to appease the Axebearer.
6. The Axebearer stands atop a crag, proclaiming that the Axe will break the very land in two. Their first strike to the ground causes rumblings, the second tears a chasm across the Hex, the third a mighty canyon across the whole Realm.

Dwelling: Logging camp ~ **Sanctum:** Vast plain ~ **Monument:** First flame
Hazard: Fallen woods ~ **Curse:** Labyrinth trail ~ **Ruin:** Tumbled tower

Cast

The Axebearer, Wella Gall

VIG 14, CLA 12, SPI 15, 11GD
A1 (restitched gambeson)

Axe (d10 long, +d12 vs Knights)
Believes their fate is to kill all Knights.
Any who carry the Axe share this delusion.

Flame weasel, Embernip

VIG 5, CLA 10, SPI 5, 2GD

Jaws (pleasant burn, restoring CLA once per day), gluttony for birds and eggs

Stampeding Cattle, Warband

VIG 10, CLA 5, SPI 5, 3GD

Relaxed Cowherd, Pasco

VIG 11, CLA 5, SPI 16, 3GD

Scrolls, maps, compass (extremely rare)

THE SONG OF THE AXE

	Arcing Sound	Strike Sound
1	Humming	Thunderclap
2	Whistling	Deep rumble
3	Hissing	Shattering stone
4	Buzzing	Bell toll
5	Tearing	Echoing boom
6	Screaming	Crashing wave



The Horn Knight

A horn cried, hearts asank, blood pulsed anew
In its wail our fates all sealed a feast beneath death's view

PROPERTY

- Antler-halberd (d8 long, +d10 vs horned or antlered opponents) and bow (d6 long)
- Wild Horn (see below)
- Rusty warhorse (VIG 13, CLA 6, SPI 5, 2GD, d6 trample)

ABILITY - Carnage Fanfare

Blow a Wild Horn in battle.

For the rest of this battle any VIG lost through Damage is doubled. This affects all in the battle, whether they hear the horn or not.

PASSION - Bluntness

Restore SPI when you move the conversation in a way that somebody is avoiding.

A WILD HORN

	Shape	Sound
1	Sharp	Dissonant
2	Helix	Solemn
3	Sickle	Ghostly
4	Intertwined	Beastly
5	Coiling	Droning
6	Swollen	Gravelly



KNIGHTED BY...

The Feasting Seer

VIG 10, CLA 3, SPI 3, 1GD
A3 (huge soft body)

- Vast, soft, immobile creature, constantly fussed over by white-cloaked acolytes.
- Silent, does nothing but gorge on food, but her acolytes interpret meaning from whether she accepts or rejects offerings.
- Her guidance is generally helpful, especially to those who are kind to her.

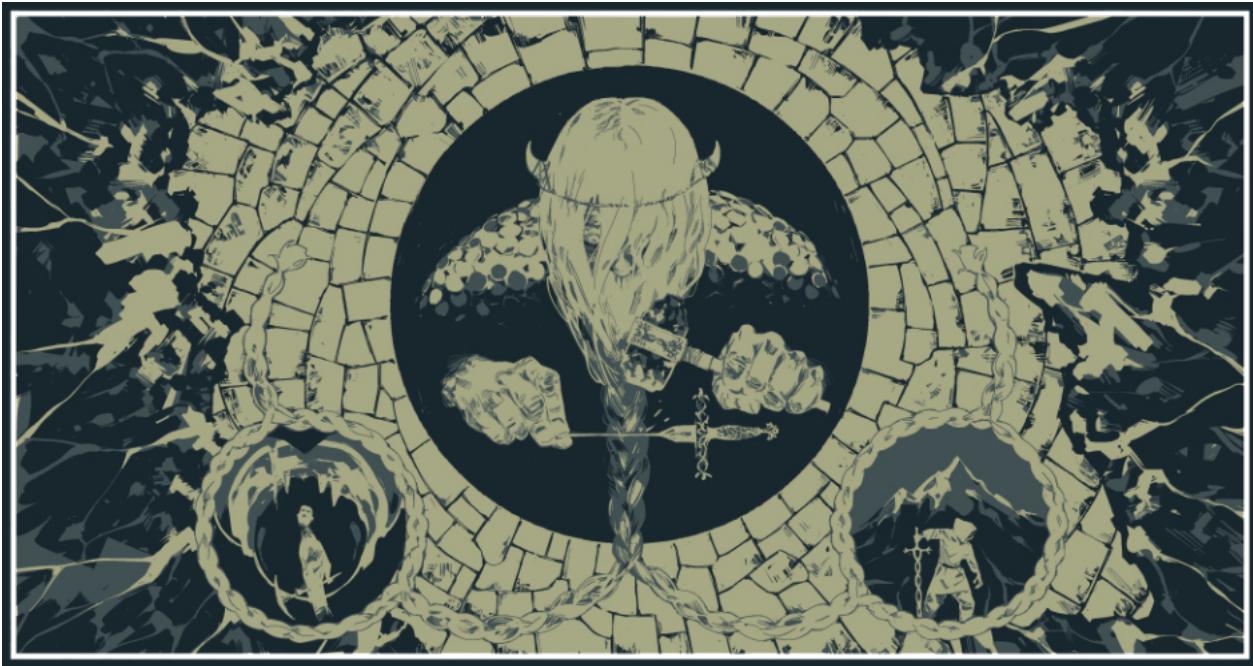
Person: Repugnant pedlar ~ Name: Endry ~ Characteristic: No nonsense

Object: Destiny nut ~ Beast: Swiftly blackbird ~ State: Helping ~ Theme: Blood



The Dwarf

Fore first story, fore first seer, the time that came fore time
 One smith, one hammer, rock then hill, then world in craft divine



Omens

1. An ancient fountain, smashed to pieces, tended to by a lone Dwarf. He uses his hammer to gently piece the stone back together. Claims to be in the service of the ruler of the Realm, happy to work again.
2. Voices from within a shadowy grove. Mercenaries, arms freshly forged by the Dwarf, discussing where to find work.
3. A sudden, broad tunnel entrance. The Dwarf leads reluctant labourers in digging out a passage to a distant Realm. He doesn't care where. The earth itself appears to bleed in the ground around the tunnel. The Dwarf seems undeterred.
4. Suddenly rising from the ground, three great giants of vengeful earth lash out at any people they can find.
5. Band of traders, labourers, and thieves from a distant Realm. Claim they arrived through the tunnel, looking for a home.
6. The earth writhes and convulses. The ground opens up to claim the nearest Holding, swallowing it into the distant Realm at the end of the tunnel.

Dwelling: Humble fort ~ **Sanctum:** Bracing winds ~ **Monument:** Seer's skull
Hazard: Mud slopes ~ **Curse:** Desolate moor ~ **Ruin:** Bloodied altar

Cast

The Dwarf, Drod of the First Forge

VIG 15, CLA 15, SPI 12, 7GD
 A2 (mail, bronze plate)

Creator hammer (3d10 slow, cannot kill)
 Driven by a creative urge, feels nothing else.

Newly Armed Mercenaries, Warband

VIG 12, CLA 10, SPI 10, 5GD
 A3 (mail, bronze plate, helm)
 Forged arms (see below)

Both armour and weapons can be controlled by the wielder of the creator hammer.

Giants of Vengeful Earth

VIG 17, CLA 4, SPI 3, 7GD
 A3 (rock and soil body)

Swipes (d10) or huge smash (2d10 slow)
 Fights until they feel humanity has suffered.

FORGED ARMS	
Material	Type
1 Eternal bone	Blade (d6)
2 Golden willow	Spear (d8 hefty)
3 Blood bronze	Hammer (d8 hefty)
4 Night flint	Bardiche (d10 long)
5 Meteor iron	Maul (2d10 slow)
6 Deep amber	Greatbow (d10 slow)

2
12

The Dove Knight

In serenos moon the best of us can rest in docile light
The quietest bird in impure times must soar in grisly flight

PROPERTY

- Stout blade (2d6 hefty), gambeson (A1), and winged scale (A1, can't fly, but see below)
- Bright weeds (create a cool glow when crushed to a powder, restock each new Season)
- Mountain steed (VIG 14, CLA 5, SPI 5, 2GD, sure-footed on rocky ground)

ABILITY - Strike of Serenity

Make a melee Attack against a wounded target. Get +d8 to the Attack. If this defeats the target then all allies restore SPI.

PASSION - Vengeance

Restore SPI when achieving a worthy revenge.

WINGED ARMOUR

Ability	Limitation
1 Always land safely	Sink like a stone
2 Jump twice as high	Red glow when angry
3 Sprint silently	Slow running speed
4 Animals won't attack you unprovoked	Horses other than your own are afraid of you
5 Knights who strike the first blow against you	Lose d6 SPI if you ever strike the first blow to a Knight lose d6 SPI
6 Appear as real wings	Only protects under daylight



KNIGHTED BY...

The Sunlit Seer

VIG 3, CLA 13, SPI 15, 2GD

- Fragile, burnt body shuddering in a bed, tended by a lone herbalist.
- When she is the nearest Seer she can appear as a white face in the sun.
- Wants to see her beloved Knights triumph in battle above all else.



Person: Scarred bounty hunter ~ **Name:** Arture ~ **Characteristic:** Always eating
Object: Soldier's horseshoe ~ **Beast:** Leafy goose ~ **State:** Returning ~ **Theme:** Revenge

The Tower

In the tapestry of ages, stretching ever forth
The spiteful spirit of the land shows our follies' worth



Omens

1. Marching across a barren moor, the Bolt Knight escorts labourers in carts. They are being taken to the site of the Tower, where more efforts are needed.
2. A dozen great birds of burden haul huge blocks across the Realm. A wake of torn earth. Tower guards escort on horseback.
3. A stairway in the wilds, dreamlike visions to any who ascend (see opposite). At the top, a clear view of the Tower, complete on the horizon.
4. Black clouds and thunder, but no rain. Crackling lightning turns to bolts, sparking fires across the Realm. This does not end until the Tower falls.
5. A titanic thunderclap and dazzling bolt of lightning. The Tower begins to fall and cannot be stopped. The thunder and lightning continue.
6. With a swell of thunder all tower-like structures in the Realm are shaken, grand or humble. With a final clap they all fall. The clouds clear.

Cast

Bolt Knight, Berech of the Tower

VIG 12, CLA 17, SPI 9, 7GD

A3 (mail, shimmering plate, helm)

Cruel partisan (d10 long +d10 vs mounted)

Hated for anything less than perfection.

Great Bird of Burden, Wazzletard

VIG 17, CLA 10, SPI 4, 4GD

A2 (huge body)

Trample and tear (2d10)

Easily startled, longs for human approval.

Tower Guards

VIG 12, CLA 10, SPI 7, 4GD

A2 (mail, helm)

Polearms (d10 long)

Craving purpose, to be part of something big.

DREAMLIKE VISIONS

	Form	Content
1	Frozen	Regrets (lose d6 SPI)
2	Abstract	Hardship (lose d6 VIG)
3	Non-visual	Fear (lose d6 CLA)
4	Ghostly	Pride (restore SPI)
5	Melodramatic	Comfort (restore VIG)
6	Watery	Guidance (restore CLA)

Dwelling: Open market ~ **Sanctum:** Smouldering geyser ~ **Monument:** Buried library

Hazard: Spike rocks ~ **Curse:** Sulphur stink ~ **Ruin:** Ash pit



The Story Knight

At last, I'm here!
The one you were waiting for, the one behind the words

PROPERTY

- Crook-blade (d10 long), mail (A1), bronze-studded brigandine (A1)
- Book of stories (something for everyone, see below for a random tale)
- Sinister steed (VIG 10, CLA 14, SPI 5, 3GD)

ABILITY - Weaver of Fate

Just before night falls, tell a story related to a nearby place, noting two details past, present, or future. The Referee secretly chooses one of them to become truth. This can only be performed once per location.

PASSION - Showmanship

Restore SPI when you deliberately draw unwanted attention.

TOME OF TALES

	Style	Twist
1	Quest	Ghosts!
2	Romance	Long-lost twins!
3	Revenge	Memory loss!
4	Farce	Reincarnation!
5	Nonsense	Talking animals!
6	Tragedy	Everybody dies!



KNIGHTED BY...

The Silvered Seer

VIG 9, CLA 19, SPI 13, 2GD

- Shuffles slowly with help from adoring acolytes, body weighed down by blue candles and silver filigree.
- Claims not to be a Seer at all, a lie. They know more than any other, but gives only the barest hints of advice.
- Wants to escape and live a normal life.



Person: Intolerant herder ~ **Name:** Abbotte ~ **Characteristic:** Sharp features
Object: Bear wand ~ **Beast:** Emerald panther ~ **State:** Proud ~ **Theme:** Commands

The Chariot

Bursten forth out shroud o' night
Graven wheel and tiger's bite



Omens

1. The stars are visible, even in day, forming a wheel pattern, visibly turning.
2. A huge crater, barely the rubble of a stone outpost left. Heavy footprints within.
3. A distraught family claim a pair of great tigers attacked their small farm, eating their chickens, sheep, and dog. They claim the beasts fell from the sky and vanished back into the darkness.
4. A swathe has been cut through a forest or mountain. It leads toward the Myth Hex.
5. The Charioteer rides over the horizon, pulled by two great tigers. He is quick to share his past triumphs, gathering followers to feed his ego. He seeks revenge against the ruler of the nearest Holding, who has slighted him in a minor way.
6. Following up on a boast that somebody doubted, the Charioteer is preparing to charge either upstream, or into the tide, proving that no mere water is a match for the Chariot. They will succeed at this, driving the water away for good, before taking flight and returning to the stars.

Dwelling: Tranquil quarry ~ Sanctum: Reclusive scribes ~ Monument: Heron statue
Hazard: Flooded glade ~ Curse: Dizzying reeds ~ Ruin: Smashed pottery

Cast

The Charioteer, Arayda

VIG 16, CLA 7, SPI 18, 9GD

A3 (Emerald skin and armour)

Meteor rod (2d8 hefty, wounded targets are thrown d6 Hexes, taking d6 further Damage)
Driven to avenge any slights against himself or anybody he takes liking to.

The Chariot

5GD A2 (structure)

2d12 trample, nothing can stop it

Tigers, Frecko & Parafusa

VIG 15, CLA 15, SPI 5, 6GD

Rip and tear (2d8), faster than any horse
Hatred of horses, fear of mirrors.

BOASTS AND SLIGHTS

	Boast	Slight
1	I shaped the moon	It was in a past life
2	I set stars in motion	They disgust me
3	I awoke the first Spring	They don't appreciate their standing
4	I dug out the sea	They mistreated a cat
5	I rendered the trees motionless	They squander their lands
6	I made the mountains	They sleep too much



The Turtle Knight

I stand inclad in shellydye stead
Nawone of you will see me dead!

PROPERTY

- Beakhammer (d6), battered tower shield (d4, A1)
- Drinking horn (makes even disgusting liquids taste good, see below)
- Squat steed (VIG 14, CLA 5, SPI 6, 2GD)

ABILITY - Unbreakable Shell

Use at the start of your turn.

You cannot move, but double the Armour score of your shield and gain +d6 when attacking with a shield.

PASSION - Wellrestedness

Restore SPI when you sleep for two consecutive Phases.

DRINKING HORN

	Appearance	Imparted Flavour
1	Tiny	Floral honey
2	Runic carvings	Smoky salt
3	Ruby encrusted	Toasty almond
4	Volcanic rock	Ice water
5	Painted battle scene	Warm berries
6	Huge	Meat dripping



KNIGHTED BY...

The Broken Seer

VIG 2, CLA 7, SPI 13, 1GD

- A pile of loose limbs around a husk of a torso. Just able to pull themselves into a standing form with some difficulty.
- Doesn't share much guidance now, but sends a body part on the quest to help.
- Wants more broken body parts to add to their heap.



Person: Wise farmer ~ **Name:** Crabbe ~ **Characteristic:** Fine embroidery
Object: Bird cauldron ~ **Beast:** Oily buzzard ~ **State:** Starving ~ **Theme:** Flowers

The Desert

Flesh and stone and grass are nought but falsely forms
All are dust, nothing more



Omens

1. Winds bring a sudden dust storm. Visibility is short and travel impossible. It blows over by nightfall.
2. Farmer staring into the clear sky. Claims the air feels too still. Until this Myth is resolved there is no rain, the land gradually dries out, rivers start to wither.
3. Oily buzzards circle above, a band of hunters below are playing dead in an attempt to catch and eat them. These birds are usually only found in barren wastelands.
4. A disembodied eye floats, watching the Knights. If touched it turns to dust. The hag has taken note of them.
5. A parched stream, grey dusty earth flowing upstream toward the dust hag's rocky lair.
6. In her lair, the dust hag unleashes the Desert in full. Every Hex within 3 Hexes of the Myth Hex is now the Desert as long as she lives.

Cast

Crafty Hunters, Eadon, Frith, Burhow
VIG 10, CLA 13, SPI 7, 3GD
Shortbow (d6), pig blood, cooking pot

Oily Buzzard, Grimecrow
VIG 7, CLA 14, SPI 2, 2GD

Beak (d8), oily hide (any weapons that wound the creature reduce their die type by one size. Can be removed with alcohol)

The Dust Hag, Exiled from Tomorrow
VIG 8, CLA 13, SPI 11, 13GD

Claws (2d6), dust shroud (ranged attacks are *Impaired*), dust stake (d4, anybody wounded is turned to dust until the hag dies)
Driven by her whims (see below).

Is NOT a Seer. Hates any mention of them.

WHIMS OF THE DUST HAG

	Wants	The Catch
1	Treasure	Immediately
2	Entertainment	Of a very specific type
3	Praise	At the cost of another
4	Peace and quiet	No amount is enough
5	Authority	In another, distant lair
6	Security	Also the Seat of Power

Dwelling: Music camp ~ **Sanctum:** Silent stairs ~ **Monument:** Flower-adorned graves
Hazard: Bone ridges ~ **Curse:** Eerie drone ~ **Ruin:** Bloody battlefield



The Key Knight

Sure as sky and sea
For every lock a key

PROPERTY

- Horned axe (d8 hefty), kite shield (A1 d4)
- Ring of keys (for any lock there's a 1-in-3 chance you can find a key that fits) and bag of ill-gotten gains (see below)
- Jittery steed (VIG 12, CLA 10, SPI 3, 3GD)

ABILITY - Retroactive Forethought

Once per day, produce a common item from your backpack that you could have reasonably acquired at a recent point.

PASSION - Distraction

Restore SPI when you abandon a set plan.

ILL GOTEN GAINS

	Valuables	Keepsakes
1	Polished gems	A scrap of a poem
2	Silver coins	A lock of hair
3	Box of salt	A wooden ring
4	Tiny, perfect diamond	Some baby teeth
5	Golden hairpin	A vial of blood
6	String of pearls	Wooden figurine



KNIGHTED BY...

The Unspoken Seer

VIG 5, CLA 18, SPI 18, 6GD

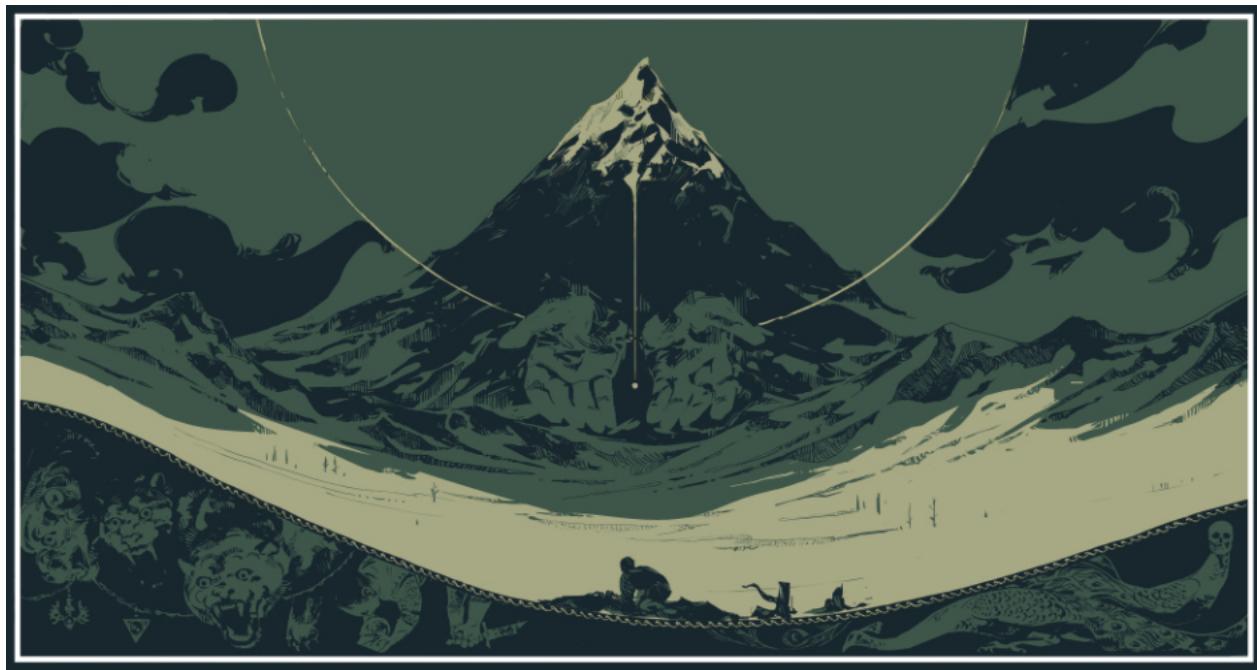
- Locals claim there's no Seer here and dodge further questions.
- Worthy Knights find guidance left as cryptic symbols in the wilderness near to their Sanctum and near to any Myth.
- Wants to remain unspoken, unobserved, and eventually cease to exist at all.

Person: Bitter archer ~ **Name:** Beryan ~ **Characteristic:** Intense speech
Object: Rainbow beads ~ **Beast:** Riding peacock ~ **State:** Guarding ~ **Theme:** Towers



The Mountain

How earth ajoys to lay frailty bare
Render us small in its coldstone stare



Omens

1. Fur-clad monks pray toward the Mountain, scattering stones, water, and coals in its direction. They warn that only the worthy can climb it.
2. The Mountain appears on the horizon. A pack of 4 crag cats have descended, laying gems as bait for unsuspecting prey.
3. The Mountain's shadow swells, covering the Realm most of each day. Animals are distressed, crops struggle in the gloom.
4. Seven peacock riders approach the Mountain. They claim their peacocks are so magnificent that nature simply gives way to them. They are mistaken.
5. Two Squires return from near the peak. Their Knights were killed by a pack of crag cats, the Squires killing the cats in revenge. They're headed to the nearest Holding to seek their knighthoods.
6. Atop the mountain, a voice questions anybody at the peak. "Are you worthy?" Those who answer yes receive a brief vision of a glittering city. After leaving the Mountain it fades from the horizon.

Dwelling: Bridge tower ~ **Sanctum:** Flickering aurora ~ **Monument:** Candle-lit shrine
Hazard: Lurking predators ~ **Curse:** Dying wetland ~ **Ruin:** Collapsed bridge

Cast

The Mountain Itself

Black crags, white peak. Travel toward it feels uphill, causing d6 VIG loss.

Peacock Riders, Castian and Company

VIG 10, CLA 7, SPI 13, 4GD

A2 (glamorous shield and high helm)

Light lance (d8 hefty), shield (d4)

Riding peacock (VIG 7, CLA 6, SPI 6, 5GD)

Crag Cat, Gemtongue, Gluttontiger

VIG 8, CLA 17, SPI 6, 4GD

Claws (2d6), mouthful of jewels laid as bait

Mourning Squires, Ennad, Merryn

VIG 7, CLA 8, SPI 6, 5GD

A1 (shield)

Shortsword (2d6), shield (d4)

PATH TO THE PEAK

	Route	Surroundings
1	Cliffside climb	Barren rock
2	Tight squeeze	Mocking goats
3	Giant steps	Watching crows
4	Crumbling path	Aromatic shrubs
5	Rope bridge	Thorny bushes
6	Winding tunnel	Gnarled trees



The Moat Knight

There they stood, awashed in sodded loam
A grottling dance, the dusky sky agloam

PROPERTY

- Spiked flail (d10, long) and barbed mail (A1, anyone trying to grab or hold you takes d6 Damage)
- Moat shovel (any hole dug with this immediately begins to fill with water, stopping when full)
- Difficult steed (VIG 12, CLA 6, SPI 6, 2GD, see below)

ABILITY - Wading Stance

Gain 1 Armour and +d6 to all attacks when fighting in at least waist-high water.

PASSION - Filth

Restore SPI when you become utterly filthy.

AN ESPECIALLY DIFFICULT STEED

	Will Not	But
1	Jump	Eats anything
2	Stop suddenly	Is beautiful
3	Carry anybody but their Knight	Always hears an ambush coming
4	Follow instructions unless being ridden	Always knows which way is north
5	Pull a cart	Hums tunefully
6	Travel in darkness	Is very tough (A1)



KNIGHTED BY...

The Brazen Seer

VIG 10, CLA 3, SPI 10, 1GD
A2 (bronze plates)

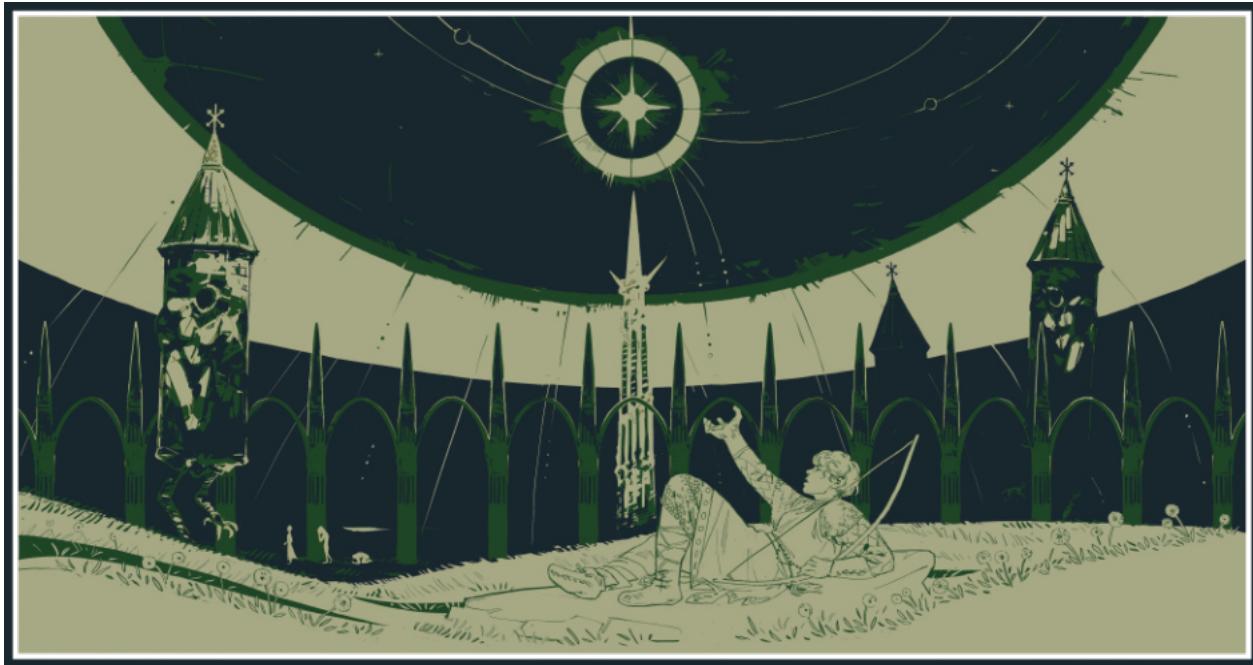
- A burning soul, welded into a hollow bronze statue of himself, mounted above a blazing fire pit.
- Sees any moments of great pain, in the past or the probable future.
- Wants others to suffer pain, as he has.

Person: Hot-tempered baker ~ **Name:** Bray ~ **Characteristic:** Extremely old
Object: Shadow lens ~ **Beast:** Two-tailed eel ~ **State:** Lost ~ **Theme:** Battle



The Star

The symbol of hope
The herald of ruin



Omens

1. A green star appears in the sky, brighter than any other, slowly circling.
2. An archer lies on a flat rock. Trails of pale light fall from the Star onto the Realm.
3. Spires of dull metal, planted in the ground, forming a barrier, blocking travel in the direction of the Myth Hex. Moving toward the barrier causes intense pain, pushing through it causes d12 Damage, ignoring Armour and other protection.
4. A silver spire, patrolled by a walking tower on birdlike legs. Smaller spires slowly grow around the central spire.
5. A mass of twenty commoners being escorted by 3 walking towers. They are being taken to the Myth Hex to be fed into the red spire that grows there.
6. Helpless commoners being forced into the opening at the base of a towering silver spire. 5 walking towers guard them. When they have all been taken on board the spire glows with a blinding light before returning to the green star with a screaming streak. The Star fades.

Dwelling: Jouster field ~ **Sanctum:** Viewing treehouse ~ **Monument:** Mossy bridge
Hazard: Slippery climb ~ **Curse:** Signpost to nowhere ~ **Ruin:** Dead tree-shrine

Cast

Walking Tower, Guardian from the Star

VIG 18, CLA 12, SPI 3, 7GD

A4, treat as structure (star-iron walls)

Crushing claws (2d10)

or starlight bolts (3d8 or d10 blast)

Being controlled from within by a creature.

Strange behaviour (see below).

Creature from the Star

VIG 5, CLA 13, SPI 6, 2GD

Starlit spear (2d10, hefty), gelatinous body

Mercenary Archer, Araya

VIG 13, CLA 11, SPI 10, 1GD

A2 (mail, helm)

Longbow (d8, slow), handaxe (d6)

Out of employment, blames everybody but herself, wants a good war.

TOWER BEHAVIOUR

Priority	Quirk
1	Destroy threats
2	Rumbling howl
3	Uproot trees
4	Keeps falling down
5	Lure prey
6	Very sluggish
7	Spread terror
8	Hatred of birds
9	Observe spire
10	Broken leg
11	Consume stone
12	Fear of water



The Boulder Knight

A fated charge in mail and stalward plate
Abaited foes await that thundring gait

PROPERTY

- Siege hammer (d10 long), mail (A1), and fancy plate (A1, see below)
- Hand-written book “*Of Time-Tested Guidance in the Construction and Destruction of Fortresses, Ramparts, and Castles*”.
- Well-fed steed (VIG 14, CLA 8, SPI 6, 3GD)

ABILITY - Unstoppable Dash

When you are in motion you cannot be stopped, but sustain d12 Damage if breaking through a solid wall or object. You cannot sustain this motion for long distances.

PASSION - Strength

Restore SPI when you complete a physical task that somebody else was struggling with.

FANCY ARMOUR

Design	Quirk
1 Bronze plates	Floats in water
2 Flanged iron	Quick to don or remove
3 Sharp scales	Silent when moving
4 Bright brigandine	Intimidating helm (A1)
5 Heavy rings	Spiked gauntlets (d6)
6 Sleek brass	Ignore fall Damage

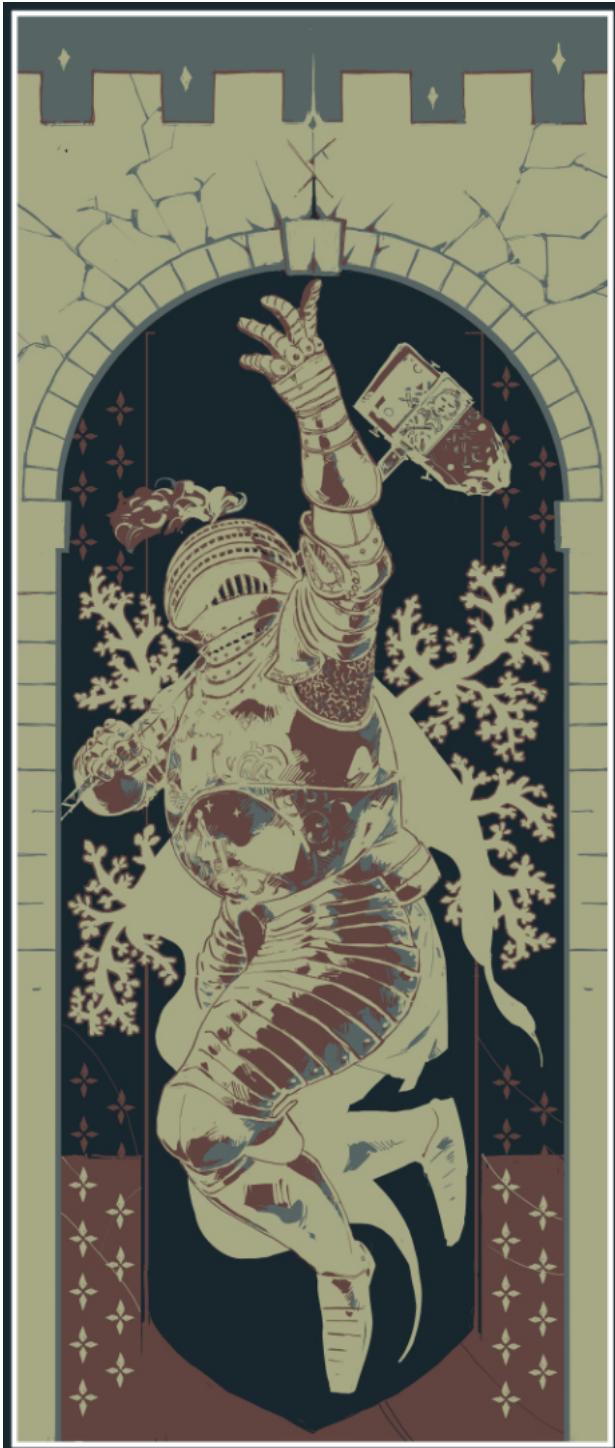


KNIGHTED BY...

The Weeping Seer

VIG 7, CLA 7, SPI 6, 2GD

- A humble young man sobbing in a darkened corner.
- Constantly haunted with images of ways in which things could go wrong, always leading to his own horrible death.
- Wants to take every precaution, but it's never enough.



Person: Pristine raider ~ **Name:** Ogan ~ **Characteristic:** Smooth charmer
Object: Dream cup ~ **Beast:** Bright mole ~ **State:** Burying ~ **Theme:** Sunset

The Sun

Aurant of crown, a sov'reign aflame
The blaze of life can reap just the same



Omens

1. A field of golden flowers, moles-a-brightly munching on their stems. The Sun appears extra bright, even peeking over the horizon at night.
2. A couple, vagabonds living off the land, carrying a basket of fruit. They praise the Sun for an unusually ripe bounty. Immediately flee from the Knights.
3. The Sun rises to new heights, not setting again until the Myth is resolved. Roll a new blessing of the Sun each time you arrive at a settlement (see opposite).
4. A shady grotto, 5 raiders arguing loudly within. They are frustrated that they cannot raid at night anymore. They plan a dire attack on the nearest Holding.
5. A drought on the land. Wells dry, ground hardens, rivers die. The Sun brings no more boons, only banes.
6. The Sun swells further, then descends on the Realm in the form of the feaster, a colossal golden man. He bounds about the Realm eating anything that grows. Terrified of animals, but not humans.

Dwelling: Signal tower ~ **Sanctum:** Shady grotto ~ **Monument:** Sun brazier
Hazard: Stinging swarms ~ **Curse:** Foul shadow ~ **Ruin:** Dirge-horn altar

Cast

The Sun, in the Form of the Feaster

VIG 18, CLA 5, SPI 10, 4GD

A6 (colossal body)

Crush (2d12 or d12 blast)

Wants to eat all crops. Afraid of animals.

Mole-a-Brightly, Blazenoze

VIG 3, CLA 13, SPI 2, 3GD

Glowes pleasantly when eating, hates that which it does not already know.

Raiders, Opal and Company

VIG 12, CLA 12, SPI 7, 3GD

Hatchet (d6), bow (d6 long), stolen trinkets

Vagabond Couple, Harnis & Raschle

VIG 9, CLA 14, SPI 12, 2GD

Dagger (d6), sling (d6), distrust Knights

BLESSINGS OF THE SUN

	Boon	Bane
1	Early harvest	Forest fire
2	Huge ball game	Exhausted elders
3	Outdoor performance	Worn out steeds
4	Choir of birds	Ruined cropfield
5	Travelling merchants	Insect swarms
6	Day of rest proclaimed	Desperate predators



The Tankard Knight

Abrash and bold, renowned and rued
Their presence cheered in feast or feud

PROPERTY

- Eagle axe (d8 hefty), roundshield (d4, A1), mail shirt (A1)
- Scar from a friend betrayed (see below)
- Aggressive charger (VIG 14, CLA 5, SPI 6, 2GD, d8 trample)

ABILITY - Humble Glamourie

After eating and drinking with somebody for a few hours they consider you trustworthy enough to speak openly about anything you ask about.

The next day they come to their senses and realise if they revealed too much.

PASSION - Revelry

Restore SPI when socially overindulging.

SCAR STORY

Who Scarred You?	Your Betrayal
1 Ruler of a nearby Holding	Disloyalty
2 Ruler of the Seat of Power	Petty theft
3 Wandering Knight	A violent argument
4 A whole village	A broken promise
5 A ship's captain	Slander
6 A member of your Company	Neglect in a time of great need



KNIGHTED BY...

The Red Seer

VIG 8, CLA 15, SPI 15, 10GD

- Their shape lost within billowing crimson robes, flashing wet fabric forms fleeting shapes and faces, a voice on the breeze.
- Favours those who are open in their desires and fears. Hates dishonesty.
- Feels only one fleeting emotion at a time, but feels it with great intensity.



Person: Influential collector ~ **Name:** Tresera ~ **Characteristic:** Wild hair

Object: Beast idol ~ **Beast:** Burrowing otter ~ **State:** Rejoicing ~ **Theme:** Memory

The Moon

Nasty neth'ren, nevn of night
Lain to life in loomer's light



Omens

1. On a steep-sloped scrubland an elderly woman gathers thorns. She claims they ward off the Claw, who's due another victim any night now.
2. The Moon looms as a sharp crescent. When night falls the Claw begins to screech from the darkness. It only strikes if it spots a vulnerable target.
3. Ferocious revellers dance around a beast idol. They break animal and human bones against the stone totem, keeping the Bonebreaker at bay for another night.
4. The Moon looms large and crooked. As soon as night falls the Bonebreaker strikes suddenly and without warning.
5. A wild-haired sage tries to calm a panicking congregation. He laments that they have no reptiles to sacrifice, a tradition intended to ward off the Bloodsucker, so instead people should arm themselves and bar their doors.
6. The Moon looms waning and pale. When night falls the Bloodsucker strikes when the Knights are most off-guard.

Dwelling: Great hall ~ **Sanctum:** Flower patch ~ **Monument:** Spear reliquary
Hazard: Biting thorns ~ **Curse:** Blinding spores ~ **Ruin:** Hunter remains

Cast

The Claw, Black Lobster of the Wood

VIG 14, CLA 14, SPI 5, 6GD

A2 (carapace), scything pincers (2d10)
Repelled by thorns or nettles.

Wants to drag somebody into the night.

The Bonebreaker, Brawn o'no Brain

VIG 19, CLA 3, SPI 3, 5GD

A3 (deathless body), crush and tear (2d10)
Repelled by clean bones. Wants to crush the weak.

The Bloodsucker, Wolf that Walks on Foot, Queen of All Hungers, Esved

VIG 12, CLA 17, SPI 15, 14GD

Claws and fangs (2d8, +d10 at night)
Repelled by cold blood.
Wants to drink strong blood.

FALSE SUPERSTITIONS

Tradition	Supposed Effect
1 Sleep in the soil	See in the dark
2 Sever a toe	Speak with animals
3 Eat mouldy cheese	Avoid nightmares
4 Drink bitter root tea	Prophetic dreams
5 Steal a horseshoe	Find love
6 Nurture a butterfly	Cheat death



The Owl Knight

A noble one, a lord indeed, who feasts on fruits of fact
From nog to nosh the nut of knowing fills with pleasing fat

PROPERTY

- Blade-staff (2d8 long) and ringmail (A1)
- Sack of books (1-in-2 chance you have a small snippet of information on any particular topic at hand, otherwise you find a miscellaneous tome, as below)
- Peaceful steed (VIG 10, CLA 10, SPI 6, 4GD)

ABILITY - Arboreal Archive

Spend a Phase running hands over a tree to access its memory, seeing anything that happened under its shade or over its roots.

PASSION - Alertness

Restore SPI when you spot an ambush, trap, or surprise attack.

MISCELLANEOUS TOMES

	Title	Title
1	The Light of...	...the Sea Beasts
2	Those who long for...	...Bread
3	Death &...	...the City
4	Merits of...	...other Meditations
5	Of Domain and...	...Coin
6	In the Garden of...	...Doom



KNIGHTED BY...

The Screaming Seer

VIG 13, CLA 4, SPI 3, 1GD

- RAAAAAAARGH!
- YAAAAAAAAARRRGH!!!
- Utterly useless most of the time, but occasionally scribbles prophetic notes when left alone for a while.



Person: Adored potter ~ Name: Dewyn ~ Characteristic: Few teeth
Object: Vanity bone ~ Beast: Shouting pike ~ State: Dutiful ~ Theme: Starlight

The Lion

With creak and grind of time-worn wheel
A king of all is brought to kneel



Omens

1. On the brink of a disused clay pit, a potter shapes a bowl, telling a story to the dozen children gathered to watch. She tells of the Lion, the king of beasts. No Knight could slay him, but a potter was his great enemy. She avoids giving any details.
2. Horse breeders leading a dozen chargers toward the Seat of Power. They're struggling to get the horses moving, as they're all bowing toward the Lion's Hex.
3. An isolated, babbling pond. A pike pokes its head from the water to cackle at passers-by. It can't really speak, but mimics words it has heard. It shouts "He's here for his crown" among the gibberish.
4. All steeds throw riders to the ground before charging off toward the Seat of Power to await the Lion's arrival.
5. The Lion, heading toward the Seat of Power to peacefully take the Domain.
6. Tired herald spreads word that the Lion has taken the Seat of Power. Some humans remain in court, but mostly they're replaced with unsuitable beasts.

Dwelling: Actor encampment ~ Sanctum: Quiet path ~ Monument: Duelling ground
Hazard: Rat territory ~ Curse: Smoke clouds ~ Ruin: Murder pit

Cast

The Lion, Belliore, King of All Beasts

VIG 18, CLA 12, SPI 15, 10GD

A2 (thick hide, shaggy mane)

Claws and jaws (2d8 +d10 against humans)

Roar (all who refuse to bow lose d6 SPI)

All beasts bow to him, but he loathes them.

Hates the sound of wheels, terrified by fire, cockerels, and any beast that stings. Even a drop of weak venom is lethal to the Lion.

Can speak, but resents needing to do so.

Storytelling Potter, Niefib

VIG 10, CLA 14, SPI 18, 2GD

A1 (layers and layers of coats and cloaks)

Always followed by a throng of infuriating children.

INFURIATING CHILDREN

	Wants	Will Not
1	Entertaining	Stay still
2	A very specific food	Use words
3	What you have	Stop crying
4	To go home	Compromise even a bit
5	Something another child has	Explain themselves properly
6	They don't even know	Stop grabbing you





The Hooded Knight

As deeds abound in history's script
More slip from time's forgetful grip

PROPERTY

- Glaive (d10 long), 3 throwing axes (d6)
- Cloak and hood (see below, while fully cloaked and hooded, people will see you in the moment, but have no memory of you once you pass from sight)
- Modest steed (VIG 10, CLA 9, SPI 5, 4GD)

ABILITY - Unnoticed Deed

Once per day you can retroactively declare an action that you took earlier that day, such as giving instructions to an ally, or gathering a specific piece of information. This cannot be used to acquire new items.

PASSION - Anonymity

Restore SPI when somebody believes in a false identity you are portraying.

HOOD AND CLOAK

	Hood	Cloak
1	Veiled	Velvet
2	Shadowy	Torn
3	Silken	Weathered
4	Tattered	Layered
5	Fur-trimmed	Embroidered
6	Threadbare	Faded pattern



KNIGHTED BY...

The Endless Seer

VIG 13, CLA 16, SPI 13, 3GD

- With each blink they appear as an entirely different person, sometimes several, their voice a congregation.
- They see through everybody's eyes all at once, hearing all their thoughts.
- Wants to offer guidance but is overwhelmed by so much vision.



Person: Sneaky cobbler ~ **Name:** Kerensa ~ **Characteristic:** Always drinking
Object: Fox pipe ~ **Beast:** Milk finch ~ **State:** Empowered ~ **Theme:** Breaking

The Wheel

Dawn, day, then dusk. Blossom, burn, then bite.
Green, grown, then grey. Aborn, alive, abyss.



Omens

- With a gust of groaning wind, the next Season begins suddenly.
- The wind groans again. At the start of the next morning a new Season begins, skipping next Season in line and moving immediately to the following Season. Birds screech and cry.
- The next Season begins suddenly. Milk finches are singing out of season, pushing their milk-filled eggs from their nests, breaking on the ground.
- The next Season is skipped, the following Season beginning suddenly. A grey adder, hisses from a nearby branch, beckoning the Knights over. It will whisper “the Wheel is broken” before biting anybody who lingers.
- An especially intense Winter arrives suddenly and will not end until the Wheel is repaired. Swirling clouds form above the Wheel’s Hex, spinning at an irregular, stuttering pace.
- The Wheel vanishes. Now it can only be found in a distant Realm (see opposite).

Dwelling: Trickling fountain ~ **Sanctum:** Thorn library ~ **Monument:** Lizard statue
Hazard: Sinkholes ~ **Curse:** Boozy air ~ **Ruin:** Collapsed wall

Cast

The Wheel of Seasons

A wooden wheel on a stone plinth. Should turn inexorably with the seasons, but is stalling. It requires greasing with a mix of pollen, grain, and snow.

Guardian of the Wheel, Hewgol

VIG 18, CLA 8, SPI 8, 10GD
A3 (mail, gold plate, helm)

Greataxe (2d10 long). Can only be lifted by a sworn Guardian of the Wheel. Can Deny. Cannot fathom that the Wheel isn’t working.

Grey Adder

VIG 6, CLA 18, SPI 5, 4GD

Bite (d6, poisons on a Wound, the victim is unable to speak until forgiven by a snake)

A DISTANT REALM

	How far away?	Environment
1	Neighbour Realm	Desert
2	Two Realms over	Jungle
3	Three Realms over	Swamp
4	Deep underground	Mountains
5	Months over sea	Archipelago
6	Impossibly far	Tundra



The Lance Knight

Steed agasp, spear agroan, strike agore
Sharp afrail, sight ablind, then no more

PROPERTY

- Lance (d10 long or hefty if mounted), spiked mace (d8 hefty), kite shield (d4, A1)
- Mystic sight (you can see something you shouldn't be able to, see below)
- Weary charger (VIG 14, CLA 6, SPI 4, 3GD, d6 trample)

ABILITY - Shattering Charge

Once per day, make a solo mounted charging Attack with a lance.

The Attack gains +d12, Blast, and Gambits

caused by the Attack count as strong.

The lance is shattered.

PASSION - Adventure

Restore SPI when you enter a Myth Hex.

MYSTIC SIGHT

What can you see? But you cannot see	
1	Fears Colour
2	Desires Writing
3	Hidden things Birds
4	Regrets Water
5	Loyalties Stars and sun
6	Injuries and disease Silver and gold



KNIGHTED BY...

The Shackled Seer

VIG 10, CLA 16, SPI 13, 3GD

- Has a strange number of limbs (d12), seemingly changing with each glimpse, all shackled to the wall.
- Has especially clear visions of things that wish to be elsewhere.
- Pleads for freedom, but just wants to be shackled somewhere new.



Person: Puny guard ~ Name: Howell ~ Characteristic: Sulky and unwashed
Object: Plague scabbard ~ Beast: Clawed bees ~ State: Awestruck ~ Theme: Touch

The Cudgel

The stick and the city, both worths beyond quill
Prized ever and all, their ends empty still



Omens

1. A modest tower, a lone guard protecting a petty duchess. She is obsessed with sleep and dreams. The guard wants to seek the Cudgel, but needs somebody to watch the tower in his absence. Knows that a hawkleon lives nearby, and will be drawn to such a weapon.
2. The corpse of a large white ox lies mauled but uneaten, twitching. Moments later a swarm of clawed bees bursts forth.
3. A hawkleon prowls the shadows and circles the skies, hoping to make sport with the Knights if it can isolate one.
4. A scheming hedgehog tracks the Knights, hoping to steal the Cudgel for itself.
5. The cowardly guard believes they have the Cudgel. It's just a branch (d6 hefty).
6. Finally, the true Cudgel (d10 hefty), the wielder knows the location of every enemy in their heart, but can never stop a fight until their enemy is dead), embedded in a huge slab of unbreakable green marble. Releases itself only for somebody who honestly intends to destroy it.

Dwelling: Welcoming brewery ~ Sanctum: Guiding stones ~ Monument: Ancient bridge
Hazard: Choking dust ~ Curse: Filth heaps ~ Ruin: Wicked trophies

Cast

Clawed Bee Swarm, Warband

VIG 5, CLA 3, SPI 3, 3GD
Claws and stings (d6, wounds fester, releasing more bees tomorrow)

Scheming Hedgehog, Verispa, Slysnout

VIG 7, CLA 17, SPI 7, 2GD
A2 (bristles, melee attackers without a Long weapon take d4 Damage), bite (d6)
Hog-sized. Always on a scheme (see below). Its spines can be made into a dozen arrows (+d6) which strike silently, then vanish.

Hawkleon, the Cat of the Skies

VIG 15, CLA 15, SPI 7, 9GD
A1 (muscular hide), pounce (2d8), wings
Wants to toy with prey. Desires the Cudgel. Ashes of its feathers repel both cat and bird.

SCHEMES OF THE HEDGEHOG

Goal	Twist
1 Steal food	Wants to get caught
2 Acquire better home	In disguise
3 Murder rival	Befriends enemies
4 Steal treasure	Play the long game
5 Defeat predator	Fake death
6 Expand dynasty	Exploit superstitions



The Questing Knight

Dream of vassal, fear of knight
To die at rest, in moonly light

PROPERTY

- Ancient sword (see below), kite shield (d4, A1), 3 javelins (d6)
- Cold stone (can absorb a single ailment from the wielder before vanishing in a burning light, restock each new Season)
- Reckless charger (VIG 14, CLA 6, SPI 6, 1GD, d8 trample)

ABILITY - Pledge Quest

Swear a quest to somebody who cares. Until you complete the quest you cannot regain lost GD, but get +d12 on all attacks against those who stand in your way. Lose d12 SPI if you abandon the quest.

PASSION - Impetuosity

Restore SPI when you are first to fight.

ANCIENT SWORD

	Appearance	Who gave it to you?
1	Massive (d10 long)	The tide
2	Curved (d8)	A tomb
3	Jagged (2d6 hefty)	A tree
4	Hooked (2d8 long)	An eagle
5	Shining (2d6)	A hermit
6	Cruel (2d8 hefty)	A mountain



KNIGHTED BY...

The Buried Seer

VIG 4, CLA 3, SPI 14, 1GD

- Trapped far beneath our feet, but speaks to those who stand at her gravestone, adorned with black flowers.
- Sees all below the ground, and hears all on the surface. Blind to water and sky.
- Wants to hurry along the inevitable death of everyone and everything.



Person: Skilled bandit ~ Name: Borwenna ~ Characteristic: Silver hair

Object: Fake tooth ~ Beast: Knightly salamander ~ State: Killing ~ Theme: Colours

The Lizard

¶ scale'd one aernal, portenter o'decay
 ¶ fang o'roaring ruin, sunrise o'final day



Omens

- Black smoke on the horizon. The Lizard is birthed from the fire, blind and confused. It cannot bite yet and tries to flee.
- A forest reduced to ash. A silver-haired bandit gathers it up. He knows that ash created by the Lizard is a deadly poison.
- A river, flowing as grey ash-saturated sludge. Dead fish and newts line the riverbank. A pair of knightly salamanders, normally immune to all toxins, flail around in agonised rage.
- A huge tail of the Lizard, detached by the growing beast, lies twitching amongst a briar patch. Its blood sparks a fire that can only be extinguished by seawater.
- A burial mound, where the Lizard made a temporary nest, erupts into burning soil and ash (d8 Damage each turn within the area). It burns until midnight.
- A heap of rocks, part melted, now the lair of the Lizard. If left to live it ignites into a huge fire that consumes the entire Hex, birthing four more Lizards to spread into neighbouring Realms.

Dwelling: Feasting hall ~ **Sanctum:** Timeless pool ~ **Monument:** Golden yew
Hazard: Briar field ~ **Curse:** Acrid swamp ~ **Ruin:** Ghosts of slaughter

Cast

The Lizard, the Land's Eternal Woe

VIG 18, CLA 12, SPI 5, 8GD

Scales of un-colour (ignores all Damage, but does not cover its belly)
 Bite (2d10, a wound incinerates the victim to ash) or thrash (d8 blast)

Burning blood (a single drop sparks a fire. Only seawater can extinguish the flames)

Yfran, Veteran Bandit

VIG 12, CLA 15, SPI 13, 6GD

A1 (black brigandine)

2 daggers (d6 each), bow (d6)

Wants to pull off one last big job (see below).

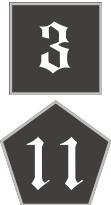
Knightly Salamander, Helmeck

VIG 10, CLA 4, SPI 5, 4GD

Claws and bite (d8), immune to most toxins

YFRAN'S BIG SCORE

	Target	Plot
1	Retired Knight	Murder
2	Wandering Seer	Identity theft
3	The Seat of Power	Burglary
4	Neighbouring ruler	Blackmail
5	Wealthy commoner	Confidence trick
6	Rival bandit	Long con



The Ring Knight

With ring a'lone, head dreams of home
With rings o'two, heart longs to roam

PROPERTY

- Long mace (d10 long), violet mail (A1)
- Pair of rings (see below, can only be put on or removed at sunrise)
- Aloof steed (VIG 11, CLA 8, SPI 7, 3GD, leaves no trail)

ABILITY - Unbreakable Circle

Draw a circle in the ground, with yourself in the centre.

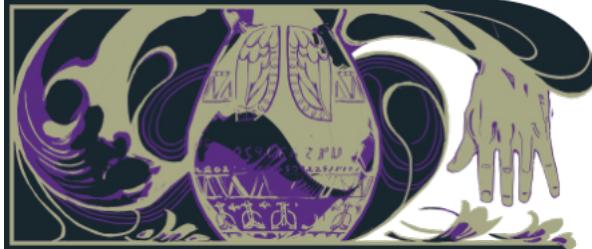
Until you leave the circle, no other living being can enter or leave it.

PASSION - Respectfulness

Restore SPI when returning something to its rightful owner after it was lost or taken.

PROPERTIES OF THE RINGS

	Design	Effect
1	Snakes	Wearers share vision
2	Skulls	Wearers share hearing
3	Thorns	Wearers share GD (use total)
4	Rubies	Wearers share VIG (use higher)
5	Gold	Wearers share CLA (use higher)
6	Birds	Wearers share SPI (use higher)



KNIGHTED BY...

The Spectral Seer

VIG 4, CLA 16, SPI 14, 5GD

- Immaterial shadow of a life long extinguished, restricted to dwell near an urn containing their remains.
- Sees all events that include death: past, present, and future.
- Wants to return to a physical form.



Person: Lazy weaver ~ Name: Ursell ~ Characteristic: Extremely burly
Object: Nature bow ~ Beast: Stinging crocodile ~ State: Competing ~ Theme: Happiness

The Ogre

From sluggal umbrage knit a gastrell, deck'd in grile, and grim
By him the curze'd kings of gloreday seem a way less dim



Omens

1. Snow begins to fall. First a flurry, then a veil that covers the whole Realm. Vision is limited to shouting distance. This remains until the Ogre dies or stops it.
2. Two elderly weavers stagger through the snow. They were captives in the Ogre's castle. He released them because they would not work fast enough.
3. The Ogre watches the Company from the veil of snow. He's looking for a Knight to capture, to guard his castle. Although he cannot die, he won't fight on long if hurt.
4. Shivering in the snow, a stinging crocodile. It will lead Knights to the castle and a tunnel into the catacombs below.
5. An ancient graveyard on a hilltop, names forgotten. Some know that the Ogre's soul is hidden in the first skull buried here.
6. Having gathered enough servants to live a comfortable life, the Ogre bellows out in coarse laughter, heard across the Realm. His reluctant Knights gather taxes weekly, taking more than any can afford.

Cast

The Ogre, the Repulsive Pretender

VIG 18, CLA 10, SPI 2, 8GD

A2 (gnarled muscles), bony knife (d8), crooked horn (d10), foul finery (see below)
Recovers from any harm while his soul is safely hidden. Hates being looked at.
Wants to live a lazy life of luxury.

Stinging Crocodile, Nattlesnap

VIG 10, CLA 5, SPI 5, 3GD

Jaws (d8, wound causes a painful sting, lose d6 SPI). Hates the Ogre, who banished him.

Reluctant Knights of the Ogre

VIG 13, CLA 10, SPI 10, 5GD

A2 (battered helm and shield)
Mace (d8 hefty), shield (d4)

Only serve while the Ogre holds their kin.

FOUL FINERY

A cloak of... And a crown of...

1	Skin	Bones
2	Feathers	Twigs
3	Moss	Dead birds
4	Stomachs	Eyes
5	Bark	Teeth
6	Matted hair	Rocks

Dwelling: Silk-farming monks ~ Sanctum: Canyon vista ~ Monument: Floral chapel

Hazard: Tangling moss ~ Curse: Taunting mirage ~ Ruin: Vine-choked tower



The Forge Knight

Gravid beats on ferrous slab, thick air a crimson sheen
 Each mallenstroke leaves scars aworn, apparent and unseen

PROPERTY

- Bolt-guisarme (d10 long in melee or d10 slow ranged), gambeson (A1), scale (A1)
- Scars from the forge (see below) and pots of forge dust (spreads irritating gas in the area when broken, *Impairing* attacks from within. You can make more anywhere with a forge)
- Helmed steed (VIG 14, CLA 4, SPI 5, 4GD, d6 trample, A1)

ABILITY - Tempering Strike

When you cause a Wound with a melee weapon, that weapon receives +d8 until the end of combat. This effect can stack.

PASSION - Burning

Restore SPI when you are wounded by fire.

SCARS FROM THE FORGE

	Visible	Non-Visible
1	Burnt hands	Fiery nightmares
2	Scorched hair	Noise sensitivity
3	Faded eyes	Distrust of sky
4	Missing teeth	High pain threshold
5	Blistered face	Light sensitivity
6	Branded arm	Fear of water



KNIGHTED BY...

The Worst Seer

VIG 10, CLA 14, SPI 3, 5GD

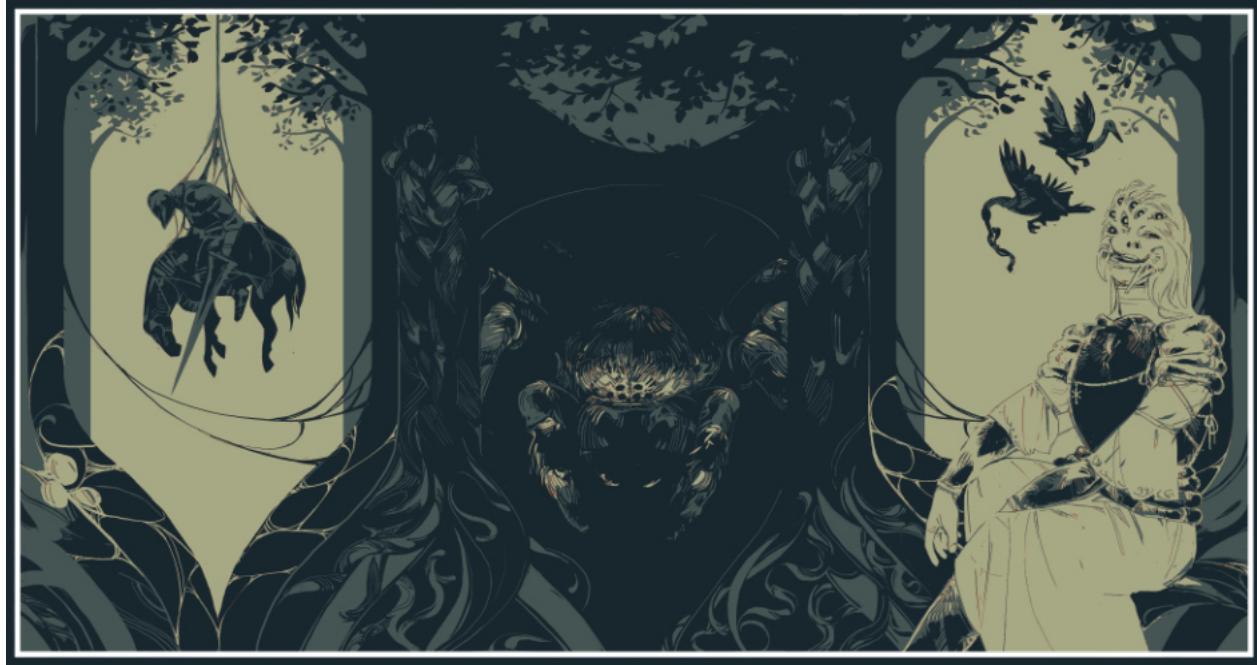
- Long face, hanging jaw, fat body draped in finery, tended on a high throne.
- Sees the worst in everybody, and awful things that could happen. Always knows what to say to make somebody feel bad.
- Secretly has noble intentions to protect the common people of the Realm.



Person: Clumsy messenger ~ **Name:** Turnbuckle ~ **Characteristic:** Greasy hair
Object: Singing shell ~ **Beast:** Carrion stork ~ **State:** Aiding ~ **Theme:** Regret

The Spider

Neath stygic veils, a whisp'ring prance
In woestich hide and gos'mer lance



Omens

1. Six carrion storks pick at webbed corpses of a Knight, a Squire, and steeds.
2. A makeshift trail suddenly gives way to a wide tunnel network. This labyrinth leads to the Myth Hex, but the Spider guards it.
3. A skittering shadow in the clouds, then a blanket of thick webs covers the Company (VIG Save to break free). Next round, the Spider attacks, but only wants a snack.
4. The Spider Herald watches over a gloomy mound, warning passers-by to keep their distance. The mound conceals a nest of writhing spider eggs. Any interference summons the Spider to defend his young.
5. The Spider Herald arrives, beckoning the Company over. She inquires about their prowess, and if they seem worthy she cheerily informs them that they are now the Prey of the Spider, a great honour.
6. The Spider bursts from the ground. He's been tracking the Company and fights until wounded, when he withdraws underground to return when fully healed.

Cast

The Spider, Lord of Hunters, Spinjack

VIG 18, CLA 19, SPI 9, 10GD

A3 (bristly carapace)

Bite (3d10, Wound causes instant paralysis lasting until sunrise)

Wants a good hunt. Retreats if Wounded.

The Spider Herald, Alskip

VIG 10, CLA 12, SPI 12, 5GD

A1 (spider husk armour, protects from webs)

Fang sword (2d6, covered in Spider venom)

Has a different spider aspect (see below) each time she is encountered.

Carrion Stork, Cruorsnipe, Corporant

VIG 5, CLA 10, SPI 5, 4GD

Razor beak (d8, ignore armour, cuts through any material). Wants to feed in peace.

ASPECTS OF THE SPIDER

Head

	Head	Body
1	Extra eyes	Growing extra arms
2	Huge jaw	Growing extra legs
3	Mottled skin	Bristly hair
4	Wide head	Swollen abdomen
5	Sharp fangs	Jittery movement
6	No nose	Spindly limbs

Dwelling: Meadowside camp ~ Sanctum: Colourful flora ~ Monument: Star sculpture

Hazard: Chill air ~ Curse: Golden haze ~ Ruin: Flooded village



The Rune Knight

Under gleam of lumenlight, in skin or stone ascratch
Strands of faten path unveiled, a starry scrawl to match

PROPERTY

- Pillar of inscribed stone (2d10 slow), gambeson (A1), iron chestplate (A1)
- Sealed crystal flask (see below, you know the effect. If smashed, find a new flask at the start of the next Season)
- Muscular charger (VIG 13, CLA 8, SPI 5, 3GD, d8 trample)

ABILITY - Destinous Sigil

At sunset, etch a cosmic rune somewhere secret on your person.

Choose a number. When a die rolls that number you may adjust it to any other value on that die. This can be performed a number of times equal to the chosen number.

A different number is chosen next sunset.

PASSION - Foresight

Restore SPI when your prediction is proven to be correct.

THE CRYSTAL FLASK

	If Shaken	If Smashed
1	Warmth of a hearth	Sudden thunderstorm
2	Veil of darkness	Next season arrives
3	Gentle light	Night arrives
4	Repels birds	Deafening scream
5	Soothes canines	Plague of locusts
6	Eases pain	Freezes nearby water



KNIGHTED BY...

The Drowned Seer

VIG 3, CLA 3, SPI 5, 2GD

- Said to be at the bottom of a small but impossibly deep pond. Soggy acolytes gather at the shore to speak her intent.
- Sees from every river and body of fresh water, but utterly blind to the sea.
- Wants to protect Knights. Occasionally floats useful items to the surface.

Person: Legendary exile ~ Name: Myghal ~ Characteristic: Wrapped up warm
Object: Hermit's rope ~ Beast: Fanged dove ~ State: Entangled ~ Theme: Moonlight



The Coven

In mossen whisper, on thundry roar
In starry flare, thrice-membered lore



Omens

1. The Cloud Hag descends from above, bombarding the Company with gusts of wind. She'll leave when she feels strong.
2. A cauldron under a canopy of knotted trees. Anything dipped in glows with darkness. For the rest of the day the object is invisible to any that wish to harm you. If living matter touches the brew then one of the Coven bursts from within and admonishes for the intrusion.
3. The Garden Witch stoops about in the shrubbery, plucking snails before eating them. She offers her snails, which allow the eater to speak with plants briefly.
4. Amid a field of lush growth, a perfect circle of dead plants. Plants entering the circle wither and die. The Garden Witch has planted a saltstone causing this.
5. The wind drops. The Achantrix screeches that there will be no night today. The next night phase is treated as day.
6. The Coven fight to the death, nothing able to quell their hatred for each other. The victor mourns, then enters exile.

Dwelling: Patchwork tent ~ **Sanctum:** Duck pond ~ **Monument:** Eternal hearth
Hazard: Burning heat ~ **Curse:** Yawning ravine ~ **Ruin:** Sorrowful statues

Cast

Always in conflict (see below). In mortal hands their trinkets turn to sand after use.

The Cloud Hag, Nimbrel the Powerful

VIG 17, CLA 13, SPI 12, 12GD

A1 (fog cloak), flight, wind orb (d10 blast)
Wants to feel above everybody else.

The Garden Witch, Tanselie the Petty

VIG 10, CLA 13, SPI 15, 8GD

Four bony arms (d6 each), petal locket
(endless water when watering plants)

Wants to nurture the small, cut back the big.

The Achantrix, Scathara the Perfect

VIG 15, CLA 13, SPI 18, 10GD

Bright sickle (2d8), star ring (disobeying a command by the wearer causes d8 SPI loss)
Wants to expel all darkness from the world.

COVEN CONFLICTS

	About	Exacerbated by
1	Food	The other member
2	Gifts	A physical fight
3	Travel	Decades of resentment
4	Manners	Alcohol
5	Birds	A petty lie
6	Property	Heartbreak



4

2

The Gallows Knight

In dregs of dawn the damnlings sway
For famine's brood a gifted prey

PROPERTY

- Neck-catcher (d10 long, Wounded targets are snared securely around the neck, provided they have one), salvaged armour (see below)
- Titan beads (3 polished stones. When thrown they transform into a huge boulder mid-air, striking for d10 blast, restock each new Season)
- Flea-bitten steed (VIG 9, CLA 7, SPI 4, 3GD)

ABILITY - Carrion's Call

Speak with scavenger creatures, and summon them to you. They're only helpful if you're providing them with food.

PASSION - Misery

Restore SPI when you meet somebody new and complain to them about something.

SALVAGED ARMOUR

Type	Detail
1 Copper mail (A1)	Embedded arrowheads
2 Cracked chestplate and bracers (A1)	Two sets hastily patched together
3 Red brigandine (A1)	Partially burnt
4 Padded cloth (A1)	Claw marks
5 Hardened leather (A1)	Faded heraldry
6 Dented plate (A1)	Dried blood



KNIGHTED BY...

The Torn Seer

VIG 9, CLA 5, SPI 8, 3GD and
VIG 6, CLA 6, SPI 6, 2GD

- Appears as if a tall, broad man was torn in half from head to groin, halves now clinging together, but acting as two.
- Always presents two possibilities, two opinions, two predictions.
- Never argues with the other half, but always contradicts at least slightly.



Person: Wary crier ~ **Name:** Plodder ~ **Characteristic:** Wiry & lean

Object: Mist club ~ **Beast:** Taloned heron ~ **State:** Building ~ **Theme:** Metal

The Lich

From fable's heart springs fable's fear, a past within a past
From time before our nightmares still, made flesh by sullen mass



Omens

1. A grey wind shrieks into the Realm. Any items made of bone tremble for a moment.
2. A ghost of shadow and smoke drifts nearby, clutching four gems. This is the ghost of the Lich, gathering his riches.
3. A stream surges with blood toward the Myth Hex, a crumbled palace arisen.
4. A hooded congregation surrounds an altar, a skull resting atop it. The Lich, as a skull, proclaims his return as the old king. If disturbed the hooded robes fall to the ground, no body within. The Lich threatens any Knights, but blasts off into the sky if he needs to retreat to his palace.
5. The Lich, as a skull, rests on a heap of bones before reassembling to a human form, desiccated skin growing to cover his bones. Now with a full body he seeks to return to his palace and rule the Realm.
6. A sky of skull-clouds bellow a new law each Season (see opposite). At Season's end, all who broke the law are struck by a black bolt (6d12 Damage, ignore Armour).

Cast

The Lich, Eternal, as a Formless Ghost
VIG 9, CLA 10, SPI 10, 5GD, cannot be harmed
Smells of incense and copper.
Nearby metal is chilled cold enough to burn.

The Lich, Eternal, as a Skull
VIG 3, CLA 17, SPI 17, 1GD
A6 (mystical force)

Immobile, but can manipulate nearby objects including his royal dagger (2d6).

The Lich, Eternal, as the Skeletal King
VIG 10, CLA 12, SPI 16, 8GD
A2, A4 vs the living (ancient mail and helm)
Kingstaff (d10 long, Mortal Wounds age the victim to old age)

Can summon the dead version of a random Knight. Wants to rule over the living.

LAWS OF THE LICH

Subject...	Must...
All Knights	Fast for the day
All horses	Donate an eyeball
All commoners	Be dressed in black
All Seers	Donate a bone
All elders	Leave the Realm
All children	Swear to the Lich

Dwelling: Treetop village ~ Sanctum: Serene glade ~ Monument: Victory arena
Hazard: Quickmud ~ Curse: Sudden nothingness ~ Ruin: Missing tower

4

3

The Come Knight

A loom of wisdom spun at dawn
Laid to rest til coming morn

PROPERTY

- Heavy staff (d10 long), gambeson (A1), brass-studded brigandine (A1)
- Perfect recall (you remember everything you have ever experienced perfectly, with a few limitations, see below)
- Small steed (VIG 9, CLA 8, SPI 5, 2GD)

ABILITY - Dawn Contemplation

At sunrise each day, choose any area of knowledge. You can ask the Referee three questions within this area, which they answer honestly with yes, no, or maybe if uncertain.

PASSION - Introversion

Restore SPI when you refuse a formal social gathering, or leave early.

LIMITS OF MEMORY

	Blind spot for...	And...
1	People's names	In large gatherings
2	Place names	In combat
3	Faces	At morning
4	Geography	At night
5	Relationships	When alone
6	Time	After a drink



KNIGHTED BY...

The Tangled Seer

VIG 10, CLA 5, SPI 13, 4GD

- Not quite here, but also too much of them is here. Appears as knotted appendages and faces, twisting in and out of the air.
- Sees all possibilities, is never sure where they are right now.
- Wants stability and simplicity.



Person: Careless clothier ~ Name: Tompot ~ Characteristic: Mud covered
Object: Peace stick ~ Beast: Slow butterfly ~ State: Courting ~ Theme: Location

The Wight

Life itself is no prize
Enough is damnation itself



Omens

1. Beneath a grey willow, a young man washes a heap of clothes in a tiny pond. It's the cleanest water in the Realm. He sings a song about "a Knight that fought death" but forgets most of the words.
2. The Wight rides forth on their ghostly steed. They shout a challenge to single combat, the loser allowing the winner to drive a sword through their heart. The Wight knows that this won't kill them.
3. Creaking, gasping breath on the wind. The Wight hunches among a crown of jagged rocks. If disturbed they leap upon their steed and flee in shame.
4. The Wight returns, another challenge of solo combat. Now the loser must allow the winner to burn them. The Wight tries to lose, but even fire does not kill them.
5. An unmarked, recently dug grave. If disturbed the Wight bursts out and flees.
6. A final challenge from the Wight, accompanied by a Seer. The Seer announces they will kill the winner in a horrible manner (see opposite).

Cast

The Wight, Knight who Defeated Death

VIG 15, CLA 12, SPI 8, 11GD
A3 (black mail, plate, shield)

The Wightsword (2d10 hefty, living wielders lose d6 SPI with each Attack), shield (d4)
Knows all Feats. Wants glory and death.
Accepts defeat if Mortally Wounded, but can only die by the hand of a Seer.

Ghostly Steed

VIG 10, CLA 15, SPI 6, 4GD

Immaterial body, ignores physical harm.
Wants to serve the Wight, or their killer.

Washer Man, Catfold

VIG 11, CLA 7, SPI 7, 2GD
Staff (d8 long)

Can get absolutely anything clean.

HORRIBLE DEATHS

First	Then
1 Impaled on ten swords	Sent to the deep
2 Pressed under a slab	Burned in a forge
3 Taken to pieces	Fed to magpies
4 Torn by hounds	Stuffed in a tree
5 Filled with salt	Encased in iron
6 Drowned in smoke	Taken by the Seer

Dwelling: Walled barracks ~ Sanctum: Humble academy ~ Monument: Model city

Hazard: Crumbling ground ~ Curse: Salt sludge ~ Ruin: Traps and corpses

4

4

The Meteor Knight

A star of truth, fell from ahigh
Such lumous ones should wear no lie

PROPERTY

- Elaborate trident (d10 long, see below), brass mail (A1)
- Moon oil (when rubbed on an object you could lift it renders the object weightless until washed with water, restock each new Season)
- Limping steed (VIG 12, CLA 8, SPI 5, 4GD, won't be hurried)

ABILITY - Star Fall

You never suffer Damage from falling, unless landing on something harmful. When you land from a fall of at least 12ft you may release a shockwave (d8 blast).

PASSION - Authenticity

Restore SPI when you reveal your identity or intentions at an inconvenient moment.

AN ELABORATE TRIDENT

	Appearance	Ability
1	Silver rings	Can be thrown (d6)
2	Blackened iron	Can be recalled to your hand when in sight
3	Two-headed	+d8 vs aquatic beings
4	Faint golden glow	+d8 vs flying beings
5	Five prongs	Points to fresh water
6	Telescopic shaft	Utterly unbreakable



KNIGHTED BY...

The Moonlit Seer

VIG 5, CLA 16, SPI 15, 5GD

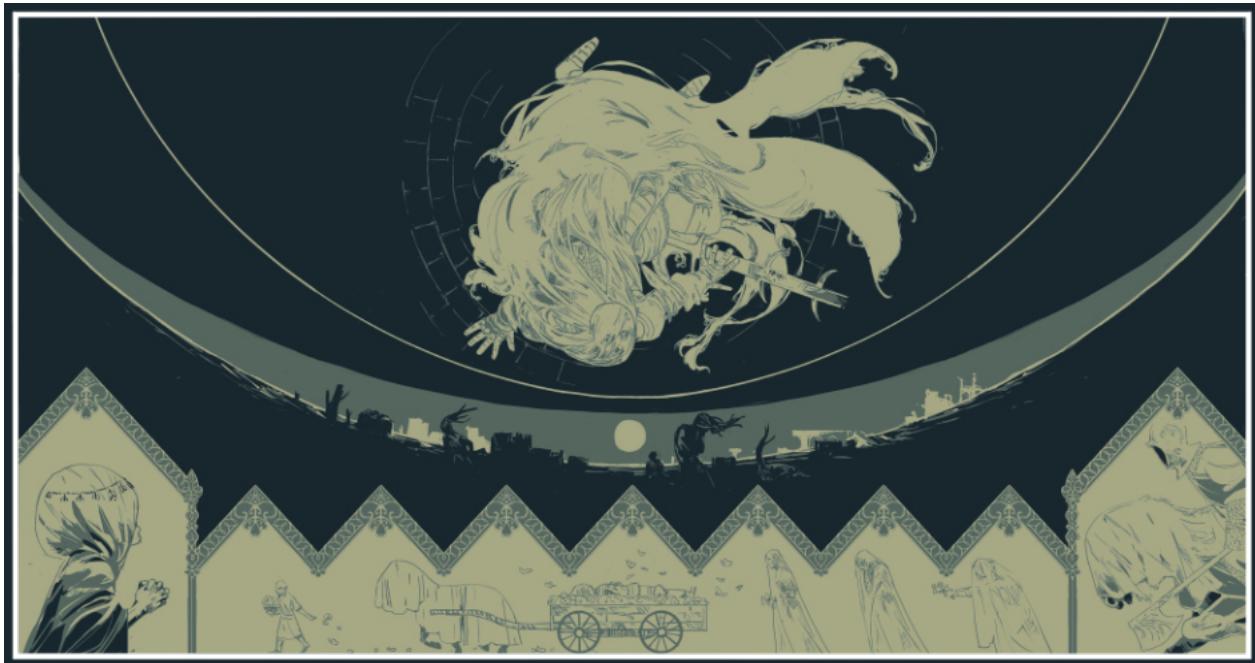
- A glow of loosely human shape, knows everything that moonlight has touched.
- Only exists under moonlight, strongest and most lucid under a full moon.
- Wants everything to happen at precisely the correct time, and nothing significant to happen outside of the moon's sight.



Person: Ambitious parent ~ **Name:** Reynere ~ **Characteristic:** Overly familiar
Object: Shame gem ~ **Beast:** Overgrown hawk ~ **State:** Tearing ~ **Theme:** Insects

The Spectre

Haunted souls find no sleep
In bed or cot or grave so deep



Omens

1. A funeral procession carries the Moth Knight, soon to be buried in home soil. She was a great Knight, but a poor ruler.
2. A black hawk perches, then howls like a wolf before flying into the distance.
3. An abandoned cabin, a clattering within. The Moth Knight cannot rest in shame. Her Spectre manifests, invisible and immaterial, throwing objects about inside the hut. After a moment the cabin itself is torn to shreds. Then nothing.
4. In an instant the world appears as it will when all has turned to ruin. Everything is dead. As soon as a Knight touches something the world returns to normal.
5. Three sages, close to death themselves, chant in a circle, pleading for the Spectre to rest, begging for her to leave shame behind. After a moment the Spectre lashes out at them, screaming wordlessly.
6. The Spectre leads her ghostly horsemen. Her form is more solid now, and able to be physically harmed. She will be at rest only after a victory or a second death.

Cast

The Spectre, the Moth Knight, Delsonde

VIG 15, CLA 6, SPI 12, 7GD

A3 (mail, regal plate, shield)

Fang longsword (2d8 hefty), shield (d4)

Regains her form as the Myth progresses.

Enraged by reminders of her failures.

Repelled by reminders of her successes.

Ghostly Horsemen, Warband

VIG 12, CLA 6, SPI 10, 5GD

A2 (shimmering mail, helm)

Longaxe (d10 long)

Vanish into the void if the Spectre is slain.

Sages, Close to Death, Kolto, Enc, Agid

VIG 2, CLA 8, SPI 12, 6GD

Staffs (d8 long), blue robes with faded runes, mortal affliction (see below)

MORTAL AFFLICTIONS

Affliction of...	Attitude
1 Mind	I deserve it
2 Lungs	Anger at the world
3 Heart	Melancholy
4 Back	Fear of death
5 Senses	In denial
6 Limbs	Oblivious

Dwelling: Bog village ~ Sanctum: Misted grove ~ Monument: Elder tree

Hazard: Icy rapids ~ Curse: Green haze ~ Ruin: Barricaded rubble

4

5

The Gazer Knight

The blood sees through time aflow
To certain souls, a glimpse they show

PROPERTY

- Toothed blade (d8 hefty, +d8 against Seers), tapestry cloak (see below) over mail (A1)
- Flickerlamp (a warm lantern that casts its shadows toward the nearest Seer)
- Blueish steed (VIG 12, CLA 10, SPI 5, 3GD)

ABILITY - Glimpse of Fate

Once per day you can undo a single action performed by you or your Company, declaring it was in fact a minor vision you received. Play as if it never happened.

PASSION - Respect

Restore SPI when you yield to a Seer.

TAPESTRY STORY

	Event	Subject
1	Birth of...	A random Seer
2	Great deeds of...	A random Knight
3	Ambitions of...	Yourself
4	Shameful death of...	One of the Company
5	Glorious death of...	The Realm ruler
6	Peaceful death of...	An unknown figure



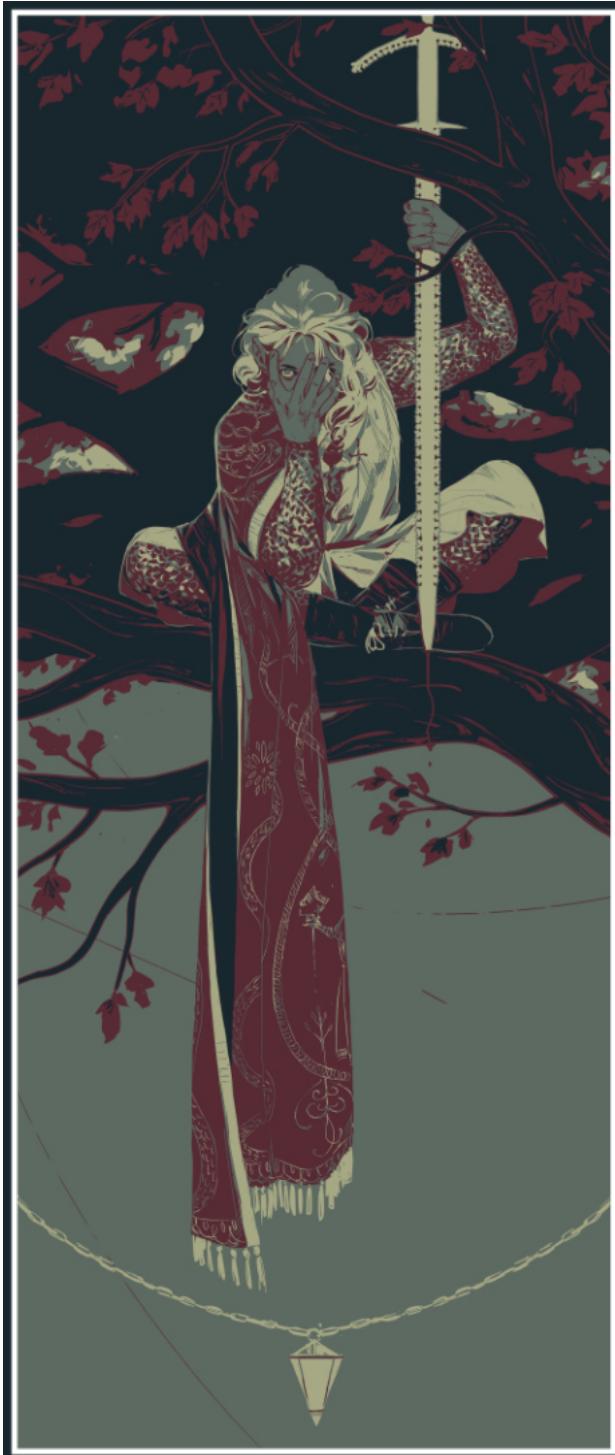
KNIGHTED BY...

The Stone Seer

6GD, A3, treat as a structure

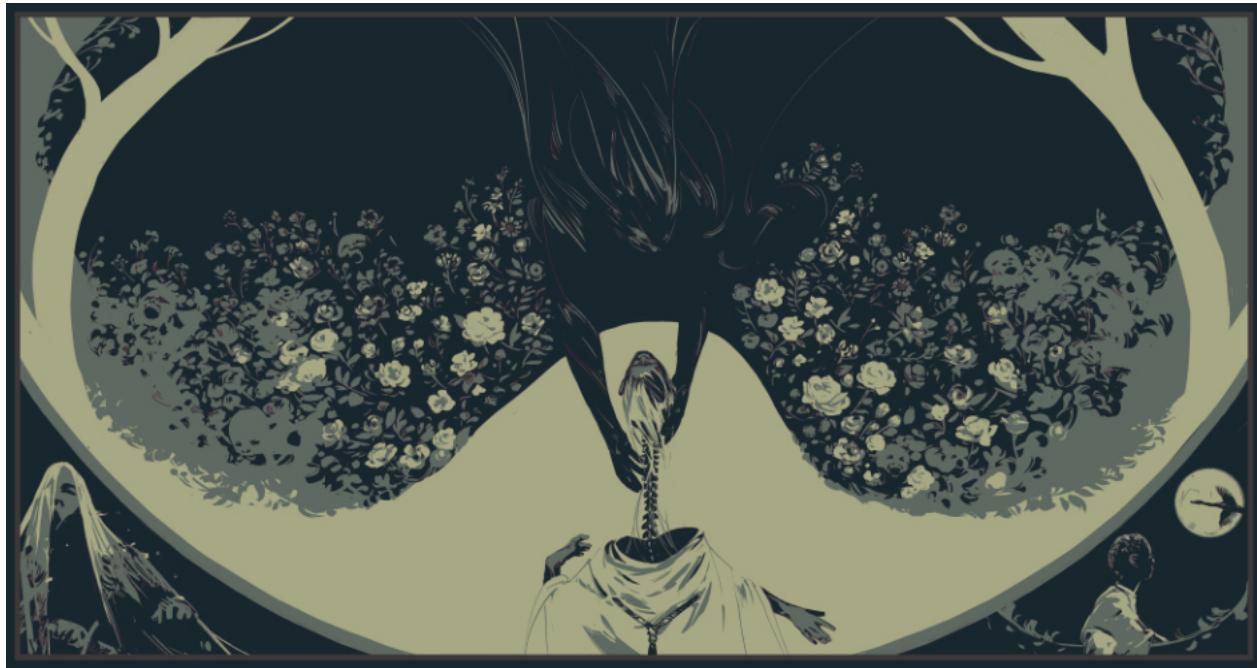
- A 10ft statue dragged from the earth, motionless and silent. Never moves or responds, but those who speak with him get a general feel of approval or objection.
- Knows all of the past but nothing of the future or present.
- Wants to preserve the Realm.

Person: Furious outcast ~ **Name:** Gil ~ **Characteristic:** Muscular slab
Object: Mossy drum ~ **Beast:** Dark swan ~ **State:** Arguing ~ **Theme:** Size



The Wraith

An unbirthed life, no first breath drawn
In dark of night, unlife til morn



Omens

1. A reedy song in the distance. A dark swan sings, advancing night or morning faster than normal. The swan flees if seen.
2. Messengers carry word from all Seers. The Fallen Seer is to be killed on sight.
3. In a dark patch of woods, a shadowy mass looms over a broken body. The shadow flees if seen. The corpse is a local Seer.
4. A messenger from the nearest Seer calls for all Knights to report to guard them. The Wraith strikes on the next night.
5. The Fallen Seer dances in the woods, cursing their brothers and sisters aloud. They spout false prophecies to Knights they meet (see opposite). At nightfall the Wraith attacks the Fallen Seer.
6. The nearest Seer has come to seek the Wraith alone, offering themselves as sacrifice. The Wraith materialises at night and attacks. When this is done there is a scream heard across the Realm and the Wraith returns to wherever they were summoned from.

Cast

The Wraith, Night as Cold Flesh

VIG 16, CLA 16, SPI 16, 11GD

Touch of unlife (d12, ignore armour, cannot be Denied)
Hunting Seers. Can only exist in darkness.

The Fallen Seer, Ossoanamme

VIG 12, CLA 4, SPI 16, 3GD

A1 (wooden armour)

Blade (2d8 hefty), burned silks

No longer knows the past, present, or future.
Awoke the Wraith but has no control of it.

Dark Swan, Netherplume, Nirrow

VIG 10, CLA 10, SPI 6, 3GD

Wing and beak (2d6)

His song can hurry day into night, or night into day, but only sings when feeling safe.

FALSE PROPHECIES

Subject	Prediction
1 A Company member	Must kill the Wraith
2 A nearby Knight	Is the Fallen Seer
3 A nearby commoner	Is the Wraith
4 A nearby Seer	Must serve the Wraith
5 The Wraith	Must kill a Seer
6 A nearby Myth	Must die at next night

Dwelling: Sapling village ~ **Sanctum:** Hallowed grove ~ **Monument:** Crystal rose
Hazard: Fierce winds ~ **Curse:** Fading light ~ **Ruin:** Sunken abbey

4

6

The Mule Knight

A humble beast, no roar or flight
Beneath the grey a show of might

PROPERTY

- Weighted longstaff (d10 long), polished chainmail (A1)
- 3 explosives (d8 blast, see below, restock each new Season)
- Tall steed (VIG 14, CLA 7, SPI 6, 2GD)

ABILITY - Lowly Shroud

At any time you may choose to have somebody observing you be utterly convinced that you are just a humble, unarmed peasant, and your steed a mule.

PASSION - Kindness

Restore SPI when you stop an act of cruelty.

EXPLOSIVES

	Form	Explosion Trigger
1	Ashen pinecone	Water
2	Vial of red dust	Fire
3	Bottle of white oil	A command word
4	Hellfire chestnut	Touch of skin
5	Preserved drake gizzard	Light
6	Firebird egg	Touching ground

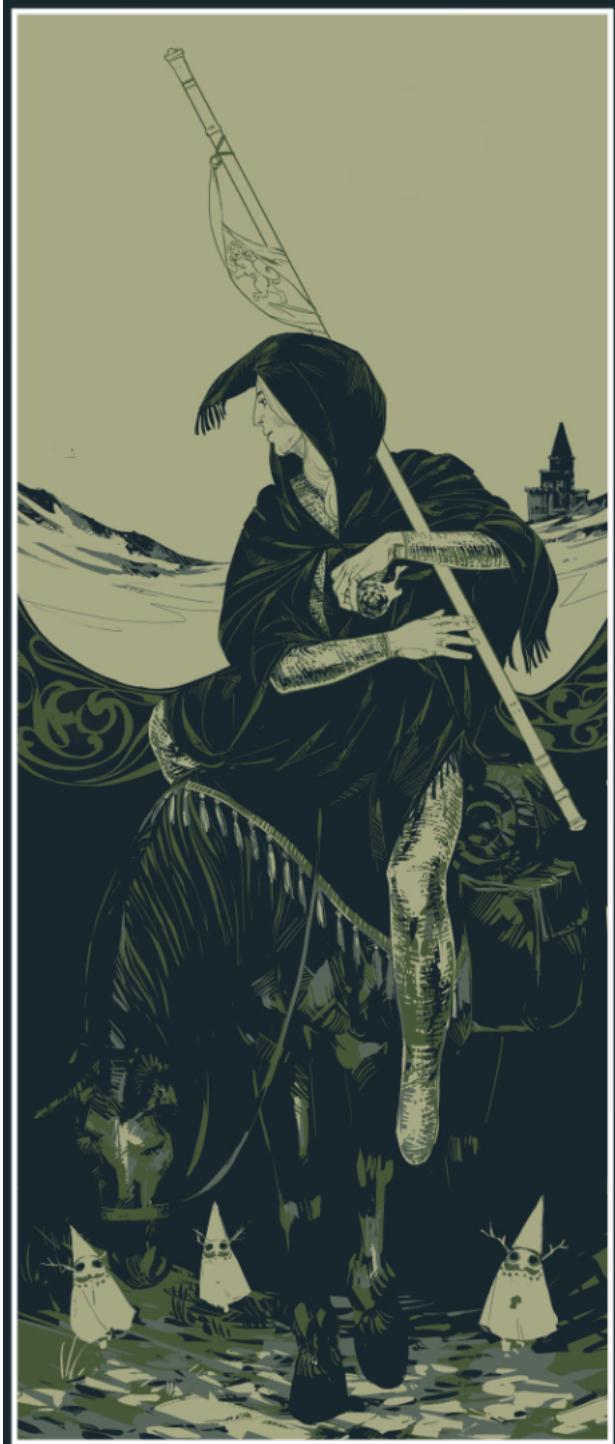


KNIGHTED BY...

The Green Seer

VIG 10, CLA 14, SPI 13, 6GD

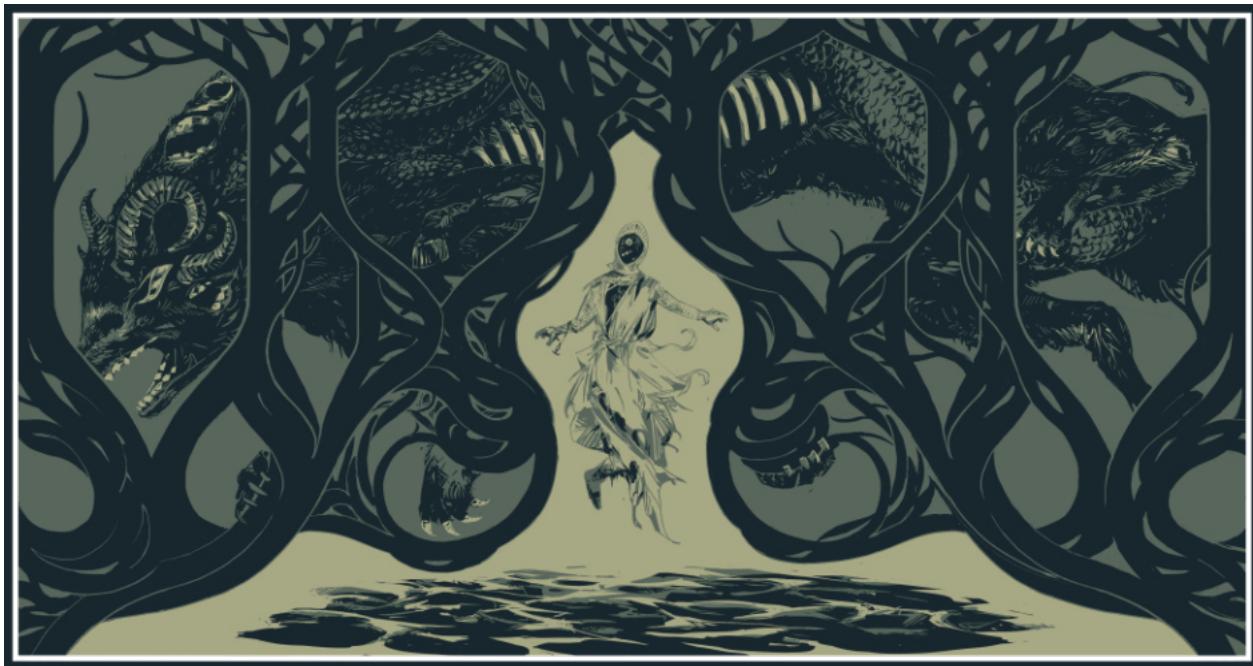
- A pulsing emerald heart in a cloud of bright spores and grasping tendrils.
- Hears every envious thought in the Realm.
- Wants everybody to get the thing that they are envious for.



Person: Aristocratic farrier ~ **Name:** Davith ~ **Characteristic:** Amputated arm
Object: Secret key ~ **Beast:** Witchy goat ~ **State:** Envious ~ **Theme:** Sharpness

The Beast

In cutting coil and snatching horn and crushing limb abound
Tameless creature sees no knight, no seer, no king a'found



Omens

1. A hulking furred shadow moves between thick trees. Its form changes as you catch it at new angles (see opposite). It burrows into the ground if disturbed.
2. A frightened rider points out two huge red eyes, watching on the horizon. Hot breath on your skin. The eyes close. Vanished.
3. First a breath of wind, then a rumble, opening into a crackled roar. All animals in the Realm panic until the next sunrise.
4. A clawed limb snatches at one of the Knights, emerging from the undergrowth, no body in sight. Each turn a new limb emerges to snatch at another Knight, up to six emerging in total. If the Knights flee the limbs retreat into earth.
5. All Knights in the Realm that fail a SPI Save fly into rage, attacking all nearby. This ends if they are Wounded.
6. With a howling bark the Beast bounds toward the nearest body of water. When it dives into the abyss a tidal wave covers all within two Hexes of the water, smashing buildings and flooding the land.

Dwelling: Sage's den ~ **Sanctum:** Raven roost ~ **Monument:** Obsidian henge
Hazard: Venomous fens ~ **Curse:** Colourless woods ~ **Ruin:** Haunted hamlet

Cast

The Beast, Nature Wild and Raw

VIG 19, CLA 17, SPI 5, 14GD

A3 (thick hide), maul and tear (4d10)
Has no need for food or water, only fighting to display dominance.

Clawed Limb of the Beast

VIG 15, CLA 5, SPI 5, 6GD

Claw (d10, wounded targets are gripped and must pass a VIG Save to move away)

Frightened Rider, Fevych

VIG 11, CLA 16, SPI 6, 6GD

A2 (helm, shield)

Javelins (d6), axe (d6), shield (d4)

Abandoned her dream of becoming a Knight after seeing so many die. Now looking for a mercenary company to join.

FORMS OF THE BEAST

	Creatures	Adornments
1	Stag and fish	Countless tails
2	Wolf and beetle	Chitinous plates
3	Panther and ox	Multiple rows of teeth
4	Lion and ram	Six limbs
5	Crocodile and fox	Psychedelic colouring
6	Goat and serpent	Antlers and tusks



4

7

The Halo Knight

A trail of hope across the land
In sorrow's face, bright reprimand

PROPERTY

- Crescent axe (d8 hefty), ringmail (A1), kite shield (d4, A1)
- Mistvial (when broken, thick mist rolls in over the whole Hex for the rest of the Phase. See below for repair requirements)
- Wild steed (VIG 15, CLA 5, SPI 7, 3GD, will not be ridden by any but you)

ABILITY - Luminous Eruption

Use once per Phase. A light source you are holding briefly illuminates the entire Hex and causes d12 Damage to nearby beings who live in darkness.

PASSION - Valour

Restore SPI when you engage in combat against the odds.

REPAIRING THE MISTVIAL

	Material Requirement	Other Requirement
1	Blood	Midnight ritual
2	Sand	A Seer's blessing
3	Smoke	You must be Wounded
4	Milk	Coin sacrifice
5	Salt	Light of sunrise
6	Silk	Bird nest

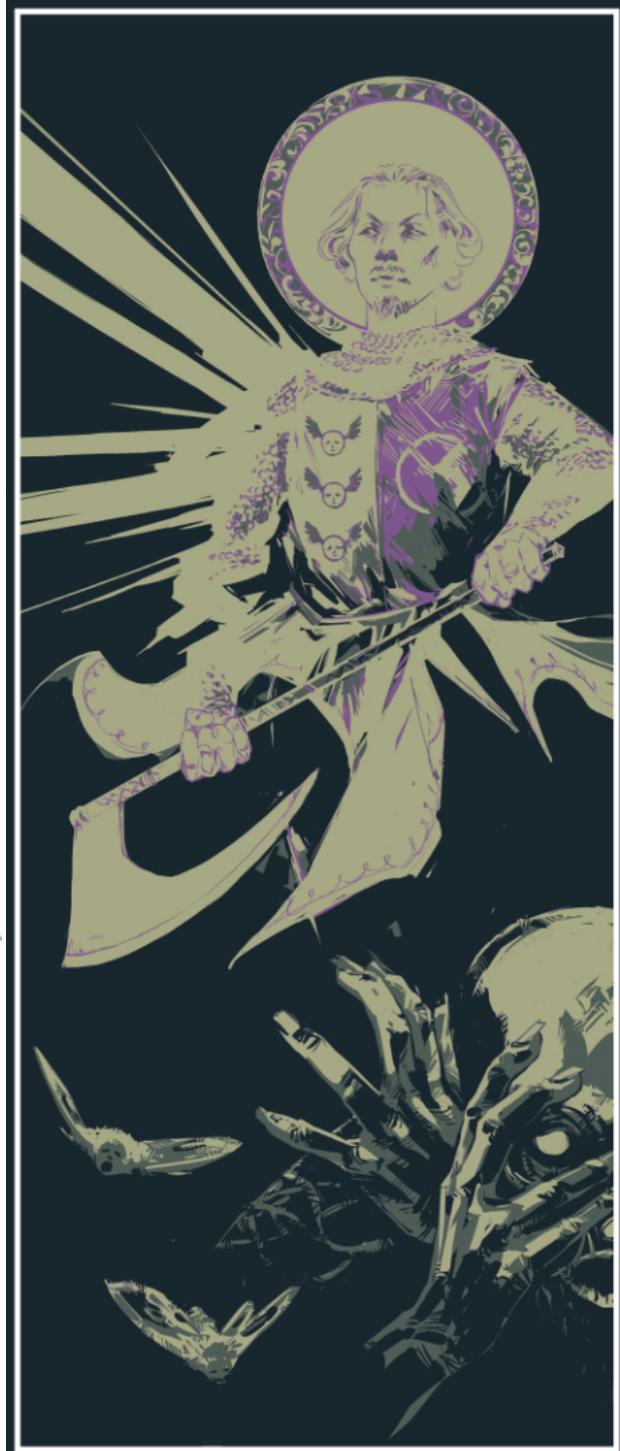


KNIGHTED BY...

The Painted Seer

VIG 4, CLA 17, SPI 14, 1GD

- Skin like canvas, stretched too tight, dyed every colour. Very limited movement.
- Conjures painted visions onto the walls.
- Wants to find and train an apprentice.



Person: Inquisitive lumberjack ~ **Name:** Ruskyn ~ **Characteristic:** Theatrical gestures
Object: Paired chalk ~ **Beast:** Frosted hare ~ **State:** Plotting ~ **Theme:** Numbers

The Judge

In time she calls for all the knights
Upon the best her blade still bites



Omens

1. A wretch pleads for charity. She was a Knight, sentenced harshly by the Judge.
2. A courtyard in black and white, carved seats in a circle. Vague voices echo, arguing, then a loud clap followed by silence. This place is gone if returned to.
3. Three Sergeants of Law deliver a scroll to the Knight called for judgement. The Knight will be retrieved when the time is right; a horn will be the warning.
4. One of the Knights vanishes into mist, forced to give witness to the trial of a Knight that they know. After testifying they are returned in a swirl of mist.
5. A clear horn is heard across the Realm.
6. The Retriever of Justice comes bounding on the horizon, roughly dragging the summoned Knight to court, which has materialised nearby. The Judge awaits, able to summon witnesses for or against, judging whether the Knight has truly done their best to follow the Oath. At the next sunset or sunrise she gives her verdict (see opposite).

Cast

The Judge, Ambrageft, of Diamond Eye

VIG 13, CLA 19, SPI 17, 10GD

A3 (gambeson, white fur plate, tall helm)
Judgementsword (2d10 long, +d10 vs the guilty, striking causes a moment of silence)
Can Deny and sees all lies.

Sergeants of Law, Lyo, Tonnel, Muntin

VIG 12, CLA 14, SPI 14, 6GD

A1 (checkerboard longcoats)

Polehooks (d10 long, +d10 vs fleeing targets)
Bitter, bound to service for their own crimes.

Retriever of Justice, Lawhound, Azdart

VIG 15, CLA 18, SPI 7, 7GD

A1 (hardened body), huge jaws (2d8)
Only obeys the Judge.

JUDGEMENT

	Verdict	Sentence (if guilty)
1	Guilty	Immediate execution
2	Guilty, sentence to come next Season	Stripped of all possessions
3	Follows her witnesses	Life imprisonment
4	Follows the evidence	Stripped of knighthood
5	Innocent for now	Execution next Season
6	Innocent	Just a warning

Dwelling: Minstrel's nook ~ Sanctum: Starfilled valley ~ Monument: Story stone

Hazard: Razor crags ~ Curse: Growing shadows ~ Ruin: Lost fort

4

8

The Iron Knight

As sword abend, as plate afold,
As shield asplint, a tale atold.

PROPERTY

- Cleavingblade (2d8 long, see below), mail (A1), plate pauldrons (A1)
- Inscribed scabbard (shows a different scene each morning, hinting at the nearest Myth)
- Dark steed (VIG 11, CLA 7, SPI 6, 3GD)

ABILITY - Heightened Sharpness

When you perform a Strong Gambit with a bladed weapon you may choose one of the following as the effect, the target receiving a Save as normal:

- Take a limb
- Take a head if their GD is 0

PASSION - Diligence

Restore SPI when refusing a shortcut.

ORIGIN OF THE CLEAVINGBLADE

	Out of a...	At a time of...
1	Vibrant forest	Contentment
2	High waterfall	Desperation
3	Roaring sea	Victory
4	Broken boulder	Anger
5	Narrow cave	Sorrow
6	Dead tree	Transition



KNIGHTED BY...

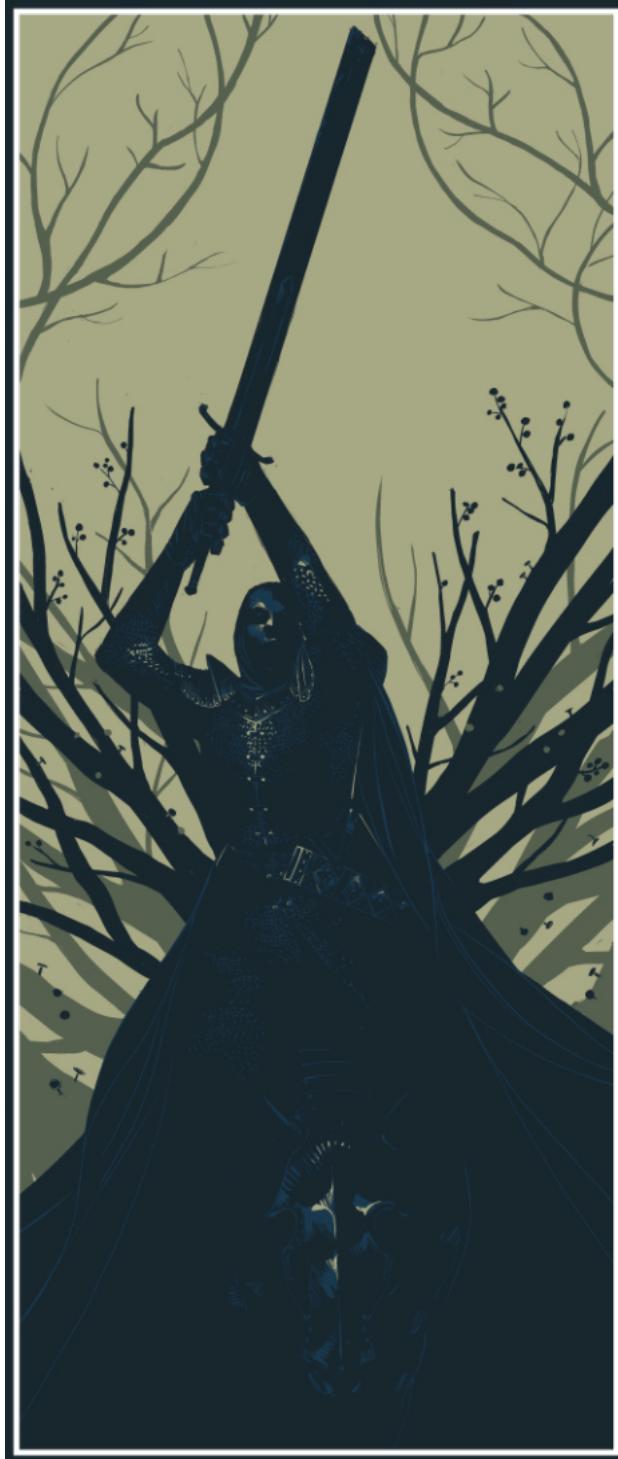
The Celebrated Seer

VIG 12, CLA 6, SPI 15, 2GD

- Clad in a coat of shining metal masks, each an expression of joy.
- Only sees moments of intense positive emotion, more intensity granting clearer visions and pleasure.
- Wants praise and elaborate celebrations, not really caring what for.

Person: Hardened scavenger ~ **Name:** Ellery ~ **Characteristic:** Head in the clouds

Object: Creation chest ~ **Beast:** Tiger spider ~ **State:** Celebrating ~ **Theme:** Fungi



The Crown

No crown brings peace
This one least



Omens

1. An old herald from the Seat of Power rides, blasting his horn. He spreads word that the Seat of Power condemns the false Crown, and promises a vague reward for the one who turns it in for destruction.
2. The same herald blasts their horn, announcing the hunt for the Crown. He has no memory of his previous message.
3. Five brutal mercenaries approach, roughly interrogating any Knights to see what they know about the Crown, reporting back to the Seat of Power.
4. The herald is beset by tiger spiders, d6 attacking openly, a further d6 lurking nearby waiting to pounce.
5. Twelve brutal mercenaries are enforcing a curfew on all Knights, ordering them to return to the nearest Holding until the mercenaries have found and destroyed the Crown.
6. In a well-lit clearing the Crown sits on a mahogany plinth.

Cast

The Crown, the Twelve-Wood Diadem
Seers see the wearer as a ruler, but Knights see them as a fraud. Cannot be removed by its wearer. Whispers (see below).

Old Herald, Alnect
VIG 6, CLA 7, SPI 13, 2GD
Mace (d8 hefty), fine garb, loud horn

Brutal Mercenaries, Veyril's Vanguard
VIG 12, CLA 10, SPI 10, 4GD
A1 (redmail), Veyril is A2 (redmail, plate)
Poleaxe (d10 long), no empathy
Veyril has long red hair and lots of grudges.

Tiger Spider, Horrortrix
VIG 12, CLA 14, SPI 5, 3GD
Fangs (2d6), acidic spit (d8), harasses prey

THE CROWN WHISPERS	
Warning	Suggestion
1 Death is coming	Raise an army
2 Invaders are looming	Punish the Vassals
3 Rebellion stirs	Listen to the Seers
4 You are not worthy	Execute Knights
5 You are immortal	Build fortifications
6 The City is a lie	Attack another Realm

Dwelling: Weaver's loft ~ **Sanctum:** Cool meadow ~ **Monument:** Looming arch
Hazard: Crumbling ridge ~ **Curse:** Misdirecting branches ~ **Ruin:** Frayed bridge

4

9

The Mirror Knight

In eyes ojust, the given got
Blow for blow, from one shared lot

PROPERTY

- Hook-axe (d8 hefty), 3 throwing axes (d6), and round shield (d4, A1)
- Hushingbell (those who hear the bell hear nothing else)
- Faded steed (VIG 9, CLA 8, SPI 5, 3GD, you have memories together, see below)

ABILITY - Reflection of Blood

When you are Wounded, the attacker suffers the same amount of VIG loss as you. When you are Scarred the attacker gets the same Scar.

PASSION - Egality

Restore SPI when you give somebody else their fair share.

MEMORIES WITH YOUR STEED

Knight	Steed
1 Found a lost treasure	Fought bravely
2 Avenged family	Galloped all night
3 Won a tournament	Spotted an ambush
4 Escaped capture	Returned from death
5 Broke a siege	Lost an eye
6 Rescued a loved-one	Shrugged off arrows



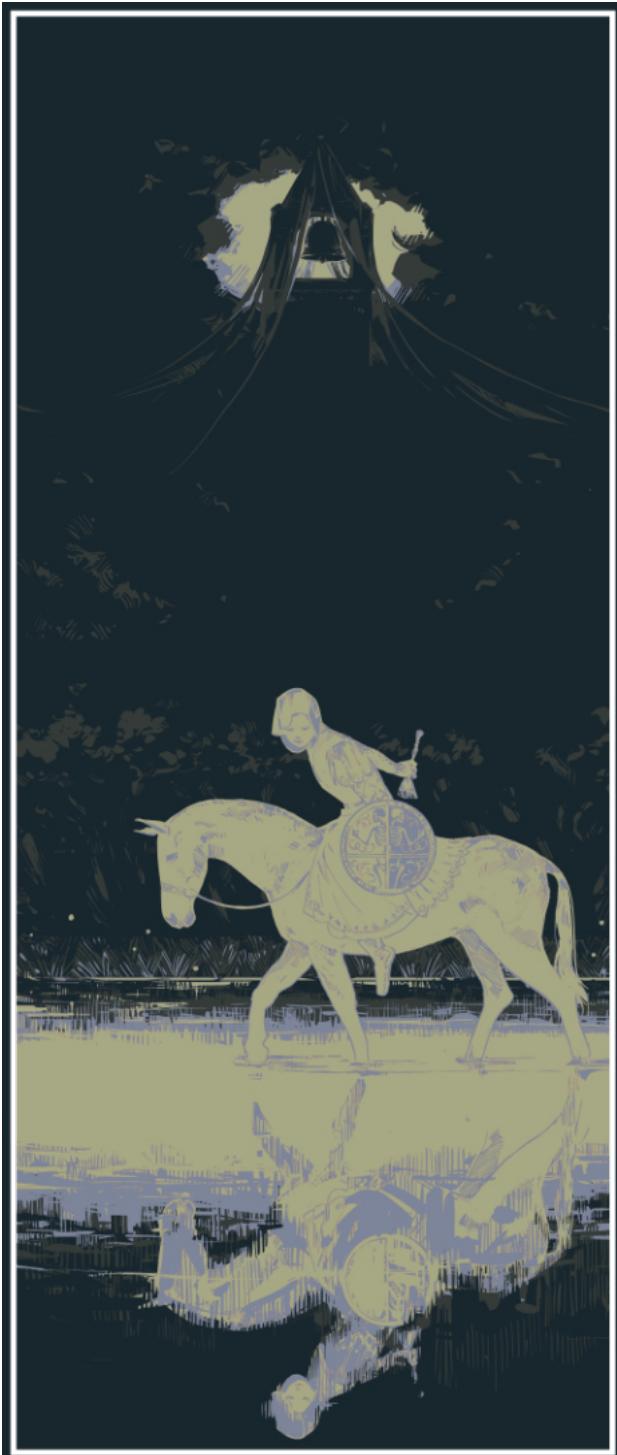
KNIGHTED BY...

The Giant Seer

VIG 19, CLA 4, SPI 6, 5GD
A3 (huge body), huge fists (2d10)

- A great, bounding figure, a clumsy menace to the nearby settlements.
- Has little control over her sight, only seeing unreliable flashes of the present, nothing of the future or past.
- Wants to be told that she's a good Seer.

Person: Cowardly diplomat ~ **Name:** Gowere ~ **Characteristic:** Short and stocky
Object: Foul brooch ~ **Beast:** Imitation sparrow ~ **State:** Washing ~ **Theme:** Sadness



The Boar

Guts burst forth in bloody flow
About the tusks of nature's woe



Omens

1. The grass here feels like wiry bristles, the ground warm to the touch. Almost feels like the Realm is breathing heavily.
2. Three hooded hunters are stalking the land, seeking the Boar who drove them out of their idyllic home nearby.
3. A white-walled vineyard ahead. A sudden crash as the Boar arrives, tearing vines and crushing walls. It wants wine.
4. If the hooded hunters are with the Company the Boar attacks, targeting the hunters specifically. Otherwise, their corpses lie broken in the Boar's wake
5. Three masked hunters seek the Boar. They barely speak, miming as the animal on their mask. If their mask is ever removed they vanish into black smoke.
6. The Boar in the distance, masked hunters concealed, ready to strike. If the Boar is killed the hunters unmask, vanishing to smoke. If the Boar survives it heads to the nearest holding for a final feast before leaving the Realm.

Cast

The Boar, Rustigore, Ferrigras

VIG 18, CLA 7, SPI 7, 7GD
A3 (brassy bristles)

Thrash and gore (d10 blast, +d10 when charging) or impale (3d10 slow)
Hungers for food made by human hands.
Tusks can be worked into weapons that kill beasts they wound, but break on impact.

Hooded Hunters, Dristoc, Friswold, Ulf

VIG 10, CLA 8, SPI 12, 3GD
Spear (d8 hefty), javelins (d6)
Much anger but little hunting experience.

Masked Hunters, names left behind

VIG 10, CLA 15, SPI 15, 5GD
A2 (fur armour, masked helm, see below)
Greatspear (d10 long)

HUNTER MASKS

Appearance	Blessing
1 Eagle	A4 vs the Boar
2 Tiger	Cheat death once
3 Python	Can throw greatspear
4 Crocodile	Can Smite
5 Bear	Can Focus
6 Coyote	Can Deny

Dwelling: Alchemist tower ~ Sanctum: Whispering statuary ~ Monument: Quartz pillar
Hazard: Brimstone springs ~ Curse: Choking gorge ~ Ruin: Scorched workshop

4

W

The Dusk Knight

Each touch of iron takes a price, in breath or blood or bone
 A nasty cut takes something worse, the warmth of distant home

PROPERTY

- Longhammer (d10 long), 3 javelins (d6)
- Pouch of wolfnuts (repellent to canines), poem on tattered parchment (see below)
- Auburn steed (VIG 12, CLA 8, SPI 6, 2GD)

ABILITY - Sunder Memory

When you Wound a target you can rob them of a single specific memory. If it is a Mortal Wound then you can remove all memory of a specific place, thing, person, or event.

PASSION - Temperance

Restore SPI when you refuse a luxury.

A TATTERED POEM

	Start	End
1	Twin Knights are lost in the woods	They're eaten by a pack of wolves
2	The Lion and the Lizard are bitter rivals	They all die of a disgusting plague
3	A mother hates her six ugly sons	It turns into a call to find the City
4	A hermit lambasts the stars for his sad life	It devolves into psychedelic nonsense
5	A clever chicken outwits a farmer	It ends on a literal cliffhanger
6	A poet wastes her life fleeing from death	They all lived happily ever after



KNIGHTED BY...

The Fungal Seer

VIG 11, CLA 3, SPI 15, 2GD

- Tortoise-like and luminous, his body bristling with fungal colonies.
- His mushrooms transport the eaters on a shared vision quest lasting until sunrise and offering abstract guidance. Dying in the vision results in actual death.
- Wants to bring everybody into one shared heavenly vision.

Person: Pathetic veteran ~ Name: Roose ~ Characteristic: Enthusiastic feeder
 Object: Whistling pin ~ Beast: Eternal scorpion ~ State: Scared ~ Theme: Weapons



The Eagle

A bird o'flame to claim sun's toll
Crown for crown, gold for gold



Omens

1. A great shadow sweeps the landscape, blotting the sun for a moment.
2. A flame above, shrieking until it plunges to the ground, sending roaring fire in every direction (d8 blast) and setting the area alight. The Eagle, Aflame, surveys the destruction then makes flight for the nearest large body of water.
3. The Eagle, Smouldering, bathing to extinguish its feathers. It cannot fly for another Phase, but can hobble about. A crowd, driven from their burning homes, watch, and protect the Eagle from harm.
4. The Eagle, Rising, stretches its wings, preparing to fly. As it ascends it sends a gust of wind through the Hex, felling wooden structures and flattening trees.
5. The sun seems to swell, then a piercing cry. The shape of the Eagle, Aflame, appears in the sky, just circling for now.
6. The Eagle, Aflame, dives on the Seat of Power, aiming to snatch the ruler and carry them up into the sun as an offering. If this fails the next harvest is dire.

Dwelling: Falconer's hut ~ **Sanctum:** Amber brook ~ **Monument:** Sky boulder
Hazard: Vulture peaks ~ **Curse:** Tainted stream ~ **Ruin:** Fallen treehouse

Cast

The Eagle, Aflame

VIG 15, CLA 15, SPI 15, 8GD

A2 (huge body), talons (2d8) and beak (d12)
Wants lots of fire to fuel the sun.

The Eagle, Smouldering

VIG 13, CLA 12, SPI 10, 6GD

A2 (huge body), clumsy thrashing (d8 blast)
Wants to extinguish its burning wings.

The Eagle, Rising

VIG 15, CLA 18, SPI 18, 12GD

A2 (huge body), gusts of wind (d10 blast)
Must dry wings on the wind before flying.

Protective Victims of the Eagle

VIG 10, CLA 10, SPI 7, 2GD

See below. They say the Eagle means well.

SALVAGED BELONGINGS

In their hands

1	Broken crutch	Sack of grain
2	Crying infant	Patchwork quilt
3	Live chicken	Dried fish
4	Flimsy hoe	Bladder of wine
5	Rope tied to a goat	Metal pots
6	Lucky beads	Herb bundles

In their backpack



4

11

The Coin Knight

In arg or aur, decisions spun
A prize, a life, lost or won

PROPERTY

- Morningstar (d8 hefty), roundshield (d4, A1), gambeson (A1), stone-studded brigandine (A1)
- Jaunty flute (can only play a certain type of music, see below)
- Arctic steed (VIG 14, CLA 8, SPI 7, 3GD, long coat turns white in winter)

ABILITY - Thrown to Chance

Use instead of attacking normally.
Flip a coin. Heads the target is killed, tails you are killed.
This is final.

PASSION - Generosity

Restore SPI when you give generously to somebody in need.

SOUND OF THE FLUTE

	Loved by	Hated by
1	Children	Everybody else
2	Cats	Proper musicians
3	Nobles	Rodents
4	Knights	Your Company
5	Birds of prey	Seers
6	Sea creatures	Songbirds



KNIGHTED BY...

The Flap Seer

VIG 14, CLA 10, SPI 6, 2GD

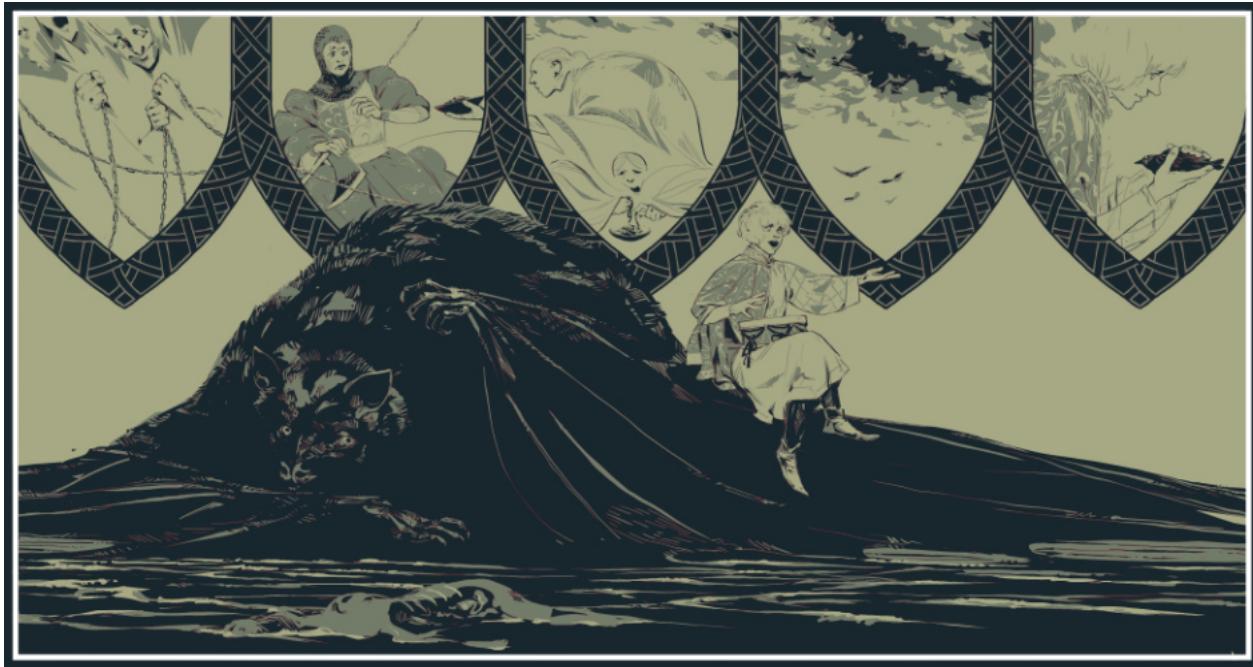
- A body like craggy mountains, flowing with rivers of black blood.
- His will can alter the geography of the Realm, but it takes great effort.
- Wants to send Knights to their death.



Person: Greedy disciple ~ **Name:** Tyack ~ **Characteristic:** Naïve questions
Object: River helm ~ **Beast:** Horned quail ~ **State:** Trapped ~ **Theme:** Vision

The Bat

Spoil the loaf, taint the wine
To starve a fiend is most divine



Omens

1. A smug musician, drumming. He sings “the great winged one grows, and we are the feast” but he insists it’s just a song.
2. A flock of various birds, grounded. They look to be grovelling toward the darkest part of the sky. They scatter if disturbed.
3. A long table is laid out, commoners gathered for a feast. Every bowl is filled with worms, which people reluctantly eat by the handful. They say the Feast of Worms will deny the Bat its food.
4. Exhausted farmers gather pigs, cows, and sheep. They’re heading to a nearby lake for a great sacrifice, hoping the bloody water will sate the Bat’s wicked hunger.
5. A crowd are lighting fires outside a cave, the Bat hiding within. They aim to smoke it out. The Bat eventually emerges, and fights only enough to allow it to flee.
6. Wings broken, dragged in chains, the Bat is being taken to the Seat of Power to be judged for its long list of crimes against the Realm (see opposite).

Dwelling: Thistle gatherers ~ **Sanctum:** Vibrant glade ~ **Monument:** Sun garden
Hazard: Thorned trench ~ **Curse:** Stinging shade ~ **Ruin:** Bloody well

Cast

The Bat, Most Wicked of All Beasts

VIG 15, CLA 15, SPI 3, 7GD
A2 (huge body)

Thrashing wings (d8 blast) or bite (2d10)
Wants sweet fruit and a dark place to rest.

Crowd of Bat Hunters, led by Radlef

VIG 10, CLA 7, SPI 13, 3GD
Weaponised tools (d8 long), Radlef has a Bow (d6 long) and batbane arrows (no effect)
Certainty in their convictions.

Travelling Musician, Keork

VIG 11, CLA 11, SPI 16, 4GD
Drum with red ribbons, dagger (d6)
Enjoys hearing how badly others sing.

CRIMES OF THE BAT

	Act	Proof
1	Mass murder	A song
2	Devouring cattle	One eyewitness
3	Spoiling crops	Popular rumour
4	Spreading plague	Proclaimed by Seer
5	Shortening Spring	Dubious confession
6	Causing nightmares	It's self-evident!

4

12

The Mock Knight

Sycamore, leather, felt and strings
In heartless chest a soul still sings

PROPERTY

- War flail (d10 long)
- Unnatural body (see below), concealed beneath plate suit (A1), hood, and clothes
- Well-groomed steed (VIG 12, CLA 8, SPI 6, 2GD, a real horse)

ABILITY - Impression of Life

You do not truly need air, food, water, sleep, warmth, or love, but you are compelled to play along when you are deprived of them.

PASSION - Imitation

Restore SPI when you pass for human while under scrutiny.

UNNATURAL BODY

	Bones of...	Skin of...
1	Ivory	Leather
2	Bronze	Felt
3	Sapling branches	Silk
4	String	Wool
5	Wooden rods	Parchment
6	Iron chain	Clay



KNIGHTED BY...

The Chance Seer

VIG 10, CLA 10, SPI 6, 3GD

- Cloaked in constantly rotating scales, each showing a new colour.
- Only sees the uncertain futures, blind to that which is locked in certainty.
- Has no agenda of their own, having given themselves fully to the forces of fate.



Person: Confused fool ~ **Name:** Kernick ~ **Characteristic:** Tall and slender
Object: Silver furs ~ **Beast:** Spotted wasp ~ **State:** Patrolling ~ **Theme:** Leaves

The Toad

In honeyed words a fat and charmsome lord
In poisoned gifts a bloaty malice stirred



Omens

1. A caravan of wagons, fat donkeys hauling thick logs, escorted by twelve warty guards. They are respectful to Knights, but urge the need for haste, delivering materials for the Toad's castle.
2. Two scouts, searching for news of the Toad. They hear his castle has been built.
3. The Toad's pet, a monstrous slug, is being delivered to his castle in chains. Six warty guards struggle with the task, asking for help. The Toad is grateful for aid given.
4. Nestled among thorns, a scroll with green ribbon. It reads "the Toad commends your service". Anybody reading it feels sickly sweet, as if filled with honey. They choke and sputter syrupy spittle, losing d8 VIG.
5. A lone warty guard, delivering a gift to one of the Knights (see opposite). Its curse manifests when the item is used, which the guard encourages the Knight to do later. The curse lasts an entire Season.
6. Twelve warty guards ride forward, demanding the Knights visit the Toad. They must swear to him or die.

Cast

The Toad, the Fat Lord, Born to Rule

VIG 12, CLA 5, SPI 16, 5GD
A4 (blubbersome body)

Grab and bite (d10), charming voice

Warty Guards, led by Jabeck

VIG 12, CLA 10, SPI 8, 5GD
A3 (froghelm, mail, rotund plate)
Bow (d6 long), halberd (d10 long)
Fearful look, professional manner.

Blotch, Beloved Pet to the Toad

VIG 17, CLA 5, SPI 2, 5GD
A4 (monstrous sluglike body)
Slobbering maw (3d8)
Always sad, always hungry.
Wants to be released.

BALEFUL GIFTS

	Gift	Curse
1	Apple pie	Deathly sleep
2	Froghelm (A1)	Loss of speech
3	Wooden flute	Hideous face
4	Silver mirror	Loss of vision
5	Woollen scarf	Total memory loss
	Copper mug	Loss of hearing

Dwelling: Rambunctious fishery ~ Sanctum: Tranquil cove ~ Monument: Triple obelisk
Hazard: Quaking ground ~ Curse: Rippling darkness ~ Ruin: Broken mast



The Mask Knight

Now you call for truth from me?
I'll offer not which cannot be

PROPERTY

- Splittingaxe (d10 long), mail (A1) with masked helm (A1, see below)
- Star ink (writing only shows under starlight at night) and parchment
- Silver steed (VIG 12, CLA 8, SPI 5, 4GD)

ABILITY - Thousand Faces

You can assume the face of anybody you have touched, but your body and voice are unchanged.

PASSION - Vigilance

Restore SPI when you prevent a betrayal.

MASKED ARMOUR

	Appearance	Design
1	Youthful	Horned
2	Beautiful	Two-faced
3	Misshapen	Blindfolded
4	Abstract	Scarred
5	Skull	Roaring
6	Elder	Crowned



KNIGHTED BY...

The Abacus Seer

VIG 9, CLA 19, SPI 3, 3GD

- Hunched on the floor, counting on fingers and toes in numbers you don't recognise.
- Takes a long time to make a prediction, but when they do it is sure to come true. Even fate must bend to their calculation.
- Wants to live long enough to complete all of their calculations.

Person: Patronising hermit ~ **Name:** Peryn ~ **Characteristic:** Morbid embroidery
Object: Spinning goblet ~ **Beast:** Dead greyhound ~ **State:** Mourning ~ **Theme:** Darkness



The Colossus

A legacy hewn in living rock
A life that should not be



Omens

1. An elderly sculptor toils away, carving a great statue into a cliff face. He boasts that the statue is based on him in his youthful prime. He knows he is dying and longs for immortality.
2. Across the Realm the earth shakes and rumbles as the Colossus awakes.
3. A crushed stone house, petty belongings scattered across the nearby field. Looks as if it was bombarded with stones.
4. The Hammer Knight rides, declaring they are seeking the Colossus, who has been terrorising the area.
5. Two warbands of a mercenary company fight the Colossus, gradually realising they're unable to harm its stone body.
6. In the distance, the Colossus is leaning against a mountainside. With a groan they collapse into a heap, their form merging with that of the mountain. After a few moments the new rock is covered in red and green moss.

Cast

The Colossus, Woken from the Rock

VIG 19, CLA 3, SPI 2, 6GD

A4, count as a structure (colossal stone body)
Crush (2d12) or sweep (d12 blast)
Driven by strange behaviour (see below).

The Hammer Knight, Lansheigh

VIG 14, CLA 5, SPI 6, 7GD

A3 (helm, gambeson, spiked plate)
Maul (2d10 slow), siege bombs (d8 blast)
Sworn to never ask or answer a question.

Besieger Mercenary Company Member

VIG 13, CLA 7, SPI 7, 5GD

A3 (siegehelmet, blackened mail, towershield)
Blade (2d6 hefty), towershield (d4)

STRANGE BEHAVIOUR

	Loves	Hates
1	Fire	Darkness
2	Water	Rain
3	Beasts	Birds
4	Flowers	Trees
5	Weapons	Armour
6	One of the Knights	One of the Knights

Dwelling: Scribe's shelter ~ **Sanctum:** Haven of roots ~ **Monument:** Carved monolith

Hazard: Needle grass ~ **Curse:** Tablet of falsehoods ~ **Ruin:** Faded library



The Bone Knight

Ribble rabble, ronky donk, they bounce a duckle dine
Clatter clink, clanky tank, a rib, a skull, a spine

PROPERTY

- Needledagger (d6, +d6 against armoured targets) and jagged buckler (d4, A1)
- Box of bones (see below)
- Marsh steed (VIG 12, CLA 8, SPI 5, 3GD, moves effortlessly on bog and marsh)

ABILITY - Bone Magnate

When you make a genuine trade, a bone for a bone, learn something about the individual that the acquired bone came from, or something that they knew in life.

PASSION - Acumen

Restore SPI when you come out better from a bargain.

BOX OF BONES

	The Box	The Bones
1	Silver coffer	Sorted by age
2	Ivory cage	Sorted by size
3	Bronze cylinder	Sorted by habitat
4	Velvet pouch	Sorted by beauty
5	Painted wooden case	Sorted by virtue
6	Gilded clam shell	Unsorted chaos



KNIGHTED BY...

The Twilight Seer

VIG 10, CLA 10, SPI 14, 2GD

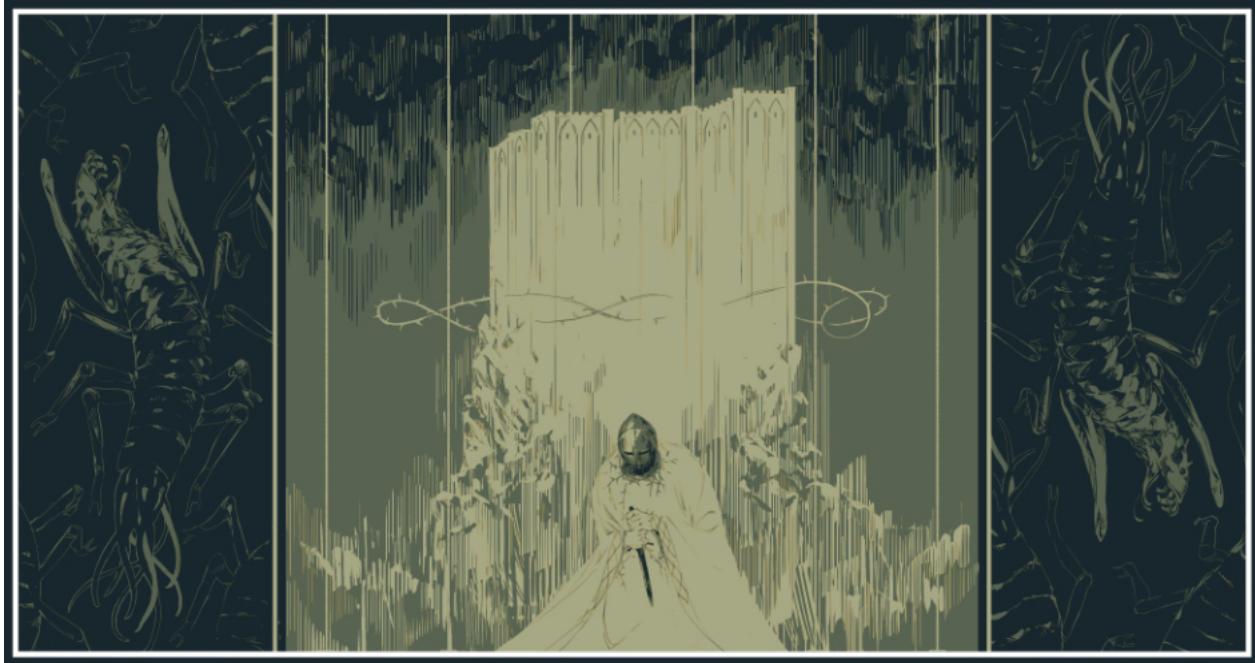
- Elderly, shadowy, and incoherent by day, youthful, radiant, and cogent at night.
- Only sees the moments between significant events, the times of travel and rest.
- Wants stability in the Realm, ensuring the peaceful transition of night and day.



Person: Adventurous fugitive ~ **Name:** Ezter ~ **Characteristic:** Shameful eyepatch
Object: Vassal rod ~ **Beast:** Sniffer bear ~ **State:** Swimming ~ **Theme:** Drink

The Fortress

A cage in stone, all thorned and vast
Disguise a scheme in shadows cast



Omens

1. The Thorn Seer roams the Realm, proclaiming an invasion of great scuttling monsters is coming soon.
2. A messenger declares that the Thorn Seer has reclaimed a lost fortress (in the Myth Hex), creating an impenetrable sanctuary for when the invasion comes.
3. Three claw swarm cutters peer from their tunnels, scouts for the invasion. If seen they scatter back underground.
4. A smith and her three young apprentices are looking for a new home. They left the Fortress, as the Thorn Seer wanted the impossible from them, demanding whole walls of iron be built.
5. The voice of the Thorn Seer is heard across the land. The invasion is here, numberless hordes of the claw swarm attacking the Fortress. They will not actually breach the Fortress, as they are creations of the Thorn Seer.
6. The invasion defeated, the Thorn Seer demands to be made ruler of the Realm, the Fortress as his Seat of Power.

Cast

The Thorn Seer

VIG 9, CLA 16, SPI 14, 3GD
A2 (thorny body, helm)

Spined mace (d8 hefty), dagger (d6)
Sees pain in the past and the future.

Claw Swarm Cutter

VIG 9, CLA 9, SPI 3, 3GD
A1 (green carapace)

Claws (2d6), acid spit (d8)
Cunning instinct (see below).

Claw Swarm Hulk

VIG 15, CLA 5, SPI 5, 6GD
A2 (red carapace)

Great claws (2d8), blunt instinct

CUNNING INSTINCTS

Action	Objective
1 Burrow	Regroup later
2 Scatter	Surprise the enemy
3 Camouflage	Target a single enemy
4 Sprout wings	Confuse the enemy
5 Spawn more	Set up an advantage
6 Spit acid	Exploit a weak spot

Dwelling: Exile pottery ~ **Sanctum:** Timeless cavern ~ **Monument:** Lyre tree

Hazard: Numb ache on the air ~ **Curse:** The Silence ~ **Ruin:** Scoured trail



The Salt Knight

Saline stink adwells in every depth
Matters not how still the mirror's breadth

PROPERTY

- Spined mace (d8 hefty), javelin (d6), coraline mail (A1)
- Everflask (contains an endless supply of fresh water, see below)
- Scaled steed (VIG 12, CLA 8, SPI 5, 3GD)

ABILITY - Inspire Ire

Activate at the end of your turn.

Until your next turn, any enemies that Attack targets other than you lose d10 SPI after the Attack is resolved.

PASSION - Mettle

Restore SPI when accepting a non-combat challenge with the odds set against you.

THE EVERFLASK

	Design	Thirst
1	Leather pouch	A story
2	Brass horn	A blade
3	Twisted silver	A small creature
4	Mottled stone	Delicious fruit
5	White wood	Honey
6	Frosted glass	Music



KNIGHTED BY...

The Bright Seer

VIG 12, CLA 14, SPI 14, 3GD

- A booming, intrusively optimistic man cloaked in orange and gold.
- Has complete control over fire, able to twist it into visions brought to life.
- Wants to see the world burn, but in a planned and controlled manner.



Person: Violent playwright ~ **Name:** Reyka ~ **Characteristic:** Monster tattoos
Object: Wood mace ~ **Beast:** Thorn frog ~ **State:** Stalking ~ **Theme:** Shelter

The Citadel

A watcher yond our earthly sight
Beyond the reach of falcon's flight



Omens

1. The silhouette of the Citadel appears on the horizon, teetering and crooked. Any Seers you meet warn you not to go there.
2. The nearest Seer skulks between the trees, seeking a new Sanctum so that the Watcher will not find them.
3. Iron hounds, forged in the Citadel, scour the land, terrorising but not harming Seers. A pack of four charge past the Company, heading to the nearest Seer.
4. The Watcher from the Citadel is seeking out every Seer, warning them not to interfere with the destiny of the Realm.
5. A glowing orb falls from the sky, landing with an explosion in the nearby woods. Screams follow from the crash site, and an Immolated Seer bursts from the woods. In their death throes they attack any nearby, losing d6 VIG each round.
6. The Citadel glows, flooding the Realm with intense white light. Seers scream. When the light fades the Citadel is gone.

Cast

The Watcher in the Citadel, Setizi

VIG 12, CLA 17, SPI 15, 8GD
A1 (silver mail). Can *Focus*.

Glassy longsword (2d8 hefty), crystal lantern (peering into it gives a hazy view of a location within the Realm that you have visited. Light causes pain to Seers)
Protecting a destined future (see below).

Immolated Seer

VIG 10, CLA 7, SPI 7, 6GD
Bursts of anguished flames (d8 blast)

Iron Hound

VIG 10, CLA 12, SPI 2, 2GD
A3 (metallic body)

Forged jaws (d8), focused on their quarry

DESTINED FUTURE

	Subject	Destiny
1	Ruler of the Realm	Must die next Season
2	A Seer	Must leave the Realm
3	A member of the Company	Must be imprisoned in the Citadel
4	A Knight	Must die
5	A Vassal	Must find the City
6	A courtier	Must rule the Realm

Dwelling: Harpist gathering ~ Sanctum: Lullaby stream ~ Monument: Marble mesa

Hazard: Draining dunes ~ Curse: Gorge of sorrow ~ Ruin: Broken tools

5

4

The Violet Knight

A lightless glow, from neath a dream
Illuminates the fabric's seam

PROPERTY

- Grand mace (d10 long), mail (A1), reflective scale (A1)
- Flattering handmirror (shows the viewer's ideal vision of themselves)
- Nameless steed (VIG 12, CLA 8, SPI 4, 1GD, see below)

ABILITY - Light Beyond Light

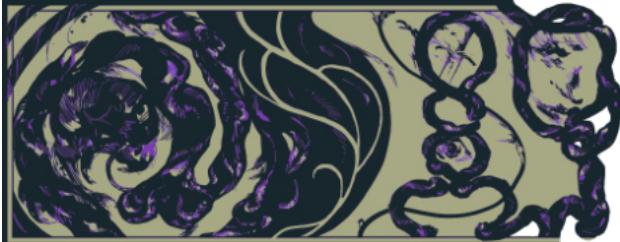
You can cause any metal object you hold to emit a bright light that only you can see. Bees, butterflies, hummingbirds, and hedgehogs can also see the light.

PASSION - Positivity

Restore SPI when you raise somebody's mood.

A STEED WITHOUT A NAME

	Why?	A Strange Steed
1	Seer's orders	Cannot utter a sound
2	It frightens you	Cannot ride through water
3	The word is forgotten	Seems more comfortable at night
4	You can't speak it	Arrows cannot harm it
5	It dies when named	Can ride on sea water
6	Its name has power	Other steeds show fealty to it

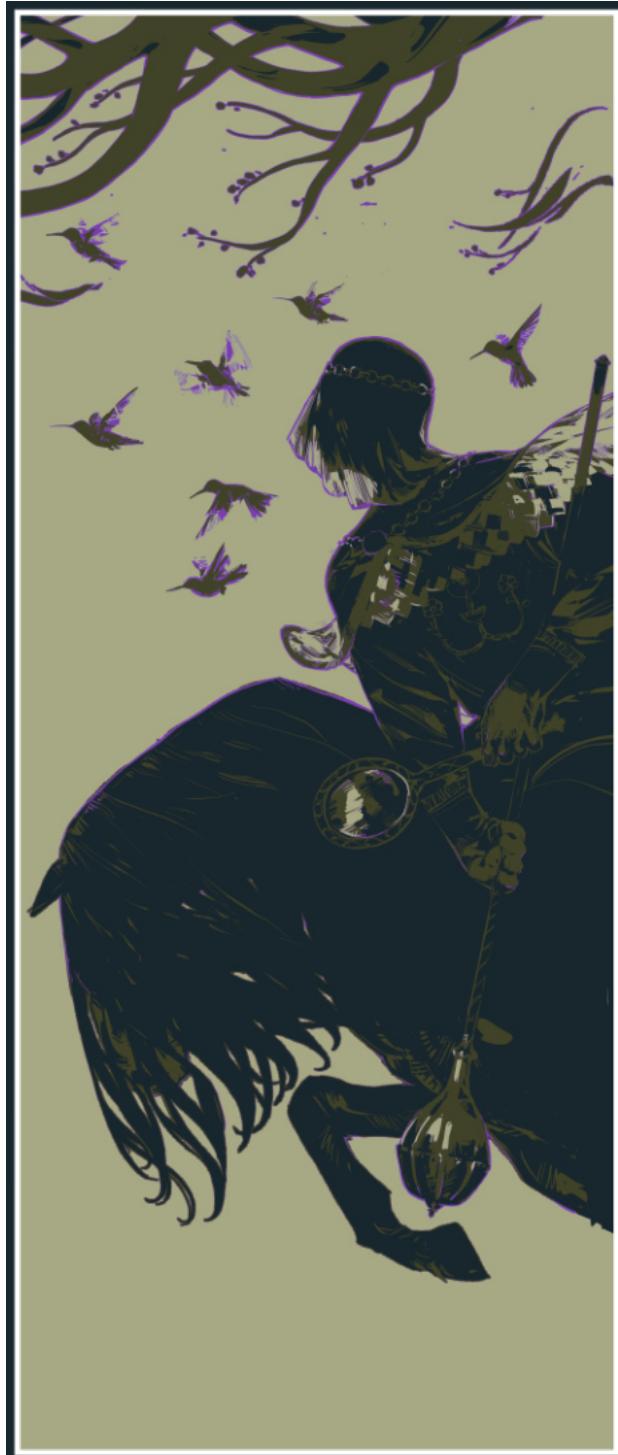


KNIGHTED BY...

The Gut Seer

VIG 10, CLA 2, SPI 2, 1GD

- A pulsing, fleshy mass, entrails sprawled out across the stained floor.
- When spoken to the stains and intestines spiral and sprawl to form guiding shapes.
- Just wants to do their duty.



Person: Kind brewer ~ Name: Dorza ~ Characteristic: Dour killjoy
Object: Flesh wax ~ Beast: Wolfy hedgehog ~ State: Marching ~ Theme: Walls

The Catacomb

Under skarny bough a world beneath
Bygone souls acraw in furied grief



Omens

1. Beneath a wilting tree, a heap of misshapen bones, seeming to sprout from the ground itself. They feel slightly warm.
2. A narrow stone stairway leads down, below a huge blackened tree. It twists into a branching tunnel, each of the three branches concealing a lurking Boneborn. They attack anybody who enters.
3. A grinding sound beyond the trees. Investigating reveals a rushing river of bones, heading from the Myth Hex, running toward the nearest body of water.
4. The ground opens, the Company trapped in an arena of bones. They must fight three waves, each of d6 Boneborn. If they survive, a stairway to the surface opens.
5. Three warbands of Bones at Arms march forward. They roam the land, taking out their anger on the living.
6. The Bone Slayer emerges, fighting on behalf of all of the dead. He fights any challengers in a duel, banishing losers to a bony underground prison. Turns to ash if defeated, releasing all prisoners.

Cast

Boneborn, Death's Creations

VIG 10, CLA 10, SPI 5, 4GD
A2 (bone form, see below)
Jealous of the living.

Bones at Arms, the Soldiers of Death

VIG 10, CLA 6, SPI 6, 4GD
A2 (bonehelms and boneshields)
Bonehammer (d8 hefty), boneshield (d4)

The Bone Slayer, Upholder of Bonelaw

VIG 15, CLA 14, SPI 11, 8GD
A3 (bonehelm, boneplate, hardened bones)
Bonebreaker (2d10 long, cannot be wielded by the living)

BONEBORN FORMS

	Body	Attack
1	Winged (can fly)	Bone maul (d10)
2	Clawed (can burrow)	Shoulder blade (2d6)
3	Extra bones (VIG 15)	Deadtouch (2d12 slow)
4	Bone shield (A1)	Fire burst (d8 blast)
5	Piecemeal (immune to ranged attacks)	Spring slash (d8, free move after the Attack)
6	Sprawling (roll twice on the Attack column)	Spine javelins (d6, throw 2 each turn)

Dwelling: Stonecutting camp ~ Sanctum: Majestic ledge ~ Monument: Kestrel statue
Hazard: Hopeless climb ~ Curse: Untrustworthy shadows ~ Ruin: Crumbled mosaic



The Cosmic Knight

Countless lights dotted in night's veil
To them, each one a glad or shameful tale

PROPERTY

- Strange crossbow (see below)
- Echostone (can record and repeat one spoken phrase)
- Boneless steed (VIG 10, CLA 8, SPI 5, 3GD, can squeeze through any gap as large as its head)

ABILITY - Celestial Retreat

While you can see the sky you may focus for a minute to vanish to a distant sanctuary, just beyond reality. You leave a small glowing stone behind. You can rematerialise at the stone at any time.

PASSION - Constellations

Restore SPI when you tell a new person about the stars as you point to them.

STRANGE CROSSBOW

	Form	Twist
1	Handheld (d6)	Cannot shoot in dark
2	Lightwood (d8 hefty)	Only you can shoot it
3	Repeating (d8 long)	Extremely loud clunk
4	Double (2d6 long)	No bolts required
5	Bronze (2d8 slow)	Very painful wounds
6	Ironwood (d10 slow)	Can also be used in melee combat



KNIGHTED BY...

The Rose Seer

VIG 5, CLA 8, SPI 6, 1GD

- Frail body, lilting head of pink flesh-petals. Every need lovingly tended to by an elderly woman.
- Whispers her guidance as obscure, ugly poetry, applauded by her caretaker.
- Wants everybody to suffer just enough to enjoy the little pleasure they have.

Person: Smug prophet ~ Name: Viralag ~ Characteristic: Flower lover
Object: War ink ~ Beast: Dust mongoose ~ State: Trailing ~ Theme: Transformation



The Hound

The eye of a slayer, the nose of a hound
In wind and flesh, a hunter unbound



Omens

1. A search party. They're looking for an elderly woman, a herb gatherer. She's been missing for days.
2. First a patch of blood, then pieces of flesh, gradually becoming clear as the remains of the missing elderly woman.
3. Another heap of torn remains, this time some sort of deer. All present must pass a CLA Save or else feel compelled to sniff and paw at the remains. They now have the Hound Within (see opposite), the effects lasting until this Myth is resolved.
4. The shadows seem to grow. Any who brave the darkness are attacked by the Hound in Shadow. It does not attack those affected by the Hound Within unless they attack first.
5. An icy wind, then the Hound on the Wind attacks from nowhere, focusing its attacks on those affected by the Hound Within. If slain, it returns to the wind.
6. A heap of flesh and bones. The Hound in Flesh bursts out, fighting to the death.

Cast

The Hound in Shadow

VIG 5, CLA 16, SPI 5, 5GD

A2 (muscular hide, wiry fur)

Jaws (2d8), cannot be hurt in darkness

The Hound on the Wind

VIG 10, CLA 16, SPI 5, 7GD

A2 (muscular hide, wiry fur)

Jaws (2d8), impossibly fast, moves and attacks twice each turn

The Hound in Flesh

VIG 15, CLA 16, SPI 5, 7GD

A2 (muscular hide, wiry fur)

Attacks by those affected by the Hound Within are *Impaired*.

THE HOUND WITHIN

	Day Effect	Night Effect
1	Enhanced smell	Cannot use hands
2	Enhanced hearing	Unable to speak
3	Enhanced vision	Fear of fire
4	Can eat raw and rotten meat	Pass a CLA Save or wander the wilderness
5	Animals respect you	Howl at the moon
6	Powerful jaws (d8)	Cannot sleep indoors

Dwelling: Citadel of pipers ~ **Sanctum:** Sheltered trench ~ **Monument:** Memory opals
Hazard: Earsplitting screams ~ **Curse:** Discordant howl ~ **Ruin:** Abandoned home



The Temple Knight

No blood or cry
Not here, not today

PROPERTY

- Spear (d8 hefty), white cloak, broadshield (d4, A1)
- Mummified snake (Reptiles will not attack anyone holding it. The snake speaks to your mind directly, see below)
- Moorland steed (VIG 11, CLA 9, SPI 6, 3GD, faint smell of heather)

ABILITY - Site of Respite

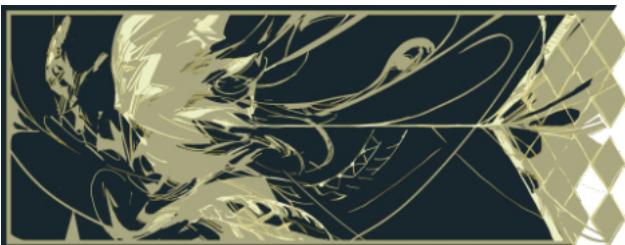
You may declare a building that you occupy as peaceful ground. No being within the building can bring themselves to attack another until you leave.

PASSION - Quietude

Restore SPI when bringing peaceful order to a chaotic place.

THE SNAKE SPEAKS

	Voice	Agenda
1	Pitiful	Your death
2	Mocking	Order
3	Sinister	Bloodshed
4	Benevolent	Peace
5	Ancient	Chaos
6	Loving	Your ambitions



KNIGHTED BY...

The Tapestry Seer

VIG 9, CLA 17, SPI 4, 1GD

- A silken silhouette locked in a moment of total insight, only able to murmur.
- Sees everything at once and all connections between them.
- Wants to make everything as simple as possible without disturbing fate.



Person: Proud pilgrim ~ **Name:** Dorka ~ **Characteristic:** Painfully slow
Object: Tree chart ~ **Beast:** Hammer crane ~ **State:** Climbing ~ **Theme:** Growth

The Glade

Amid the stillen holt and hush
A poison blooms in grove alush



Omens

1. A calm glade amid dense trees. Complete silence. Three empty plinths, one each in black, grey, and white stone. Anyone attempting to leave the clearing finds themselves back within it until an offering is left on each plinth, regardless of its value.
2. In the Glade, the White Stone Hunter asks "whom shall I aid?" to whoever left their offering. They vanish and perform a kind act to that person.
3. In the Glade, the white offering is returned.
4. In the Glade, the Grey Stone Hunter asks "whom shall I punish?" to whoever left their offering. They vanish and perform a punishment, the effects lasting until the next Spring (see opposite).
5. In the Glade, the grey offering is returned.
6. In the Glade, the Black Stone Hunter asks "whom shall I kill?" to whoever left their offering. They vanish and attempt to kill that person. The offering is left on the body of the target if killed.

Dwelling: Silk farm ~ **Sanctum:** Salt grotto ~ **Monument:** Seer bone reliquary
Hazard: Pouncing spiders ~ **Curse:** Tangling shadows ~ **Ruin:** Torn tapestry

Cast

Based on the offering left at their plinth.

White Stone Hunter, Serephyllea

VIG 12, CLA 12, SPI 16, 8GD

A2 (silent mail, silver plate)

Hunting spear (1d10 to 3d10, made from the material of their offering)

Grey Stone Hunter, Gravok

VIG 13, CLA 15, SPI 12, 8GD

A2 (heavy cloak, round helm)

Hunting bow (1d8 to 3d8, arrows made from the material of their offering)

Black Stone Hunter, Therenas

VIG 13, CLA 16, SPI 17, 8GD

Armour 2-4 (armour made from the material of their offering)

Scythe blade (2d10 or 2d8 blast, long)

ARBITRARY PUNISHMENT

	Immediate Effect	Later Effect
1	Best clothes stolen	Eyes fall out
2	Hiccups	Constant coldness
3	Spoiled food	Loss of taste
4	Slippery hands	Broken limb
5	Hair falls out	Severed hand
6	Annoying insects	Teeth fall out



The Fox Knight

A whimsied whirl, a crafty guise
The truth revealed as sour surprise

PROPERTY

- Jagged blade (d8 hefty), buckler (d4, A1), foxhelm (A1), hidden blade (d6, see below)
- Sealing wax (can render any container watertight and airtight, restock each new Season)
- Tunnel steed (VIG 10, CLA 10, SPI 5, 2GD, can see perfectly in the dark)

ABILITY - Cunning Ploy

Once per day, declare your current self to be an illusion, dispersing into smoke. The real you is watching from a safe place nearby.

PASSION - Wits

Restore SPI when you avoid being tricked or outwitted.

A HIDDEN BLADE

	Design	Ability
1	Twisted ebony handle	Hidden within your shadow
2	Feather motif	Can be thrown any distance
3	Tapered slicer	+2d10 vs somebody who trusts you
4	Fang-like dagger	Appears as a twig
5	Long wavy blade	Splits into two blades
6	Etched bone	Harmless to you

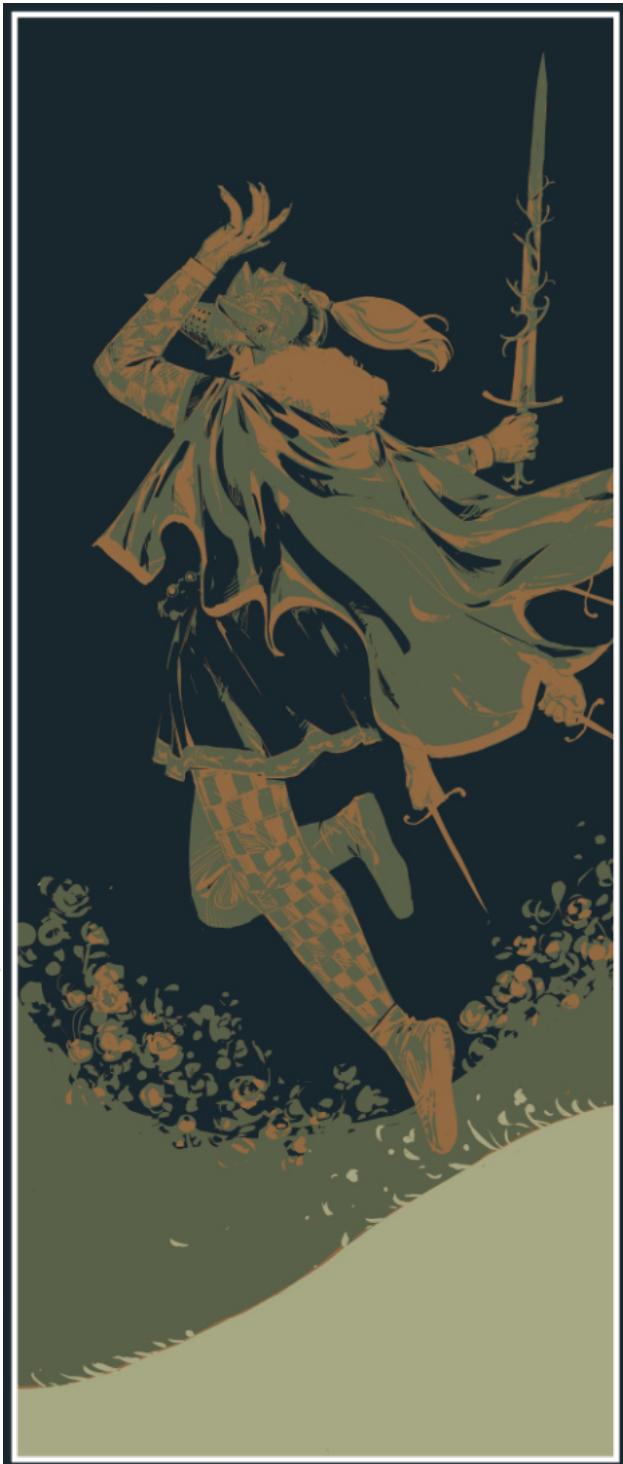


KNIGHTED BY...

The Needle Seer

VIG 8, CLA 14, SPI 6, 4GD

- Tall and slender, festooned with blades.
- Pulls open small tears in reality, showing what could have been but is now impossible.
- Wants to make other people feel bad, but grudgingly does their duty to the Realm.



Person: Anxious bellringer ~ **Name:** Maldita ~ **Characteristic:** Abrasive voice
Object: Leathered bone ~ **Beast:** Fat beetle ~ **State:** Isolating ~ **Theme:** Dreams

The Tournament

Tween cog and blade, a challenge thrown
Blood must beat bronze, its mettle shown



Omens

From Omen 3 onwards, when an Omen is rolled a horn is heard across the Realm. The Company only encounter the Omen when they return to the Seat of Power, where the Tournament is being held. Ignore further Omens from this Myth until they do so.

1. A tinkerer, accompanied by his Clockwork Knights. He boasts that a tournament will see his Knights defeat any others.
2. A messenger from the Seat of Power. The Company is called to represent the Realm against the Clockwork Knights.
3. Nimiod parades his Clockwork Knights before the crowd. The Company are also presented for those watching.
4. The Company compete all together, paired against a Company of Clockwork Knights. It is a mounted battle, melee weapons only, competitors eliminated if they take a Mortal Wound.
5. Now the Company must fight on foot, no shields permitted.
6. Finally, one Knight must take on the Clockwork Champion.

Dwelling: Nomad camp ~ **Sanctum:** Tranquil waterfall ~ **Monument:** Ancient throne

Hazard: Dust storm ~ **Curse:** Pond mirage ~ **Ruin:** Looted caravan

Cast

Nimiod, Genius Tinkerer

VIG 10, CLA 15, SPI 12, 2GD

Fine sword (2d6), layered silks, focused eyes

Clockwork Knight

VIG 13, CLA 5, SPI 5, 6GD

A4 (metal body, copper plate, helm, shield)

Fine sword (2d6), shield (d4)

Follows Nimiod's verbal commands.

Grinding voice, imitating knightliness.

Subject to one quirk (see below).

Clockwork Champion

As above, but knows all Feats, has a fine longsword (2d8 hefty), will disobey Nimiod in order to preserve its own life and honour.

CLOCKWORK QUIRKS

Body Behaviour

1	Ignore Mortal Wounds	Boasts and taunts
2	Cannot be disarmed	Strict etiquette
3	Human-like voice	Cunning fighter
4	Mean arm (can Smite)	Soulless intimidation
5	Real skull for head	Showboats for crowd
6	Extra fast (can Deny)	Stiff and jerky



The Gull Knight

Tattered wing, loath'ed cry, born of ugly bill
And yet what heights, what lofty sights, this skwarmew captures still

PROPERTY

- Hooked blade (d8 hefty), patchwork mail (A1, see below), patterned cloak
- Blinding bracelet (anybody wearing the bracelet is blind until they take it off)
- Tempestuous steed (VIG 12, CLA 8, SPI 7, 4GD, dances joyfully in rain)

ABILITY - Guiding Gust

Ascend to the top of a vertical surface you are touching, lifted on a burst of wind.

PASSION - Joy

Restore SPI when you deliver good news.

PATCHWORK ARMOUR

Some taken from...	Mixed with...
1 Fallen soldiers	Flexible leather
2 Ancient tomb	Sleek bronze
3 Shipwreck	Polished steel
4 A fighting pit	Brass studs
5 A defeated Knight	Padded coat
6 Thankful militia	Thick furs



KNIGHTED BY...

The Floating Seer

VIG 12, CLA 12, SPI 14, 2GD

- A bloated bladder of a being, humming as she bobs about in the air buoyantly, yelping as she hits the ceiling.
- Sees through the eyes of all flying beings.
- Wants to float free toward the stars. Hates being confined. Being grounded causes agony.



Person: Zealous student ~ Name: Foxter ~ Characteristic: Always alert

Object: Crystal mead ~ Beast: Paradise cockerel ~ State: Searching ~ Theme: Ice

The Bull

The bless'd are bound for tragic end
While jealous eyes make wrath their friend



Omens

- Leaf-covered acolytes parade a newly born green bull, declaring a blessing on the Realm. They are taking him to a secret location for safekeeping.
- People rejoice in the Blessing of the Bull, now clearly taking effect (see opposite).
- On a dusty trail, the Bull lies dead. A scream is heard in the distance, two children running to say that they saw the Knights standing over the corpse.
The Blessings of the Bull are lost.
- Five leaf-clad guards immediately charge the Knights, declaring them enemies of the Realm for killing the Bull.
- A pair of winged fiends are seen in the distance, harassing a lost horse, tormenting it with their blades. They flee if confronted.
- A lone leaf-clad guard is fending off an attack from five winged fiends, emboldened by their numbers. If the guard survives he vouches for the Knights' innocence.

Cast

The Bull, Green of Horn and Hide

VIG 10, CLA 5, SPI 3, 2GD
Horns (d6), docile temperament

Leaf-clad Guard, led by Solas

VIG 11, CLA 8, SPI 8, 4GD
A2 (leaf-clad mail, helm)
Broad-bladed guisarme (d10)
Intense love for the Bull.

Solas wields a great guisarme (2d10 slow).

Winged Fiends, Bringers of Sorrow

VIG 8, CLA 17, SPI 4, 5GD
A1 on ground only (leathery wings)
Bladed arms (2d6), clumsy flight

Want to sow misery and watch from afar.

BLESSINGS OF THE BULL

	First	Also
1	Drinks tastes better	Perfect weather
2	Bread stays warm	Lost items return
3	Heavenly dreams	New fruit flourishes
4	The sick are healed	Fish leap into nets
5	Wounds are mended	Music sounds sweeter
6	The wind smells great	Breathtaking aurora

Dwelling: Humble hearth ~ **Sanctum:** Glittering spring ~ **Monument:** Coin pool

Hazard: Red hail ~ **Curse:** Tattered light ~ **Ruin:** Screaming cave



The Magpie Knight

Keen eyes see what cold heart seeks
This bird never bare of beak

PROPERTY

- Heavy cudgel (d8 hefty), 3 javelins (d6)
- Twofold pouch (items you place in the pouch can only be retrieved by you) containing a memento (see below)
- Ironclad steed (VIG 13, CLA 5, SPI 5, 2GD, A1, d6 trample)

ABILITY - Scourer's Sense

If you are searching for something specific you always know for sure whether it is in your immediate surroundings or not.

PASSION - Heraldry

Restore SPI when you announce the owner of a banner, crest, or coat of arms, which you can always recognise.

A TREASURED MEMENTO

	Item	Reminds you of...
1	A dried flower	A great victory
2	A sword hilt	A shameful defeat
3	A pearl	A happy place
4	A scrap of a banner	A sorrowful place
5	An old coin	Somebody you loved
6	A dog's collar	Somebody you hated



KNIGHTED BY...

The Lens Seer

VIG 10, CLA 14, SPI 6, 2GD

- A squat body, her head a refractive orb of liquid glass.
- Knows the true fate of anything that she examines closely and thoroughly.
- Wants interesting things brought to her for examination.



Person: Wild thatcher ~ **Name:** Nieolas ~ **Characteristic:** Restless limbs
Object: Copper acorn ~ **Beast:** Armoured pigeon ~ **State:** Smelling ~ **Theme:** Light

The Hydra

Our best fall before their time
The worst shall live forever



Omens

1. The Candle Knight lies broken in the road, unable to walk. They tell of the Hydra rising from a pool of stagnant water. It killed the rest of her Company. It cannot be killed. It must be endured.
2. A wide hole leading down into damp darkness. Any disturbance awakens the Hydra, bursting forth and attacking the Company. It shrugs off any attack.
3. Atop a hill, the Hydra screeches triumphantly in the ruins of a shattered stone outpost. It fights if disturbed, mocking the Company if they do not realise it cannot be killed.
4. A rapidly spreading fire among the trees. The Hydra waits in ambush, now able to breathe fire (d8 blast).
5. A roar from above, and the Hydra descends, now winged and able to fly.
6. The Hydra, visibly weakened, crawls toward a bubbling spring. As it submerges itself the water boils, turning black, and the Hydra is gone.

Cast

The Hydra, Punishment for Past Sins

VIG 19, CLA 10, SPI 7, 12GD

A5 (unbreakable scales)

Onslaught of heads (2d10 blast)

Cannot be harmed. Regenerates any lost body part and heals any wounds.

Sometimes feigns weaknesses to trick attackers into thinking they have a chance. One head is always holding onto some sort of treasure (see below), baiting victims.

The Candle Knight, Aluane

VIG 14, CLA 13, SPI 8, 8GD

A3 (mail, plate, white helm)

Longsword (2d8 hefty), shortsword (2d6)

Can whisper into a candle to deliver a message anywhere within the Realm.

Wants to get far from the Hydra.

TREASURES OF THE HYDRA

Descriptor	Object
1 Golden	Crown
2 Bejewelled	Sceptre
3 Engraved	Longsword
4 Luminous	Chalice
5 Ancient	Spear
6 Runic	Shield

Dwelling: Canopy outpost ~ Sanctum: Oracle font ~ Monument: Golden leaf
Hazard: Immaterial attackers ~ Curse: Misleading voices ~ Ruin: Beheaded statue



The Reliquary Knight

Noble rest, earned in life, final breath
Echos ring, they live on, spurning death

PROPERTY

- War sickle (d8 hefty), gambeson (A1), carved plate (A1)
- Sack of history tomes, treasured reliquary (see below)
- Bearded steed (VIG 12, CLA 8, SPI 6, 3GD)

ABILITY - Spirit Call

Once per day, release the invisible spirit from your reliquary. It will follow a single, specific command. It acts with the general capacities of a normal human but can be invisible and immaterial as needed.

PASSION - Tradition

Restore SPI when you ensure a tradition is thoroughly honoured.

TREASURED RELIC

	Bodypart	Being
1	Hand	Forgotten Seer
2	Skull	Glorious Knight
3	Heart	Deposed monarch
4	Ribs	Pitied monster
5	Eye	Hateful bird
6	Unknown organ	Ancient reptile



KNIGHTED BY...

The Predator Seer

VIG 16, CLA 17, SPI 12, 9GD

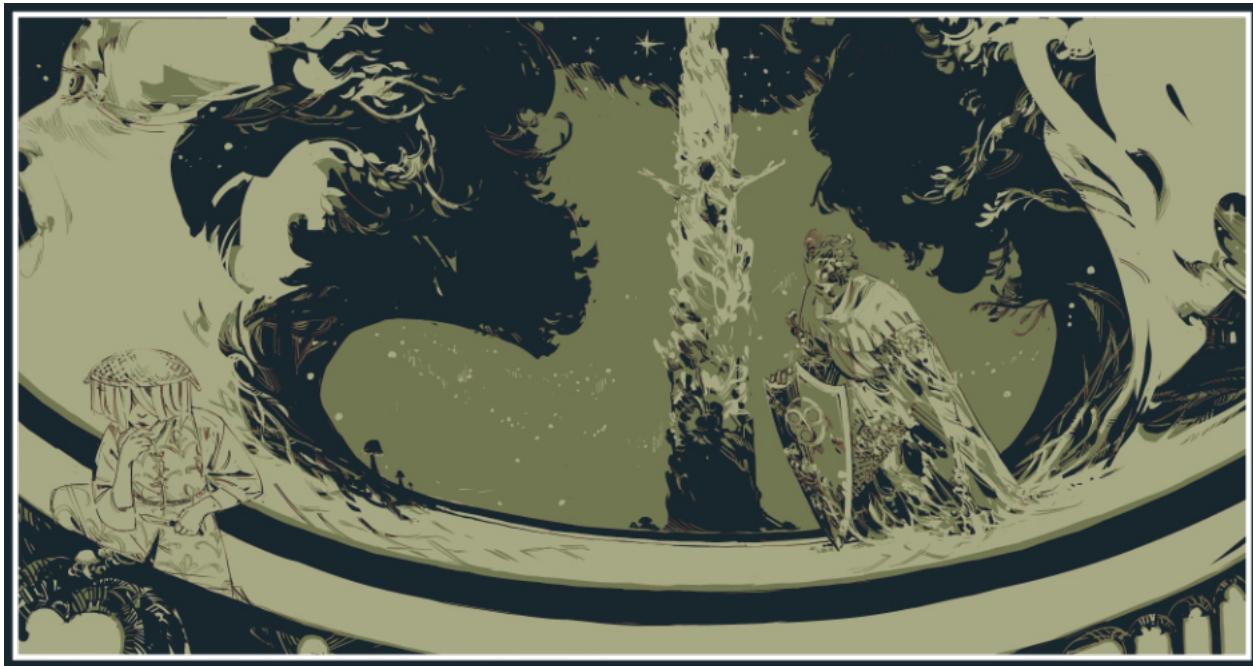
- An animalistic woman with a powerful body and sleek mane.
- There is no better guide to hunting, no matter the quarry.
- Wants to sharpen Knights into the perfect predators of the world, even if they must suffer along the way.

Person: Cruel charlatan ~ **Name:** Brayne ~ **Characteristic:** Always yelling
Object: Immovable herb ~ **Beast:** Flat owl ~ **State:** Gluttonous ~ **Theme:** Salt



The Spire

The pinnacle of stool and shroom
Grown to fall in putrid bloom



Omens

1. A finely-dressed mushroom gatherer is complaining of a lean harvest. He says a great fungal spire is overdue, which will spread new fungus around the Realm.
2. A haze of yellow spores on the wind. Those inhaling it see the world around them start to bend and breathe, mouths opening in the ground. It soon passes.
3. Six fungal serfs are out gathering food to take back to the Spire. They take without asking but have no will to fight.
4. A round cabin on a wooded hill, shouting within. Two stargazers, sisters, each yelling that the other one is a shape-shifter from the stars. They have both been tricked by hallucinogenic spores.
5. The Fungal Knight shambles forward, ensuring nobody plans to interfere with the Spire. He has little appetite to fight and just wants to rot away to sludge.
6. A squelch heard across the Realm. The Spire and all fungal beings collapse into sludge, seeping into the ground. Next season the fungus will be bountiful.

Dwelling: Knight's rest ~ Sanctum: Fountain clearing ~ Monument: Offering plinth
Hazard: Glue bog ~ Curse: Haunting reflections ~ Ruin: Sinister altar

Cast

The Spire, the Great Fungal Tower

9GD, count as a structure
A2 (bouncy flesh)

Spores grant pleasing hallucinations to friends or nightmare visions to foes.

Fungal Serf, Born of the Spire

VIG 10, CLA 5, SPI 5, 1GD
Heavy fist (d6), bright colouration
Wants to collect food for the Spire.
Doesn't understand ownership.

Fungal Knight, Rotting

VIG 13, CLA 7, SPI 8, 3GD
A2 (mould-covered mail, shield)
Fungal mace (d8 hefty), shield (d4)
Impatient to rot away fully.

FUNGAL SERFS

	Appearance	Manner
1	Huge head, teetering	Wheezing spores
2	Spindly limbs	Curious of the world
3	Bloated body	Aggressively diligent
4	Broad cap	Warm and jovial
5	Covered in gills	Proud and aloof
6	Tall and clumsy	Eating own body



The Vulture Knight

Gutly ribbons, blood's sweet dance
The future calls in gory trance

PROPERTY

- Black axe (d10 long, +d10 vs wounded targets), sinister mail (A1, see below)
- Spidernip nuts (acts as a pleasing stimulant for insects and arachnids when ground to a powder, restock each new Season)
- Bright-eyed steed (VIG 12, CLA 9, SPI 5, 2GD)

ABILITY - Carrion Casting

Spread the innards of the recently dead across the ground. Ask a single question, they point you in a direction that would help.

PASSION - Thrift

Restore SPI when you make good use of something you found discarded.

SINISTER ARMOUR

	Material	Detail
1	Burned mail	Bat wing motif
2	Blackened bronze	Blood red embroidery
3	Bloody gambeson	Shadow is darker
4	Jagged iron strips	Tattered cloak
5	Spiked leather	Embedded bones
6	Barbed scales	Tiny skulls everywhere



KNIGHTED BY...

The Hymn Seer

VIG 7, CLA 10, SPI 13, 5GD

- Little more than a skeleton draped in white robes, moving suddenly and stopping completely still.
- Guides visitors in dreary, discordant song, loose guidance hidden in the words.
- Wants to bring Myths to a rapid end so that the whole world can be drawn to a sorrowful close.



Person: Confident assassin ~ Name: Kelwun ~ Characteristic: Brawn over brains

Object: Leaf sword ~ Beast: Grim donkey ~ State: Breaking ~ Theme: Warmth

The Sprite

Sudden gifts from spriggle wylde
Atop a crone, below a child



Omens

1. A half-asleep fisherman by a duckweed-covered pond. He warns the “old girl o’ the pond” can’t be trusted on her word.
2. A pond thick with duckweed, the Sprite emerges, an old woman with the voice and movement of a child. She takes a liking to one member of the Company and asks lots about them before fleeing into the pond.
3. Another weed-covered pond. The Sprite emerges in the centre, appearing serious. She asks her beloved to name any object they want, from the past, present, or future. She insists until they give an answer, then ducks back under water.
4. Two beings of greenish water (see opposite) fight loudly, each proclaiming that “she loves only me”.
5. A still lake, the green arms of the Sprite emerging on the bank, holding the requested item for their beloved. She attacks if the gift is refused.
6. The Sprite, now angry, is here to reclaim the gift. She’ll take it by force if needed.

Dwelling: Moonwatcher settlement ~ **Sanctum:** Steam spring ~ **Monument:** Silver arch
Hazard: Strangling fog ~ **Curse:** All light fades here ~ **Ruin:** Darkened fort

Cast

The Sprite, Old Girl o' the Pond, Wrundl

VIG 12, CLA 16, SPI 16, 7GD

A1 (robe of thick pond weed)

Water shaped to a blade (3d6) or arrow (2d6)

Wants to interfere with the way things should be. Feels intense love for one thing at a time before forgetting them entirely.

Watery Being

VIG 10, CLA 4, SPI 4, 3GD

Once people, drowned by the Sprite. They long for her love, but she has forgotten them.

Drowsy Fisherman, Mucks

VIG 12, CLA 6, SPI 10, 4GD

A1 (rusty pot helm), patchwork clothes
Plans petty revenge against the Sprite, but she has already forgotten him.

WATERY CREATIONS

	Voice	Attack
1	Low gurgling	Lashing weeds (2d6)
2	Splashing cries	Bloated limbs (d8)
3	Sloshing song	Rusted axe (d8)
4	Frothing hiss	River rock (2d10 slow)
5	Drowning moan	Choking hands (d6)
6	Rumbling roar	Cold scream (d6 blast)



The Free Knight

No soul, no mind, should live acaged or chained
Yet freedom won is never quietly gained

PROPERTY

- Hooked flail (d8 hefty), hexshield (d4, A1, see below)
- Tempest chest (when empty, it can draw a storm within, restoring calm weather. If opened when full the storm is released)
- Grassy steed (VIG 11, CLA 8, SPI 5, 2GD, blends into long grass when sitting)

ABILITY - Bond Breaker

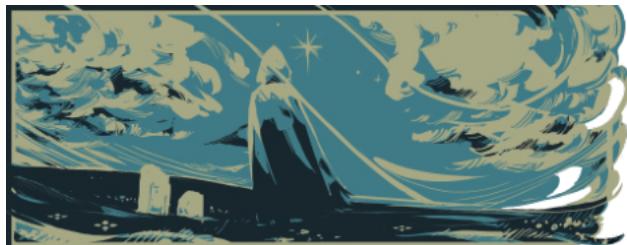
Strike a chain or lock with a metal weapon. Both shatter loudly.

PASSION - Liberty

Restore SPI when you release somebody from an unwanted bond.

THE HEXSHIELD

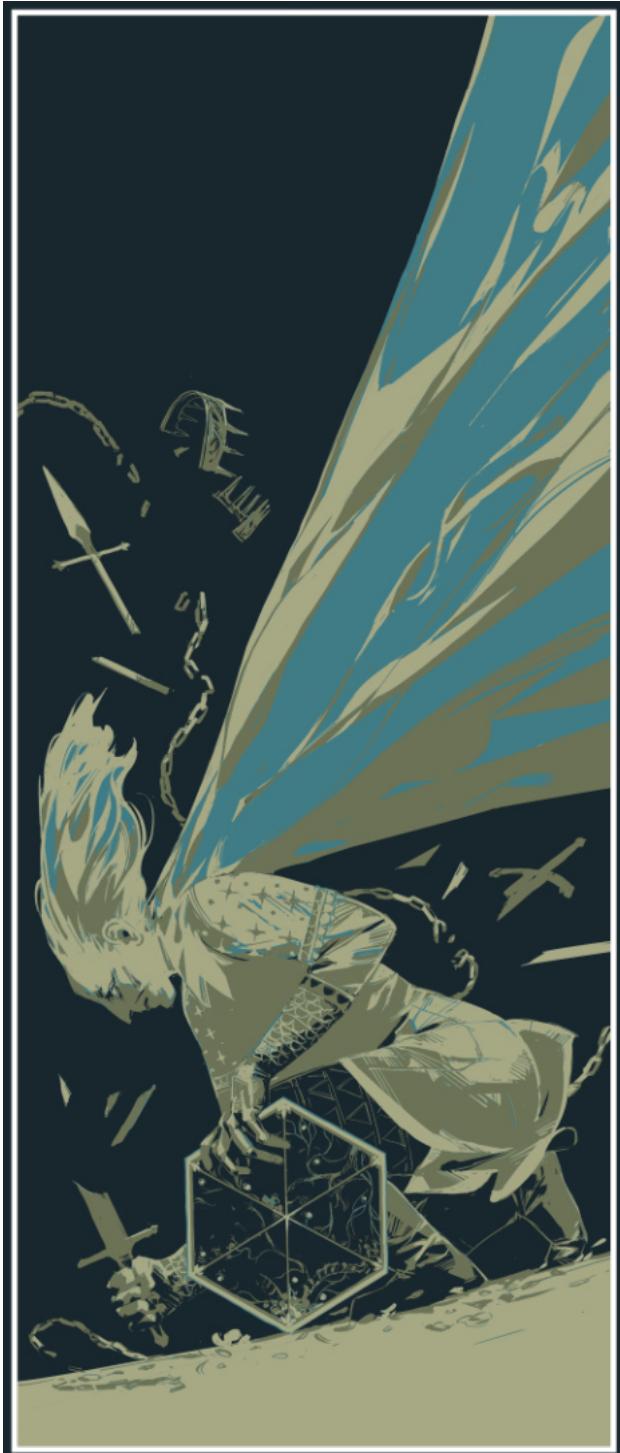
	Ineffective vs	Special Ability
1	Axes	Can be thrown (d6)
2	Arrows	Allows you to fall safely from any height
3	Birds	Pattern pains Seers
4	Spears and polearms	Always floats
5	Swords	Blocks all sound
6	Blunt arms	Bladed (d6 in melee)



KNIGHTED BY...

The Roaming Seer
VIG 10, CLA 14, SPI 6, 4GD

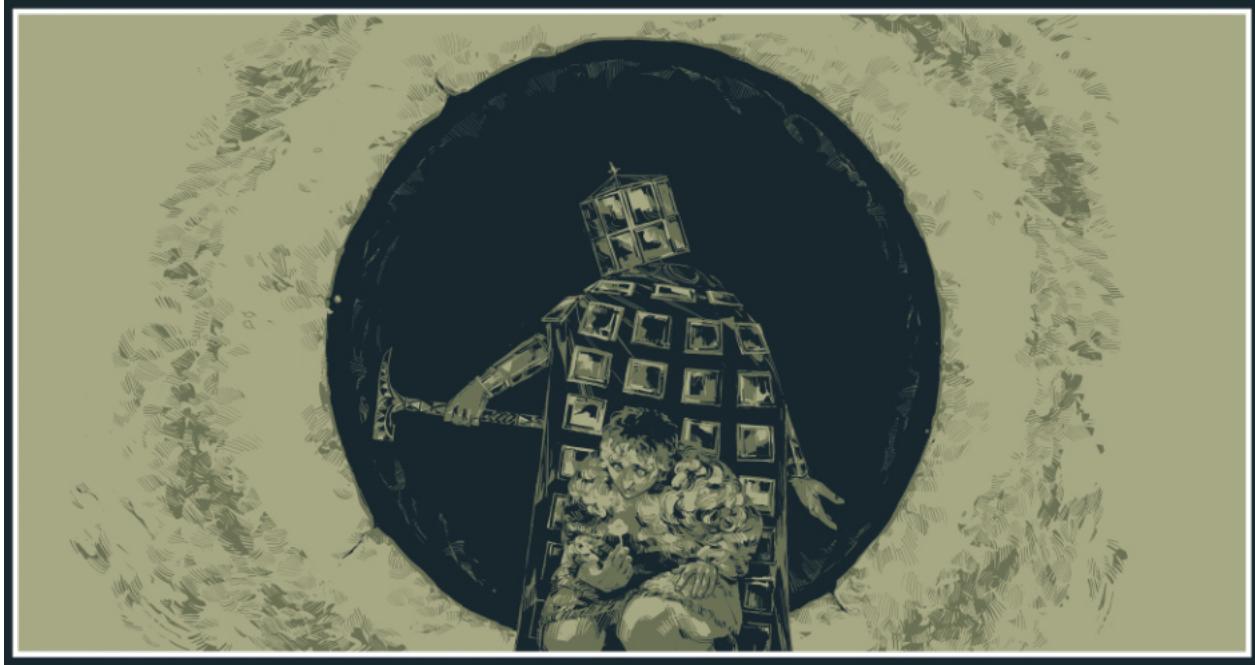
- A tall cloaked figure, leaving a trail of sand in his footsteps.
- Will not offer any guidance to visitors, but offers to accompany any Knights he deems worthy. He is demanding, slow, and cryptic, but offers clear guidance when it matters most.
- Wants to see everything for himself.



Person: Muddy astrologer ~ Name: Clemens ~ Characteristic: Red tattoos
Object: Beggar shroud ~ Beast: Singing bull ~ State: Dashing ~ Theme: Frost

The Hole

In mud and root, from sunken land
Careful hands plan works agrand



Omens

1. A hole in the ground rips open, growing as trees and rocks tumble in. A small blue Holfolk, Gruff, scurries out into a tree. She is shy, but explains that this only happens when there's work to be done on the surface. Those from above can't enter the Hole, held back by an invisible force.
2. Four Holfolk run past, screaming. An angry man on a horse chases them down, claiming they are spies from a wicked Realm. They are just curious, really.
3. A team of Ardwright builders hammer away at a great project (see opposite). They explain what it is, but not why, and will not indulge in conversation.
4. Bear-a-boar staggers around the woods, calling out a challenge to any animal that disputes his sovereignty. A pitiful sight.
5. A band of Holfolk have Bear-a-boar in chains, taking him back to the Hole where he was banished.
6. A team of Ardwrights are sealing up a hole in the ground, the final entrance to their world, their work completed.

Dwelling: Secret vineyard ~ **Sanctum:** Lily field ~ **Monument:** Eternal beacon
Hazard: Fire nettles ~ **Curse:** Eye burning fumes ~ **Ruin:** Bone mausoleum

Cast

Holfolk, Little Ones of the Hole

VIG 7, CLA 7, SPI 15, 5GD

Good at hiding. No means or desire to fight.
Want to explore every part of every Realm.

Ardwright, the Jade Architects

VIG 10, CLA 15, SPI 3, 1GD

A2 (green helm and plates)

Rockhammer (d8 hefty, can fuse natural objects together as if by strong adhesive)

Want everyone to do their job.

Bear-a-boar, Deposed King of Beasts

VIG 15, CLA 12, SPI 4, 6GD

A2 (bulky body, tattered mail)

Tired claws (2d8)

Want to be respected or feared.

ARDWRIGHT PROJECTS

	Creation	Material
1	Watchtower	Branches
2	Great hall	Rocks
3	Statue	Grass
4	Ship	Mud
5	Mausoleum	Bones
6	Bridge	Petals





The Silk Knight

Judge not a knight on might and favour
Where silk endures, a heart can waver

PROPERTY

- Delicate halberd (d10 long), woven coat armour (A1, no protection against fire)
- Intricate brass puzzle (compelling but impossible)
- Young steed (VIG 9, CLA 8, SPI 6, 1GD, see below)

ABILITY - Adamant Gossamer

You can draw thin strands of silky string of any length from your mouth. They are utterly unbreakable, but burn to ash in an instant.

PASSION - Mercy

Restore SPI when you accept a surrender or plea for forgiveness.

A YOUNG STEED

	Distracted by...	Scared by...
1	Smaller animals	Other steeds
2	Moss	Fire
3	Water	Darkness
4	Salt	Children
5	Fruit	Music
6	Shiny things	Being alone

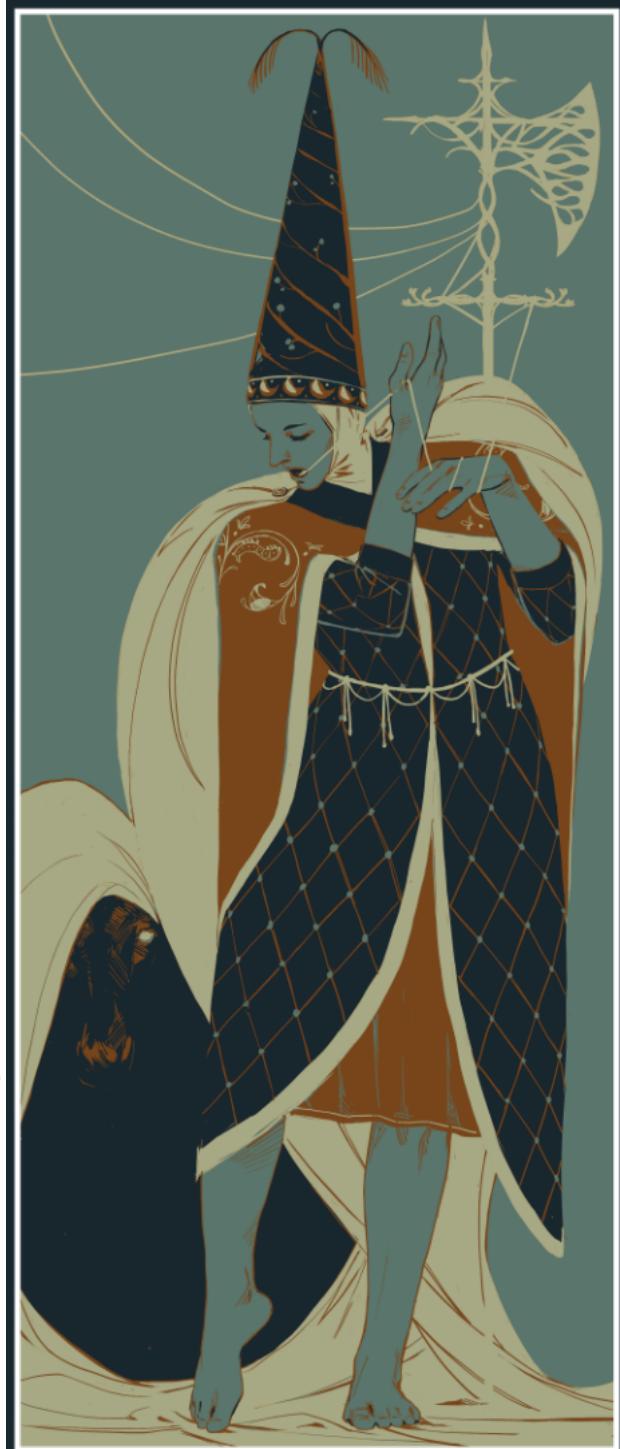


KNIGHTED BY...

The Crimson Seer

VIG 11, CLA 14, SPI 16, 4GD

- Elegantly dressed woman, her heart visible, pulsing through her chest.
- Gets glimpses of beings' desires and fates by tasting their blood.
- Wants to make the world interesting and dramatic, anything but boring.



Person: Scabby merchant ~ **Name:** Floria ~ **Characteristic:** Destructive klutz
Object: Petty candle ~ **Beast:** Ghost carp ~ **State:** Enfeebled ~ **Theme:** Armour

The Mist

A grim'd air a'dims the gleam
A realm is lost in fearful dream



Omens

1. The air turns cool and a thin mist begins to roll in. A flock of red crows fly past, shrieking as they make urgent flight.
2. The Mist thickens, a cold leaden curtain. Vision beyond each Hex is impossible.
3. Six horrors lurk just beyond vision, haunting sounds and faint shadows. They stalk the Company, only striking if somebody becomes isolated.
4. The Mist grows ever more dense, vision limited to a few feet. Even bright lights fade to a dull glow. All travel is blind.
5. A militia warband, defected from a nearby Holding, open fire on the Company, mistaking them for horrors in the Mist.
6. A dull bell clangs, a towering figure barely visible striding through the Mist. It's impossible to get closer to it. As it fades into the distance the Mist begins to clear. By the next Morning it has completely passed, leaving silvery dew. A Seer has been taken by the Mist, never to return.

Cast

The Mist

Pushed back by smoke from burning bones.

Misguided Militia, led by Harlger

VIG 10, CLA 10, SPI 8, 4GD
A2 (cloaked mail, full helm)

Shortbow (d6), axe (d8), handaxe (d6)
Hargler has a longbow (d8 long) and wants to overthrow her former liege.

Horror in the Mist, Desperate Stalker

VIG 7, CLA 14, SPI 4, 4GD
A1 (cold hide)

Gripping claws and fangs (2d6)
Fear of bells and being seen.

Shifting form (see below, reroll frequently).

A SHIFTING FORM		
	Call	Body
1	Hooting	Long dragging limbs
2	Shrieking	Hanging wet jaw
3	Grinding	Huge black eyes
4	Weeping	Spiked prehensile tail
5	Gasping	Many rows of teeth
6	Singing	Normal pitiful human

Dwelling: Reclusive perfumery ~ **Sanctum:** Sapphire woods ~ **Monument:** Pillar of ice
Hazard: Frostbite fog ~ **Curse:** Blinding blizzards ~ **Ruin:** Shattered stained glass

6
2

The Tiger Knight

You see in beasts an anarchy unfold
In truth, a structure strict as crowns of old

PROPERTY

- Fang blades (d6, or d8 each when wielded as a pair), knotted coat (A1)
- 3 phoenix feathers (erupts in flame when they touch the ground, d8 blast, restock each new Season)
- Tattooed steed (VIG 12, CLA 9, SPI 5, 5GD, see below)

ABILITY - Bestial Renown

Each time you defeat an animal in a contest befitting its strengths, all animals of that type will react favourably to you.

PASSION - Closure

Restore SPI when you get an answer that you've been seeking for some time.

A TATTOOED STEED

	Design	Why?
1	Abstract shapes	For service in battle
2	Ancient runes	It happened before you bought them
3	Letters you do not understand	They were born that way
4	Skulls and bones	It happened overnight
5	Thunderbolts	They appeared slowly
6	Thorns and flowers	A Seer demanded it

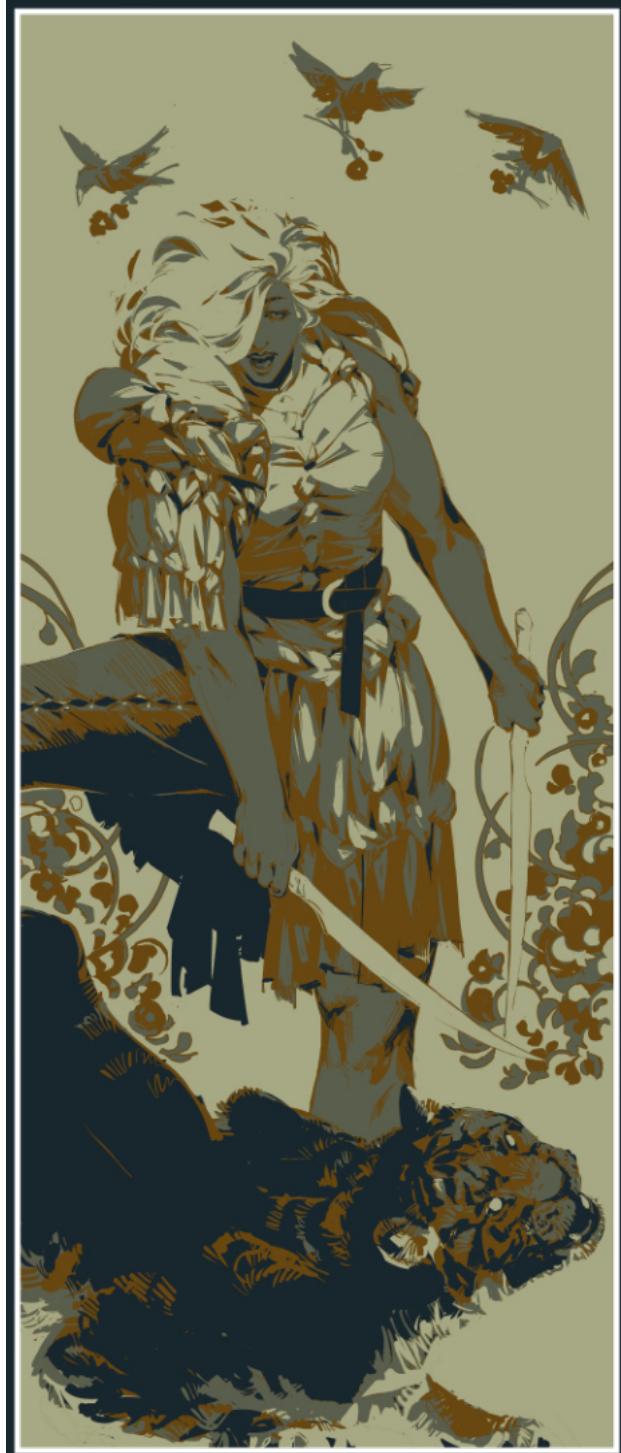


KNIGHTED BY...

The Dying Seer

VIG 3, CLA 12, SPI 3, 1GD

- A ghostly projection bound to a rotting corpse, trapped in the moment of death.
- Knows the precise details of every death still to come, but is forbidden from sharing them. Can still gently advise.
- Wants every other being to die so that he can finally rest.



Person: Animal worshipper ~ **Name:** Hygo ~ **Characteristic:** Attempts mystique
Object: Web net ~ **Beast:** Listening asp ~ **State:** Eating ~ **Theme:** Grass

The Gargoyle

In hearthy glow, small joys take flight
Whilst bitter past doth dwell in spite



Omens

1. Two boisterous lads clamber on a ruined temple, smashing the eroded statuary with a heavy hammer. They say they're just following orders from a nearby Seer.
2. The Gargoyle descends on the Company, shouting that he means no harm. He's looking for a lost item, and expects the Knights to find it. He will cause an argument for his own amusement if he can, otherwise he leaves.
3. Atop a huge stone ruin, the Gargoyle carves away at the stone with his bare hands, sculpting beasts. Two such beasts watch on, eager for a new companion.
4. In the shade of a grey tree the Gargoyle argues with a nearby Seer. He claims that he alone gives the Seers their knowledge. This is a lie.
5. The two lads who were smashing statues lie petrified by a sculpted beast's bite.
6. In a quarry the Gargoyle smashes his sculpted beasts to rubble one by one. They don't resist. After this he takes flight for another Realm, declaring this one dull.

Cast

The Gargoyle, Astergrist

VIG 14, CLA 17, SPI 12, 6GD

A4 (hulking stony body), clumsy flight
Great claws (2d8) and tail (d10 blast)
Well-read and ill-tempered. Hates the sun.
Wants to bring back anything old.
Always seeking a specific item (see below).

Sculpted Beast

VIG 10, CLA 6, SPI 6, 3GD

A3 (stony body, wolflike)

Stone bite (2d8, wounds cause the victim to slowly petrify over the next week, reversed only if the Gargoyle grants a pardon)
Mindlessly serves the Gargoyle's whims.

LOST ITEM

	Object	Last Seen
1	Twisted tin flute	Sinking into water
2	Bejewelled chess set	In the Seat of Power
3	Huge cauldron	Seized by a Seer
4	Map-marked shield	Buried in the woods
5	Mummified Seer head	Hurled from a peak
6	Crown of raw iron	Entombed in a tree

Dwelling: Orchard village ~ Sanctum: Luminous pond ~ Monument: Shell circle

Hazard: Chilling bushes ~ Curse: Obscuring reeds ~ Ruin: Broken henge



The Leaf Knight

No greater gift than bough and bush
All feast in verdy bountilush

PROPERTY

- Hooked club (d8 hefty), verdant leather (A1 while within foliage), useful stick (see below)
- Murmur box (creates the illusion of indistinct conversation when open)
- Patchy steed (VIG 12, CLA 5, SPI 5, 3GD)

ABILITY - Nature's Vault

You can wield branches as javelins (d6) or greatspears (d10 long) and eat leaves as a satisfying meal.

PASSION - Gourmet

Restore SPI when you eat a new type of fruit or vegetable.

WHY IS THIS STICK USEFUL?

	Use	But...
1	Instantly cools any liquid it touches	It's long and inconvenient to carry
2	Insects hate the smell	Dogs always want it
3	It transforms into 20ft of rope when shaken	It looks just like every other stick
4	Terrifies snakes, eels, and worms	It's very delicate
5	One end is extremely sticky	It's extremely flammable
6	Seers believe it is a blessing upon you	It only works in bright sunlight



KNIGHTED BY...

The Born Seer

VIG 6, CLA 6, SPI 8, 1GD

- An infant, large eyes, boundless energy, destined to be the most powerful Seer.
- Sees the future in childlike simplicity and gives clumsy guidance, refusing to elaborate or explain themselves.
- Wants to go somewhere new.



Person: Athletic warden ~ **Name:** Andona ~ **Characteristic:** Huge backpack
Object: Scaled daisy ~ **Beast:** Massive badger ~ **State:** Thinking ~ **Theme:** Sunrise

The Changeling

When eyes can lie and words beguile
So falsehoods gain a truthness vile



Omens

1. A warm gust. A dove looks at one Knight questioningly before fluttering away. Secretly roll or choose a victim (see opposite) whom the Changeling has captured, stealing their form, memories, and place within the Realm.
2. An elderly rider sits on a wall, his steed chased away by horned wolves. He passes on a Seer's warning, the Changeling walks the Realm. Trust no one.
3. A mature Knight (rolled as normal) arriving in the Realm, seeking the Seat of Power to offer her service. If she is not the Changeling she has good intentions.
4. A fleshy door in a tree trunk. It snaps shut as quickly as it is noticed, no trace left.
5. A pair of horned wolves leap from hiding, attacking a random member of the Company, trying to drag them away.
6. Whoever is the Changeling stands in a clearing, facing away from the Company. If disturbed they unfold into their true form before fleeing, looking for a passage back to their own world.

Dwelling: Bright windmill ~ Sanctum: Silent sands ~ Monument: Crowned oak
Hazard: Scalding heat ~ Curse: Mocking clouds ~ Ruin: Ghostly village

Cast

The Changeling, in its True Form

VIG 10, CLA 16, SPI 17, 8GD
A2 (twisting, shapeless form)

Warping touch (d8, Mortal Wound leaves the victim as a soft, quivering heap)

Elderly Rider, Beltor

VIG 6, CLA 6, SPI 9, 9GD
A2 (mail, leather helm)

Longsword (2d8 hefty), throwing axes (d6)
Rasping voice. Rejected a knighthood.

Horned Wolves, Malicorn

VIG 12, CLA 8, SPI 3, 3GD

Gore and tear (2d8), tries to weaken the target and return later to finish the job.

CHOSEN VICTIM

	Victim	Clue
1	Ruler of the Realm	They cannot eat
2	Known Knight	They cannot drink
3	Known Seer	Animals hate them
4	Known Vassal	Children are scared
5	The last person the Company spoke to	They do not have any of their memories
6	The next person the Company meets	Sunlight causes great discomfort



The Glass Knight

Revealer of all secrets, in stark, judgemental light
In cold and sharpened heart lies no deceitful spite

PROPERTY

- Two-pronged pike (d10 long), painted mail (A1, see below)
- Witching needle (a six-inch spike, can be stuck into any material, and cannot be removed by anybody but you or a Seer)
- Chestnut steed (VIG 11, CLA 8, SPI 6, 3GD, hated by spiders and hates them back)

ABILITY - Touch of Glass

You can see through any surface that you place your hand upon.

PASSION - Curiosity

Restore SPI when looking somewhere you really shouldn't.

PAINTED ARMOUR

	Main Hue	Decoration
1	Indigo	Faces
2	Crimson	Vines
3	Forest green	Stars
4	Teal	Wolves
5	Gold	Fire
6	Rose	The City



KNIGHTED BY...

The Blossom Seer

VIG 9, CLA 18, SPI 16, 2GD

- Woman with an uncertain number of limbs draped in white silk. Petals of pale skin occasionally fall to the ground.
- Sees the present in intense detail.
- Knows she is only here for a matter of days, and wants to do as much good as possible in that time. Returns next year.



Person: Smart inquisitor ~ **Name:** Kirus ~ **Characteristic:** Beautifully statuesque
Object: City rune ~ **Beast:** Clever tortoise ~ **State:** Travelling ~ **Theme:** Hair

The Inferno

Flames of greed in earth entrenched
In deepest soil no thirst bequenched



Omens

1. A faint heat can be felt from the soft parts of the ground, like the embers of yesterday's fire.
2. Smoke rises from behind a row of trees. A crackling forest fire burns. It can be stopped if the Company acts quickly, else this small patch of forest burns down.
3. An orchard lies burned to ash, the young farmer weeps among the embers. They're left with no choice but to plead for aid at the nearest Holding.
4. A smouldering rift in the ground yawns open, the Red Serpent emerging, writhing through the hot air like a great eel. It demands gold and will engage in no other topic of conversation.
5. A stone watchtower, two guards within, slowly sinking into the ground. The stone appears to be melting as the ground opens up, swallowing the tower in a pit of flame.
6. The Serpent encircles a pile of riches, taken from all over the Realm, slowly sinking back into the molten earth below.

Cast

The Red Serpent, Guivregule

VIG 18, CLA 10, SPI 10, 10GD

A4 (blazing scales, strips of golden mail)
Snapping jaw (2d10), whip tail (d10),
flaming breath (3d10 blast, once per phase).
Regal voice. Wants gold above all else, and is
willing to play the long game to get more.

Young Farmer, Etane

VIG 12, CLA 10, SPI 6, 2GD

Petty smoke-damaged belongings. Wants to
build a new life, forgetting the past.

Watchtower Guards, Hendon, Terone

VIG 10, CLA 12, SPI 9, 3GD

A2 (gambeson, helm)
Warfork (d10 long), packed lunch (see below)
Wants a quiet life and respectful work.

PACKED LUNCH

	Food	Drink
1	Meaty cake	Old wine
2	Spiced sausages	Medicinal tea
3	Thick broth	Strong mead
4	Raw cabbage	Apple juice
5	Steamed snails	Pond water
6	Potato-filled bread	Lemon water

Dwelling: Shepherd tents ~ Sanctum: Fruits of clarity ~ Monument: Painted cliff

Hazard: Boulder rapids ~ Curse: The haze ~ Ruin: Scorched farm



The Hive Knight

A bed of gluous, parchly cloth, a coat of stickly sleen
Emerged in morning good as new, chirurgery unseen

PROPERTY

- Rootbow (d6 long), countless daggers (d6)
- Tidal resin (when burned, all nearby water becomes still and solid for a while, restock each new Season)
- Hooded steed (VIG 11, CLA 10, SPI 5, 3GD)

ABILITY - Chrysalent Rebirth

At night you may immerse yourself in a cocoon through means you do not fully understand (see below). After a full day you emerge, your VIG restored, and any physical harm cured. This cannot cure death unless the process requires it.

PASSION - Community

Restore SPI when you leave a community better off than when you arrived.

FORMING THE COCOON

	You must be	You require
1	Fed beyond full	Complete darkness
2	Thoroughly cleaned	Submersion in water
3	Sung to sleep	Milk and honey
4	Set alight	Choking smoke
5	Buried in soil	A blanket of leaves
6	Beheaded	Burning embers



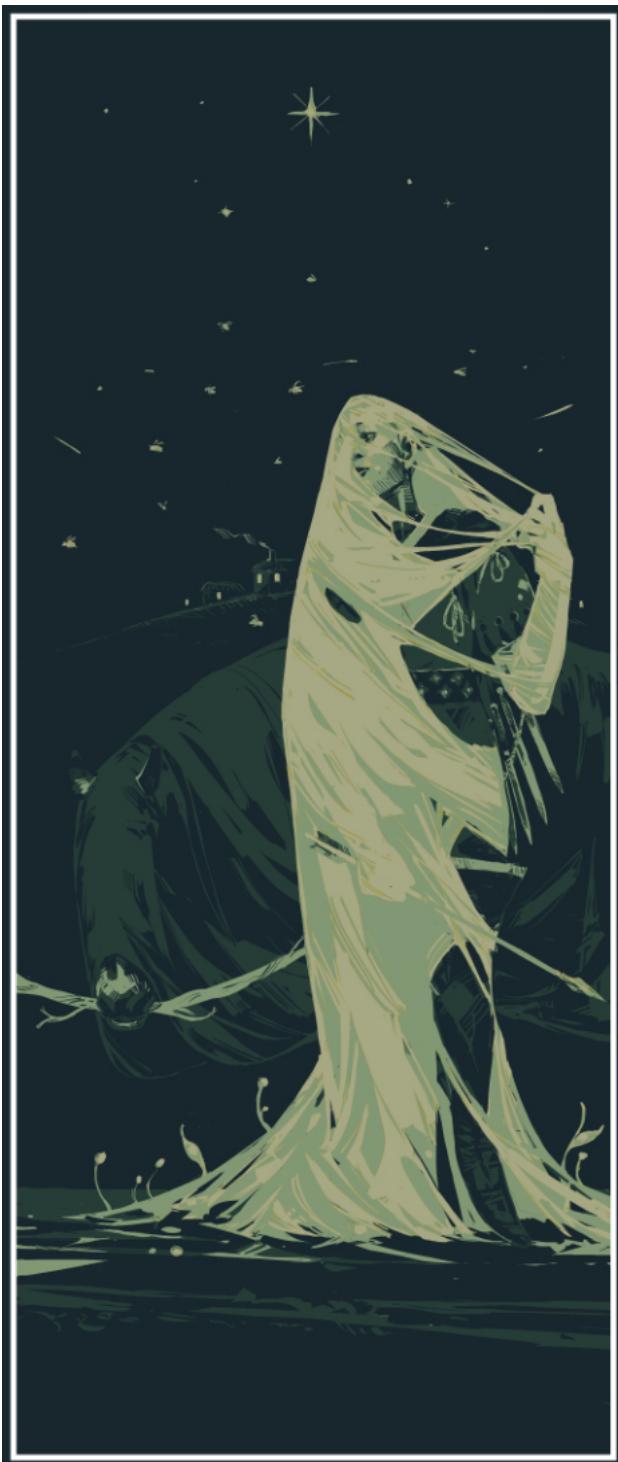
KNIGHTED BY...

The Skin Seer

VIG 14, CLA 7, SPI 7, 4GD

- Patchwork creation of various Seers who were murdered or executed. Tall, powerful shape, but twisted visage.
- Sees every thought of betrayal, even the tiniest consideration.
- Wants to punish those who do not respect the Seers.

Person: Deceitful healer ~ **Name:** Kapo ~ **Characteristic:** Loves gossip
Object: History pack ~ **Beast:** Wood centipede ~ **State:** Bellowing ~ **Theme:** Stories



The Harp

Lilt and dirge in bough astrung
As sharp as soft, his doom asung



Omens

1. The wind rises, rustling branches of nearby trees, almost sounding like music for a moment.
2. A frail carpenter is rummaging through the woods, grumbling as he searches for just the right type of wood. He says he's working on a great project, but is reluctant to share details.
3. The carpenter cries out, he's fighting off six wood centipedes as he tries to carry freshly cut wood back to his workshop.
4. The wind stirs the branches and leaves, glittering music in the air, now loud enough to hear clearly (see opposite). This affects all in the Realm.
5. The carpenter, riding a rickety cart, the Harp concealed beneath a grey blanket. He appears fraught, insisting the Knights take the Harp and make sure it doesn't fall into the wrong hands.
6. A parade of white-cloaked acolytes lead a council of Seers from across the Realm. They declare that the Harp must be buried until it is truly needed.

Dwelling: Trapper cabin ~ **Sanctum:** Aromatic pines ~ **Monument:** Worldview peak
Hazard: Lack of air ~ **Curse:** Blinding lights ~ **Ruin:** Only shadows left

Cast

The Harp, Orlyndra

If played with malice, d12 ranged Attack.
If played soothingly, those who fall asleep to its music restore all Virtues.
If played badly, d12 Damage to the player.
If played by the creator, see below.

Frail Carpenter, Quilfrey

VIG 6, CLA 14, SPI 17, 2GD

Clumsy axe (d8 long), straggly beard
Shaky voice and hands, optimistic spirit.
Knows the Harp will be his final and most important piece of work.

Wood Centipede, Fibrex, Scutternum

VIG 7, CLA 5, SPI 2, 1GD

A1 (glossy shell), insatiable appetite
Mandibles (2d6 or devour a wooden item)

THE HARP, PLAYED BY ITS CREATOR

	Effect	Duration
1	Fall into deep sleep	Just a moment
2	Shadows vanish	For the Phase
3	The sun darkens	Until next morning
4	Strong body (VIG 18)	A Season
5	Sharp senses (CLA 18)	A year
6	Light heart (SPI 18)	An Age



The Ghoul Knight

Arise! Arise!
But, for what? For whom?

PROPERTY

- Bearded axe (d10 long), dusty mail (A1)
- Cleaner salt (renders even the most rotten food safe and delicious, restock each new Season), animal miniature (see below)
- Faithful steed (VIG 12, CLA 8, SPI 5, 3GD, will never abandon you)

ABILITY - Rebuked by Death

Use when you are dead.

Return to life.

Your body is as you left it, as are your Guard and Virtue scores.

PASSION - Acceptance

Restore SPI when warmly welcomed into somebody's home.

WOODEN ANIMAL

	Animal Type	Origin
1	Turtle	Gift from a friend
2	Elephant	You stole it
3	Lion cub	Made yourself
4	Seahorse	From a parent
5	Unicorn	Found in a ruin
6	Pigeon	Found in a river



KNIGHTED BY...

The Paired Seer

VIG 9, CLA 9, SPI 9, 2GD

- An unremarkable peasant woman, busying herself with chores and errands.
- Her twin exists in the future of the City, and they share a mind and memory.
- Wants to be reunited with her twin.



Person: Hostile scholar ~ **Name:** Verner ~ **Characteristic:** Star obsessed
Object: Memory cloak ~ **Beast:** Blind boar ~ **State:** Protecting ~ **Theme:** Repair

The Tree

Not all that grows is good and fair
Not all from 'bove an answered prayer



Omens

1. On the horizon, twisting branches of a great tree, black and blue.
2. The branches on the horizon seem to grow with each moment, fading to grey, then white, as they reach into the clouds and spread above every part of the Realm.
3. Branches scrape the clouds in every part of the Realm. With a scratching scream six cloud raiders fall from above, landing unharmed, looking to seize whatever they can carry back to the clouds.
4. A militia warband march toward the Tree, aiming to chop it down. They do not know that earthly tools cannot harm the Tree.
5. Great branches fall from the sky across the Realm. One falls nearby, a pair of cloud creatures clinging on before attacking in panic.
6. With a thunderous creak the Tree begins to lean. A moment later it falls, followed by a rain of branches. The Myth Hex and all adjacent Hexes are devastated, causing 2d12 Damage to all within.

Cast

Raiders from the Clouds

VIG 14, CLA 8, SPI 8, 5GD

A1 (hazy form), hooked trident (d10)
Want to take earthy goods back to the clouds, valuing anything that grows in soil.

Felling Militia, led by Melca

VIG 11, CLA 8, SPI 8, 3GD

Felling axes (d8 long), poor motivation
Melca has A2 (helm, mail), theatrical voice

Cloud Creature

VIG 12, CLA 8, SPI 4, 3GD

A1 (formed of cloud, see below)
Slam (d8), lightning (d12, once per Phase)
Just wants to get back to the clouds.

CLOUD FORM

	Shape	Descriptor
1	Snakelike	Thin (VIG 6)
2	Wolflike	Swift (can fly)
3	Bearlike	Icy (A2)
4	Goatlike	Dense (VIG 16)
5	Squidlike	Unstable (collapses into water if Wounded)
6	Apelike	Crackling (can use lightning twice)

Dwelling: Tiny market ~ **Sanctum:** Golden grove ~ **Monument:** Constellation dome
Hazard: Exhausting spores ~ **Curse:** Nightmare fungus ~ **Ruin:** Smashed jail



The Weaver Knight

This and that, might just be that and this
As now is morrow, perfectly amiss

PROPERTY

- Two-headed axe (d8 hefty), bronze buckler (d4, A1), thrown weapon (d6, see below)
- Hushcloth (items fully wrapped in this cloth create no noise)
- Orchard steed (VIG 12, CLA 9, SPI 5, 1GD, can sniff out fruit)

ABILITY - Warp & Weft

Swap the positions of an object you are holding and another object you can see. They must be of a similar size and shape, such as two swords.

PASSION - Detachment

Restore SPI when you discard something that you want.

UNUSUAL THROWN WEAPON

	Design	Ability
1	Club	+d6 in a duel
2	Disc	+d6 vs steeds
3	Spike	+d6 vs fleeing targets
4	Bola	+d6 vs mounted targets
5	Fork	+d6 vs flying targets
6	Ball	+d6 vs targets without a shield



KNIGHTED BY...

The Armoured Seer

VIG 15, CLA 7, SPI 9, 5GD, A3 (metal body)

- A great blocky mass of chains and iron plates, just about humanoid in shape.
- They were interred in their armour after a mortal wound, now seeing through the eyes of every piece of armour and every weapon in the Realm.
- Wants to restore their body to its previous health.



Person: Thrifty herald ~ **Name:** Pryer ~ **Characteristic:** Animal lover

Object: Seer arrow ~ **Beast:** Watcher python ~ **State:** Coveting ~ **Theme:** Hearing

The Pool

Idle fiends steep murksome brew
A heart's desire turned false or true



Omens

1. A joyous farmer skips and sings, leading an ox made entirely of gold. She claims she wished for the ox after drinking from the Pool. Hasn't got much of a plan for what to do with the ox.
2. An elderly man, crying out for help. Claims that a curse has left him old, previously a healthy young hunter.
3. Beneath a shady canopy, light peeks through, directing attention to the Pool, surrounded by round stones.
4. Two bodies lie on a large bloodstain, seemingly having stabbed each other. A dried-up pool sits between them.
5. The Pool presents itself again, this time atop a hill, among jagged rocks.
6. A babbling sound echoes on the air. The mossy earth yawns and a great stone cauldron rises up. Here the Pool provides enough water for the Company to drink as much as they like, though each receive just one effect. This remains here until the end of the Season.

Cast

The Pool

When somebody drinks its cloudy water they make a SPI Save.

If they pass they receive a blessing, if they fail they receive a curse (see below).

The only cure is the blood of a great whale. The Pool then dries up.

Joyous Farmer, Dolm, with Golden Ox

VIG 10, CLA 6, SPI 13, 3GD

Rash and impulsive. Seeking another pool.

Elderly Wretch, Alastig

VIG 8, CLA 8, SPI 7, 2GD

Bow (d6), leaf-lined clothes

Appears elderly, claims to be young.

POOL EFFECTS

	Blessing	Curse
1	Invisible in moonlight	Blind in moonlight
2	Never age past Mature	Become Old
3	Immunity to fire	Memory wiped
4	Fire breath (d8 blast)	A limb withers away
5	Wish for one object	All possessions lost
6	An icesword (3d6 hefty) rises from the water for you	Attack nearest ally, stopping only when Mortally Wounded

Dwelling: Peaceful disciples ~ Sanctum: Lush island ~ Monument: Roots of the world

Hazard: Biting muck ~ Curse: Labyrinth stream ~ Ruin: Massacre moor



The Thunder Knight

Thunder!
Should be felt, not heard, else call it a whimper!

PROPERTY

- Forked spear (d8 hefty), oakshield (d4, A1)
- Caged bug
(VIG 2, CLA 6, SPI 3, 5GD, see below)
- Overfed steed
(VIG 12, CLA 6, SPI 5, 2GD, d6 trample)

ABILITY - Voice of the Skies

While outdoors, you can shout loud enough to be heard clearly throughout the whole Hex and all adjacent Hexes.

PASSION - Discord

Restore SPI when you disrupt a place of order.

CAGED BUG

	Ability	Manner
1	Jolting bite (d6)	Completely wild
2	Can slowly eat through metal	Well-trained
3	Melodious chirp	Particularly stupid
4	Can fetch items up to the weight of a coin	Eager to please
5	Always goes toward food	Hates you
6	Agonising but harmless bite	A bright and noble creature

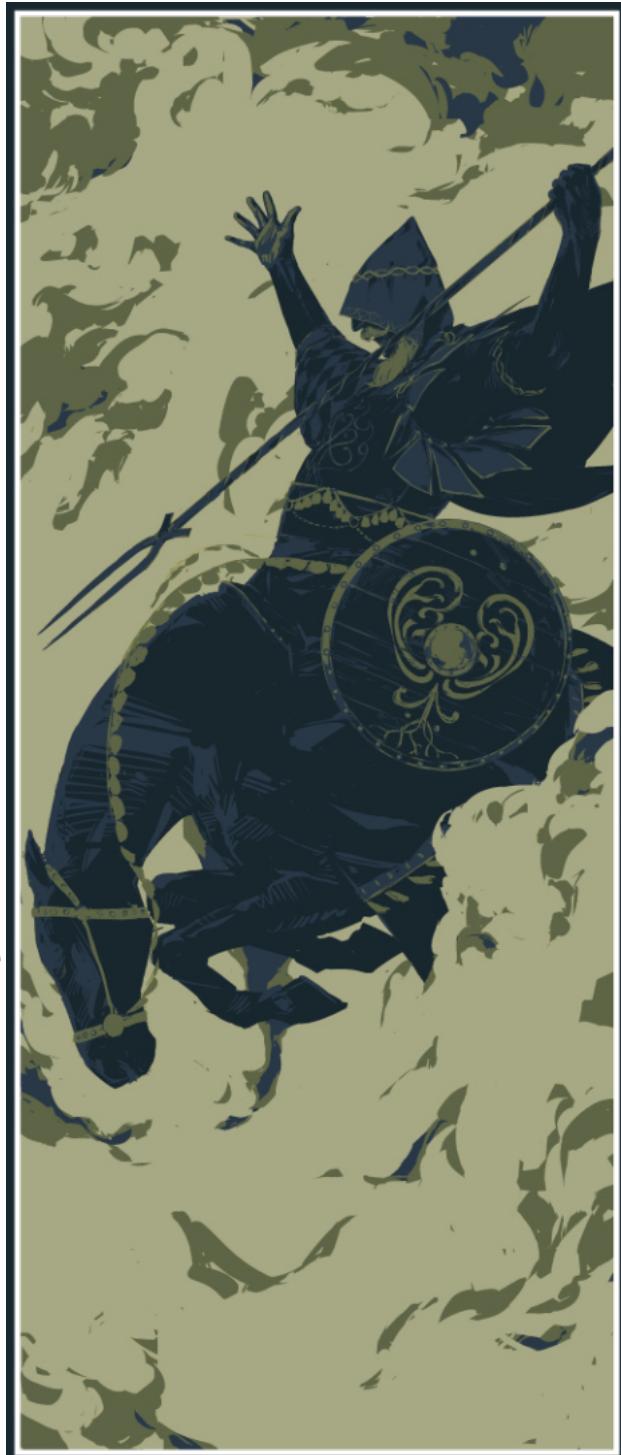


KNIGHTED BY...

The Dice Seer

3GD, A3. Treat as a Structure.

- A great crystalline form, twitching and rotating of its own force, its voice a grinding chant.
- Sees glimmers of every possible future all at once.
- Encourages the action with the most risk and the greatest potential reward.



Person: Friendly mercenary ~ **Name:** Aluna ~ **Characteristic:** Piglike face
Object: Wolf knife ~ **Beast:** Talking hyena ~ **State:** Tasting ~ **Theme:** Thirst

The Elephant

Booming march and children's cheer
A hunter ushers death a'near



Omens

- With thunderous steps, the Elephant Knight parades past with armoured soldiers. She marches toward the Seat of Power to receive a hero's welcome.
- Excited children bicker over which of the Elephant Knight's deeds were the greatest (see opposite).
- A cruel hunter watches from the shadows, quietly alerting the Company and asking if they have seen the Elephant. He is hunting it for sport.
- The Elephant lies dead, the Elephant Knight screaming in anger, running into the distance. The hunter lurks, waiting for a safe moment to claim his trophy.
- In a muddy pit, the Elephant Knight slathers herself in wet clay, shouting to the sky in a language you cannot speak. She fights off any attempt to stop her, leaving when completely caked in clay.
- A monstrous clay elephant smashes at trees, trumpets at the sky. Heavy rain begins to fall, washing the creature away into the damp earth.

Dwelling: Master hunter hut ~ **Sanctum:** Youthful forest ~ **Monument:** Sky spire
Hazard: Bloodsucking insects ~ **Curse:** Mossy air ~ **Ruin:** Desolate inn

Cast

The Elephant, Balihan thor

VIG 18, CLA 5, SPI 5, 6GD
A3 (tough hide, mail)

Gore (d10) and trample (2d10)

Only feels safe with the Elephant Knight.

The Elephant Knight, Castine

VIG 16, CLA 9, SPI 13, 8GD
A2 (blue-embroidered gambeson, helm)
Hooked greatsword (2d10 slow)

Travel-weary. Wants to retire in comfort.

Cruel Hunter, Berach

VIG 14, CLA 16, SPI 6, 6GD
Crossbow (2d8 slow), shadowy cloak,
countless pots of animal bait and repellent
Can Smite when shooting prey.

DEEDS OF THE ELEPHANT KNIGHT

	Action	Target
1	Defeated the...	Iron Crocodile
2	Restored the...	Invisible Wolf
3	Mastered the...	Faerie King
4	Exposed the...	Blood Heron
5	Sated the...	Labyrinth Beast
6	Beheaded the...	Mirror Ghost



The Dust Knight

Lust and loathing, ire and desire
In truth as one, a frosted fire

PROPERTY

- Old hammer (d8), inscribed shield (d4, A1)
- Beckoning net (fish wilfully swim into this fishing net), preserved fish (see below, restock each new Season)
- Spotted steed (VIG 12, CLA 9, SPI 5, 3GD, hated by other horses)

ABILITY - Aqueous Repulsion

You can forcefully repel liquids with an outstretched hand, enough to hold a river at bay for a while.

PASSION - Entitlement

Restore SPI when you get something that you were denied.

PRESERVED FISH

	Flavour	Side Effect
1	Salty	Numbs taste and smell
2	Picante	Very filling
3	Sour	Addictive
4	Challenging	VIG Save or vomit
5	Soapy	CLA Save or go blind for a moment
6	Smoky	SPI Save or weep with intense sorrow



KNIGHTED BY...

The Purged Seer

Does not exist.

- A dark, cold void where once a Seer was.
- Stepping into the void shows futures that cannot exist based on the present state of the Realm.
- The void has no agenda, but mostly shows visions helpful to Knights.



Person: Armoured miner ~ **Name:** Branc ~ **Characteristic:** Hypochondriac
Object: Ivory mask ~ **Beast:** Moss ostrich ~ **State:** Rescuing ~ **Theme:** Craft

The Snail

On grimely stone a truth be told
The sluggen path in slime encrossed



Omens

- Over crooked rocks, a trail of slime has left runic inscriptions in the stone. Nobody recognises the language, but everybody can understand it. It promises "the truth in time".
- A narrow, slime-covered passage leads down into the darkness. On the walls within, runes glowing, promising "passage to wherever you wish". The tunnel leads to the desired location with just a Phase of travel, then closes, and five helix beasts launch an ambush.
- A huge empty snail shell, like a great cave. Entering shows a taunting vision of the future (see opposite).
- A spiral of runes marked on a white cliff, advising "avoid the short cuts".
- A thick slime covers the whole Realm. Animals refuse to travel across it.
- The Snail approaches. He asks what the Company have learned from his lessons. Takes any answer as proof of his methods and philosophy before gliding toward another Realm, his slime fading away.

Cast

The Snail, Tutor of Time, Glossily

VIG 10, CLA 5, SPI 5, 1GD
A2 (or A4 when retracted into shell)
Slow sword (2d6 slow)

Feels responsible for maintaining the structure of time across all reality, but doesn't know how to do that.
Covers this with smug overconfidence.

Helix Beast

VIG 7, CLA 7, SPI 2, 3GD
Acidic bite (d8)

Looks like a mass of coiled worms in the shape of a hound. Collapses into dead worms when Wounded.

TAUNTING VISION

	Subject	Event
1	One of the Company	Burned
2	Another Knight	Crowned
3	A Seer	Drowned
4	The Seat of Power	Satisfied
5	The Snail	Condemned
6	The Realm	Celebrated

Dwelling: Musical hermit ~ **Sanctum:** Caves of creation ~ **Monument:** Guardian willow
Hazard: Parasitic worms ~ **Curse:** Dead-end tunnels ~ **Ruin:** Great fallen tree



The Fanged Knight

You see now why I cannot wear a smile
Now bare your skin and share your heart awhile

PROPERTY

- Forked blade (d8 hefty), chain mail (A1), shell plates (A1)
- Ancient scroll (has references to places in this Realm, but outdated, see below)
- Noble steed (VIG 12, CLA 5, SPI 7, 4GD)

ABILITY - Sink Teeth

You can bite (d6) someone, choosing one of the following effects before the bite, occurring only if you Wound them:

- Regain VIG equal to the VIG that they lose
- Lower them into normal sleep
- Show them one of your memories

PASSION - Melancholy

Restore SPI when you dampen the mood.

REFERENCES IN YOUR SCROLL

	Place	Ancestor to
1	A tower	The ruler
2	A body of water	A Knight
3	A peak	A Seer
4	A village	All people
5	A river	You
6	A cave	A Company member



KNIGHTED BY...

The Damned Seer

VIG 7, CLA 15, SPI 4, 1GD

- A screaming, burning figure tied to a post. Forces seem to try to drag him in every direction, but he holds firm.
- Knows everything, but hesitant to give advice unless he knows the recipient can be trusted to follow his instructions.
- Wants to redeem himself by ensuring the future occurs as the stars demand.

Person: Frail herbalist ~ Name: Samzun ~ Characteristic: Fast talker

Object: Firebreath flask ~ Beast: Sword rhinoceros ~ State: Lounging ~ Theme: Skin



The Cave

A weary soul discerns no truth or lie
An eager heart asks neither what or why



Omens

1. A wide cave mouth looms from a vine-cloaked cliff. It seems empty, but echoes sound slightly altered.
2. Three iron pilgrims attempt to seal the cave, claiming it can only cause harm.
3. The Cave, a familiar shape and echo. This time a glow emanates from within, revealing 3 useful crystals (see opposite).
4. The Cave appears again, on a new cliff face, the word "gold" echos from within. Anybody entering awakens the beast of solid darkness, which only fights to prevent entry to the Cave. Beyond the beast lies a heavy coffer of gold.
5. The Cave appears on a great boulder, now with eye-like holes and tooth-like stalactites. It slowly speaks, granting one question to each Knight present. It knows all and answers to the best of its ability.
6. A towering figure strides out of a shadow, like folds of material darkness. He is the Debt Collector, here to take payment for the Cave. He accepts anything of value, and tries to kill those who won't pay.

Dwelling: Guardian hearth ~ **Sanctum:** Ember cavern ~ **Monument:** Diamond aurora
Hazard: Acidic fog ~ **Curse:** Vortex of smoke ~ **Ruin:** Crumbled obelisk

Cast

Beast of Solid Darkness

VIG 12, CLA 12, SPI 7, 8GD
A3 (darkness hardened to iron)
Blade out of darkness (3d10)
or burst of un-light (d8 blast)

Iron Pilgrims, Lymon, Sid, Hayma

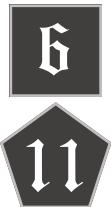
VIG 12, CLA 10, SPI 13, 3GD
Robes and chains, blacksmith tools

Debt Collector, Ambralleon

VIG 16, CLA 16, SPI 7, 8GD
A2 (shadow form, cold plates)
Black spear (2d8 hefty, can be thrown and called back into his hand). Can Smite.

USEFUL CRYSTALS

	Appearance	Power when Broken
1	Flickering grey	d10 blast of lightning
2	Milky white	Releases horrifying but harmless ghosts
3	Dull ochre	Winter arrives immediately
4	Pale mauve	Open up a flaming pit (d10) in the ground
5	Swirling turquoise	Vision of a useful truth
6	Pulsing crimson	Plants grow rapidly



The Pearl Knight

Why lurk shellbound in the depths, awashed in solitude?
All best secrets walk above, all dark and low and lewd

PROPERTY

- Seablade (2d8 long, see below), glossy mail (A1), demi-plate (A1)
- Salincense (smoke from this candle causes plants to wither and die in seconds)
- Rose steed (VIG 12, CLA 9, SPI 5, 3GD)

ABILITY - Gift from the Deep

Produce one pearl each morning, unless you haven't given or traded your previous pearl. You can see through the eyes of anybody that is carrying one of your pearls.

PASSION - Gossip

Restore SPI when you share or receive gossip.

A BLADE TAKEN FROM THE SEA

How do you know?	Punishment
1 Aquatic nightmares	Sea creatures get +d6 against you
2 A fish told you	You cannot swim in saltwater
3 It's cold to the touch	River water tastes salty to you
4 Sudden fear of water	Sailors distrust you
5 Storms call to you	Salt tastes foul to you
6 The waves rebuke you	Fish is poison to you



KNIGHTED BY...

The Pain Seer

VIG 7, CLA 13, SPI 5, 1GD

- Awkwardly hunched woman, her very image appearing shattered like glass.
- Absorbs sorrow and aches, like nectar to a bird. Exchanges them for guidance doomed to cause only more sorrow.
- Wants to feed enough to finally be satisfied, then she can begin offering truly useful guidance.

Person: Loyal sculptor ~ Name: Tahnet ~ Characteristic: Graceful hands

Object: Oceanic whetstone ~ Beast: Herbalist dog ~ State: Cooking ~ Theme: Harvest



The Apparatus

When all the seeds are tallied, and every leaf scribed down
The age of Seers shall tumble, bereft their wicked crown



Omens

1. Mother and daughter trappers, searching for ducks. They have noticed a strange order to the Realm recently (see opposite).
2. A learned numerator and his young scribe note down observations of nature. He claims that the time of order may be here, where the future can be seen in calculations, not the whims of Seers.
3. A great bridge spanning a ravine. The Brawler Knight sits on a ledge. States that she'd normally fight those passing over, but doesn't see the point anymore.
4. The numerator's scribe rides, blowing a trumpet. They're declaring that the Apparatus is complete, and the numerator can calculate the future perfectly. The age of Seers is over!
5. A warband of Knights, loyal to the Seers, rides toward the Apparatus to destroy it, demanding the Company join them.
6. The numerator rides on an old steed, pleading for the Company's protection. If left unchecked, the Seer-loyal Knights ride ahead and break the Apparatus.

Dwelling: Dreamweaver's cocoon ~ Sanctum: Prismatic falls ~ Monument: Echo of song
Hazard: Biting serpents ~ Curse: Hopeless mirage ~ Ruin: Tomb of the oathbreaker

Cast

The Apparatus, Oracular Device
Copper springs and cogs. Predicts the future perfectly, but takes a long time to do so.

Learned Numerator, Alfger
VIG 10, CLA 17, SPI 14, 2GD
Sack of scrolls, busy mind

Cynical Brawler Knight, Charcabol
VIG 15, CLA 6, SPI 6, 7GD
A2 (layered mail, bucket helm)
Heavy gauntlets (d8 each)
Feels all is futile. Can't explain it.

Seer-Loyal Knights
VIG 12, CLA 12, SPI 12, 7GD
A3 (mail, full helm, kite shield)
Axe (d8 hefty), kite shield (d4)

STRANGE ORDER		
	The Land	The Sky
1	Crops grow in squares	Stars fully aligned
2	Cube boulders	Spiral clouds
3	Worms forming signs	Orderly rain
4	Rivers straightening	No wind
5	Symmetrical trees	Wasps in formation
6	Pulse from below	Birds forming lines

6
12

The Rat Knight

In squeakling hole I squashed and curled
Amidst my kin, a kinder world

PROPERTY

- Pole sickle (d10 long), 3 darts (d6), modified gambeson (A1, see below)
- Listening horn (when placed against a wall, hear everything from the other side in perfect clarity)
- Matted steed (VIG 12, CLA 8, SPI 5, 3GD)

ABILITY - Verminform

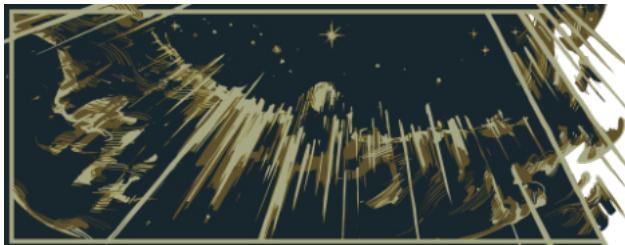
Take the form of a rat to squeeze into any space that a rat could fit into. You return to your normal form as soon as you are in a space that allows it. You can also speak with rats, who are generally helpful.

PASSION - Trust

Restore SPI when giving the benefit of the doubt in a way that leaves you vulnerable.

MODIFIED ARMOUR

	Type	Modified for...
1	Leather	Fast donning/removal
2	Velvet	Fire immunity
3	Fur	Ease of swimming
4	Scales	Total fall protection
5	Hair	Concealing robes
6	Straw	Repellent to rats



KNIGHTED BY...

The Rising Seer

VIG 14, CLA 17, SPI 17, 4GD

- Embers of starlight in the form of a man, streaks of light soaring upward.
- Touch grants glimpses of foresight for the rest of the day.
- Wants to find somebody virtuous enough to take their place, after which they can ascend fully to the stars.



Person: Antisocial haberdasher ~ **Name:** Abran ~ **Characteristic:** Prosthetic legs
Object: Fear egg ~ **Beast:** Lesser mule ~ **State:** Basking ~ **Theme:** Carving

The Rock

Amid the waves a stony throne
Where ancient warlords sleep alone



Omens

1. A breeze with the scent of steel and blood.
2. A dancing farmer is herding her geese and dragging a skeletal corpse wrapped in cloth. She gladly explains that she's taking her grandfather to the Rock, the only resting place for such a warrior.
3. A Knight of white stone stands guarding a withered tree, just a few pieces of fruit on its branches (see opposite). He explains that this fruit is being kept for warriors returning from the Rock. Punishments for eating the fruit can be lifted by a Seer.
4. A band of nine pilgrims seek the Rock. They offer protective talismans to Knights. These will ensure that warriors returning from the Rock do not mistake the Knights for enemies of the Realm.
5. An invigorating storm. With each flash of lightning the sound of battle can be heard.
6. Mist rolls back from a lake, revealing a rocky island within, a rowboat on the shore. Three bellowing warbands of warriors, waiting in death, ready to serve the Realm in battle one last time.

Dwelling: Philosopher tower ~ **Sanctum:** Soothing thunder ~ **Monument:** Quiet flame
Hazard: Magma field ~ **Curse:** Drizzle veil ~ **Ruin:** Defiled catacomb

Cast

Alabaster Knight, Denebawde

VIG 15, CLA 8, SPI 8, 4GD
A4 (body of white stone)

Black stone greatsword (3d10 slow)
Wears a white python that whispers shrewd guidance, but cannot bite or cause harm.

Rock Pilgrims, led by Marik

VIG 10, CLA 10, SPI 13, 2GD
Red cloaks, sacks of weapons intended as offerings to the warriors of the Rock

Warriors of the Rock, led by Olthiar

VIG 16, CLA 10, SPI 16, 8GD
A2 (ancient mail, helm)
Sword of extinct metal (2d8 long)
Want to fight in a worthy battle. Can *Smite*.

SACRED FRUIT

	Type	Punishment if Eaten
1	Silver berries	Turn to stone
2	Bright oranges	Voice silenced
3	Translucent grapes	Loss of eyes
4	Purple pears	A hand withers away
5	Star figs	Ghoulish face
6	Huge peaches	Become <i>Exposed</i>

The City Quest

For the oath, for the glory, through sorrow and ache
The City, that quest to which no Knight can make

A Company worthy of the City Quest continues their knightly duties as normal, but when they would encounter an Omen from a random Myth by rolling 1 on the Wilderness Roll, they instead encounter an Omen from the City Quest.

To determine the Omen, roll d12 and add the number of Omens of the City that the Company have already encountered, adding 0 if this is their first. In the case of a duplicate take the next Omen down the list. Treat rolls of higher than 24 as 24 instead.

After encountering Omen 18 or higher the City Quest ends.

Omens

1. A lost traveller in finely cut cloth, armed with a strange device. He's desperate to get back to the City, telling stories of a place of coloured lights and brick towers.
2. On the horizon, a jagged skyline of towers, domes, impossible bridges, dotted with warm light. It fades in the next Phase.
3. Four strange raiders stroll up, mocking the Knights as primitives. They attempt to rob anything of value the Knights have.
4. A broken trail appears to have a golden hue, gradually turning to slabs of sparkling stone, impossibly smooth. After a while the road fades back to nothing.
5. The City Knight, returning from the City. She advises you to turn back.
6. Three great shapes move in the sky, casting shadows over the land. Like huge, dark eggs, a growling hum. With a chorus of bangs they send an explosive barrage (2d10 blast) down onto the Company before drifting off to the horizon.
7. A rider in ugly red plate. She claims to be the Arch-Hellion of Jules, pressing a claim on the nearest Seat of Power. She is from the City, but smugly refuses to share any information about it.
8. A wide tunnel through a sheer cliff face, the other side visible. Partway through the tunnel, a rumble, a whistle, a blast of white smoke. Anyone who doesn't vacate the tunnel is struck by an immense force (3d10), which vanishes before it exits the other side of the tunnel.
9. Green-grey smoke washes over the land for the rest of the season. It burns slightly, but no serious effect.
10. A Warband of Knight-Catchers charge, aiming to preserve you for display in a museum that does not exist yet.
11. A metal wagon lies in ruin, various canisters and pipes lie broken within the wreckage, like nothing you've seen before. Amongst the wreckage, a metal chest contains a beautiful crystal bottle filled with fiery liquor, and a pouch of impossibly clear diamonds.
12. A woman in a black coat, with a broad hat. She's a science-mystic, trading wonders from the City in return for guidance to mystical places in the Realm.
13. A pottery-like stairway leading downward in a spiral. A green-tiled tunnel with soft light, soothing music. The exit leads to a distant point in the Realm.
14. A wooden case with six rifles (2d10 long) and a good amount of ammunition.
15. A sponge-like, metallic material has burst forth from the soil, slowly growing from beneath. Narrow tunnels lead into a chamber where ten silver ghouls sleep.
16. A towering, square mountain. The slightest touch reduces it to rubble, releasing the brick giant within.
17. Scattered plates and wires. A faint voice from a blinking light. You may ask the voice one question, which it will answer with certainty. It knows everything.
18. An open plain. You are utterly certain that this is where the City must be built.
19. A vast, empty, glittering castle. The City will grow from here with the right ruler.
20. The City. A hellish smoke-choked factory.
21. The City. All coloured lights, strange machines, and discordant music.
22. The stars look closer. You feel a force drawing you toward them, into the void.
23. A liquid light roars over you. Embrace the end or abandon your quest.
24. You see now. The City was a lie.



Cast

Lost Traveller, Hopkin

VIG 8, CLA 13, SPI 11, 3GD

Carbine (2d10 long, a few bullets left)
Wants to get back to the electric city of
Bastion, but has wandered too far.

Strange Raiders, led by Hooper

VIG 13, CLA 11, SPI 8, 6GD

A2 (hardened leather, spiked plates)
Roaring-toothed blades (2d10),
a few grenades (d8 blast)
Hooper has a flamethrower (2d6 blast).
Want to feel powerful and get rich.

The City Knight, Abril

VIG 14, CLA 17, SPI 16, 13GD

A3 (shining chain, helm, kite shield)
Etched longsword (2d8 hefty), shield (d4)
Has seen the City, and was immensely
disappointed. Doesn't want to talk about it,
but warns others away.

Arch-Hellion of Jules, Quith

VIG 10, CLA 13, SPI 13, 7GD

A3 (armoured cloth, red plate, ornate helm)
Lightning rod (3d8, can release its shocking
power a short distance), sacks of gold
Wants to gather an army to press their claim
on the nearest Seat of Power.
Hates the City that rejected her, but gets joy
from withholding information about it.

Knight-Catchers

VIG 12, CLA 12, SPI 10, 7GD

A2 (cloth-armour, round helms)
Tremor-guns (2d8, long, ignore armour,
causes non-lethal Damage), formaldehyde
Want to collect artifacts from this world,
ensuring they are undamaged.

Science-Mystic, Lyonelle

VIG 6, CLA 16, SPI 11, 4GD

Ceramic staff (2d6 long), case of
technological wonders containing alchemical
lamps (impossibly bright), flasks of acid (d8
Damage each round until washed, ignoring
armour), magnets, springs, and glue

Silver Ghoul

VIG 7, CLA 7, SPI 6, 6GD

A2 (metallic body)

Claws and teeth (2d6), bone-melting scream
(d12 slow, ignore armour, once per day each)
Wants to be left alone in their cave.

Brick Giant

VIG 18, CLA 7, SPI 2, 4GD

A3 (brickwork), count as a structure
Crush (3d12 slow) or sweep (2d12 slow blast)
Voice like a cement mixer. Only knows
words that a building would know.
Wants to destroy all other structures.



Oddpoerupha

What follows are the records of a single scribe.

Chronicled accounts with insight into their adjudication.

That we might shed further light on the laws of this world.

Ref (they/ them) is the Referee.

Moss (he/him) is the Moss Knight.

Tal (she/her) is the Talon Knight and later the Riddle Knight.

Start & Scope

PLAY

Ref: Okay we should talk about the start and scope of the campaign. For the start you can be Knights-Errant, newly knighted and out for glory, Knights-Gallant who are older, with a place in Court, or Knights-Tenant if you want to start ruling a Holding. To be honest that sounds a bit much for me at the moment, but we could do either of the others.

Tal: I assumed we'd be starting out as new Knights, but starting in Court could be cool.

Moss: Yeah I'm happy with either.

Ref: Well let's talk about scope before we lock it in. This is how many sessions we'll run and how time will advance across them. I know we agreed to run for 6 weeks, so that would fit a chronicle. We can always carry on afterwards if we're enjoying it.

Moss: Yeah I'm away for two weeks and I think Tal has that other campaign?

Ref: Sure, we'll do six sessions then. The book suggests each session should end by moving onto the next Season, and at the end of winter we'll advance to a new Age, which means advancing like twenty years or so.

Tal: Right... but what if we end the session right in the middle of something?

Ref: I mean we don't have to set it in stone, but things persist between Seasons. Maybe we'll leave the exact timing of the Age-skip loose so that we can do it when it feels right. It'll be neat to look back on the campaign and have a proper span of your Knights' lives.

Tal: Okay that makes sense.

Moss: I guess we try to finish each session in a place that makes sense too, right? Like we won't end right in the middle of a combat?

Ref: Yeah, and if that happens we can always finish the fight next time and do the time-skip mid-session. It doesn't take long.

Tal: Great. Well if we're doing that shall we start as brand new Knights?

Moss: Sounds good to me.

THOUGHTS

For those used to more traditional campaign structures, the between-session time jumps of Mythic Bastionland can seem daunting. It's understandable that some players don't like the idea of releasing control of their characters for these "off camera" months or years that pass during such an advancement.

Of course, the intent of this rule isn't to leave players with a lack of control, so here Ref does a good job of reassuring Tal and Moss.

I think Ref strikes a good balance between keeping plans loose by suggesting some flexibility in when to advance the Seasons and Ages, but also making it clear that these advances are planned into the campaign, explaining why they want to include them.

I'd possibly be clearer here, telling the group that each session will always be the start of a new Season, and deciding ahead of time which session will also advance to the next Age. This is no more right or wrong than Ref's approach here, and comes down to your own preferences and your experience of playing with your group.

They eventually settle on starting as Knights-Errant, which is where I expect the majority of groups to begin their games. Ref even goes as far as to recommend against the most advanced starting point.

Even if a group is unlikely to want to begin as experienced Knights, it's worth highlighting these options at the start of the campaign. Just showing them as possibilities helps players see the likely direction for their Knights and gives a bit more context to where they might be after some Seasons and Ages.

Character Creation

PLAY

Ref: So in this game you're both Knights, but you'll have different strengths and weaknesses. Start by rolling your Virtues. They're Vigour, Clarity, and Spirit. For each you'll roll a d12 and a d6 and add them together. High is better, 10 is average.

*Ref hands a character sheet to each player.
They start rolling their Virtues.*

Tal: Okay, so Vigour 11, Clarity 14, Spirit 7.

Moss: I got Vigour 6! Urgh. At least my Clarity and Spirit are higher, 10 and 12.

Ref: Yeah that's pretty bad! Don't worry though, just means you'll need to be clever. The scores might get better later as your character ages. There's this rule where... Actually, scrap that for now. Roll d6 for your Guard. This is how good you are at avoiding getting hit or taking lasting Damage.

Tal: Okay, 3, I guess that's okay.

Moss: I got 6! Guess I'm a survivor.

Ref: Okay now you each get to be one of these Knights.

Ref fans through the book, showing some of the entries for Knights.

Ref: The book says you can choose from here or roll. What do you think?

Moss: Obviously we should roll.

Tal: Oh I dunno, I don't want to be stuck with a character I don't like.

Ref: Okay how about we roll, but if you hate what you get then you can choose instead.

Tal: Yeah, thanks.

They both roll Knights, getting the Moss and Talon Knights.

Tal: I get a bird? I'll stick with this one!

Ref: Great, so this gives you some gear and a special thing you can do. Let's get it onto your character sheets and we can get started.

THOUGHTS

When getting the players started with the game I like to get them rolling their character as soon as possible, before I even start telling them about the world. The things they discover in making their character will get them immersed in the world right away.

It's good that Ref gives a bit of context for Virtues. If you've played a lot of RPGs it's easy to assume that everybody will work out the average of d6+d12, but just telling the players that 10 is average gives them a point of reference for their character.

Getting bad rolls here can be disheartening, so it's good to see Ref reassuring Moss that their low Vigour score isn't going to make his character useless.

We can see that Ref almost goes into explaining the rules for characters ageing, and how their Virtues can increase, but decides not to overload the players right now. At this point it's enough for the players to know that their scores can change later, they don't need to know the details while they're focused on their brand new character.

On our very first example, Ref is already breaking the rules. The character creation process says nothing about letting the characters roll a Knight and then decide whether to keep them or roll a different entry instead, but Ref sees that Tal is feeling anxious about getting a character she doesn't like, and decides to give the players the best of both worlds.

Ref could have stood firm, insisting that Tal either rolls a character or chooses one, but instead Ref took the chance that Tal would probably be happy with her character, but would appreciate the backup option if she didn't like the Knight she rolled.

This can go the other way, with some players finding it too much choice to be handed a list of 72 Knights, so would rather let the dice decide. A huge part of the Referee's role is sensing the best option for their group. If in doubt, just ask the players and trust them to be reasonable.

Teaching the Rules

PLAY

Tal: Okay, now the rules?

Ref: So this is a bit more complex than Into the Odd, but the core is the same. Wait, were you both here when we played that?

Tal: Yeah I think I remember all the rules.

Moss: No, I missed that week.

Ref: Okay I'll start from scratch then. When you do something risky I'll ask you to roll a Save, so you'll roll a d20 and try to get equal or less than your relevant Virtue. So, Moss, if you made a Vigour Save then you'd need to roll 6 or less on a d20.

Moss: Got it. I guess I'll be avoiding those.

Ref: Combat is... you know what, we'll deal with combat when it happens. For now you just need to know that the die type next to your weapon is the die you roll when you Attack with it. So Moss your cudgel does d8 Damage. Oh, and you have a shield which gives you Armour 1, meaning you'll take 1 less Damage from attacks against you. You can bash with it too for extra Damage.

Moss: Right. Does my bad Vigour score make my attacks weaker too?

Ref: No actually. There are times when it will matter, but it won't affect your Damage.

Moss: Oh right, that's good then.

Ref scans over some of the other pages of rules and prepared notes.

Ref: Yeah the rest we'll just deal with as we get to it. I'll give you plenty of warning so I won't just drop a horrible rule on you!

Tal: What about this Ability on my sheet?

Ref: Right, right. Your Ability is a special thing that only you can do. There are also Feats linked to combat but... you know what let's just get started and we'll do a little combat brief when it happens.

Moss: Sounds good, let's go.

THOUGHTS

Here I show my bias toward getting the game started as soon as you can, backloading as much of the rules explanation as possible.

The game is designed in such a way that players don't need to know all of the rules to begin with, but there are some important considerations with this approach.

Players may be relieved that they don't need to learn rules immediately, but some may worry that they're going to make a critical mistake without knowing all of the details of how the game works.

Here Ref starts with the bare minimum, explaining how Saves work. This is a nice rule to start with as it's simple and gives further context for the information on the players' character sheets. They get a little bogged down talking about weapons and armour, and frankly I think Ref could have skipped this whole section, sticking to the line that combat will be explained when it happens.

It's natural for players to ask about other parts of their character sheet that they don't yet understand, here their Ability. Ref could have just said "we'll deal with that later" but I like that they at least gave the context for them, if not the actual rules in detail. Now Tal understands generally what Feats are, but hasn't needed to learn exactly how they work in game terms.

Something that Ref missed here is explaining the objective of the characters. In this game the Oath gives Knights a clear purpose, so I would encourage Ref to at least explain the Oath and maybe touch on how they'll be gaining Glory.

Primacy of Action

PLAY

The Company encounter an Omen of the Troll, which the book describes as a clumsy burglar fleeing from the Troll's cave-house.

Ref: Running away from the cave you see a figure. Actually, you recognise her, it's Sam the burglar.

Ref had previously used Sam as an incidental character, randomly taking them as a prompt when they needed a shady character. By coincidence the same character has now been prompted by an Omen.

Moss: I guess she got over her broken leg?

Ref: Wait, what happened again?

Tal: She got caught trying to break into the Seer's tower, remember? The guards beat her up and later we found out her leg was broken, but that old woman was looking after her? I think this was after we did the Season change, so can't have been long ago in game.

Ref: Ah yeah, right...

Slightly awkward pause.

Ref: No, no, this is fine! Well above anything else, all that stuff you remember definitely happened, but sure enough you see Sam sprinting away from the cave, no sign of a broken leg. Weird huh?

Moss: Huh.

Tal: Okay let's flag her down and see what's up.

Meanwhile Ref flicks to a random page scouring the prompts for an explanation. They see "Toxic Plants", and during the conversation Sam explains that her leg was miraculously healed by a travelling herbalist, but they used methods and materials that nobody had seen before.

Ref makes a secret note that these bone-mending methods use toxic plants that are going to spell future trouble for Sam. They plant the seed by having Sam have a small coughing fit in the middle of their conversation before laughing it off.

THOUGHTS

Never underestimate the power of saying “yeah, weird huh?” when you slip a massive contradiction into the game by mistake.

Here we see a group running into a situation that calls for Ref to remember the *Primacy of Action*, essentially the idea that events that have already happened supersede new events that are generated through Omens or prompts when establishing the ongoing fiction of the world.

So if you cut off the Wyvern's wings then they don't grow back because the next Omen describes it flying above.

Here it's a character reappearing in an Omen, doing something unlikely, given the events that have already occurred.

Ref could have just said “okay, it's NOT Sam, but she looks just like her”, though revealing a secret twin is a risky play.

Remember the whole point of this is to make the world feel real and not to undermine the players' previous choices. Here the players are well aware that Ref is pulling this new healer tangent out of thin air, but if they deliver it with confidence and make it an interesting addition to the fiction then the players will take it in their stride.

As with other moments of improvisation, it's best to keep the improvised content as something neither overtly beneficial or harmful to the players. Players accept that improvisation happens, but moments with significant positive or negative impact are best when they feel like part of the impartial mechanisms of the game, rather than something implemented at the whims of the Referee.

Here, even just flicking to another page of the book to scour for prompts can make the improvised content feel more real, at least spreading the perceived responsibility between the Referee and the book.

Getting Rules Wrong

PLAY

The players have split up briefly. Moss has just been in lone combat, driving a mighty newt back into the river.

Ref: Okay, if you're taking a moment to rest you can restore your Guard back to full. That Vigour loss will be harder to recover.

Moss: Oof. That thing took away like 4 of my VIG with one bite.

Ref: Wait... Hang on. Your max VIG is 6 right? If you lost half of that in one Attack it should have been a Mortal Wound.

Moss: Oh. Well, I'd probably be dead right, since Tal wasn't around to help me?

Tal: We can say Tal showed up to help?

Ref: You know what, I don't think we should go back and change things. The combat went the way it did, we'll just make sure we remember next time.

Moss: Aah, I dunno, I feel bad. Feels like I've cheated.

Tal: I don't feel cheated!

Moss: No I mean like I should be dead. I want things to be fair.

Ref: But you probably would have used the Deny Feat to block the Damage if you'd known, right? I think the end result would be the same. Not like you came out without a scratch. If it's really important then we can roll back and redo the combat. Maybe just go back to right before you took that bite?

Ref scrambles through their notes to try to work out who had taken Damage.

Moss: No, no, you're right that feels dumb. As long as you both know it was an accident.

Ref: Yeah of course. Hey, first excuse I get this newt is coming back to finish the job.

THOUGHTS

This is going to happen. You might notice immediately, or you might realise months into a campaign that you've interpreted a rule differently than the book intended.

The important thing is that you look back and ask yourself what harm has been done.

In most cases the game will have worked just fine. Maybe things will feel better when you start using the correct rule, but I'd warn against going back to change the past, even if the consequences would be severe.

When this happens in plain view of the group you can encounter Moss' reaction here. Some players won't mind, or might enjoy that they got away with something, but others can feel that the reality of the game world has somehow been compromised.

Ref handled it pretty well here, explaining that the situation wouldn't be all that different with the correct ruling. I think they were right to offer to roll things back for Moss, but I'm also glad that Moss didn't take them up on it. I'm not sure what would be gained by repeating the combat.

But what if the opposite had happened. What if Moss had been killed by the newt, but later realised that the correct rule would have had them live? This is a more difficult situation to manage. Here I'd lean on the principle of being generous to the players, but try to do so without completely invalidating the play that's already happened. Perhaps Moss was dragged into the water, assumed to be dead, but re-emerged days later. If Moss had already created a new Knight, perhaps that character becomes a non-player character, being a new contact in the Realm.

Getting Stuck

PLAY

The Knights have just encountered the final Omen of the Wyvern Myth, killing the beast. They've set up camp and rested for the night.

Ref: Okay, brand new day, no wyvern eating the locals! Feels good, right?

Tal: Yeah! Moss, what should we do now?

Moss: I guess we're kinda free aren't we.

Tal and Moss look over the map for a while, recapping where they've already been.

Tal: Yeah... I dunno. Whatever is good.

Moss: Hm.

Hesitation as both players look at each other.

Ref: If in doubt, remember your Oath.

Ref taps the Oath on each character sheet.

Moss: Yeah. I mean I guess we could just go looking for Myths.

Ref: Speaking to the locals is the best way to get information. You swore to protect the Realm after all. You haven't been into this marsh yet though, you could just chance it.

Moss: No I say we head to the nearest Holding and get some leads. Let's go to that one right there.

They go through the normal travel procedure, then Ref realises they don't have anything planned for this Holding.

Ref: Okay. Actually, I just need to make some rolls for this place. Is now a good time for a little break?

Tal: Yeah I wouldn't mind a drink.

Tal goes to get a drink, Moss stays at the table checking his phone. Ref rolls some prompts and makes brief notes for the Holding, a few characters there, and the Myths that they each know about. After a couple of minutes they're done. Tal returns.

Ref: Right, so following the trail to this Holding you can hear drums and flutes. Sounds like there's a celebration on.

THOUGHTS

Every game session has its high energy moments and those that are more subdued. The latter shouldn't be feared, but there are certainly times when a little direction or urgency can keep things moving.

Here Ref gave the players plenty of opportunity to pick a new direction for themselves after a big success. In these situations where the players are told "you can go anywhere!" it's not uncommon to see them overwhelmed with choice, or nobody wanting to take the lead.

Ref encouraged the players to think creatively by reminding them of their Oath, a good fallback for moments like this.

An alternative approach is to throw something at the players that immediately requires attention. A hostile encounter, screams in the distance, a looming storm. Here I think Ref made the right call in not doing that, as it may have cut short the opportunity for the players to bask in a little moment of calm after their wyvern fight.

Of course, the difficult thing with giving players this much freedom is that the Referee is likely to have to improvise what lies ahead. Holdings and Landmarks are a good example, as they're often little more than a marker on the map until the players decide to actually visit one.

If Ref were feeling more confident they could have just rolled frantically on some prompts and described the Holding on the fly as the players listened. Sometimes this pressure helps the Referee create unexpected ideas.

Instead, they called for a short break, something that works well in moderation. Taking too many of these breaks can leave the game feeling disjointed, but here it feels like the group was ready for it, so it was a good opportunity for Ref to spend a little time preparing ahead. I just hope Ref remembers to take a break of their own at some point.

Taking Action

PLAY

Ref: With its walls torn down, the village is now a bit of a sitting duck if the Legion decide to attack again.

Tal: We could stay and guard them but the Seer told us the Legion always comes back in greater numbers, right?

Moss: Yeah, how about we help them build some better defences?

Ref flips to the Action Procedure to remind themselves of the steps.

Ref: Okay, Intent. So what are you actually trying to do? Get the walls back to how they were? Make them even better?

Moss: Could we make them better?

Ref: Well let's work through the rest of the steps before we commit to that. What's your Leverage for this? How are you actually going to make it happen?

Tal: The serfs here would be on board with helping with the work, right? Plenty of wood around too.

Ref: Yeah. With the limited skill, materials, and time you have I think the Intent is going to be restricted to getting it patched up as a solid but makeshift wall.

Moss: Fair.

Ref: Cost... it's taking up time and the work of the local serfs but they're already inclined to help out. Risk... now I don't think the Legion are coming imminently, so there's no risk of them showing up before the work is done. That means there's no need to roll if you're happy to spend the time on this.

Tal: Yeah, let's do it.

Ref: So you gather the serfs and spend the afternoon chopping wood and cobbling together a ramshackle wall. Doesn't look like much but at least it's a line of defence against the Legion. The sun sets as you admire your work.

Moss: Well it's something but we need a proper plan to beat them for good.

THOUGHTS

Here we see Ref work through the 5 steps of the Action Procedure:

Intent, Leverage, Cost, Risk, Impact.

It would be lovely if those five words formed a mnemonic, but it wasn't meant to be.

Talking through the specific stages by name is a good way to help internalise the process, but not strictly necessary once the group is comfortable with it.

Also notable is that Ref feels happy leaving the Intent somewhat loose until the group have discussed Leverage. Working through the steps in order doesn't mean you have to lock everything in as you go.

I'm glad Ref doesn't get bogged down in the detail of how long it takes to build a wall, how many workers you need, how much material. No Referee can know all these things, and slowing down the game to brush up on the logistics of wall construction is unlikely to improve the game. Here we're interested in the fact that the players want to invest time in performing this action, and the impact it has on the ongoing fiction.

There's more transparency from Ref than you might expect, outright telling the players that the Legion aren't coming back today. You want the world to have mystery, but it's also important to give players the information they need to make their decision. If it was uncertain, Ref might have said "there's a slim chance the Legion will come back today" or "there's a high chance the Legion will come back today", keeping a mental note of the odds they would use on the Luck Roll to determine this later.

Giving them certainty here lets them get on with making the decision instead of agonising about something that the Referee knows won't happen.

Exploration

PLAY

Ref: Right, so it's the dawn of a new day.

Ref points to the pawn on the player's map showing their location.

Ref: To recap, you're here. Other than the elevated camping spot you found it's rather unpleasant bog as far as the eye can see. The air feels damp and mushroomy.

Both players look at the map and start to point at other Hexes.

Moss: We could make it to this Holding by nightfall. Get some hospitality and actually speak to some locals?

Tal: Yeah but we know these woods over here are where the Goblin was last seen. Wait, how far can we actually see? Can we see those woods?

Ref: Not from your camp, but they're so far away that you'd only get a distant view even from a vantage point. You'd see there are woods, but couldn't spot a person there.

Moss: Okay let's go toward the Holding and do some information gathering. We'll just Trek as we're not in a rush.

Tal: While we're travelling can I search for any other travellers we could speak to? I can see through my raven's eyes remember.

Ref: Yeah that'll help for sure. No real risk here so we'll just make it a Luck Roll. With your raven you'll certainly find somebody, but this is more about how far away they are.

Tal rolls a d6, scoring 5.

Ref: Sure, there's somebody travelling not far from here, let me see who we've got.

Ref decides to roll a random prompt for a person, scoring 1 and 11. They'll also use the State prompt from the same page. The result is "lost Knight" and "nurturing".

Ref: Through your raven's eyes you see an armoured figure riding on horseback, a smaller figure on a pony trailing behind them. Looks like a Knight and their Squire. You've got enough warning to skirt around them, or are you going to move closer?

THOUGHTS

In my experience as a Referee, you can't recap too often. In this game it's especially useful to recap the geography of the world, as there's a lot of travelling into new areas. The Hex map is useful, but it's up to the Referee to make the Realm feel like a real place.

Ref goes beyond just describing the sights of the area, indulging in other senses. Here the feel of the air and the stink of the bog.

It seems like the players both understand the basics of travel in this game, knowing how long it takes to reach a certain point, understanding the importance of speaking to locals. This is something best learned through play, rather than being frontloaded into a rules explanation.

When a player is unsure about an element of exploration (here Tal asking how far she can see), the Ref can explain it with the context of a situation she's actually invested in.

When Tal decides to move she specifies that they are Trekking, using the actual game term. When new players are learning they might say something like "we'll move to here" and it's worth clarifying what they actually mean in game terms, ensuring that they're happy with how their decision will be implemented mechanically.

Ref leans on a Luck Roll here for a situation that didn't have any risk, but was still uncertain in outcome. Perfect use of that type of roll.

To get a prompt for what the raven finds, Ref rolls a Knight and uses the prompts on that page. They could also have simply flicked to a random page if they wanted inspiration quickly, but the dice are generally preferable to get a wider spread of results.

When Ref describes what they see their description ends with a choice that the players must make. I try to do this as often as I can. Remember, the most powerful words in any RPG are "what do you do?".

Danger

PLAY

Ref: You see light flickering from within the cave. It's maybe 30ft away through the trees.

Moss: Any signs of life around the cave?

Ref: It's pretty dark here other than the light from the cave. I assume you put your torches out before you started sneaking up here?

Moss: Yeah, makes sense.

Ref: Well even under the moonlight you can make out shadows of movement. Looks like someone is moving around inside the cave. You also spot a silhouette standing guard, outside, a solid looking figure.

Tal: Wait, I have a plan. Are they carrying a weapon? I could send my raven to steal it if it's on the ground. She specialises in stealing, after all.

Ref: They're definitely armed, but let's do a Luck Roll to see if they're carrying it. We'll call it straight 50/50.

Ref rolls a d6, scoring 2. This means fortune does not favour the characters.

Ref: You can see a mace hung on their belt. Your raven could still go for it, but would need a Save to avoid the guard's attention.

Tal: Let's do it. CLA Save for my raven?

Ref: Go for it.

Tal rolls a 19, failing the Save.

Ref: Your raven swoops down on the unsuspecting guard, grasping at his mace with her talons. The guard grabs onto the haft, wrenching it free from her grip and winding up to strike. What's she doing?

Tal: Get her out of there! Actually, she can fly off in the other direction, away from us. Might cause a distraction.

Ref: Let's see if he falls for it...

THOUGHTS

I like that Ref is so transparent with their Luck roll here. We all know the classic image of the gamemaster rolling dice secretly behind a screen, but I make the vast majority of my rolls out in the open. They could have gone further and had one of the players roll the die, but either way works.

Ref also shows generosity to the players in assuming they put out their torches before sneaking up to the cave. They could have used this as a "Gotcha!" moment to make the players feel stupid but that style has never appealed to me. I tend to assume that the characters are at least competent. Players will make enough bad decisions on their own without saddling them with characters that do the same.

I think Ref handled the approach to the cave well by ensuring that the players are well-informed and have plenty of opportunity to make choices. The Save roll only came into play when Tal decided to take the risky action, knowing that there would be a Save.

If Ref had simply called for a Save without the players knowing that they were taking a risk, it can create an overly tense environment at the table, where players feel like they're never safe. While this might sound appealing in some scenarios, I find players respond much more positively to situations where they suffer the consequences of their own choices and actions, rather than the seemingly random cruelty of the game world.

When the Raven fails the Save, Ref could have had the guard immediately strike the bird, launching into combat. Instead they took a softer approach, giving the players a chance to respond before the attack.

Neither option is right or wrong here, and the sweet spot lies somewhere in the middle. If failure spirals into disaster too quickly then the players might feel too much at the mercy of the dice, but if consequences feel too soft then they may feel that their choices and rolls aren't having any meaningful impact on the progress of the game.

Combat

PLAY

Ref: The boar is huge, like a hay bale. Its eyes dead and black like a shark. It stands taut, as if it could charge any minute.

Moss and Tal discuss a plan briefly.

Tal: Can I climb a tree? Is there one nearby?

Ref: Sure, we're in a forest. You scramble up without any trouble.

Moss: I'll get under the tree and try to bait the boar into charging me, then Tal will dive down onto it when it gets close.

Ref: Hm, I think moving to the tree and climbing it is already an action for this turn. If you bait the boar over then it'll get to charge you before you can respond.

Moss: Fine, I hoist up my shield.

Ref: The boar charges at Moss and...

Rolls d10 for Damage, scoring 9. This is reduced to 8 because of Moss's shield.

Ref: Eight Damage! So the boar...

Moss: Woah, hang on. I'll use *Deny* on that, trying to take the brunt on my shield.

Ref: Okay, you use *Deny*. That's a SPI Save to avoid *Fatigue*.

Deny removes the die and Moss passes the Fatigue Save.

Moss: Definitely worth it. Spring the trap! I Attack with my cudgel and...

Tal: I pounce with my hookhammer, which gets +d8 when leaping down.

Ref: Okay, Moss, you in too?

Moss: Yeah let's roll.

Tal rolls her 2d8 scoring 3 and 5, Moss rolls d8 and d4 scoring 2 and 8. The highest single die is 8 and the 5 is spent to perform a Bolster Gambit, increasing the Damage by 1.

Moss: Nine Damage!

Ref: Great! Let's see if this pig can survive that Attack.

THOUGHTS

I like that Ref has the boar pose an immediate threat, but gives the players time to discuss a plan. They could have gone even further by having the boar already charging toward them, giving a sense of urgency to their choice.

Some questions don't need a roll. If your players are in a forest and say "is there a tree nearby?" then the answer is obvious.

We've seen Ref be generous up to this point, but here they draw a line and tell Moss that they can't carry out their whole plan in a single turn.

What would have happened if they let Moss do all of this in a single turn? I don't think there would be much harm done, but allowing this sort of turn in every combat might leave opponents feeling too easy to deal with. I like a cunning plan in a fight, but I also like giving the enemy a chance to respond to the players' actions before suffering the consequences.

Moss uses the *Deny* feat to ignore the Damage from the boar, but had to interrupt Ref in order to do this. If they hadn't used the Feat then they'd be facing a Mortal Wound.

A less confident player might have missed their opportunity to do this, so I'd have liked to see Ref give them a moment to consider before they start narrating the Damage, maybe even giving them a reminder that they have access to *Deny*.

As with so many things there's a balance here. You want to give the players ample information and time to make these decisions, and offer guidance to new players, but no player wants to feel like the Referee is running their character for them.

Gambits

PLAY

The Knights are fighting a huge crocodile.

Ref: So far you haven't got a good hit in on this beast, but it's looking worn down. What do you want to do?

Tal: It seems nasty, but we could leave it be.

Moss: It's pretty close to the bridge though. It attacked us, so how do we know it won't just attack the next travellers that pass by?

Ref: Remember "Protect the Realm" is part of your Oath.

Tal: You're right, let's take it on. I'll go in with my hookhammer.

Moss: I'll swing my cudgel. I'll *Smite* too.

Moss rolls d8 from their cudgel and d12 for Smiting, scoring 9 and 3. He passes his VIG Save to avoid Fatigue from Smiting. Tal rolls her own d6, getting a 6.

Tal: So I can use the 6 for a Gambit, right?

Ref: Yeah so you can Bolster the total Damage by 1 or do something else. This croc is strong, so it'll be tricky to do fancy stuff unless Moss uses the 9 for a Strong Gambit.

Tal: What about *Impairing* a weapon? Would that work on an animal?

Ref: Yeah, you could smash its jaw to prevent it biting next turn. It gets a Save though.

Moss: I could use the 9 to drive it under the bridge to set it up for one of your diving attacks next turn.

Tal: Could we just drive it away from the fight altogether? We don't need to kill it.

Ref: No Gambits can't do something that would outright end the combat, just grant a temporary advantage.

Tal: Okay, how about I hit it, then Moss jumps on its back to hold its jaws shut? That's *Impairing* a weapon, right? And using the 9 it doesn't get to make a Save.

Moss: Sounds like a plan.

THOUGHTS

Gambits can be tricky. You want them to feel impactful and exciting, but they shouldn't be enough to completely resolve the combat.

On a tangent, I like that the Referee gently reminds players of their Oath here. Especially early in a campaign it's useful to keep the Oath at the forefront of their minds.

Here the Referee offers some examples to Tal on what the Gambit could do. I'd perhaps remind them that these examples aren't a restrictive list, and they could carry out another effect if they had something in mind.

It's good to see they don't take the "*Impair a weapon*" example too literally, understanding the intent of the example, that it's an opportunity to temporarily weaken the attack power of the opponent. You could read the "*trapping their shield*" example in the same way, perhaps exposing the crocodile's belly to allow them to ignore its Armour score on their next Attack. It's impossible to cover all possible uses of a Gambit, so it's more important to understand the principles.

Here, Ref demonstrates these principles, telling the players that they can't just drive the crocodile away, as that would outright end the encounter, something too powerful for the intent of a Gambit.

Although the Gambit rule also applies to enemy attacks, I'd be careful straying too far from the suggested effects against player characters. Springing nasty surprises on players as the result of a Gambit can create fun moments, but they should abide by the same restrictions as the players.

Unusual Attacks

PLAY

Moss is in the middle of a duel against a rival Knight that's been tormenting him.

Moss: Right. So instead of swinging my cudgel I'll draw my dagger and try to stab him right through the eye.

Ref: Erm... hang on.

Ref flicks through the combat rules, thinking about how best to make a ruling

Ref: Okay, so what are you actually trying to achieve with this? Like kill him in a single stab? Blind him permanently? Temporarily?

Moss: Hmm, I want to make sure even if I can't kill him I'll leave him without an eye.

Ref: Right. I mean as far as killing him goes, you're already trying to do that with a normal Attack. You could do a *Smite* if you really want to try to take him out, but if it's more about leaving a lasting mark we could... hang on...

Ref looks through the rules a bit more

Ref: Yeah how about we do it as a *Smite* but instead of the extra Damage you'll leave a mark. Probably only makes sense if you actually Wound him too, so you'll need to take him down to 0GD. I don't think you could do this to any old opponent, but here there's clearly hatred between the two of you.

Moss: Yeah that sounds fair.

Moss rolls his Attack and successfully Wounds his enemy. He fails the Save to avoid becoming Fatigued.

Ref: So sure enough, you thrust your dagger at his eye and... urgh, you get the idea! He clutches his face, screaming, but he's still standing. You breathe heavily, feeling the adrenaline running through your body.

THOUGHTS

Even with Feats, Gambits, and Scars, players will sometimes want to cause a specific effect with their Attack. Here Ref falls back on the standard Action Procedure. It's easy to get bogged down in the specifics of what the character is doing, but here it's useful to know what the player is actually trying to achieve.

Ref could have absolutely ruled this as an attempt to perform a Gambit, but I understand that this eye-gouging attack might feel beyond the scope of that rule. I think ruling it as a Gambit with a Clarity Save to dodge the stab would work just fine, encouraging the player to *Smite* to improve their chances of getting a Strong Gambit.

It's good that Ref clarifies that with a normal attack the character is already assumed to be trying to cause maximum harm to their target, and going beyond that is usually covered with a *Smite*. Taking this as a starting point, they change the Feat to apply extra long-term harm instead of simply improving the normal Damage of the Attack.

Importantly, the details of the ruling are explained to Moss before he confirms he wants to go through with it. A player might then decide it's no longer worth it. At this point the Referee can suggest an alternative, or the player might decide to go ahead with a normal Attack or Feat.

I also appreciate that Ref made it clear that this is a bespoke ruling for the current combat, leveraged by the established hatred between the combatants. If Moss tried something similar in another situation the ruling could be different.

There's clearly a bit of discomfort from Ref in having to describe the eye-gouge. In a game with this much opportunity for combat, and a system for Scars, there's always going to be a bit of gore, but it's perfectly acceptable to draw a veil over the grisly details if the group isn't fully comfortable with them, as Ref does here. This is something that becomes easier to judge through experience playing with the same group.

The Upper Hand

PLAY

Moss and Tal are sparring using wooden swords (d6 hefty) and light shields (A1). Ref has ruled that any Damage sustained from this can be shaken off afterwards.

Ref: Okay so you both agree that this is a duel, right? That means you'll roll and deal Damage simultaneously.

Moss: Okay, let's go.

Both players make a normal Attack to begin with. Moss rolls 2, Tal 3.

Ref: So you're both sort of feeling each other out first, wooden sword clattering against shield, a few probing jabs. No sharp blade to worry about, but a wooden sword to the ribs isn't a barrel of laughs.

Tal: Hey, Moss, aren't you scared you'll fall in the mud again like when you fought that brand new Squire?

Moss: Hey!

Ref: Are you actually trying to distract Moss here? It might backfire and give an opening.

Tal: Yeah sure.

Ref: Okay, Moss, make a SPI Save.

Moss rolls a 10, passing the Save. Ref looks at the Bonus Attack Dice section of the rules.

Ref: Okay, Moss, you keep your cool as Tal mocks you, capitalising on her distraction to drive her back onto a patch of gnarled roots. You'll get +d8 on your Attack this turn.

Tal: Argh, fair enough I guess.

Both players roll to Attack again, Moss getting +d8 this time. Moss rolls 3 and 7, keeping the 7, and Tal gets 4. The shields take this down to 6 and 3 Damage.

Ref: Tal, you struggle with your footing here, letting Moss knock your attacks aside and smack you across the head with his wooden sword. You're down to VIG 7 so it's a Wound, but you're still in the fight. What do you both do next?

THOUGHTS

In combat, sometimes one side has a clear upper hand. Consider two Knights fighting in pitch darkness, one with perfect nightvision.

While these are straightforward, more often players will try to earn the upper hand.

Gambits are one way to represent this, especially using *Smite* or *Focus* to improve your chances, but there are other options.

There are various ways to do this, and here we see Tal taking a risk. There are a few ways this can go. The classic is "roll a Save, if you pass then you get a bonus to your Attack; if you fail then something bad happens instead" but there's a lot of fine tuning that can be done in there. Here, Ref has Moss make the Save instead of Tal. I think either would have worked, but here it makes sense as the question is "will Moss keep his cool?" rather than whether Tal knows what to say.

Even with risky actions, there are cases where you might not call for a Save, and just allow a bonus in return for some other cost. Maybe if you fight recklessly then both sides get +d8 to attacking each other. If the opponent joins in the recklessness then maybe it goes up to +d10! Here the risk element is still present, even without a Save.

The second method is through having useful information. Perhaps you've learned something that would help here. This is how I might handle the classic "hit the monster in their weak spot". Not glowing targets, but a reward for going out and talking to hunters and those who have fought the creature before. That stone mammoth has VIG 19, Armour 3, so getting a +d10 to every Attack because you learn of its hatred of fire is practically necessary.

The last method is to reward good preparation: action now to enhance action later. The classic is "setting up" an ally for their Attack, or driving the enemy into a disadvantageous position with a Gambit. In essence, if a player can point back to a previous action that set up the current Attack I'm happy to give them a bonus for it.

Taking Damage

PLAY

Tal and Moss are fighting against a Warband from a neighbouring Realm. They've already taken Damage from arrow fire.

Ref: Okay, now it's the Warband's turn. As you're both individual combatants, they get +d12 and gain Blast, attacking both of you.

Ref rolls d8 and d12 for each target, taking the highest single die against each. The dice against Tal are 8 and 5; the dice against Moss 8 and 7.

Ref: The horde of attackers surge onto you, spears and axes coming from all directions. Both attacks are *Bolstered*, so you're both facing 9 Damage. You both have 3 Armour so we can knock those down to 6.

Tal: I'll stand firm using *Deny* on the 8.

Ref removes the 8, leaving the 5. Tal passes her Save against Fatigue.

Ref: So that leaves 2 Damage after Armour.

Tal: Could I use *Deny* again?

Ref: No, it's once per Attack.

Tal: Right, got it.

Ref: So you've got 2 Damage coming in against 2GD, leaving you at exactly 0GD. That means a Scar. I roll on the Scar table with the die that caused Damage and get Distress, so I guess a spear just narrowly missed you, a few inches and you'd be missing an eye! Lose (*rolls d6*) 2 SPI.

Tal: Lucky escape I guess.

Ref: Moss, you're on 1GD and 6 VIG, right?

Moss: Yeah. I guess I'll *Deny* the 8.

Moss removes the 8, leaving the remaining 7. He also fails his Save against Fatigue.

Ref: Oof, so 4 Damage means 1 to your GD and 3 off your VIG. As you've lost half of your VIG in one go that's a Mortal Wound. Moss is overwhelmed by the Warband, kicked to the ground, an axe buried in his gut. He'll die if left untended, and I wouldn't expect mercy from these raiders. What's the plan?

THOUGHTS

Keeping your Knight alive involves managing a few different resources. Armour and Guard are the first lines of defence, Vigour a more precious resource, and Feats a further tool for survival.

The Referee has to balance keeping the players aware of these while also indulging their senses in the description of the actual battle. Too much focus on numbers and resources and it becomes just a dice game. Too little and you risk the players not being able to make informed choices on how to proceed with the fight.

Ref strikes a decent balance here, but as I'm writing this for an example of play, there's perhaps more explicit explanation of the numbers than I would expect at the table.

As a general procedure I describe what the attacker is doing, roll their dice out in the open, give a chance for the Knights to use *Deny* or other Feats to modify those dice, and then tell the player how much Damage they've taken.

The player can then report back whether the Attack caused a Wound (VIG loss) or Mortal Wound (half of current VIG lost), and I can describe the Attack and its impact accordingly, shifting the focus back to what's actually happening to the characters.

As players get more experienced they'll feel more confident weighing up their options when faced with Damage. The situation faced by Moss here is a good example, and I suspect he slightly underestimated the danger he was in.

I'm not optimistic about his chances in this situation. Perhaps a chance to consider whether surrender is Knightly.

Dynamic Combat

PLAY

Tal and Moss are launching an attack against 3 Scholar-Knights of the Order, vengeance for their attacks on the Realm.

Ref: So you're charging in full-pelt?

Moss: Yeah, should we focus on one of them?

Tal: Okay, I'll send my raven out to Attack another.

They roll their attacks, wounding the Scholar-Knight and using a Gambit to dismount another. The Order fight back, doing some Damage but no wounds yet.

Ref: Okay, the Scholar-Knights bark orders at each other. It's not clear who's in charge. Still, the two on horseback dismount and form a close formation with the other, pulling their shields up into a shieldwall.

Tal: Right. They were already hard to Damage, I feel like we shouldn't just dive straight in.

Moss: Yeah you're right. Is there a way we can break up their formation?

Tal: That one we spoke to before was particularly proud of their horse, right? How about if we try to spook the horses away, they might break away to stop us.

Moss: Sure, let's try it.

Ref: So what are you doing exactly?

Tal: I don't want to hurt the horses, but I'll give them a whack with the flat side of my hammer, scream at them I guess. Shoo!

Ref: Okay I guess the horses will break away if you do that, but let's see if the Scholar-Knights break their formation.

Ref fails a SPI Save for the Scholar-Knights, so describes one of them running for the horses, breaking the shieldwall.

Moss: Great, I'll Attack the Knight we damaged last turn now that the shieldwall's broken. Actually, I'll use Smite to make sure we put them down.

THOUGHTS

Dynamic combat is the idea that a fight should change with each passing round, rather than being a war of attrition. This doesn't have to apply to every combat, some are simple and end too quickly to have much of an arc, but it's especially useful to consider for longer, more significant fights.

Here we see just two rounds of combat, but there's already a narrative forming. Round 1 is the charge, round 2 is the shieldwall followed by breaking it up, and on round 3 Ref could introduce a new factor such as an environmental change or new enemy tactic.

Even just having the enemy show a changing attitude to the fight can work, showing how they're feeling about their survival chances.

A missed opportunity here is that we don't see Ref describe the location of the Attack. For all we know it's happening in a generic, featureless field. While the players were creative enough to use the dismounted enemies' steeds against them, this creativity could have been encouraged through including other tactical hooks on the battlefield. These can be mundane, such as describing especially thick woodland, boggy ground, or a nearby waterfall. For more unusual features rolling a prompt can be helpful. This could see the combat happening amidst a roaring fire, in a dim, rat-infested cave, or among choking vines hanging from the rafters of an abandoned barn.

It's great if these environments carry mechanical weight, or offer tactical opportunities, but sometimes just the change of flavour is enough to create interest.

Another good element to introduce is a time limit. Perhaps they had word that the Scholar-Knights were meeting with more of their Order, so reinforcements were expected in an uncertain number of rounds.

Mass Combat

PLAY

The Company lead an army besieging a small fortress. They have four Warbands: 2 men-at-arms, 1 archers, and 1 cavalry with javelins. They also have 2 stone throwers.

Ref: It's early morning and you're facing off against the fortress. You can see hurried movement on the ramparts.

Moss: Well I guess we ruined the element of surprise when we let those scouts get away.

Ref: Yeah, in fact you see the main gate swing open, 2 Warbands emerging. Looks like a band of archers and a horde of aggressive-looking fighters, carrying an axe or blade in each hand. Remember you were told to expect the enemy's mercenaries to arrive some time this morning. Actually...

Ref roughly sketches out the battlefield, noting a bog and a small forest.

Ref: Okay so... wait, one minute.

Ref tears up some small paper rectangles and uses them to show the locations of each Warband, coloured dice showing the Knights.

Ref: Right, what's the plan?

Tal: I mean we could just sit back and use the stone thrower to break down the gate.

Moss: Remember the mercenaries? We heard they might have heavy cavalry, which would be tough to deal with. I think we need to be more decisive.

Tal: Well we outnumber the enemy right now. I think send the cavalry to deal with the archers and everybody else piles into that other Warband (*Tal pushes some of the paper Warbands around on the map*).

Moss: Okay, let's do it.

Ref: Right, so as you advance on the enemy your archers exchange fire with each other.

Ref rolls an Attack for the enemy archers, Moss for the allied archers.

Ref: The enemy get the better of the exchange, your archers crying out as they take casualties, but holding steady for now.

THOUGHTS

Mass combat can be handled similarly to personal combat, but with Warbands as the primary unit, rather than individuals.

Much of the guidance I'd give here is similar to that of the Dynamic Combat entry, but it can be difficult to remember when faced with the concept of a full-on battle with hundreds of soldiers. Even though the scale is larger, the same principles apply. Here we see a battle with a built-in time limit, the impending arrival of enemy mercenaries. As well as this, Ref makes sure to describe what the players can see, from the bustling defenders on the ramparts to the lay of the land in front of them.

This might sound obvious, but this scale-shift can sometimes intimidate Referees, who find themselves trying to keep things as simple as possible to the detriment of the actual game. There's always a risk that things deteriorate into a numbers game without adequate description of the present situation.

Drawing out a map, like Ref does here, isn't part of the rules, but it can be useful when dealing with larger battles involving multiple Warband types, even if it's just keeping track of who's fighting whom.

Ref places a forest and a bog on the battlefield, but the combat system doesn't explicitly have rules for how Warbands behave in different terrain types. This is one of those "it doesn't matter until it matters" situations. Perhaps the players could lay an ambush in the woods, or set up behind the bog to dampen an incoming heavy cavalry charge. These things aren't detailed in the rules, but they provide vital leverage for both players and Referee to perform certain actions that would otherwise be implausible.

I'd like to see Ref asking the players where the Knights themselves are. Are they leading specific Warbands, or hanging back on their own? In a large battle like this, especially when you introduce a map and pieces, it's easy to lose track of the personal experience of the Knights.

Advancing Time

PLAY

Tal: Did we say about doing a time skip?

Ref: Oh yeah, that was the plan. We said we'd move onto the next Season. Are you happy with that?

Moss: Hm. Yeah. We have some loose threads but it'd be fun to move things along.

Tal: Yeah let's do it.

Ref: Right, so first of all restore your Virtues and next game Winter will arrive. What are you both focusing on before then?

Ref shows them both the list of pursuits.

Tal: "Service" means I can make a small improvement to the Realm. I'll take that.

Ref: Sure, what are you actually doing?

Tal: Could I spend some time with those hunters we met, using my raven to help them find some new hunting grounds?

Ref: Yeah that sounds good. Maybe it goes further and they set up a proper outpost. We'll mark it as a Dwelling on the map.

Moss: Can I do "Courtesy"? Perhaps not in this horrible swamp.

Ref: No it's fine, we assume you both travel about a bit and then reconvene next time.

Moss: Great, well my rank is Knight-Gallant now that I have 3 Glory, so could I use this favour to actually get a place in Court?

Ref: Sounds reasonable! We'll come back to that at the start of the next game. Okay, we're done!

THOUGHTS

Timekeeping can be difficult enough with an RPG session, and the end of my sessions often feel rushed, hurrying to get to some sort of suitable conclusion.

With *Mythic Bastionland* it's worth "finishing" the session with sufficient time to discuss Season or Age changes. In this case it sounds like Ref is perhaps rushing before they miss their last bus home.

Although moving to the next Season was agreed upon beforehand, we see a moment of hesitancy from Ref, offering the players the chance to change their minds. I suspect Ref forgot that this was the plan right until this moment where Tal reminded them.

Luckily the players are both in agreement, but I'd encourage Ref to stick to the original plan here and move ahead with the time skip. It can be tempting for players to want to continue the moment-to-moment story of their characters, picking up the next session right where they left off, but I think the progress of time makes for a better campaign in the long term.

When choosing their pursuit between seasons I like that Ref pushes Tal to describe what she's actually doing, rather than just picking her choice from a list. It's also a nice little reward to have this action create a new Dwelling on the map for the players to make use of in future.

Trade

PLAY

Moss: We heard there's a brilliant blacksmith in this castle, right? How about we try to get some better gear?

Ref: Sure, down in the tunnels beneath the castle you follow the clangs and heat of the forge. Sure enough you find a blacksmith toiling, the walls lined with an array of arms.

Tal: We said about getting bows, is there a bow on the wall?

Ref: So arms are generally split into Common, Uncommon, and Rare.

Ref opens the book for the players and gestures over the list.

Ref: Since this guy is a proper weaponsmith I reckon they've got plenty of Common stockpiled, and some Uncommon and Rare tucked away in storage or made to order.

Tal: Wait how much money do we have?

Ref: You have a bit, but big bags of money are for rich merchants. You're Knights! You need three things to make a trade: somebody who can supply the thing, raw materials if needed, and something to give in return.

Moss: Okay, let's see what their deal is first.

The group play out a conversation with the blacksmith, who seems fiercely loyal to the Lady of the Castle.

Tal: Okay, well we're here to help the Lady, so could we take a couple of bows?

Moss: Wait, I also want a proper sword.

Ref: The smith happily pulls some bows off the wall and hands them to you, a quiver of arrows each.

Tal: Actually why would a blacksmith have bows? Are they metal bows?

Ref: I guess this is a general weapon store. When you ask about the swords he seems less open. "I'll have to speak to the Lady about that, I'm sure you understand."

Moss: Okay, all the more important we make a good impression.

THOUGHTS

Playing a game without tracking of currency or abstract wealth ratings is an adjustment for most players. The intent is to get players into more of a feudal mindset, where longstanding exchanges of service, labour, protection, and goods make up the majority of trade. Aside from any sense of immersion, this approach encourages players to consider the place of the characters in the world and the network of relationships between non-player characters.

Here we see that in a well-worn scene of RPGs: shopping for weapons.

What does the blacksmith want? Ref thinks they're content. Working for the Lady gives them a relatively secure life in the castle. When Knights arrive to help the Lady it seems fitting that the blacksmith would help up to a certain point, but still ultimately need the Lady's approval to give out Rare items like swords. The players could have tried to bribe him, but does this smith really need money? I suspect he wouldn't be so easily tempted. Instead, as the players learn more about this character, his place in the castle's society, and his relationship with the Lady, they might be able to pull his strings a bit more effectively.

Later, Tal points out that maybe the bows should be located elsewhere, as they're made from wood, not metal. It's pretty common for players to question apparent errors like this, and it shouldn't be considered malicious.

Instead of immediately hitting undo, consider why the seemingly inconsistent element could be true. Here it's obvious, but you can create some interesting situations by throwing such queries back at the players.

"Yeah, that is weird, right? Why do you think that could be? Do you want to ask somebody about it or investigate?"

Sometimes they'll shrug it off, sometimes it'll set them on a tangent, but wherever possible I like to keep to my word as a Referee, which means we're sometimes discovering and justifying the details of the world together.

Weapons

PLAY

The Knights are trapped in a besieged citadel, the attackers almost through the main gate.

Tal: I knew this was a trap when we had to hand our weapons over on arrival.

Moss: But this place must have weapons somewhere. Where did the guards get their weapons from?

Ref: Some guards stuck around, not part of the plot against you. They direct you to an arms store at the base of the citadel. There's basically any common weapon you could want. Some piecemeal armour too, but you still have your own armour at least.

Tal: What looks most dangerous?

Ref: So there are some polearms, like some halberds and... fauchards? You know, blades and spikes on poles. They look the most effective, but they're also long, so won't be great in an enclosed environment.

Tal: Yeah and I guess we're going to be fighting on that big spiral stair at some point.

Moss: Okay, something one-handed, so I can use my shield. Like a solid mace or axe?

Tal: Hey remember those bone-creatures were tough to kill with sharp weapons? Let's get a mace and shield each. Actually, I'll take a mace and another weapon. Is there something I could wield in my other hand?

Ref: Sure, you grab a hefty mace and a light mace that you can wield together effectively.

Moss: Wait, are there any javelins here? Or spears that we could throw if needed?

Ref: Erm, hang on.

Ref makes a Luck Roll and gets 4, an okay result for the players.

Ref: So there are some shortspears. Not designed for throwing but they'll work okay. Let's say you can throw them for d6 like javelins, but rolls of 6 are discarded.

Moss: Rubbish. Well better than throwing rocks I guess.

THOUGHTS

In *Mythic Bastionland* weapons should matter, but not *too much*. I wanted players to feel like they had an interesting choice of weapons, but I didn't want them to spend too much time crunching numbers.

Breaking the weapons into broad categories means that the choice between a polearm or a shortsword matters, but *specific* polearms generally behave in the same way.

Specialist weapons are a special case if you want a weapon for a niche situation.

Here the players start by looking for the “best” weapon, which Ref reasonably interprets as “the weapon with the biggest Attack die”, but their current situation of defending a tower leads them to consider the environment they’re likely to be fighting in.

Better yet, they remember that blunt weapons would be especially useful against their expected enemy. There’s no “blunt” weapon type listed, so the game relies on the group using common sense. An advantage of this approach is that mechanically identical weapons can become mechanically distinct if the right situation arises.

When looking for a particular type of weapon, Ref falls back on the ever-useful Luck Roll, a mixed result prompting them to reveal a weapon that *almost* does what they want. Here Ref throws together a ruling out of nowhere, saying that throwing the spears will mean rolls of 6 are discarded, making them less effective than javelins.

They could have gone in other directions with this. Perhaps they’re ineffective beyond close range; perhaps they gain the slow rule when thrown; or perhaps they’re bulky enough that you can only carry a couple.

It’s inevitable that a Referee will need to make rulings like this on the fly, and I think this solution is fine. I like the idea that players might roll a 6 and blame the spears, wishing they had proper javelins instead.

Death

PLAY

Tal has been spotted sneaking into a tower. Her SPI has already been depleted on the journey, and now her Guard has been depleted by a volley of arrows. Moss ducks out of sight but Tal runs for the tower.

The sentries roll high and Tal has no choice but to take the Damage reducing her VIG to 0, meaning she is Slain.

Ref: Oh, wow. One of the arrows flies straight into Tal's throat... she falls to the ground, a pool of blood forming. She's slain.

Moss: What!?

Tal: Argh, I knew that was a dumb thing to do. Is there anything else I can do?

Ref: I mean you're out of Guard, Spirit, and Vigour, so I think that's it for Tal.

Tal sighs and folds up the character sheet.

Ref: Well we have less than an hour left tonight, so I'd recommend we sort your new character at the start of the next session, or you can do it at home. You can make a brand new Knight or you could take on a successor. You had that Squire who was injured, maybe they could get Knighted for themselves.

Tal: Yeah. Urgh, I should have ran away.

Moss: Hey we've both been taking risks, this could have happened to me. Can I recover the body? Tal deserves a proper funeral after all.

Ref: Oh definitely, we'll get to that. In the meantime I'll get Tal a character for now. Moss, what's your plan after recovering Tal?

Moss: Well I need to get to safety for the night. Oh, and I look for Tal's raven!

Ref: Sure. Tal, you okay?

Tal: Yeah, I guess I was just getting attached to this character.

Ref sets up Tal with a character for the rest of the session, using a prompt to get a new character to meet Moss as quickly as possible. Between sessions Tal rolls a new Knight to join the company, the Riddle Knight.

THOUGHTS

Death can be a shocking presence, but I believe that it's an important element to have in a game based around Knights.

It's usually considered a sort of "fail state" of the game, and *Mythic Bastionland* embraces the more unpredictable side of death instead of great sacrifices scripted ahead of time. If your Guard, Spirit, and Vigour are all getting low then it's advisable to do everything you can to avoid taking further Damage.

Although it's a failure of that character, who would surely rather be alive, it's not a failure of the ongoing story of the game. All Knights die in the end. This is why they seek successors, heirs, Squires.

Many Referees would be tempted to find a way to keep Tal alive. Dying to the arrow of a nameless sentry feels like an ignoble end for a protagonist, but we can see that Tal had opportunities to avoid this. As a Referee, if in doubt, make sure players understand this risk when they take such an action.

Of course, it still feels bad. The player might feel embarrassed that they let it happen, or sad that they won't get to continue using their character. It's perfectly fine to take a moment to acknowledge these feelings, and make sure that the player doesn't feel the death was somehow unfair or unwarranted. Here I prefer an impartial approach. If the rules say they're slain, then they're slain.

The Referee didn't kill Tal, the arrows did.

Ref does the right thing here by getting Tal right back into the game with a new character, in this case a temporary one. Elevating an existing NPC to become Tal's new character would be great, but sometimes none of the existing characters fit, so it makes sense to just introduce a new Knight.

In most cases I'd start the new Knight as a Young Knight-Errant, but if the Company is well-established then it might make sense to start them with some Glory.

Virtues

PLAY

After her character died last session, Tal has created a new character, the Riddle Knight. The Company are already worn down, having suffered CLA loss. They're hunting a rogue Knight who's been harassing travellers.

Ref: So this is the hill where you heard the rogue Knight was last spotted. What's the plan from here?

Tal: How about we search for tracks. I can roll CLA for that, right?

Ref: Erm... Hang on.

Ref looks at the Action Procedure and asks a few clarifying questions to Tal.

Ref: So the risk is that by scouring around these woods looking for tracks you might attract some unwanted attention.

Moss: Wait, if we're just searching for something quickly could I use Vigour instead? That's for like... athletic stuff, right?

Ref: Hm, no, I think that doesn't work here. Clarity is sharp senses and quick thinking, which is what's being used here.

Tal: Urgh, we've both got super low Clarity at the minute. I wish I'd thought of this before we came all the way out here.

Ref: Well there's always another way. Instead of scouring for tracks you could try to find somebody to talk to, see if they've encountered the rogue Knight.

Tal: Oh, and if we get "guidance from a Seer" then we recover our Clarity, right? I know it's quite far, but we could travel over to this Sanctum (*points to the map*) where we know there's a Seer living.

Moss: Works for me, we might get some other good info while we're there.

Ref: Great, so which way are you travelling?

THOUGHTS

With just three Virtues to choose from, it's usually clear which Virtue should be used for a Save, or damaged by a particular harmful effect. Ref is pretty confident that Clarity is the Virtue to use for covertly tracking an enemy, and I'd agree with them here.

In those cases where it's not so clear I tend to err on the side of giving the players the final say, but I'd hope that these instances are rare. If they start occurring frequently then I'd take a moment to talk through the Virtues with the players, making sure everybody understands what each of them represents for their character.

In this example we see that having low scores in a Virtue can create some interesting moments, here driving the players to seek out a Seer in the hope of both recovering their Clarity and getting the information they were looking for.

If there wasn't a Seer nearby then Ref could still have suggested some alternative directions for them to take, and speaking with the locals is usually a good direction to nudge players toward.

If the players are desperate to restore a Virtue, and the most obvious means of doing so is too far away, then remind them that Remedies exist, suggesting where they might be found. Although they represent uncommon goods, a Holding will usually at least be able to point them in the right direction. For Stimulant, which is used to restore Clarity, perhaps they'd be directed toward a local herbalist or alchemist in service of the ruler, remembering that these things are never given away for free.

If all else fails, remember that moving to a new Season or Age restores all Virtues, so sometimes an impromptu time skip can be the best way to move things forward.

Travelling

PLAY

The Company are part-way through a journey between two distant Holdings. Ref points to their current Hex location on the map.

Ref: Okay, you wake up and clear away the camp. It's...

Ref makes a few rolls on the Nature Spark Tables for Sky and Weather.

Ref: There's a pale haze in the air, not enough to hinder your view, but gives a slight fuzz to the forested mountains in the distance. There's a dull humidity, no breeze at all, a contrast to yesterday's bitter storm!

Moss: Yeah, sounds better to me.

Tal: So we keep going, right?

Tal gestures to their final destination on the map, then to the next Hex in that direction.

Tal: Head over there, I think. Wait, can we see anything around us?

Ref: Sure, you camped on a decent vantage point, so you got a good look at your surroundings. You can see this Hex is mostly rolling hills, a few patchy forests.

Ref points to the Hex Tal had indicated as their next destination.

Ref: In that direction it looks much the same, no sign of any real points of interest.

On their own map, Ref sees that a different adjacent Hex has a Monument landmark. In their notes this is an "Eternal Hearth".

Ref: Over to the West you can see there's some sort of structure in amongst the hills, a little smoke rising from it.

Moss: Ah... we could go and get some proper rest over there. It's out of our way, though.

Tal: Yeah... we're in good condition, though. Maybe let's just mark it on our map for now and check it out another time.

Moss: Okay, works for me.

THOUGHTS

Focusing on long distance travel calls for a “zoomed out” approach that can be daunting in comparison to the more moment-by-moment play of exploration and combat.

Here I like that Ref takes a moment to set the scene beyond just the paper map in front of them. Even seemingly inconsequential weather and sky descriptions help to paint the scene of the Knights travelling across great distances and significant passages of time. They also give sensory grounding to the relatively abstract Hex map.

The Spark Tables are a great source for this, and I always keep them to hand when running the game.

Ref also ensures the players have the information needed to make interesting choices. In particular, telling them that they can see *something* in a neighbouring Hex, but not outright stating what it is. Now they face a choice between continuing to their destination or taking a detour to a potentially useful location.

There's also a good amount of generosity on display here. Ref states that there's a haze in the air, but not enough to obscure the Knights' view. They also assume that the Company set up camp on a vantage point, allowing them to easily survey their surroundings. I'd always lean in this direction, but I absolutely wouldn't hesitate to make the Knights' lives difficult when the dice prompt it.

For example, if the weather roll was “Solid Fog” then I think it's appropriate to say that the Knights can't see into their neighbouring hexes, perhaps even travelling blind unless they have a way to maintain their course.

Hospitality

PLAY

The Company encounter an Omen of the Pack, a shepherd having lost his flock to his own dogs. The Knights do their best to help, but the shepherd is heartbroken.

Moss: Wait, where does this shepherd live? We're nowhere near a Holding or Dwelling.

Ref: Do you want to ask him?

Moss: Yeah, okay.

Ref: He gestures in the direction of his home, a simple hut hidden away within this Hex. He also has a second hut in the neighbouring Hex, where he sometimes moves his flock.

Tal: We should rest up here before we start our journey back to the Seat of Power.

Ref: Yeah, proper hospitality restores your VIG, remember? You've both got some wounds that would benefit from it.

Moss: Okay, I ask the shepherd if he can provide a warm place to sleep for tonight.

Ref: Well, he's despairing about his flock being torn apart by his own dogs, so I wouldn't expect too much of a warm welcome. He offers you a place for the night, as is the custom, but you get the sense he'd rather you weren't there.

Ref pauses for a moment.

Ref: Actually, one of you can give me a SPI Save to see what his response is like.

Tal rolls an 18, failing the Save.

Ref: Yeah, he takes you in and cooks you some food, rolls out some simple bedding, but the conversation is clearly focused on when you're both going to leave tomorrow.

Moss: Rude.

Tal: To be fair, he's got bigger problems to deal with right now. Okay, let's work out what we're doing the next morning.

Ref: Sure, and you can both restore VIG.

THOUGHTS

Knights can expect hospitality from most of the people they encounter on their travels, but this can still create some interesting conflicts. Commonly these are based around how much the Company are willing to upset their host by overstaying their welcome, or whether the host is bold enough to ask for something in return.

This section of play starts with a good example of how the Realm can be moulded by both the actions of the Knights and the Myths as they unfold. In an area with no mention of inhabitants, a Myth describes a shepherd. This suggests that the shepherd must have a home nearby, even if it was not previously noted on the map, and so it becomes reality.

I'd encourage Ref to note this down on the map as a new Dwelling.

Of course, if the Company were in a Hex utterly unsuitable for a shepherd to live in, then the Referee might find a reason for them to be so far from home. Perhaps they're in the middle of a long journey or pilgrimage.

Ref also indulges in asking for a Spirit Save to gauge the shepherd's reaction to the Knights' request for hospitality. This feels like a low stakes roll, as even with a failure the shepherd allows the Knights to stay for the night.

Normally I look to the mantra of "no risk, no roll" but I still think there's a place for Saves like this in the quieter moments of play. For example, if Tal had passed the Save then perhaps the shepherd might encourage them to stay even longer, becoming reliant upon the Knights for a feeling of security after their ordeal.

Landmarks

PLAY

The Company is in a tower, overlooking the surrounding Hexes. Ref gestures to each Hex as they describe the terrain in broad terms.

Ref: The forest continues all across the west. The south looks more marshy, and there are rough hills to the east.

On their copy of the map, Ref notices there's a Landmark in a neighbouring Hex, a Ruin. They rolled a prompt for this as part of their prep, noting that it relates to the Blade, a Myth not currently active in the Realm. The prompt for the Ruin was "crumbled bridge".

Ref: You can spot a bridge in the distance out in this direction, but you can't see the details from this far away.

The players decide to head toward the bridge, arriving in the next Phase of the day.

Ref: Okay, so the bridge spans a mostly dried up stream and has collapsed, the centre now a heap of rubble.

Ref turns to the Blade myth to look for a hint to place here. They decide to use "Ilglamvent", one of the names given for the Blade.

Ref: In amongst the rubble you can see a large block. There's something carved on it, covered in red moss.

Tal: I'll carefully scrape it off with my dagger, trying to see the carving.

Ref: It's faint but you can just make out the shape of a sword, the word "Ilglamvent" written down the length of its blade.

Tal: Huh.

Moss: I'll look through the rubble. Maybe there's a sword down here?

Ref: Yeah you dig through but there doesn't seem to be anything of note.

Moss: Right. Hm.

Ref: So where next?

THOUGHTS

Where Myths and Holdings generally act as the major features within the Realm, Landmarks tend to have a more understated place in the game.

Ruins in particular can feel almost out of place, offering a glimpse at a Myth that won't actually be used in the Realm as it stands. The intent is to hint at a wider and older world, and as we see here it can create moments that border on anticlimactic.

I don't think this is something to be feared. These moments of relative calm can be a welcome change of tempo. I like that Ref allows the moment to play out before giving the players a gentle nudge to move on, asking them where they want to go next.

Ref did just about enough preparation here, rolling the Ruin's Myth ahead of time and choosing a prompt for its general description. They could have gone further and worked out how the bridge tied in to the Blade, but they were able to improvise this just fine.

If they found themselves stuck, unable to draw a connection between the Ruin and its Myth, then I'd encourage them to take a more relaxed approach. Maybe for now this bridge is just a bridge, no Myth connection at all. It still acts as a point of interest, a literal landmark to help with navigation.

They could also place a person near to the Ruin, giving them knowledge of the related Myth. Perhaps a wandering pilgrim is seeking the Blade, but nobody in this Realm has heard of it. Anything that helps the world feel large or old would work.

Folklore

PLAY

The Company are staying in the Holding of a friendly ruler. After dinner they are left to their own devices for a while. They have already encountered one Omen of the Child.

Ref: Okay, what are you both doing?

Tal: The ruler here seems friendly enough, but I'll see if anybody else looks keen to talk.

Moss: I'll ask around to see what people know about the Child.

Ref: Okay, Tal, as you're moving around the hall a Knight strides over. You've not met them before, they're...

Ref rolls on some Spark Tables to get an idea of their appearance.

Ref: He looks sort of soft-bodied for a Knight, a tattered cloak over his patchwork mail. He speaks in a whispered tone.

Ref rolls a random Myth of the Realm for this Knight to know about, getting the Shadow.

Ref: "Greetings, Knight. Have you come from the north?"

Tal: Erm... (*she checks the map*) no, we've ridden in from the east.

Ref: "Well, take my word for it, if you're heading north then don't look too closely into the shadows. A sorrowful presence lurks there. My brother-in-arms has already been taken by its melancholy."

Tal: Is this something to do with the Child?

Ref: He doesn't seem to know anything about the Child. He explains that he's recently arrived in the Realm. He also describes the location of a Monument he passed on the way, the mausoleum of a nameless Knight.

Ref points to the Monument's location on the map, a few Hexes north of the Holding.

Tal: Great, that's useful.

Moss: Yeah, do I have any luck?

THOUGHTS

Non-player characters can be useful in different ways. They can offer hospitality, equipment, remedies, military aid, new positions in a Council, or even a Holding to rule. Whoever they are, most people are also able to offer the resource of knowledge, as detailed in the Folklore section of the rules.

We can see the importance of this here, with Moss actively seeking information and Tal being more passive. I like that Ref gives Tal this useful information even though she didn't explicitly ask for it. When it comes to Myths I like to ensure they're worked into the conversations happening all across the Realm, even if the character is a new arrival.

Ref gives some very vague knowledge of the Shadow here. They could have had the Knight outright explain an encounter with the Shadow, or one of its Omens, but the key is that they wouldn't know the inner workings of the Myth. That level of knowledge is restricted to Seers, and is the basis for their powerful position within the society of the Realm.

Ref could have gone further here, and had Tal meet the actual Knight described in the Myth. One Omen describes a sorrowful Knight, lashing out at passers-by, and they could have presented this character to the Company, appearing before their sad fate.

They could go in another direction, replacing the Knight described in the Shadow's Omen with this new Knight who Tal has just met.

Instead, Ref takes the more straightforward option of having the Knight who Tal meets simply having a connection to the Knight that will appear in a later Omen. Still effective, but it's always good to consider other options.

Omens

PLAY

The Company are travelling through a barren tundra during winter, facing dire weather at every turn. Ref makes a Wilderness Roll and gets a 1, rolling for a random Myth from elsewhere in the Realm. They roll the Forest, of which the Company have already encountered the first five Omens. This means they'll encounter the sixth and final Omen.

Ref: Okay... hm...

Ref fumbles slightly, as the previous omens had all been encountered in areas with plenty of trees, an easy fit for the Forest.

Ref: A bitter mist rolls over the tundra again, chilling your faces. Through the mist you can see shapes. It looks like a forest.

Moss: I thought this whole area was a sort of frozen wasteland?

Ref: Yeah, it was.

Tal: Oh, I bet this is something to do with the Forest, right?

Moss: Yeah, shall we go in?

Tal: I think we should! We're meant to be "seeking the Myths" after all.

Moss: Okay, let's carefully go in.

Ref: As you enter the mist begins to clear. The air even feels warmer. Looking around, you feel like you're in the middle of a deep forest, despite having only walked a few paces into the trees.

Moss: At least it's warm.

Ref: A towering figure stands boldly between the trees. Their body is thick, writhing wood, knotted and gnarled. Their hands are like great clawed roots. The imposing creature looms over you. What do you do?

THOUGHTS

Remember that Myths operate under their own rules, and they don't need to follow the usual laws of reality.

This means situations like this one, where a Myth's Omen feels an odd fit for the current situation, can easily be woven into the ongoing story.

It helps that, in general, the players *want* to find Omens and resolve Myths, as this is the main way that they gain Glory. Besides, the nature of Omens is that they're all going to happen eventually, so being caught off-guard by one isn't a huge problem.

I like that Ref doesn't try to contradict their previous description of the area. The wasteland was just as frozen and inhospitable as they had previously described, and now it's miraculously transformed into a thick forest.

One of the reasons that Knights tend not to have magical-feeling abilities is that I want the world to feel more magical than the people within it.

You'll be exploring a mystical land, and while you'll sometimes benefit or suffer at the hands of its magic, you'll never quite understand or control it yourself.

This is perfect for handling these moments, but should never be done at the cost of the previously established fiction of the game.

When they enter the woods, Ref jumps straight into the encounter with the Fearmonger in their true form. This is fine, but there was also an opportunity to have the players explore this strange place a little before the Fearmonger shows themselves. It would give a little more weight to the fact that the Forest manifested so suddenly, allowing the players to take that in for a moment before thrusting them into a high-stakes situation.

Mapping a Realm

PLAY

Ref is preparing a new Realm for the Company to explore. They're using a piece of hex mapping software and following the guidance in the Creating a Realm section.

They want this Realm to be an isolated island, so instead of the recommended 12x12 grid they use a 6x6 grid. They figure this will work if they just divide any recommended quantities by four, as there are only a quarter of the normal amount of Hexes.

They decide not to use the Spark Tables to generate the terrain types, as they already have some ideas for the map. They draw a cluster of mountains in the centre of the island, a swamp covering the western half, and a scattering of forests and hills on the eastern half. They draw a few Barriers where it feels appropriate.

They want the island to be caught in a dispute between its two Holdings, both claiming to be the Seat of Power. They place the Holdings on opposite sides of the island.

Two Myths instead of the usual six feels about right for this smaller Realm, so they place them at far points of the island. They decide that a single Landmark of each type also feels right, scattering them around. They decide to add an extra Hazard and an extra Curse, just to make the island feel more hostile.

The island looks pretty good, but Ref doesn't have a clear idea of the two conflicting rulers. They head to the Spark Tables section of the book and roll on some of the "People" tables.

The first set of results gives a hard appearance, elegant dress, soothing tone, blunt manner. Some juxtapositions there. Perhaps a Knight hardened by a life of conflict, now doing their best to be a diplomatic ruler.

The second gives a melancholic demeanour, interest in Myths, and "distant mentor" as their relationship to the other ruler. Maybe this ruler is actually a Seer. Perhaps a former Seer, having lost their sight, now struggling with ruling a Holding.

THOUGHTS

The procedure for creating a Realm is a useful starting point for any game, but sooner or later a Referee is going to want to break some of those rules. This is absolutely encouraged, and here we see Ref creating a Realm that still draws on the tools and guidance available, but also allows them to indulge in their own creativity.

A smaller Realm can be a fun change from the larger maps that the standard procedure creates. I've also had success with a Realm made up of a large ocean dotted with tiny islands, or a much wilder Realm with just a single Holding and more hostile Landmarks.

We see that Ref starts off discarding most of the tools, creating the parts of the Realm for which they already have a clear vision. When they reach an area that they don't already have ideas for, the Spark Tables give just enough to get their imagination flowing, prompting some unexpected results.

This is a balance that every Referee will find for themselves.

If they rely purely on the procedures and tables in the book then they're missing an opportunity to inject their own ideas into their world.

If they use only their own ideas then they may find themselves sticking too closely to what they already know.

Taking an unexpected result of a Spark Table, like those seen in this example, and using your own imagination to explain them allows you to create a Realm in your own style, while still pushing yourself outside of your comfort zone.

This is shown in Ref's idea of a former Seer now being a ruler. Nothing from the Spark Table explicitly mentioned this, but it gave Ref just enough of a nudge to create the idea for themselves.

Between Ages

PLAY

Ref and the players are sitting down for their first session in a while.

Ref: Okay, so I thought rather than trying to pick up where we left off we could move into a new Age. This is generally twenty years or so, advancing you both from being Young Knights to being Mature, in your prime!

Moss: Oh right, we might improve our Virtues here, I think.

Ref: Yeah, you can reroll each of your Virtues on d12+d6, keeping the new result only if it's higher than your current score.

The players both do this, improving some of their Virtues.

Moss: Hey, my Vigour went from 6 to 18!

Tal: What!? That can't be right.

Ref: Remember, this has been decades since we last saw the characters. Moss, think of what might have happened to cause you to improve your Vigour so much.

Moss: Well it was pretty bad before. I guess I started out kind of soft and have been hardened by all these years as a Knight.

Ref: Yeah makes sense. Now you also both choose a Pursuit.

Ref shows them the Pursuits list and each player chooses one.

Ref: Now I did some rolls before we started to see how things have changed around the Realm, but you'll have to discover that for yourselves.

Tal: Wouldn't we know how things are going?

Ref: Right... well, I'll give you a brief overview, but let's say that you've spent the last few years away from the Realm, returning now to see what's happened.

Ref gives them a very broad description of what's changed in the Realm, who rules each Holding, but leaves it very vague.

Ref: Okay, let's work out where you start.

THOUGHTS

Advancing the game to the next Age can be daunting, leaving a narrative gap of a few decades and sometimes having the characters go through dramatic changes, like we see here with Moss.

This should be embraced rather than feared, and Moss seems happy enough to justify their sudden surge in Vigour when Ref reminds them that it wasn't all that sudden in the fiction of the world.

We see there's a slight disconnect between the knowledge of the players and their characters. Ref is clearly excited for the players to go and explore the Realm, seeing what's changed, but Tal points out that the Knights would probably already know many of these things.

Saying that the Knights have been absent from the Realm is a decent fix for this, but Ref could also have the players ask the questions they want to know. Maybe even make a game of it, saying that they can each ask three questions, representing that their Knights wouldn't know of every happening in every corner of the Realm.

Giving them a surface level overview of the whole Realm might be excessive, when it's likely that they just want to know about some of the non-player characters they're invested in.

It's another good example of the power of just asking the players what they want, instead of trying to second-guess them.

Council & Court

PLAY

Ref: Okay, Tal, now that you're the rightful ruler of Raider's Gate you'll want to assemble a Council.

Ref outlines the positions of Steward, Marshal, Sheriff, and Envoy.

Tal: Okay, Moss, are you up for being the Marshal? Getting the soldiers into shape?

Moss: Yeah, of course.

Ref: Yeah that works. Now even though you proved the previous ruler, the Chain Knight, as an enemy of the Realm, the Steward who served under him is still here. She's Medryn, very formal and professional. You can kick her out of her seat or keep her on.

Tal: Let's keep her on for now, but we'll keep a close eye on her. I'll go and talk to her properly a little later.

Ref: Well security is also part of the Sheriff's job, watching for threats inside and outside your walls. Who are you appointing there?

Tal: Needs to be somebody we trust.

Moss: I don't think I trust anybody around here anymore.

Tal: Okay... can we leave the seat vacant just for now while we decide?

Ref: We can talk about it some more, but I definitely wouldn't leave your Realm without a Sheriff unless you want to invite trouble!

Tal: Argh, okay. Hey, what about that guy who was guarding the tower we found?

Moss: Yeah, he helped us out.

Tal: Okay, he was over here, right?

Tal points at a landmark a few Hexes away.

Tal: Can I like... send a rider out to summon him or something?

Ref: Of course, you're the ruler now!

THOUGHTS

Like so many other parts of the game, ruling a Holding is at its best when the players have enough information to prompt difficult decisions with impactful consequences.

Assembling the Council is a good opportunity for this. As we see here, it's a chance to introduce new characters or elevate previously encountered people into a more prominent role.

Focusing Holding management on the Council has a few beneficial effects. Firstly it keeps the spotlight on interactions with characters rather than the fine details of economics and infrastructure. You can decide that you want to collect more taxes, or change the armament of your warbands, but doing so requires going through your Steward or Marshal respectively, keeping those relationships at the forefront.

This is most effective when a ruler's Council and Court are both populated by a dynamic cast of characters. Here a Referee can create a messy web of ambitions and quarrels for the ruler to attempt to keep in order. A combination of Spark Tables and Luck Rolls can give some useful prompts for this.

If one of the Knights ends up ruling a Seat of Power, then the rulers of each Holding become an additional layer of relationships to manage on top of this.

I like to ensure that the ruler still gets a chance to go out and be a Knight, letting their Council manage things in their absence. This can be encouraged by reassuring the player that Knights are expected to delegate rule to their Steward in order to continue fulfilling their Oath. If a Knight gets too bogged down in politicking from their castle then word begins to spread that they've grown soft or renounced their Oath to "seek the Myths". That should give them a nudge toward adventure.

Crises

PLAY

Tal and Moss return to Raider's Gate after a few weeks visiting a foreign Realm.

Ref: Okay, so as you ride to the gate a sentry notices you and shouts an order to open up. The portcullis creaks upward, allowing you to ride into the courtyard. A horn sounds, and another sentry scrambles to quickly pull your banner up, hanging proudly above the hall.

Tal: Nice to see the place is still standing.

Ref: Sure, but let's see what's been happening while you were away. Roll a d6.

Tal rolls 3, scoring a Dilemma. Ref rolls two Crises for Tal to choose from, getting Chaos and Doubt.

Ref: Hmm... okay... As you enter the hall you're greeted by your Council, and the Steward gives you an overview. She explains that the coffers are full, the harvest looks good, but there are whispers of an uprising in the Realm, in both field and Court.

Tal: What for??

Ref: She beckons to the Sheriff who explains that these things are usually started by somebody who wants to seize the Holding for themselves. He has a few agents that he can send out to nip it in the bud, but he'll need to focus on the dissent in the Court or out in the wider domain. You'll have to investigate the other yourselves.

Moss: Well we know most of the people in Court, right? I think we could handle that side ourselves.

Tal: Yeah. I tell him to send his agents out to speak with the Vassals and I'll investigate the dissent inside these walls.

Ref: Great, he heads off to start work on that. How are you starting your own investigation?

Tal: Do we have a dungeon?

THOUGHTS

Crises need to walk a fine line between creating interesting problems for the players to solve without becoming an annoyance that makes the Knights never want to leave their Holding, or reluctant to return when they do.

It's a small, unrelated detail, but here I like that Ref doesn't just cut to the Knights sitting in Court. They've been away in a distant land for weeks, so it's nice to indulge a little in the feeling of returning home.

Early on, Ref faces one of the more difficult prompts, creating a Dilemma between two Crises, in this case Chaos and Doubt.

Exactly how the choice will present itself is left to the Referee's discretion, so here their Sheriff is able to resolve one of the Crises while the other is left to be handled by the Knights personally.

The Dilemma could be presented in a less direct way. Perhaps a lowly Vassal comes to Court to challenge the ruler's authority. Allowing them to do so could spread Doubt within the Court, whereas dealing with them too harshly could cause Chaos through a popular uprising.

Improvising these in the middle of a game can be challenging, so if Ref struggled with this they might prepare the outlines of a few Dilemmas ahead of the next session, keeping them on hand for if they're needed.

Remember that any part of the game is only worthwhile if it's serving the type of game that the group wants to play. If the constant presence of Crises begins to wear the players down then mix it up. Shift the focus to some specific interpersonal drama with Court, or have a new Myth rise to prominence. The Crisis system is just one way to make rulership challenging, and Referees should feel free to experiment with other methods.

Delving into Tomorrow

Mythic Bastionland follows on from the games *Into the Odd* and *Electric Bastionland*, which explore the world's industrial and electric eras respectively. Yet unwritten games may explore other eras and areas.

The games are built on the same rules, with key differences noted opposite. These aren't exhaustive lists, but highlight some important things to keep in mind.

It's completely viable to take characters or content from one game to another, with the following guidance:

- Use the content of the game you're playing as a guideline for conversion. If you bring a rifle from *Electric Bastionland* into the world of *Mythic Bastionland* then look at how much damage a crossbow does and boost it a little from there.
- Capture the spirit of the content or character that you're converting, rather than worrying about finding the perfect numbers. *Mythic Bastionland*'s Virtues mostly line up with the Ability Scores of the other two games, but sometimes it's better to assign a value that feels right.
- Use as much of each game as you like. *Into the Odd* characters might learn the Feats from *Mythic Bastionland*, continuing to use them even when they return to that industrial setting.
- Use as little as you like. If those same *Into the Odd* characters are playing in a horror-themed scenario then perhaps the heroic Feats aren't a good fit.
- If you're feeling overwhelmed then just take the system you're most familiar with and use that for everything. You can play a game of *Into the Odd* exploring both *Electric* and *Mythic Bastionlands* without touching any of the new rules. The players will remember the worlds they explore much more than the specific set of rules that they used.

INTO THE ODD

- The game that both of the others are built upon, and the simplest overall.
- It's easy to be swamped by enemies when they outnumber you.
- Arcana are powerful devices with a single useful ability.
- Characters gain Hit Protection by completing expeditions and later training an apprentice.

ELECTRIC BASTIONLAND

- Multiple attackers roll and keep the single highest die, making outnumbering less deadly than in *Into the Odd*.
- Scars can occur in combat, often improving the victim's maximum Hit Protection.
- Arcana are renamed as Oddities and Willpower is replaced by Charisma.

MYTHIC BASTIONLAND

- Uses Virtues in place of Ability Scores, each recovered by different methods.
- Guard is the new name for Hit Protection but functions in the same way.
- Feats and Gambits create more in-depth combat rules.
- Armour can be layered, so Armour values are generally higher.
- Because of the above, Damage is a touch higher across the board.

THE TRUTH OF IT ALL

How are these worlds connected?

Do they form a linear timeline from a medieval age up to a late modern period?

Is there just one true setting, the others just stories told by its inhabitants?

Do they exist simultaneously, characters able to wander from one age to another if they know the way?

Yes.

Index

- Action Procedure, 16, 182
Afternoon, 17
Ages, 17, 203
Armour, 12
Artillery, 11
Attacks, 8, 185
Barriers, 14, 18
Beasts, 12
Blast, 8
Bonus Attack Dice, 10, 188
Camping, 18
Character Creation, 7, 177
Circle, 20
Clarity, 7
Council, 20, 204
Court, 20, 21, 204
Crises, 20, 205
Cruise, 18
Curses, 14
Damage, 8, 189
Days, 17
Death, 8, 195
Deny, 10
Dire Weather, 18
Domains, 20
Duelling, 10
Dwellings, 14
Electric Bastionland, 206
End of Session, 16
Exhausted, 9
Exploration, 19, 183
Exposed, 8, 9
Failure, 16
Faith, 13
Fatigue, 10
Feats, 8, 10, 185
Focus, 10
Folklore, 19, 200
Gallop, 18
Gambits, 10, 186
Glory, 6
Guard, 7
Harvest, 17
Hazards, 14
Hefty, 12
Hexes, 14
Holdings, 14
Hospitality, 18, 198
Impact, 16
Impaired, 8, 9
Improvisation, 16
Into the Odd, 206
Jousting, 10
Knights, 7, 13, 26
Landmarks, 14, 18, 199
Life, 17
Local Mood, 18
Long, 12
Luck Roll, 16
Mature, 17
Misrule, 20
Monuments, 14
Morale, 10
Morning, 17
Mortal Wounds, 8
Mounted Combat, 10
Myth Hex, 14, 18, 27
Myths, 13, 27
Night, 17
Oath, 7
Old, 17
Omens, 18, 201
Phases, 17
Poisons, 12
Primacy of Action, 16, 179
Ranged Combat, 10
Rank, 6
Reaction, 8
Realms, 13, 14, 202
Recovery, 9
Recruitment, 11, 21
Remedies, 9, 12
Ruins, 14
Sanctums, 14
Saves, 8
Scars, 9
Scope, 6, 176
Searching, 19
Seasons, 17, 192
Seat of Power, 14
Seers, 13
Services, 13
Shieldwall, 10
Ships, 11
Siegery, 11
Sites, 15
Sleep, 18
Slow, 12
Smite, 10
Spark Tables, 22-25
Spearwall, 10
Spirit, 7
Spring, 17
Squires, 7
Start, 6, 176
Structures, 11
Success, 16
Succession, 17, 21
Supplies, 18
Surprise, 8
Taxes, 21
Tools, 12
Trade, 12, 193
Travel, 18, 197
Travelling Blind, 18
Trek, 18
Turns, 8
Unarmed Combat, 10
Vagabonds, 13
Vassals, 13
Vigour, 7
Virtue Loss, 9
Virtues, 7, 8, 196
Vision, 19
Warbands, 11, 191
Weapons, 12, 194
Wilderness Roll, 18
Winter, 17, 18
Worthiness, 6
Wounds, 8
Years, 17
Young, 17

At endmost of days, my nothing awaits
No treasure or famehood from seerbound fates
A sorrid life wasted on gutsodden ground
Drowned in pyresmoke of tomorrows unfound

What of the city? What of the call?
Mine ears now ring clearly, unfettered by all
In greyhood those troubles are shed like a blossom
To fall into ground as my deeds go forgotten

Yet, more is unmade than my own petty story
Stellestian watchers care nothing for glory
The waters bescattered, the land torn to waste
Sky shriken past me with unearthly haste

Beyond flares of man glow the gleamers o'high
Lanterns as gods that see myth as a lie
I witness the folly of old battles fought
Only stars now, the City is naught

Nature

LAND		SKY		WATER	
Character	Landscape	Tone	Texture	Tone	Texture
1 Barren	Marsh	1 Glittering	Aurora	1 Crystal	Silk
2 Dry	Heath	2 Violet	Haze	2 Teal	Ripples
3 Grey	Crags	3 Sapphire	Marble	3 Pearlescent	Abyss
4 Sparse	Peaks	4 Pale	Glow	4 Mucky	Churn
5 Sharp	Forest	5 Fiery	Billows	5 Cobalt	Froth
6 Teeming	Valley	6 Ivory	Swirl	6 Verdant	Mirror
7 Still	Hills	7 Slate	Streaks	7 Frosted	Surge
8 Soft	Meadow	8 Pink	Dapple	8 Dark	Glass
9 Overgrown	Bog	9 Golden	Rays	9 Verdigris	Surf
10 Vivid	Lakes	10 Bloody	Pillars	10 Silver	Rapids
11 Sodden	Glades	11 Bright	Shimmer	11 Emerald	Spray
12 Lush	Plain	12 Inky	Swells	12 Jade	Bubbles

WEATHER		FLORA		FAUNA	
Description	Element	Nature	Form	Nature	Form
1 Gentle	Rain	1 Aromatic	Grasses	1 Watchful	Ungulates
2 Fleeting	Gusts	2 Ashen	Heather	2 Helpful	Songbirds
3 Persistent	Cloud	3 Blooming	Shrubs	3 Graceful	Canines
4 Bright	Sunlight	4 Twisted	Brambles	4 Loud	Rodents
5 Thin	Mist	5 Towering	Canopy	5 Mischiefous	Amphibians
6 Cool	Humidity	6 Fruitful	Ferns	6 Deceitful	Insects
7 Hot	Thunder	7 Stinging	Trunks	7 Enlightening	Felines
8 Solid	Dust	8 Vibrant	Vines	8 Placid	Reptiles
9 Dull	Warmth	9 Brittle	Conifers	9 Beautiful	Hawks
10 Faint	Drizzle	10 Thorny	Saplings	10 Mighty	Mustelids
11 Abundant	Breeze	11 Sturdy	Reeds	11 Hostile	Fowl
12 Harsh	Fog	12 Resinous	Roots	12 Aloof	Bears

FEATURE		WONDER		OTHERWORLD	
Nature	Form	Theme	Element	Character	Landscape
1 Buried	Brook	1 Pleasure	Light	1 Acidic	Flats
2 Colourful	Seat	2 Secrets	Flames	2 Black	Labyrinth
3 Adorned	Pit	3 Prophecy	Stones	3 Smoke	Ruins
4 Spiked	Cave	4 Healing	Beasts	4 Frozen	Stairs
5 Split	Monolith	5 Desire	Sparks	5 Dead	Desert
6 Entombed	Mound	6 Memory	Trails	6 Broken	Craters
7 Reflective	Cairn	7 Death	Mist	7 Colossal	Cavern
8 Veiled	Pond	8 Strength	Colours	8 Living	Jungle
9 Hot	Waterfall	9 Temptation	Plants	9 Burning	Dunes
10 Drowned	Spring	10 Pain	Wind	10 Sludge	Tunnels
11 Desecrated	Arch	11 Regret	Water	11 White	Island
12 Isolated	Henge	12 Time	Shadows	12 Sweet	Mountain

Civilisation

HOLDING		BAILEY		KEEP	
Style	Feature	Style	Feature	Centrepiece	Decor
1 Dark	Turrets	1 Filthy	Market	1 Hearth	Antlers
2 Ruined	Tower	2 Abandoned	Forge	2 Throne	Silver
3 Hostile	Wall	3 Joyous	Library	3 Musicians	Heraldry
4 Ancient	Battlements	4 Sophisticated	Fountain	4 Pool	Bones
5 Ornate	Citadel	5 Industrious	Temple	5 Advisers	Flowers
6 Wild	Gate	6 Humble	Forum	6 Servants	Scripture
7 Pristine	Spire	7 Majestic	Tomb	7 Shrine	Jewels
8 Fortified	Dome	8 Hallowed	Garden	8 Table	Wreaths
9 Unfinished	Beacons	9 Rustic	Hall	9 Reliquary	Candles
10 Welcoming	Bridge	10 Solemn	Workshops	10 Cauldron	Fur
11 Proud	Pillars	11 Bustling	Arena	11 Chandelier	Tapestries
12 Bright	Moat	12 Immaculate	Garrison	12 Guards	Shields

FOOD		GOODS		LUXURIES	
Quality	Type	Theme	Type	Rarity	Type
1 Spiced	Fish	1 Military	Textile	1 Antique	Jewel
2 Herbal	Fruit	2 Abundant	Livestock	2 Intricate	Wine
3 Crunchy	Stew	3 Traditional	Grain	3 Unique	Spice
4 Sour	Mushrooms	4 Specialist	Mead	4 Scarce	Fragrance
5 Dry	Pie	5 Industrious	Tools	5 Hazardous	Silk
6 Fermented	Cheese	6 Innovative	Stone	6 Flawless	Fur
7 Salted	Nuts	7 Secretive	Wood	7 Luminous	Artwork
8 Wet	Cake	8 Simple	Pottery	8 Lost	Sword
9 Fatty	Porridge	9 Strong	Metal	9 Esoteric	Creature
10 Chewy	Bread	10 Decorated	Leather	10 Sacred	Ore
11 Sweet	Vegetable	11 Fine	Honey	11 Mythical	Root
12 Mild	Meat	12 Lucky	Herb	12 Beautiful	Scripture

DRAMA		WOE		NEWS	
Theme	Detail	Description	Incident	Subject	Mood
1 Betrayal	Brawl	1 Secretive	Disease	1 Duel	Pensive
2 Jealousy	Poison	2 Violent	Famine	2 Birth	Joyous
3 Rivalry	Oath	3 Looming	Raids	3 Market	Content
4 Infidelity	Feast	4 Suddenly	Invasion	4 Trial	Divided
5 Coup	Letters	5 Ongoing	Abduction	5 Ritual	Furious
6 Ambition	Disguise	6 Prophecised	Storm	6 Mercenaries	Sceptical
7 Redemption	Inheritance	7 Mysterious	Fire	7 Festival	Adoring
8 Revelation	Assassin	8 Sanctioned	Revolt	8 Tournament	Nostalgic
9 Wrath	Family	9 Unseen	Exodus	9 Punishment	Unified
10 Greed	Alcohol	10 Vast	Beast	10 Performance	Bleak
11 Banishment	Blackmail	11 Escalating	Killing	11 Death	Solemn
12 Manipulation	Gold	12 Concealed	Theft	12 Marriage	Optimistic

People

APPEARANCE		VOICE		PERSONALITY	
Physique	Dress	Tone	Manner	Demeanour	Interest
1 Delicate	Armoured	1 Whispering	Formal	1 Cautious	Botany
2 Short	Tattered	2 Soothing	Poetic	2 Spiritual	History
3 Robust	Vibrant	3 Smooth	Precise	3 Intellectual	Music
4 Hard	Crude	4 Flat	Intense	4 Ambitious	Gambling
5 Haggard	Eclectic	5 Mumbled	Rambling	5 Serene	Animals
6 Cold	Traditional	6 Weak	Detached	6 Righteous	Art
7 Warm	Comfortable	7 Strong	Passionate	7 Empathetic	Cookery
8 Youthful	Gaudy	8 Hesitant	Terse	8 Unstable	Craft
9 Soft	Drab	9 Melodic	Relaxed	9 Prying	Fishing
10 Sickly	Decorated	10 Gravelly	Blunt	10 Melancholic	Fashion
11 Tall	Functional	11 Erratic	Boisterous	11 Cynical	Hunting
12 Rough	Elegant	12 Booming	Friendly	12 Rash	Stories

RELATIONSHIP		DESIRE		TASK	
State	Connection	Ambition	Motive	Action	Subject
1 Adoring	Kin	1 Escape	Freedom	1 Investigate	Knight
2 Reluctant	Friend	2 Wealth	Love	2 Capture	Seer
3 Secret	Lover	3 Status	Legacy	3 Destroy	Vassals
4 Estranged	Spouse	4 Knowledge	Recovery	4 Transport	Livestock
5 Hateful	Supporter	5 Mastery	Revenge	5 Retrieve	Monument
6 Distant	Ally	6 Heirloom	Duty	6 Mend	Gold
7 Harmonious	Rival	7 Marriage	Fear	7 Break	Ruin
8 Intimate	Successor	8 Truth	Guilt	8 Guard	Animals
9 Recent	Mentor	9 Travel	Recognition	9 Aid	Dwelling
10 Sworn	Peer	10 Power	Defiance	10 Salvage	Holding
11 Tumultuous	Enemy	11 Security	Curiosity	11 Conceal	Bridge
12 Resentful	Guardian	12 Forgiveness	Hatred	12 Hunt	Warband

BACKGROUND		AILMENT		HERALDRY	
Upbringing	Memory	Descriptor	Symptom	Palette	Symbol
1 Deprived	War	1 Hidden	Insomnia	1 Light	Beast
2 Pious	Migration	2 Mild	Migraines	2 Hot	Bird
3 Outcast	Riding	3 Intermittent	Arthritis	3 Earthy	Fish
4 Military	Study	4 Growing	Nausea	4 Rich	Weapon
5 Insular	Exile	5 Medicated	Fixation	5 Metallic	Crown
6 Nomadic	Joy	6 Denied	Blindness	6 Brilliant	Tree
7 Drudgery	Sickness	7 Unexplained	Deafness	7 Grey	Flower
8 Mercantile	Escape	8 Constant	Melancholy	8 Jewelled	Bodypart
9 Feral	Injury	9 Diminishing	Shaking	9 Subdued	Structure
10 Prestigious	Friendship	10 Permanent	Frailty	10 Airy	Ring
11 Academic	Execution	11 Debilitating	Coughing	11 Cold	Tool
12 Pampered	Romance	12 Obvious	Lethargy	12 Dark	Star

CONFLICT		DUEL		BATTLEFIELD	
Dispute	Status	Stipulation	Twist	Feature	Detail
1 Border	War	1 Joust	Timed	1 River	Smoke
2 Religion	Raids	2 Swords	Pit	2 Ruins	Mud
3 Succession	Animosity	3 Partner	Bridge	3 Hill	Flies
4 Resource	Truce	4 Team	Immobile	4 Forest	Trenches
5 Debt	Skirmishes	5 Unarmoured	Maze	5 Lake	Tower
6 Betrayal	Standoff	6 Chained	Archers	6 Outpost	Boulders
7 Theft	Occupation	7 Blood	Fire	7 Pass	Flowers
8 Conquest	Stalemate	8 Death	Beasts	8 Farm	Streams
9 Marriage	Blockade	9 Surrender	Mud	9 Trail	Thorns
10 Deceit	Tension	10 Judged	Night	10 Bridge	Stink
11 Waterway	Forgotten	11 Blunt	Water	11 Wall	Ravine
12 Bloodfeud	Negotiations	12 Javelins	Cage	12 Dwelling	Tombs

DEPLOYMENT		STRATEGY		EVENT	
Style	Formation	Plan	Twist	Subject	Event
1 Aggressive	Line	1 Encircle	Darkness	1 Allies	Collapse
2 Mobile	Column	2 Capture	Reserves	2 Morale	Attack
3 Tight	Chevron	3 Assault	Diversion	3 Weather	Slaughter
4 Deceptive	Ranks	4 Harass	Betrayal	4 Terrain	Stalemate
5 Shielded	Square	5 Pillage	Artillery	5 Strategy	Stall
6 Rigid	Circle	6 Outlast	Camouflage	6 Discipline	Falter
7 Flexible	Flank	7 Ambush	Bluff	7 Animal	Sabotage
8 Open	Skirmish	8 Overwhelm	Delay	8 Opportunists	Scatter
9 Focused	Block	9 Blockade	Decoy	9 Deception	Charge
10 Dispersed	Square	10 Divide	Bait	10 Leader	Confusion
11 Reinforced	Wedge	11 Focus	Sacrifice	11 Loot	Worsening
12 Defensive	Scatter	12 Counter	Fire	12 Weapons	Discovery



A COMPLETE ROLEPLAYING GAME



Seek the Myths
Honour the Seers
Protect the Realm