

# HOUSE MOVES

## Hold Together

*When your House must resist hardship, temptation or infighting*, roll +Mood. On a hit you mostly remain OK; pick 1.

- You lose people to harm and/or desertion. Get Need: Recruits.
- Another House or Faction came through to help you out. Give them Influence over you.
- The danger hasn't passed so much as shifted into a different, more manageable problem. Say what it is.

On a 10+ you are brought close together by the trial; gain Surplus: Morale in addition to the above results.

## Read the Wind

*When you call on your House's agents and allies*, roll +Reach and ask one of these questions:

- How do we get access to [a location, item or VIP]?
- How do we get Surplus: \_\_\_\_?
- What are the movements of [a particular group]?
- What's happening in [a particular region]?

On a hit you get an answer to your question, and on a 10+ you can mark the map with a sign of your answer. On a 7-9, choose one of the allies you consulted to mark the map instead.

## Claim by Force

*When you direct your House to seize or maintain control of a resource*, roll +Grasp. On a hit it's theirs, but not without cost. On a 7-9 choose two of these; on a 10+, choose one:

- It's not completely yours yet. The forces you used must stay here until the start of the next season. If they leave (or are removed) before then, you lose control of the resource.
- There is a cost to your victory. Your House gets a Need of the GM's choice.
- You cause chaos and suffering; raise Turmoil.

## Subterfuge

*When your House infiltrates other factions*, say what they try to do:

- They make a resource appear more or less desirable.
- They cause a scandal within a House's organisation.
- They remove any trace of your own involvement in an action; you may frame someone else in their place if you wish.
- They sabotage a particular asset, making it fail at a moment of your choosing.

Roll +Sleight. On a hit, they do it. On a 7-9 pick one:

- They must move slowly to act with subtlety, and so the chosen effect will only occur at the start of the next season.
- The chaos and uncertainty raises Turmoil.

## Lend Aid

*When you involve yourself in the actions of a House you have Influence over*, lose Influence and pass them a dice to use as per advantage or disadvantage - your choice. If the dice you gave comes up the highest, regain Influence on them; if it's the lowest, the GM will say what misfortune you suffer.

## Call in a Debt

*When you call on a House you have Influence over*, lose your Influence and choose one:

- Gain Advantage on a move that targets them.
- Take a Surplus from them.
- Get them to back you up, fall into indecision, or protect something important.

If a player House refuses your request they must **HOLD TOGETHER**, with Disadvantage on the roll if their Favour is below yours.

## Zoom In

*When you focus on the efforts of a particular House's agents*, say where you are on the map.

1. That House's player may request the aid of the Arbiter's agent.
2. The player who zoomed in says what they're there to do.
3. The GM describes details of the environment, or asks the players questions about it.
4. Other players may create or pick up quick characters to fill out the party.
5. Characters select gear according to their family's assets and the established fiction.
6. Begin play!

## Zoom Out

*When you return to the House level after spending significant time at the Character level*, each player whose character wasn't involved says what the character was doing instead, and gets fleeting advantage on their next House move capitalising on their Character's actions.

Move the calendar forward a few days or weeks, and ask each player what their House is now doing.

## Logistics

*When your House moves a surplus from one place to another, collects a dispersed surplus, or disperses a collected surplus*, pick one for each point of Mood below 0:

- GM says whose lands it must travel through. You'll need their consent to travel unopposed.
- It'll take a while - the process will finish at the start of the next season.
- The delivery stalls - GM says what's needed to get it moving again.
- You push yourselves to make it happen - gain a Need of the GM's choice.

## Finding a Surplus

*When your Character claims or creates a significant resource for your House*, add it as a Surplus.

## Right Cool For the Job

*When your House uses their resources to confront a crisis*, erase an appropriate Surplus and mitigate or resolve the problem.

## Flush with Resources

*When Mood would go over +3*, erase a Surplus and pick one:

- You trade it for information. Ask the GM one of the questions from **READ THE WIND**, and you're in a great position to take advantage of it.
- Gift the excess to your allies. Gain advantage with Reach until the end of this Age.
- Make a show of power with a great celebration. Gain advantage with Grasp until the end of this Age.
- Finance a network of informants. Gain advantage with Sleight until the end of this Age.
- You invest in better equipment. Permanently unlock one more Asset option.

You can only pick each option once per age.

## Fall into Crisis

*When Mood would go below -3*, erase a Need and pick one:

- Someone takes advantage of your weakness: lose an important alliance or territory.
- Your House falls into infighting. Get disadvantage with Grasp until the dispute is resolved.
- Your House retreats into solitude. Get disadvantage with Reach until they are convinced out of isolation.
- Your House loses discipline and your contacts smell weakness. Get disadvantage with Sleight until you make a display of might and drive.
- Your old tools fail you. Permanently lose one Asset option.

You can only pick each option once per age.

# CHARACTER MOVES

## Disarm

When you use quick action or heroics to de-escalate a dangerous situation, roll +Bravery. On a 7-9, you've bought some time, but choose one:

- Safety demands a sacrifice - GM says what.
- It's only temporary safety, and the danger will soon return.
- The danger's still present but threatening someone or something else.

On a 10+ the situation is safe unless changed significantly.

## Fiercely Assault

When you use an appropriate weapon to hurt, capture or drive off your enemies, roll +Might. On a hit, you've achieved your goal - they're wounded, bound or fleeing. On a 7-9, you choose one and the GM chooses two; on a 10+, you choose two and the GM chooses one.

### Character list:

- Your avenue of escape is clear.
- You inflict savage, terrifying harm, and frighten your foes.
- You scavenge a useful piece of gear in the aftermath.
- You learn something useful: ask a question and get fleeting advantage acting on it.

### GM list:

- Something or someone important to you is harmed.
- Others will come after you.
- You take Harm appropriate to the enemy.
- The situation is destabilised and chaos will follow.

## Unearth Forgotten Lore

When you investigate a landmark or ritual from the past, roll +Lore.

On 7-9 ask one; on a 10+, ask two:

- Whose ancestors are most tied to it?
- What was it made to remember?
- What dangers is it hiding?
- How can I draw on this for power?

Get fleeting advantage acting on the answer.

## Find Common Ground

When you ask someone to do something for you, roll +Cunning. On a hit they'll do it if you meet their terms. On 7-9 their player picks two and both must be met; on a 10+ they pick one:

*They'll only do it if...*

- ...a third party vouches for you.
- ...they can add or remove specific things to the task.
- ...they can back out as soon as the task costs them anything.
- ...you reduce the threat you pose to them.
- ...you can give them something now that's worth it.
- ...you reveal your full agenda here.
- ...their faction gets influence on your House.

## Call For Aid

After failing to roll as well as you'd like, you may say what a character nearby can do to boost your efforts. If the group agrees, the helper says how they do it and rolls +an appropriate STAT.

If they get a hit, you increase your result by one category: 6- becomes 7-9, 7-9 becomes 10+.

On a 7-9, they also share in your move's consequences.

If they fail, your result drops to a 6- and they share in the consequences.

If the helping character has relevant Backstory with you, they take advantage while helping you.

## Learn a Ritual

When you learn a ritual, roll +Lore. On a 7-9, your tutor picks two conditions; on a 10+ they pick one.

- You can only use the ritual when in mortal peril.
- You can only use this ritual in a certain environment.
- You cannot use the ritual to affect a certain group of people.
- You must conduct yourself according to a particular virtue.
- You are forbidden from carrying out a particular action.
- Once a season, you must perform a particular action.
- You cannot teach the ritual to others.

If you learn a ritual without a tutor, (e.g. with UNEARTH FORGOTTEN LORE), your tutor is the land itself.

When you teach a ritual, you must include the conditions you learned it under (if possible).

## Enact a Ritual

When you perform a ritual of the land, say a thing you want it to do based on your understanding of it and roll +Lore. On a hit it does roughly what you want: on a 7-9 pick one Blessing, on a 10+ pick two.

### Blessings

- The magic does exactly what you desire - no more, no less.
- The magic is far more powerful than normal.
- The surge of power heals a Flesh Wound.
- Select two Banes: the GM cannot pick them.
- You gain fleeting Advantage.
- You gain an insight into your tutor's current state.

The GM picks one Bane, plus one for each broken condition your tutor gave you (see LEARN A RITUAL).

### Banes

- The land's power warps your body in some way.
- The land demands a small sacrifice from you.
- The land shows you something it thinks you need to know.
- The land's creatures avoid, attack, watch or crave you.
- The weather changes suddenly and dramatically.

## Duel

When you face down a matched foe in single combat, gain Hold equal to your Might score, plus one for each that is true:

- You are better equipped.
- You are avenging a grudge.
- The audience favours you.

As you duel, you and your opponents take it in turns to describe your actions and then pick a statement from the list below. Keep taking turns until the duel is over.

- *I desperately hunker behind my defences. Do you press the attack, or recover your breath?*
- *I charge in heedless of your attacks. I take a flesh wound; yield, or take a flesh wound.*
- *I try to put space between us. Do you sprint heedlessly after me, or advance carefully?*

### GAIN 1 HOLD BY PICKING ONE OF THESE:

- *I test your defences. Fall back, or reveal your full capabilities.*
- *I feint and you falter. Yield, or look foolish in front of our audience.*
- *I make an appeal for reason. Yield, or show how this must end in blood.*

### SPEND 1 HOLD TO PICK ONE OF THESE:

- *I get my weapon inside your guard. Yield, or take a flesh wound.*
- *I strike at your armaments. Yield, or I knock away a weapon or a piece of your armour.*
- *I take advantage of your existing wounds. Yield, or I either turn a flesh wound into a heavy wound, or turn a heavy wound into a deadly wound.*
- *I discover a second wind, and step down my most severe wound. Yield, or tell me what you most fear I'll do next.*

## Shake It Off

When you take cover or put space between you and a threat, heal any flesh wound. The GM says how the situation changes while you're distracted.

When you have a few hours of peace, heal all flesh wound slots.

## Professional Care

When you rest a few weeks in safety with access to a relevant Surplus, heal all heavy wounds. The GM says how the local area changes while you're being treated.

## Eulogy

When you bring a character's relic back to their House, you may spend time with them telling and being told stories of the deceased character's life and final moments. If you do, the House's player picks one:

- Your House gets Influence over theirs.
- Your character counts as a member of their House - mark a role representing this new relationship.
- Their next Character swears to perform a task of your choice.

# GEAR MOVES

## Prepare and Provision

When your House outfits your character, they can access special tools based on their circumstances. Start with your Assets, adjusted based on your character's gear move. Each of your Surpluses can be tapped to provide a relevant benefit:

- Gain a new piece of gear with one tag.
- Add a tag to a piece of gear for this mission.
- Get as many copies of a weapon, outfit or transport as needed to outfit the whole party.

Each option can be picked multiple times.

## Armoury

Every House can always outfit a character with a weapon with the *melee* tag:

**MELEE:** *This weapon can attack foes within a few yards.*

Here are the extra tags you might give weapons:

**FAR:** *This weapon can attack foes within eyesight.*

**BRUTAL:** *The weapon devastates and terrifies foes.*

**SILENT:** *The weapon doesn't draw attention to you when used.*

**HIDDEN:** *Carrying this weapon won't cause people to think you're dangerous.*

**SIERGE:** *The weapon can take on fortifications, but it needs a group of Followers with a relevant specialisation to operate it. Adds one of your tokens to the pot if you use it in PITCHED BATTLE.*

**NON-LETHAL:** *The weapon doesn't cause lasting damage and can help capture your foes.*

**MANY:** *Should you lose this weapon, you'll have others to hand.*

**ELEGANT:** *The weapon is impressive and flashy in use, and can circumvent crude defences.*

**HEIRLOOM:** *The weapon played a pivotal role in your House's history and give you Advantage on rolls to command and convince members of your House. If you lose it and don't recover it before we ZOOM OUT, your House must HOLD TOGETHER.*

**WEIRD:** *Something of the old lore of the land clings to the weapon, causing a spooky effect specific to the weapon.*

**CLEAVE:** *You can fight at full effect even when outnumbered.*

**DEFENSIVE:** *The weapon helps you defend yourself, or lets you carry a buckler or shield. Sacrifice this tag to intercept a blow hitting you or someone within arm's reach, negating all harm.*

## Outfits

Every House can always outfit a character with an outfit with either the *practical* or the *heraldry* tags:

**PRACTICAL:** *the outfit is unremarkable but can be easily repaired.*

**HERALDRY:** *the outfit displays your house affiliation boldly.*

Here are the other tags you might give outfits:

**REGAL:** *the outfit is impressive and eye-catching.*

**SUBTLE:** *the outfit helps you avoid notice. If you have cover or do not move, you will not be seen.*

**HARDY:** *the outfit helps you resist the elements - it negates disadvantage from cold, rain or dangerous weather, and gives you 1 Armour when those deal harm to you.*

**TOUGH:** *the outfit is reinforced against physical blows. It negates disadvantage stemming from physical impacts - hail, landslide, suppressing fire, etc - and gives you 1 Armour when you take physical harm.*

**MEDITATIVE:** *the outfit helps you centre yourself and focus your thoughts. It negates disadvantage stemming from distraction, intrusive thoughts and hauntings, and gives you 1 Armour when those deal damage to you.*

**MOBILE:** *You can move freely in the outfit, allowing athletic and acrobatic movements.*

**UTILITY:** *Pockets and carry-loops let you carry far more than you otherwise would.*

## Transport

The land is large, and characters benefit from methods to travel across it. In Free From the Yoke, your transport has one of three tags:

**MOUNT:** *An animal ridden by its passenger(s). Capable of intelligent and independent action, but can carry small loads.*

**DRAWN:** *A cart, wagon or sled drawn by animals. Slower than a mount and requiring a trained driver, but can carry larger loads.*

**SHIP:** *A vessel made to travel river, lake or sea. Both fast and able to transport large loads, but restricted in where it can travel.*

In addition, your transport may pick up these tags:

**DURABLE:** *The transport is resistant to harm. Gain advantage when you Disarm with it by enduring or powering through danger.*

**LUXURY:** *The transport is opulent and impressive. Time spent travelling on it counts as rest for the purposes of healing times.*

**SWIFT:** *The transport is nimble and rapid. Gain advantage when you Disarm with it by evading danger and acting fast.*

**MIGHTY:** *The transport can be used as a weapon (tags: Melee, Brutal). Gain Advantage when you Fiercely Assault a smaller-scale foe with it.*

**HULKING:** *The transport is much larger than other transports of its kind. It can carry many more passengers or cargo, but its size can make it slower and more cumbersome.*

**CANNY:** *The transport is much better able to control its movements than others of its kind. If it's a Mount, it gains a Follower tag. If it's Drawn or a Ship, it gains the same ability to control its own movements as a Mount.*

## Followers

Between a House acting in concert and a character acting alone there's a middle ground: sometimes a character gets help from a few House members or another small band. In these situations, you can treat the helpers as followers.

All Followers have at least one specialty tag, and perhaps more:

**ARTISANS:** *They can make or perform beautiful work.*

**ASTUTE:** *They're great at spotting hidden or ambiguous details.*

**DRILLED:** *They work well together in dangerous situations and will not panic or break.*

**GENIAL:** *They're great at getting others to open up or listen.*

**HARDY:** *They can endure a great amount of hardship.*

**HORDE:** *There's dozens of them, able to make use of weight of numbers.*

**ROGUES:** *They're skilled at thievery and running cons.*

**SCHOLARLY:** *They have vast knowledge and can decipher and use written texts.*

**SHADOWY:** *They're great at avoiding notice and appearing where they should not be.*

**SPIRITUAL:** *They have an instinctive connection with the land and its spirits.*

**STRONG:** *They can perform on physical labour: harvest, construction, clearing debris, etc.*

**THERAPEUTIC:** *They are skilled at healing humans and animals. With a few day's work, they can remove a Heavy Wound.*

**VICIOUS:** *They're skilled at using violence. In battle, they give your character the cleave tag.*

When followers act unsupervised outside their specialty tags, the GM should decide how well they do given the established fiction. When followers act unsupervised within their specialty tags, use this:

## UNDER ORDERS

When you send a group of followers to perform a task within their specialty, roll +tags. On a 10+ they do it, no problem. On a 7-9, it's done but choose one:

- They fell short in one particular aspect.
- There'll be unfortunate consequences.
- It cost them: they lose a tag.

When a group lose all their tags they're no longer useful – they may be wounded, exhausted, or no longer interested in helping you.

To restore lost tags, give a group of Followers **PROFESSIONAL CARE**.

# FAVOUR MOVES

## Holding Court

*At the beginning of each season*, the Arbiter calls on each House of note to serve them. Roll +Favour.

On a 6-, you're beneath their notice. They don't demand anything of you, but others see your isolation: lose Influence on each other faction. The GM says what faction is taking your place in the court.

On a 7-9, they have something they need from you. The GM picks one:

- They wish you to deal with a threat.
- They wish you to solve a particular mystery.
- They wish you to convince a faction to aid the regime.
- They wish you to obtain a particular resource for the regime.

If you do it by the end of the season, gain 1-Favour. Otherwise, lose 1-Favour.

On a 10+, you are given trusted access to a part of their regime. The GM gives you control over one or more Surpluses invested in their Project, and says what the Arbiter wants done with them this season. If you achieve it, gain 1-Favour and add 1-Progress; if you fail at it, lose 1-Favour, the Surpluses, and 1-Progress.

## Pay Your Dues

*When you deliver the Arbiter one of the surpluses they need for their project*, increment the project's tracker by 1 and gain 1-Favour (see Arbiter Projects, p. 158).

*When you take steps to withdraw from the Arbiter's court*, lose 1-Favour.

*Each time your favour drops*, your Family's fortunes wane; trigger **HOLD TOGETHER**.

*Each time you ask for the aid of the Arbiter's Agent*, your Favour moves one step towards 0 (see Arbiter Agents, p. 152).

## Using Favour

*When you request assistance from the Arbiter*, they are magnanimous in their support. Roll +Favour. On a hit you get the assistance in the form of a loaned Surplus; on a 10+ there are few strings attached, on a 7-9 it's a mixed bag.

On a miss, GM picks one: the Arbiter sends their most incompetent lackey to oversee the surplus, or the assistance they send is effective but cares not for your wishes.

# PASSING TIME

## Turning of Seasons

*When anyone suggests the story move on to the next season*, anyone who hasn't yet been the focus of a character-level story may veto them. If they do, that player must call for play to **ZOOM IN** in on their character, following that move's steps.

*If nobody vetoes the season's close*, move the calendar on to the next season. The GM picks one for each point Turmoil exceeds Control:

- There's a disaster: lose a point of Progress.
- Raiders strike: give the House with least Favour a Need.
- An affliction strikes a settlement: plague, poisoning, murders or something weirder.
- Separatists, fanatics or revolutionaries claim a region as their own - mark out the borders they claim on the map.
- The old empire sends agents into the land; pick what they do from the *Subterfuge* options.

Then trigger *Holding Court*.

## Turning of Ages

*When the Arbiter's project is complete* - or its doom comes to pass - this Age is over. Work through the project's Resolution steps.

*Paying your Debts*. All power is pulled from the Land, and the Land will claim its power back if its health suffers. Each House answers these questions and rolls two dice modifying the result according to their answers.

*How did you manage your land?* Get +1 if you tended and cared for it, -1 if you neglected or became estranged from it.

*How did you treat the spirits?* Get +1 if you sought out their company and formed personal connections. Get -1 if you feared them or used them as tools.

*How has your House come together?* Get +1 if you rediscovered old customs or found new ones. Get -1 if you spurned your community or descended into infighting.

On a 7-9 pick one, on a 6- pick two:

- Forget a ritual from your Traditions.
- Add a new condition to all your rituals.
- Your land withers; gain Need: Crops.
- Spirits haunt you; gain Need: Attunement.
- You must commit yourself to overthrowing the Arbiter; put the *Insurrection* Arbiter project in play.

*Update the Saga*: Each player gives the broad story of their Family through the Age, changes Doctrine, Lifestyle and Customs options as desired. and names a new custom they develop to remember this Age.

*Update the Geography*: Go round the table, with each player adding one new threat, opportunity or faction to the map.

*Update the Cast*: Decide whether to keep your old Character, pick a new playbook to represent their new situation, or build a new character from scratch.

# TURMOIL AND CONTROL

## Breaking the Law

*When a House breaks the Arbiter's laws*, they lose 1 Favour. If **TURMOIL** is under **CONTROL**, they must also pick one:

- They must render their Character up to the Arbiter's justice.
- They must gain Need: Coin.
- They must offer up a Surplus the Arbiter's project needs.
- They must **HOLD TOGETHER**.

## State of Emergency

*If Turmoil is over Control*, all Houses attempting to use **LOGISTICS** must pick an extra option - even if their **MOOD** is positive.

## Inheritance

Your characters can add 1 to Bravery or Cunning, and always know how to man a ship and navigate by the moon and stars. In addition, they may **Find Common Ground** with the beasts of the rivers and oceans if they take a Flesh Wound in the process.

## Assets

### What marks your fleet out as special?

*They have the ship tag. Pick two extra:*

- Reinforced hulls (tag: *durable*).
- They're jewel-ornamented and opulent (tag: *luxury*).
- They can bear *siege* weaponry.
- They're incredibly manoeuvrable (tag: *swift*).
- They're equipped with rams and hooks for boarding actions (tag: *mighty*).
- They can stay at sea for seasons at a time.
- They can hold dozens of sailors and cargo (tag: *hulking*).
- They're numerous - you can outfit others with them when you **Prepare and Provision** without having to tap a Surplus.

### What else can your character draw on?

*Pick two:*

- Navigators (Quality 1, Exploring and astronomy).
- Bands of Raiders (Quality 1, Fighting and Pillaging).
- Ancestral axes (Weapon: *brutal, heirloom*).
- Ballistas (Weapon: *siege, far, brutal*).
- Grey-stave bows (Weapon: *far, silent*).
- Salt-hardened leathers (Outfit: *practical, tough*).
- Seaskins (Outfit: *subtle, hardy*).
- Purloined finery (Outfit: *regal, heraldic* - of another house).
- \_\_\_\_\_

## Doctrine *Pick one:*

- Safe at sea:** You find peace away from land. Your House and Character gain advantage on all rolls to resist adversity while at sea.
- Strange new lands:** Once each season, you may send a new expedition off in a direction of your choice. At the start of the next season, the GM will tell you what they found, and add a landmark to the map.
- Dry land bars no Serpent ship:** Light hulls and genius carpentry make your ships easily transportable over land. With a few hour's work a crew can change a boat's *ship* tag to a *drawn* tag, or vice versa.

## Lifestyle *Pick one:*

- Coastal towns:** Each one of your settlements is on the sea coast or the banks of a river. You do not trigger **Logistics** when moving surpluses between your settlements.
- Rule at sea:** Your house is ruled from a great ark that cannot be easily pinned down. Attempts to find or trap it have Disadvantage.
- Safe port in a storm:** Your house's holdings are crowded around a great harbour, overlooked by an impressive fortress. Within the harbour, you can repair any damage to a vessel in a matter of days.

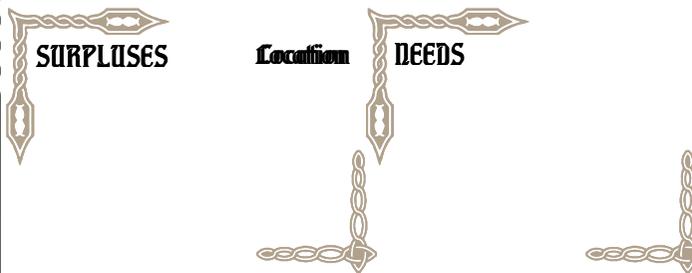


# THE BRETHERN OF THE SEA SERPENT

*Ancient myths talk of great sea serpents and other creatures of the sea that were tamed once. They may have long died out, but a legacy lives on in those who live by the sea and look out to the waves for guidance.*



## ARBITER FAVOUR



## Factions you have Influence on:

*When you bring aid in another House's hour of need, gain Influence on them.*

## Moves *Pick two:*

### Summon the Fleet

Even when they range far from home, your captains remain part of the fleet. How do you call for aid?

- Massive ship-mounted horns.
- Messenger gulls.
- Blood shed into salt water.

*When one of your captains send the call, roll +Reach. On a hit, pick two:*

- Reinforcements arrive refreshed and ready.
- Reinforcements arrive sooner than expected.
- Reinforcements arrive in great numbers.
- Reinforcements arrive with specialised gear.

On a 10+, get fleeting Advantage on moves using the reinforcements.

### Raid and Plunder

**When you Seize by Force a coastal settlement, pick one:**

- You can quickly a Surplus found in the settlement back onto your boats.
- The settlement's civilians dare not fight back.
- You're able to disarm their defences before striking.

### Core of the Navka

The spirits of the drowned linger as birds soaring in the depthless skies above - but you have ways of coaxing their favour.

Add the *lore of the Navka* to your House's Histories. *When your Character Enacts this Ritual*, they carve wood into a bird or figurehead representing the drowned soul in life. This draws the spirit's attention gaining protection from storms and from drowning. If the carving is installed on the prow of a ship the Navka's will flows through the ship, granting it the *Canmy* tag. Though, be warned - the spirit is hungry to experience the joys death denied them.

### Trade Winds

Your ships sail beyond the borders of the homeland, finding exotic and strange things. *At the start of each season*, gain one of the following as a Surplus: Spices, Dyes, Jewellery, Exotic Weaponry, Foreign Contacts.

## Traditions

*Write the rituals your House has learned here. When your character retires, you may add a ritual they know to your House's Traditions.*

# MAKING YOUR BRETHERN

## The Ancient Past

### LANDMARKS

Draw the coastline on the map. Then pick one to put on the map, or make up your own landmark:

- A decaying island fortress, accessible only during low tide.
- A great circle of standing stones, now out at sea.
- The Empty Pens, once the home of giant sea serpents rode by your ancestors.

### STATS

Pick one:

- **REACH 2, GRASP 0, SLEIGHT -1** if your ancestors were the explorers who first found this land.
- **REACH 1, GRASP -1, SLEIGHT 1** if your ancestors turned to a seafaring life to escape persecution.
- **REACH 1, GRASP 1, SLEIGHT -1** if your ancestors pillaged the land before being assimilated by the nation.

### CUSTOMS

Pick one from each list or make your own.

**RULE:** The Captains' Table; an Admiral elected by Captains; 3 Ancient Houses rule according to traditional codes.

**POPULACE:** Every citizen must learn their way around a ship; the labourers who build the ships are valued above all; the word of any captain is valued above any serf or merchant.

**CULTURE:** Fashions and curiosities taken from each corner of the land; practical and pragmatic to survive at sea; fear and reverence of the sea serpents are wound into everything you make.

Then as a group pick an Origin on the Arbiter sheet.

## The Imperial Occupation

### LANDMARKS

Pick an option to put on the map, or make your own:

- The Hundred Wharfs, used to build an Emperor-worthy navy.
- The great lighthouse, an eyesore on land and sea.
- The cliffside keep, boldly watching against the only safe harbour for leagues.

### HISTORY

**How did the Empire treat your house?** If you were criminals or outcasts, start at Favour +1. If you profited under their rule, start at Favour -1, but gain Surplus: Wealth.

**Which house did an ancient ruler of your house form a blood-pact with?**

Gain Influence on each other.

The Empire used your sailors to carry their explorers to unknown lands.

**What strange powers did the Empire bargain with there?**

**What atrocity was your house complicit in during the occupation?** Say which other house suffered from your actions, and give them Influence on you.

Then work through the Flashpoints on the Arbiter sheet.

## The New Land

### LANDMARKS

Pick an option to put on the map, or make your own:

- A new harbour made by the Brethren for the use of all.
- Coastal watchfires, made to warn all the lands of invaders.
- The statue of the great Captain who first raised sail against the Empire.

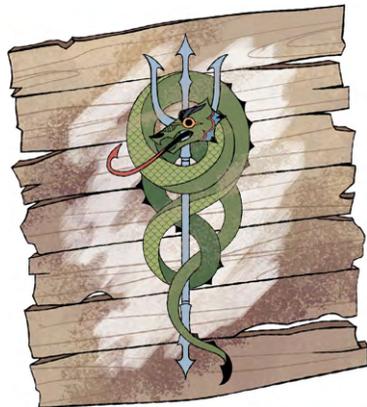
### RESOURCES

Pick 2 as Surpluses and mark the rest as Needs: *Fleet, Lumber, Fish, Sailors, Skins and Furs.*

Work out where each Surplus is kept, or mark it as Dispersed.

Then the GM picks Customs and Moves for the Arbiter, while you pick a Doctrine, Lifestyle, Assets and Moves.

# NOTES



## Inheritance

Your characters can add 1 to Might or Bravery, and always know how to ride and live off the land. In addition, whenever they look for their mount, it is always somewhere nearby.

## Assets

Pick one option from each:

### WHAT ARE YOUR HORSES FAMED FOR?

- Their endless stamina and loyalty (Transport: *mount, tough, canny*).
- Their grace and elegance matched only by speed (Transport: *mount, swift, luxury*).
- Their sheer power and might, bred to match the charge of lance and spear (Transport: *mount, hulking, mighty*).

### HOW DO YOU LIVE OFF THE STEPPE?

- Roving between huge tracts of steppe (Followers: *hardy, astute*).
- Skilled rangers and foragers with deep knowledge of nature (Followers: *astute, spiritual*).
- Small herds providing a bounty of meat and dairy (Followers: *artisans, therapeutic*).

### HOW DO YOU MAKE WAR?

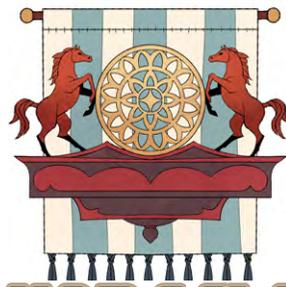
- Lightly armed and armoured, your mobility is unparalleled (Outfit: *utility, mobile*; Weapon: *melee, elegant*).
- Taking the weapons of the Empire, each horseman and their horse is an unassailable war-machine (Outfit: *tough, heraldry*; Weapon: *melee, brutal*).
- Every rider has mastered the bow from an early age and all become the finest marksmen on horseback (Weapon: *far, elegant, silent*).

## Doctrine *Pick one:*

- RIDE FAST TO ANY SUMMONS:** When you ride to pursue or escape, no-one can outpace you. If anyone anywhere sends you a message by rider or bird, you may narrate the arrival of a small band by the dawn of the next day.
- ALWAYS PREPARED FOR WAR:** The dangers of steppe living mean you're always ready to ride. You can use martial Surpluses even if they're Dispersed.
- THE FREEDOM OF THE SADDLE:** Each citizen gains power, rights, and independence from their mount. Your characters can use **FIND COMMON GROUND** to work out what would make an animal allow itself to be ridden; when they ride, they leave no tracks.

## Lifestyle *Pick one:*

- NOMADIC REMNANTS:** Although your House now has an urban centre, the surrounding steppes host many nomad kin-clans. At the start of each Season, get Surplus: Scouts if you didn't have it already, and you'll know if invaders enter the steppe.
- FEUDAL KNIGHTS:** Each of your famed horsemen is supported by farmers, farriers, and blacksmiths to keep them in peak condition. When you **PREPARE AND PROVISION**, Surpluses within your holding count for double.
- THE FINEST MERCENARIES:** Your House uses their warlike might to earn vital resources. At the end of each Season, gain Surplus: Wealth if you're currently fighting on someone else's behalf.

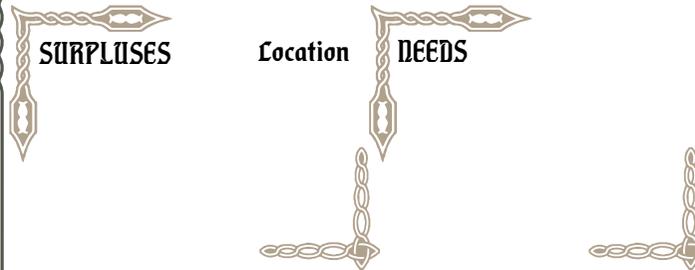


# THE HORSELORDS OF THE STEPPE

*We live far beyond cities and garrisons and churches. Our land stretches from horizon to horizon, and no-one may claim it. It is wild, untamed, but with the grace of our herds we may borrow its freedom for a time.*



## ARBITER FAVOUR



## Factions you have Influence on:

*When you arrive in time to save a group from a terrible danger, gain Influence over them.*

## Moves *Pick two:*

### Find New Pastures

*So long as you keep roaming*, your herds will be healthy and strong. Gain advantage on Reach when you search for new pastures, and gain Surplus: Horses each spring so long as you do not have Need: Land.

### Strength of the Mare

Your herdmasters are a mystery cult; through foaling rites and lines of mystic pedigree and funereal ceremonies, their herds tie them to the power of the land.

Add *The Strength of the Mare* to your House's Traditions. When your Character **ENACTS THIS RITUAL**, they may draw on the strength and endurance of the herd, heal a steed of any complaint, or open the gates to the ancestor's pasture and call through a steed of legend.

### Hit and Run

*When your forces charge in and assault a target*, gain Advantage on **CLAIM BY FORCE**.

*When you declare a retreat in PITCHED BATTLE*, your opponent doesn't get another turn before the battle ends.

### Endure

Your people have been hardened by the struggles of the steppe. Gain advantage on **HOLD TOGETHER**, and your Characters have an additional Light Wound slot.

## Traditions

*Write the rituals your House has learned here. When your character retires, you may add a ritual they know to your House's Traditions.*

# MAKING YOUR HORSELORDS

# NOTES

## The Ancient Past

### LANDMARKS

Draw the steppe on the map. Then pick one to put on the map, or make up your own landmark:

- The Field of Bones, where the dead will not stay buried long.
- A single, solitary barrow of a long-dead warlord.
- The dried-up spring, where the house clans first met to discuss politics.

### STATS

Pick one:

- **REACH 0, GRASP 2, SLEIGHT -1** if your ancestors fiercely defended their pasture from invaders or competing herds.
- **REACH 0, GRASP 1, SLEIGHT 0** if your ancestors cultivated friendships with their pasture's neighbours, coming to their defence and receiving help in return.
- **REACH 0, GRASP 2, SLEIGHT -1** if your ancestors were a locust swarm, seizing pasture after pasture by force leaving ashes in their wake.

### CUSTOMS

Pick one from each list, or make your own.

**RULE:** The mightiest always rule; a council of clans; the line of princes has been unbroken for a century.

**POPULACE:** Every citizen is mounted, ready for war; the clans are spread across the whole steppe to seek their means of life; once nomadic, the people still live off the land wherever they go.

**CULTURE:** Boisterous and warlike, but always welcoming in peacetime; the trophies of our enemies adorn saddle and abode; we have adopted the best ways and practices of those we fight.

Then as a group pick an Origin on the Arbiter sheet.

## The Imperial Occupation

### LANDMARKS

Pick an option to put on the map, or make your own:

- The racing track that the Empire built to display the might of the horses it stole from your people.
- The governor's mansion, built of brick and stone in defiance of your oldest traditions.
- The beacons that called the house to the Empire's wars.

### HISTORY

**How did the Empire treat your house?** If you were raiders or fugitives, start at Favour +1. If you profited under their rule, start at Favour -1, but pick 3 Surpluses in the Resource section.

**Which house did you feud with before the Empire came?** If you put your grudges aside to fight the greater foe, gain Influence on each other. If you continued raiding in the midst of revolution, they get Influence on you.

**Which land did the Empire send your horsemen to fight in?** Say what strange beasts they brought back.

**Which house brought you new stock to strengthen your breeds?** Give them Influence on you.

Then work through the Flashpoints on the Arbiter sheet.

## The New Land

### LANDMARKS

Pick an option to put on the map, or make your own:

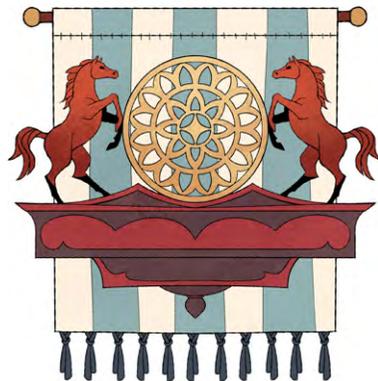
- The Great Stables, large enough to stable the house's horses.
- The Long Flats, where you first gathered for the uprising.
- The Farthest River, kept out of your reach by the Empire but now a tantalising frontier.

### Resources

Pick 2 as Surpluses and take the rest as Needs: *Horses, Land, Livestock, Soldiers, Scouts.*

Work out where each Surplus is kept, or mark it as Dispersed.

Then the GM picks Customs and Moves for the Arbiter, while you pick a Doctrine, Lifestyle, Assets and Moves.



## Inheritance

Your characters add 1 to Lore or Bravery, and always know how to read and write. In addition, they can sense when spirits are nearby, and may take a Flesh Wound to communicate with them.

## Assets

### How Do You Teach?

Choose one:

- Peripatetic philosophers (Followers: *genial, astute*).
- A vast array of scribes copying texts and distributing them throughout the land (Followers: *scholarly, horde*).
- Musicians keeping the stories alive (Followers: *artisans, rogueish*).

### How Do You Defend Yourself?

Choose one:

- By not looking like a threat (Outfit: *utility, subtle*).
- Athletic training keeps your mind centred and lets you escape harm (Outfit: *mobile, meditative*).
- The weather keeps invaders away (Outfit: *tough, hardy*).

### What Are Your Greatest Treasures?

Choose two:

- Birch-bark texts, the earliest writings made by our people.
- An Ancient spear, heirloom of a warlord lost to the past.
- Words of Power recorded by the ancestors and never spoken.
- The Old Idol, its features weathered away.
- A strange pearl the size of a hand, glowing ominously in moonlight.

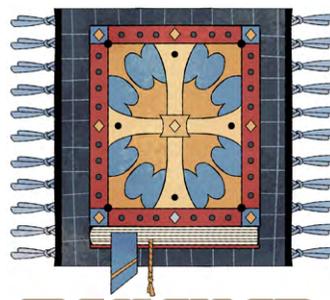
Bring a treasure out of storage once per age to accomplish an impressive feat - effects and cost to be determined by the GM.

## Doctrine *Pick one:*

- FONT OF ANCIENT POWER:** The Land flows through you. *When others LEARN A RITUAL from you*, you may pick an extra requirement. *During the TURNING OF AGES*, get advantage on the roll **PAYING YOUR DEBTS**.
- THE TRUTH MUST BE GUARDED:** Your initiates can write and speak in a language outsiders will not understand. *When you use SUBTERFUGE to hide your involvement in an action*, pick an extra option.
- KNOW YOURSELF TO UNLEASH TRUE POTENTIAL:** You can use Surplus: Morale as if it was any other intangible Surplus, and your characters always benefit from the *Meditative* tag.

## Lifestyle *Pick one:*

- A CENTRE OF LEARNING:** Princes, merchants, and warlords all travel to your city to learn - and your house knows each and every one. So long as you have a student from a faction, gain advantage on **READ THE WIND** with them.
- LONG-LIVED PEOPLE:** It takes long lives for wisdom to mature. Your holdings can always provide **PROFESSIONAL CARE** to your people. If you bring your character from one age to the next, add 1 to their Lore (max 3).
- THE FURTHEST REACHES:** Your methods are old and storied and drawn from the ancestors of all Houses. Your characters may start with one ritual from the traditions of another House.



# THE TEACHERS OF ANCIENT TRUTHS

*There is power in this soil, and truth in these hills. The Empire stole our lore, and made us forget the things our ancestors had learned. But the land is still talking to us all, and we can teach you how to listen.*



## ARBITER FAVOUR



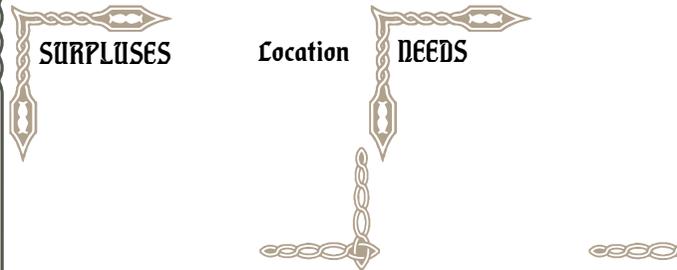
PERIPHERAL

OVERLOOKED

ARBITER  
OVERSIGHT

CORDIAL  
FRIENDSHIP

CLOSE ALLY



## Factions you have Influence on:

*When you teach others a new way of gaining strength from the Land, gain Influence on them.*

## Moves *Pick two:*

### Endurance of the Hills

Those who think you weak do not know how fiercely you'll fight to hold onto your lore. *When you CLAIM BY FORCE or enter PITCHED BATTLE to maintain control of a resource*, gain Surplus: Attunement as soon as battle is joined.

### What's Old is New

When you have full understanding of your past, the present is full of opportunities. *When your House encounters a new practice or technology*, you may ask one of these questions:

- How can we make something like this?
- How is this dangerous to us?
- What cost is its owner paying?
- What are its hidden benefits?

Gain fleeting advantage when you act on this information.

### Hallowed

In the time following liberation, your House has become pivotal in the cultural calendar of the land. *When the Arbiter is HOLDING COURT*, you may pick one:

- Laud the Arbiter and their virtues, and gain advantage on the Favour roll.
- Chasten the Arbiter, and gain disadvantage on the Favour roll.

In addition, you will be expected to officiate any nationally-significant weddings, funerals, etc.

### Eyes of the Ancestors

When your lorekeepers gather to seek a vision of the past, they may learn their ancestor's thoughts and feelings.

Add *The Eyes of the Ancestors* to your House's Traditions. *When your Character ENACTS THIS RITUAL*, they see a past event through the eyes of the people there, and feel what they feel. They cannot control the precise point in time they visit, but it will always include a fragment of ancient lore, a clue to an unanswered crime, or a insight into your ancestor's culture.

Feel free to offer all the players quick characters to play if you want to turn the past vision into a centerpiece scene!

## Traditions

*Write the rituals your House has learned here. When your character retires, you may add a ritual they know to your House's Traditions.*

# MAKING YOUR TEACHERS

## The Ancient Past

### LANDMARKS

Draw the oldest city on the map. Then pick one to put on the map, or make up your own landmark:

- The Field of Menhirs, many stones covered in ancient runes.
- The Blood Lake, once used for old rites and still hungry.
- The Dark Forest, home of your ancestors and their greatest secrets.

### STATS

Pick one:

- **REACH 1, GRASP -1, SLEIGHT 1** if you put applicants through dangerous trials before they are admitted.
- **REACH 0, GRASP -1, SLEIGHT 2** if you secretly watch candidates and approach them if they meet your standards.
- **REACH 2, GRASP -1, SLEIGHT 0** if anyone willing to learn is welcome, though many aspirants drop out.

### CUSTOMS

Pick one from each list, or make your own.

**RULE:** The council of elders; the Grandmaster rules all; three elected from the wisest of the house.

**POPULACE:** The educated elites rise above the dirt and poverty of the farmers; even the lowliest must learn some wisdom of the past, even if it haunts them; crafty feudal landlords control the land, its people and its resources, yet they are guided to use it wisely.

**CULTURE:** The Ancient art and clothes still hold true; old is new and new is old and the ways of your people are strange and modern to others; the culture of the Empire is a good disguise, still adopted.

Then as a group pick an Origin on the Arbiter sheet.

## The Imperial Occupation

### LANDMARKS

Pick an option to put on the map, or make your own:

- The Schoolhouse, where the Empire's books and education added the minds of your youth.
- A toppled statue, its features smashed and its purpose erased.
- An expensive temple, built to house the Empire's religion and now empty and abandoned.

### HISTORY

**How did the Empire treat your house?** If you were outcasts or heretics, start at Favour +1. If you profited under their rule, start at Favour -1, but pick 3 Surpluses in the Resource section.

**Which House did you teach an ancient secret in their time of need?** They say how it helped, and you gain Influence on them.

**What was most strange about the imperial scholars who tried to learn your ways?** Say once piece of their lore you hope you can unlock now you are free of their restrictions.

**What terrible curse did your ancestors lay upon a house long-gone that haunts you to this day?** Say which two houses are that house's descendants, and give each Influence on you.

Then work through the Flashpoints on the Arbiter sheet.

## The New Land

### LANDMARKS

Pick an option to put on the map, or make your own:

- A great library, to ensure your knowledge is never again lost.
- A gathering place where concentric circles of rocks house the discussions of rulers.
- The New and Ancient Hill, a peak that appeared the day the Empire was expelled.

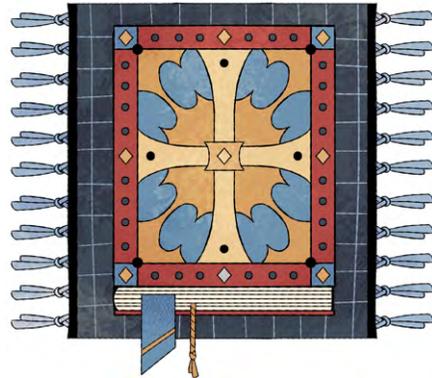
### Resources

Pick 2 as Surpluses and take the rest as Needs: *Ancient Writings, Land, Crops, Lumber, Vellum.*

Work out where each Surplus is kept, or mark it as Dispersed.

Then the GM picks Customs and Moves for the Arbiter, while you pick a Doctrine, Lifestyle, Assets and Moves.

# NOTES



## Inheritance

Your characters add 1 to Cunning or Lore, and can speak every language found in the Land and its neighbours. In addition, they have an instinctive grasp of value, and may always ask the GM for an honest appraisal of an object or service's worth.

## Assets

Pick one option from each:

### How Do You Trade?

- Libraries of detailed trade books and charters (Followers: *scholarly, astute*).
- Trading hubs with well-guarded warehouses (Followers: *drilled, astute*).
- An army of travelling salesmen preparing the contracts (Followers: *genial, roguish*).

### How Do You Transport?

- Armoured caravans (Transport: *drawn, durable*).
- A fleet of trading vessels on sea and river (Transport: *ship, swift*).
- An organisation of peddlers bringing wares to the furthest corners (Transport: *mount, swift*).

### How is the Republic Defended?

- A professional army funded by trade taxes, equipped with the best weapons and armour that can be bought (Followers: *drilled, vicious*; Weapons: *melee, elegant*).
- It is the duty of every citizen to train twice a year and be ready to be called up (Weapons: *melee, many*; Outfit: *practical, tough*).
- Passing beneath the notice of aggressors (Outfit: *practical, subtle*; Followers: *roguish, shadowy*).

## Doctrine

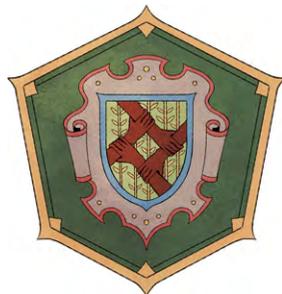
Pick one:

- SUPPLY THE NEEDY:** The Republic is only strong if its people are fed and free. *When you use RIGHT TOOL FOR THE JOB to ease other's suffering*, you may erase a Need of your own.
- TRADE WITH FOUR CORNERS:** Your merchants travel far and wide in search of a good deal. *When you send them out for a particular luxury*, roll +Reach; on a hit you get what you want, but on a 7-9 it's not all you hoped for – or there's strings attached.
- KNOW THE TRUE NATURE OF YOUR PARTNERS:** You value discretion much more than simple profit. *When you READ THE WIND to investigate a trade deal*, you may also ask a followup question.

## Lifestyle

Pick one:

- THE MERCHANT CITY:** The nation's power and trade all flows through one nexus, one city – walled and defensible. *So long as the city stands*, you never need to trigger LOGISTICS when moving Surpluses to or from it.
- THE NETWORK:** The Republic spreads like a tree's branches from town to town, sharing information from far and wide. *When anyone visits one of your guildhouses*, they can ask a question about events elsewhere in the land. The GM will tell you the truth; you may tell the asker what you wish.
- A BRANCH IN EVERY STATE:** Your House has moved beyond local concerns, placing franchises in every major settlement. *When you visit a new franchise*, tell the group what their main product is and give your character a sample of it.



# THE GLORIOUS MERCHANT REPUBLIC

*A coalition of traders, guilds and messengers, the Republic seeks the kind of freedom where their access to wealth is unfettered. But as they trade they forge links between the settlements of the land, and help bind the nation together. You're influential, rich in resources, and pervasive.*

Reach



Grasp



Sleight



## ARBITER FAVOUR



PERIPHERAL



OVERLOOKED



ARBITER OVERSIGHT



CORDIAL FRIENDSHIP



CLOSE ALLY

SURPLUSES

Location

NEEDS

Factions you have Influence on:

*When you sell a group something for far less than it's worth, gain Influence on them.*

**Moves** *Get The Golden Republic, and pick one other:*

### The Golden Republic

Your charter welds a constellation of traders, peddlers and merchants together into a single political force. It's an ancient scroll empowered by blood and gold, and a living document: the each Republic merchant's charter rewrites itself as members assert and lose their rights. Pick two rights; when THE AGE TURNS, you can swap one for another.

#### A MERCHANT'S RIGHTS TO THEIR SIGNATURE PRODUCT IS SACROSANCT.

Your followers get *artisans* and your outfits get *regal*. If anyone tries to copy a good a merchant's registered in the charter, they suffer a terrible curse.

#### ALL MERCHANTS WILL RESPECT THE BLACKLIST.

The names of blacklisted customers appear in the charter. At the start of each Season, give them Need: Trade. If they ask you to lift the boycott and you do, gain Influence on them.

#### ALL MERCHANTS MAY LEARN EACH OTHER'S CRAFT.

Each of your characters knows a particular craft skill, and can learn a new one each Season. They may UNEARTH FORGOTTEN LORE when they examine a crafted item.

#### THE REPUBLIC WILL USE FORCE TO ENSURE MEMBERS CAN TRADE FREELY.

If your character's a merchant, they can give their Followers *vicious*. If they're a warrior, they may add an extra tag to their weapons or outfit.

#### ALL MERCHANTS MAY FIND HOSPITALITY AT ANY OTHER MERCHANT'S RESIDENCE.

While your characters shelter within a guildhouse, those that wish them harm cannot enter without suffering a terrible curse.

### Rationing

*Whenever you lose a surplus for any reason*, hold 1; spend 1 hold to get advantage on an action that surplus could help.

### Trade Networks

*At the end of each Season*, name two settlements your traders have linked and draw a road between them. Nobody who moves resources between those places needs to trigger LOGISTICS.

### Cutthroats

*When you SEIZE BY FORCE a resource from someone*, you may also give them a Need. *When you defeat someone in PITCHED BATTLE*, you may take one of their Surpluses for your own.

## Traditions

*Write the rituals your House has learned here. When your character retires, you may add a ritual they know to your House's Traditions.*

# MAKING YOUR REPUBLIC

## The Ancient Past

### LANDMARKS

Draw three trading posts on the map and link them with roads. Then pick one to put on the map, or make up your own landmark:

- An overgrown stone circle, once where disputes were judged.
- A tall stele, still standing despite its seeming fragility.
- A dark and brooding bog, mist-shrouded and shunned.

### STATS

Pick one:

- **REACH 2, GRASP 0, SLEIGHT -1** if the Republic formed from local merchants forming links to aid their communities.
- **REACH 0, GRASP -1, SLEIGHT 2** if the Republic formed from the land's smugglers, fences and black marketeers.
- **REACH 1, GRASP 1, SLEIGHT -1** if the Republic expands by strong-arming those with resources they need into joining.

### CUSTOMS

Pick one from each list or make your own.

**RULE:** Fair and measured hand of the elite; predatory and cut-throat dog-eat-dog; open and accessible to its citizens.

**POPULACE:** Great inequality of rich merchants and poor serfs; build upon towns of trade and commerce but with little cultivable land; prideful of being the only truly free people.

**CULTURE:** Practical and meek, favouring only what is necessary; careful craft and diligent work above all else; extravagant style often hides a cold and calculating approach.

Then as a group pick an Origin on the Arbiter sheet.

## The Imperial Occupation

### LANDMARKS

Pick an option to put on the map, or make your own:

- The Great Markets that exported your House's craft to far-off lands for the Empire's profit.
- The pit of ashes, where the goods of non-compliant merchants were burned.
- The public house where those chafing under the Empire met.

### HISTORY

**How did the Empire treat your House?** If you were smugglers or agitators, start at Favour +1. If you profited under their rule, start at Favour -1, but pick 3 Surpluses in the Resource section.

**Which House was your ancient trading partner before the Empire came?**

They say what you supplied them, and you gain Influence on them.

**Which new land of boundless opportunity did the Empire teach you of?**

Who from it now lives within your state?

**Which family do you now rely on to be an effective trader?** They say what they're supplying you - and what gathering it costs them - and gain Influence on you.

Then work through the Flashpoints on the Arbiter sheet.

## The New Land

### LANDMARKS

Pick an option to put on the map, or make your own:

- The Senate House ruling the Republic in independence.
- The Way of the People, a long and busy road used by every trader in the land.
- The five districts, each sending a minister to help rule the Republic.

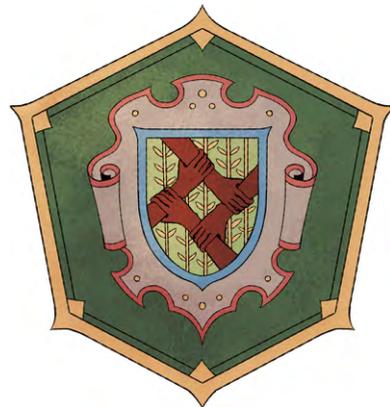
### RESOURCES

Pick 2 as Surpluses and take the rest as Needs: *Crops, Valuable minerals, Land, Livestock, Building materials.*

Work out where each Surplus is kept, or mark it as Dispersed.

Then the GM picks Customs and Moves for the Arbiter, while you pick a Doctrine, Lifestyle, Assets and Moves.

# NOTES



## Inheritance

Your characters add 1 to their Lore or Might, and have a beautiful object they personally crafted. They can repair any object or mechanism they encounter, given time and resources.

## Assets

Pick one option from each:

### What craftwork is your greatest pride?

- Clear-thought crowns (Outfit: *heraldry, regal, meditative*).
- Runic blades (Weapon: *melee, elegant, weird*).
- Articulated plate (Outfit: *practical, tough, mobile*).
- Racing chariots (Transport: *drawn, luxury, swift*).

### Who helps you in your craft?

- Labourers (Followers: *hardy, strong*).
- Apprentices (Followers: *artisans, drilled*).
- Philosophers (Followers: *therapeutic, genial*).
- Traders (Followers: *rogues, astute*).

### How do you travel?

- In caravans of wagons (Transport: *drawn, hulking*).
- Riders carrying beautiful samples (Transport: *mount, luxury*).
- On foot through inhospitable lands (Outfit: *practical, hardy*).

## Doctrine

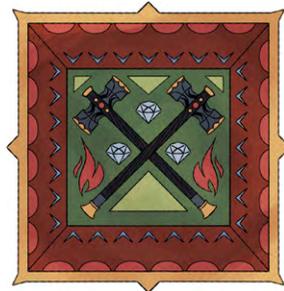
Pick one:

- Resilient Infrastructure:** *When you donate a Surplus towards the Arbiter's project*, gain fleeting Advantage to Favour. If a project fails, recover one of the donated Surpluses.
- Strong walls and strong soldiers:** *At the start of each Age*, you may build fortifications around any settlements you control. Any attempts to use **CLAIM BY FORCE** against a fortified settlement roll with disadvantage.
- Beauty for all the world to see:** Once per age, you may present another House with a beautiful work of craftsmanship. *When you do*, give them Surplus: Morale or Surplus: Luxury and get Influence over them.

## Lifestyle

Pick one:

- The Jewelled City:** You have made the seat of your House a thing of beauty. *When the game ZOOMS IN on your city*, describe the festival taking place there, and pick a stat characters who participate get fleeting advantage with.
- Build Resilience:** Your scattered people ensure that their neighbours have places to shelter from the storm. *When the GM declares a disaster befalls a settlement your people live in*, say what its inhabitants can do to find safety.
- A Craft for Every Season:** You travel from settlement to settlement sharing your skills in a festival of arts and crafts. *When your House arrives in a new settlement*, say where you set up and what new craft you learn. Pick a tag your gear from a particular category has, for as long as you stay there.



# THE FORGERS OF THE MARBLED CITY

*The Forgers are tempered and strong, a steel heart gilded in the finest filigree. You craft beautiful trinkets, impossible monuments, and storied weapons.*

Reach



Grasp



Sleight



## ARBITER FAVOUR



PERIPHERAL



OVERLOOKED



ARBITER  
OVERSIGHT



CORDIAL  
FRIENDSHIP



CLOSE ALLY

SURPLUSES

Location

DEEDS

Factions you have Influence on:

*When you work with another House to build (or repair) an item important to their culture, gain Influence on them.*

## Moves

Pick two:

### Delving the Depths

*When you start a new mining operation*, erase an appropriate surplus. At the start of the next season, gain Surplus: Coin or Surplus: Raw Materials. At the start of the season after that, gain whichever surplus you didn't pick.

### Skill Beyond Compare

Add the *reliable* tag to every item your House creates. An item with this tag will not break even when subjected to intense pressure and dire conditions. Even from one age to the next, your creations endure.

### Bones of the Earth

The land is a living, breathing thing. As an apiarist works with the bees to create gold, so the earth takes an active role in your crafts. Add *The Bones of the Earth* to your Traditions. When your Character **ENACTS THIS RITUAL**, they may draw on the stability and resolve of the earth, reinforce a structure with ramparts of rock, or crack open the rock to release a gout of water, a vein of valuable minerals, or the earth's scorching red blood.

### Craftwork Surpassing Perfection

*When your entire house works on a particular item*, decide how many Surpluses you are collecting to support the effort. If all collected Surpluses remain at the end of the season, pick a power to instil in the completed item:

- The owner will be immune to the influence of spirits and mystical rituals.
- The owner will be able to communicate wordlessly with their underlings.
- The owner will become ageless and untiring.
- The owner will be able to leap a river in one bound, and sprint like lightning.
- The owner will become supernaturally beautiful and graceful.

But there's a cost. Roll **+COLLECTED SURPLUSES**; on a 7-9 pick 1, on a 6- pick 2:

- The owner will hear constant whispers, sowing doubt.
- The owner will become very frail, taking all Flesh Wounds as Heavy Wounds.
- The owner will be compelled to reject any possession that isn't beautiful.
- If lost, the item will return in the hands of an enemy or rival.

If the surpluses are lost before the end of the season, you may still roll **+REMAINING SURPLUSES** to complete the work, but the GM will pick the curse and only reveal it at the worst time.

## Traditions

*Write the rituals your House has learned here. When your character retires, you may add a ritual they know to your House's Traditions.*

# MAKING YOUR FORGERS

## The Ancient Past

### LANDMARKS

Draw a mountain range on the map. Then pick one to put on the map, or make up your own landmark:

- A great cairn, towering above the landscape.
- Cyclopean walls guarding a long-dead fortress.
- The old crater, where once a mysterious metal was unearthed.

### STATS

Pick one:

- **REACH -1, GRASP 1, SLEIGHT 0** if your ancestors lurked in keeps and hermitages, pushing back the outside world.
- **REACH 2, GRASP 0, SLEIGHT -1** if your ancestors used their prodigious skills to win favour at courts far and wide.
- **REACH 1, GRASP -1, SLEIGHT 1** if your ancestors only allowed the most worthy to benefit from their creations.

### CUSTOMS

Pick one from each list or make your own.

**RULE:** The Tempered Monarch endures flames to win total power; two noble houses vie for power with the aid of lesser factions; the Forgers lurk in the shadows pulling the Regent's strings.

**POPULACE:** Those who show talent are elevated from toil in the fields; to rise in the ranks nobility must be purchased; the people wield the power and a revolt can topple any given order.

**CULTURE:** Great opulence and beautiful jewellery is highly prized; sculpture was perfected by the Forgers and their statues and carvings are everywhere; the clothes of crafters mark them out as loved and prized, while all others must follow strict codes.

Then as a group pick an Origin on the Arbiter sheet.

## The Imperial Occupation

### LANDMARKS

Pick an option to put on the map, or make your own:

- The Quarry, where the state's slaves were put to work.
- The Imperial Palace, built as an extravagant home for an Emperor that never visited.
- Six pyres on six hills, built with strange ritual significance.

### HISTORY

**How did the Empire treat your state?** If you toiled in their mines and construction sites, start with Favour +1. If your craftwork was prestigious and desirable, start with Favour -1 but pick an extra Surplus in the Resources section.

**Which House did you send artisans to after a war to rebuild?** They say what you put back together for them, and you have Influence on them.

**Which corner of the Empire were your crafters sent to teach in?** What knowledge did they bring back? What was strange about the architecture there?

**What ancient site did you disturb to mine beneath?** Say whose heritage you accidentally harmed and give them Influence on you.

Then work through the Flashpoints on the Arbiter sheet.

## The New Land

### LANDMARKS

Pick an option to put on the map, or make your own:

- The Forge of the Earth, built at the site where the earth itself can melt any metal.
- The Breach, a defensive fortification in the pass where the Empire once attacked from.
- Seven Statues to mark those who defeated the Empire.

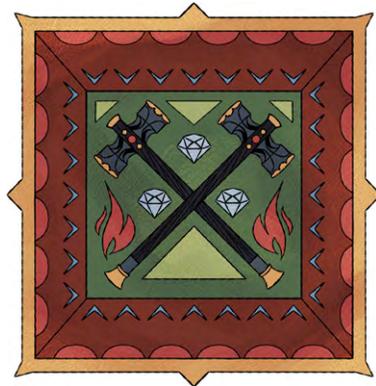
### RESOURCES

Pick 2 as Surpluses and take the rest as Needs: *Marble, Crops, Dyes and Pigments, Lumber, Land.*

Work out where each Surplus is kept, or mark it as Dispersed.

Then the GM picks Customs and Moves for the Arbiter, while you pick a Doctrine, Lifestyle, Assets and Moves.

# NOTES



## Inheritance

Your characters add 1 to their Lore or Bravery, and are able to perform all the rites of your faith. In addition, they each carry a reliquary containing the ashes of an ancestor; when they pray for guidance, the ancestor will appear and offer advice.

## Assets

Pick three:

### The Spoils of Reverence

- Luxurious robes (Outfit: *heraldry, regal*).
- Blessed plate (Outfit: *regal, tough*).
- Ceremonial swords (Weapon: *melee, heirloom*).
- Incense censers (Weapon: *melee, non-lethal*).
- Sworn acolytes (Followers: *spiritual, therapeutic*).
- Temple guards (Followers: *drilled, vicious*).
- Potentate's carriage (Transport: *drawn, luxury*).
- Stately Barge (Transport: *ship, hulking*).

### The Gifts of Humility

- Sackcloth robes (Outfit: *subtle, meditative*).
- Travelling wear (Outfit: *practical, hardy*).
- Quarterstaff (Weapon: *melee, hidden*).
- Sling and stones (Weapon: *far, silent*).
- Rabble of zealots (Followers: *horde, vicious*).
- Healers and carers (Followers: *therapeutic, genial*).
- Humble steed (Transport: *mount, canny*).
- Rugged card (Transport: *drawn, durable*).

## Doctrine

Pick one:

- INTERNATIONALISTS.** Your existence is a reminder that Empire united many lands in suffering. *When you take part in a delegation outside the Land's borders*, you may find sanctuary and aid with fellow worshipers there.
- COMFORTERS.** You have a god(s)-given duty to provide aid to those in need. *When you provide meaningful aid to those in peril*, gain Influence on whoever caused their hurt. If you break the Arbiter's laws while doing so, you don't lose Favour.
- RADICALS.** You fight to ensure that the search for justice doesn't end with the Empire's defeat. *When you bring evidence of another House's crimes to the Arbiter's court*, win 1 Favour and they lose 1 Favour.

## Lifestyle

Pick one:

- A NETWORK OF CHURCHES.** Your churches are the focal point of communities. *When your character visits a new settlement*, the GM will tell you one piece of gossip you learn from the local priest.
- A BROAD CHURCH.** Each region's denomination has wildly divergent beliefs, adapted to fit their ancestral teachings. *When your character ENACTS A RITUAL as part of a religious ceremony*, the GM picks one less Bane.
- CITY OF PILGRIMS.** Your centre of power is also a centre of pilgrimage, drawing believers from far and wide. If you start a Season with a Favour of 0 or higher, gain Surplus: Wealth or Surplus: Prestige.



# THE CHURCH OF FORGOTTEN LANDS

*Your religion is not native to these lands. It was carried here by the Empire like a seed lodged in a bear's pelt, but it soon found believers. The outlawed gods of the land found expression in your dogma, but what happens now?*

Reach



Grasp



Sleight



ARBITER FAVOUR



PERIPHERAL



OVERLOOKED



ARBITER OVERSIGHT



CORDIAL FRIENDSHIP



CLOSE ALLY

SURPLUSES

Location

NEEDS

Factions you have Influence on:

*When you publicly condemn a group for their sins*, hold 1. Publicly absolve them of sins and spend the hold to get Influence on them. You can only have 1 hold at a time.

## Moves

Pick two:

### Heretic Doctrine

Your Traditions don't draw on the land in the same way as the other Houses. Instead, pick which source of power you call on:

- Celestial:** stars, sun, moon, the starless void. *You know a ritual to call on the perception and light of the sky.*
- Spiritual:** ancestors, guardian spirits, gods. *You know a ritual to call the power of the spirits down into your body.*
- Sorcerous:** shadows, fires, sacrifice. *You know a ritual to divine truths from the bodies of the dead and summon spirits.*

Also, you suffer Banes from this list instead:

- A mark of your faith is branded onto your body.
- A disquieting and unnatural phenomenon warps the area.
- You're incapacitated by a searing vision of the supernal.
- All present know exactly what it is you worship.
- Inhuman monsters will come for you.

You may still learn rituals from the other Houses, but you always suffer at least 1 Bane when enacting them.

### Sanctuary

Your places of worship are a bulwark against the pain and suffering of the mundane world. *When you shelter someone in your temples*, those hostile to them cannot cross the threshold. Those who recuperate within your temples gain the benefit of **PROFESSIONAL CARE**.

### Word Travels Fast

Once a Season, you may send a mission of your clergy to a settlement. *As long as the rulers of the settlement take no action to expunge your teachings*, your Sleight or Cunning rolls involving the settlement have advantage.

### Existential Terror

*When your leaders attempt to keep the populace in line through religious fear*, roll +Sleight. On a 10+ pick one:

- Immediately end the effects of **FALL INTO CRISIS**.
- This age, you don't pick an option when you **FALL INTO CRISIS**.

On a 7-9, the populace are resentful of the scaremongering, but obey. Choose one of the above, but you do not pick options when you trigger **FLUSH WITH RESOURCES** until the next age.

On a miss, the people rail against the theocracy. Gain Need: Stability.

## Traditions

*Write the rituals your House has learned here. When your character retires, you may add a ritual they know to your House's Traditions.*

# MAKING YOUR CHURCH

## The Ancient Past

### LANDMARKS

Draw the border to your parent country on the map. Then pick one to put on the map, or make up your own landmark:

- An Ancient Temple converted to the service of god(s).
- A Dry River, once a source of life but now a cursed place.
- The Old Gods carved into the mountainside, now weathered, hidden and defaced.

### STATS

Pick one:

- **REACH 1, GRASP 0, SLEIGHT 1** if your faith is the ancestor faith of the land, adapted to exist under the Empire's rule.
- **REACH 1, GRASP -1, SLEIGHT 2** if your faith was brought here by the Empire's slaves, incorporating elements from their new allies in the land's locals.
- **REACH -1, GRASP 1, SLEIGHT 2** if you stem from the Imperial Faith everyone had to follow – a religion you're now trying to redefine and reclaim.

### CUSTOMS

Pick one from each list or make your own.

**RULE:** The Shining One is the Church's divinely-anointed ruler; rule is shared between Lords Temporal and Lords Spiritual in uneasy balance; though Princes have reigned before, now the Primate and Church hold power.

**POPULACE:** People in every walk of life are God-fearing to the last; the priesthood works tirelessly to minister to the poor and downtrodden, and hold back the excesses of the nobles and merchants; fully half the population live in monasteries, mastering crafts as well as prayer.

**CULTURE:** Austere and cold, the arts must labor under the guidance of the Church; the joy and wonder of life is celebrated in extravagant clothes and rites; no expense is spared decorating churches and art patronage is a religious duty.

Then as a group pick an Origin on the Arbiter sheet.



## The Imperial Occupation

### LANDMARKS

Pick an option to put on the map, or make your own:

- The Great Firepit, built for rituals of the Empire.
- An Ancient Monastery, toppled by the Empire.
- Martyr's Way, where the Empire executed many believers.

### HISTORY

**How did the Empire treat your House?** If you were heretics or apostates, get Favour +1. If you were feted in Imperial culture, get Favour -1 but pick an extra Surplus in the Resources section.

**Which far-off country brought the Church to these lands?** Say what custom you still keep from that place.

**Which House sheltered your people when the Empire persecuted them?**

They gain Influence on you.

**Which House has refused to allow your clergy to preach in their holdings?**

They say why they don't trust you, and you lose any Influence you have on each other.

Then work through the Flashpoints on the Arbiter sheet.

## The New Land

### LANDMARKS

Pick an option to put on the map, or make your own:

- The Grand Cathedral, restored from the Empire's neglect.
- The Island Monasteries, home to many ascetic communes.
- The Lake of Penitents, where the masses were absolved of wrongs done under the Empire.

### RESOURCES

Pick 2 as Surpluses and take the rest as Needs: *Missionaries, Land, Crops, Literature, Wealth.*

Work out where each Surplus is kept, or mark it as Dispersed.

Then the GM picks Customs and Moves for the Arbiter, while you pick a Doctrine, Lifestyle, Assets and Moves.

# NOTES

## Inheritance

Your characters add 1 to their Bravery or Cunning, and can speak the language of their source culture. In addition, they know how to keep their head down, and have advantage on any Disarm rolls to avoid attracting attention to themselves if need be.

## Assets

Pick three, describe them and give them two tags. You can pick each option multiple times.

- An outfit, weapon, followers or transport kept from your home culture.
- An outfit, weapon, followers or transport used in your industry.
- An outfit, weapon, followers or transport that helps you blend in.
- An outfit, weapon, followers or transport that helps you stand out.

---

---

---

---

## Doctrine

Pick one:

- MUTUAL PROTECTION.** *When you defend another community against predation,* you gain Surplus: Justice, Spies, or Morale.
- COMMUNAL SOLIDARITY.** *When you comfort a group suffering misfortune,* erase one of their Needs which you have as a Surplus. Optionally, move their Favour a step towards yours.
- THE BEST DEFENCE.** *When your House uses CLAIM BY FORCE to defend what's theirs,* gain Surplus: Morale in addition to any other effects.

## Lifestyle

Pick one:

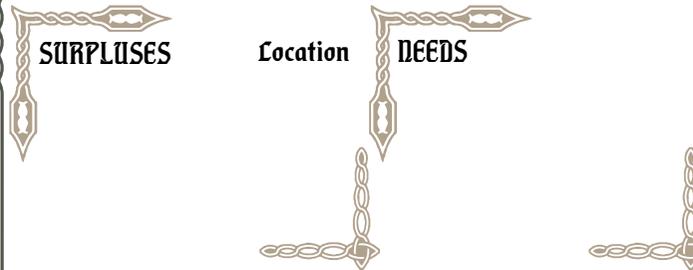
- NO FIXED ABODE.** Your life is unstable, and you never know when you might have to leave to get more work or avoid hostility from your hosts. *At the start of each season,* say what settlement you've moved onto and describe a key resource you're well placed to make use of.
- INSULAR COMMUNITIES.** Life is easier when you don't need to hide who you are from your neighbours. *So long as you look for answers within your community,* you READ THE WIND with advantage.
- STAND PROUD.** As you integrate into settlements across the land, you stay stridently proud of your culture. *When someone CALLS IN A DEBT on you,* get advantage on the HOLD TOGETHER roll to resist it. *When you FALL INTO CRISIS,* erase all Influence anyone else has on you.



*Even as the rebellion began, refugees flooded into this land in search of a better life. You are the community those refugees have formed, holding onto the memories of your past while fighting for your own seat at the table.*



### ARBITER FAVOUR



### Factions you have Influence on:

*When you show another House that they're causing unintended harm to a social group,* gain Influence on them.

## Moves

Pick two:

### Fresh Eyes

The people of this land have biases and perspectives they may not even be aware of. You're able to see past those, and find opportunities they might have missed. *When your characters UNEARTH FORGOTTEN LORE,* they may ask a follow-up question based on the GM's answers. *When you add a ritual to your Traditions,* you may change one of its conditions.

### Shunned Labour.

You work jobs mainstream society is unwilling to perform. At the start of each season, this gives you Surplus: Coin.

Pick what defines the work:

- IT'S STRENUOUS GRUNT WORK.** At the start of each season, gain Need: Recruits if you don't have it already.
- IT BREAKS MAINSTREAM SOCIETY'S TABOOS.** At the start of each season, gain Need: Prestige if you don't have it already.
- IT'S REALLY BAD FOR YOUR HEALTH.** At the start of each season, gain Need: Medicine if you don't have it already.

### The Grand Feast

*Once per season,* you may throw a week of festivals celebrating something from your source culture(s). Say how the festival finds new expression in this land, and roll +nearby Surpluses. On a 10+ pick two; on a 7-9 pick one; on a miss, pick one but the GM will say how the Arbiter interrupts the festival.

- You (and anyone who joins the celebrations) gain Surplus: Morale.
- Within the bounds of the festival, the Arbiter's laws will not be enforced.
- Within the bounds of the festival, magic follows the laws of another land.

*At the end of the age,* anyone who participated in a festival may change one condition of a ritual in their Traditions.

### Whisper Network

You're well-practiced at warning others of hidden dangers. *When you spread word of someone's wrongdoing,* roll +Sleight. On a hit, the warning reaches the people you want. On a 7-9, choose one way the warning mutates as it spreads:

- An innocent person is implicated in the offense.
- The offender can trace the rumour back to you.
- Vigilantes take action against the offender; raise Turmoil.

## Traditions

*Write the rituals your House has learned here. When your character retires, you may add a ritual they know to your House's Traditions.*

# MAKING YOUR FAMILY

## The Ancient Past

### LANDMARKS

Draw two borders with neighbouring countries on the map. Then pick one to put on the map, or make up your own landmark:

- A time-worn monolith marking a forgotten war.
- A blasted desert that was almost impossible for you to cross.
- A moor whose animals viciously attack trespassers.

### STATS

Pick one:

- **REACH 1 GRASP 0 SLEIGHT 0** if you come from countless different nations, displaced by innumerable deprivations.
- **REACH 0 GRASP 1 SLEIGHT 0** if you draw your members from a single nation that the Empire utterly obliterated.
- **REACH -1 GRASP 1 SLEIGHT 1** if you suffered at this nation's hands before the empire gave you bigger things to worry about.

### CUSTOMS

Pick one from each list or make your own.

**RULE:** The loudest voices dominate; elected voices of the people; the family who's been here longest has the veto.

**POPULACE:** Working together to win the prestige you deserve; tension between youngsters wanting to assimilate and elders holding on to old ways; waging battles with each other over slights from the old country.

**CULTURE:** Demonstrate with your wisdom and actions why they should be grateful you live with them; combine the best parts of our heritage with the strengths of this new land to make something new; we must work to keep our home in our hearts, for we shall return one day.

Then as a group pick an Origin on the Arbiter sheet.

## The Imperial Occupation

### LANDMARKS

Pick an option to put on the map, or make your own:

- The False Sanctuary, where migrants sought refuge before this land too was conquered.
- The Ashen Ward, a city's thriving international quarter burned to the ground by the Empire.
- A checkpoint garrison fortifying the border against anyone trying to cross.

### HISTORY

**How did the Empire treat your House?** If you were reviled or scapegoated, get Favour +1. If they evicted others to give you somewhere to live, get Favour -1 but pick an extra Surplus in the Resources section.

**How is this land different from your homeland?** Say one way its climate, culture or wildlife were strange to you, and say how you adapted.

**Which House was close to you before the Empire's invasion?** They say how they helped you find your feet in your new home. You get Influence on each other.

**Which House did you displace, undercut or outdo?** They say why that activity was important to them and gain Influence on you.

Then work through the Flashpoints on the Arbiter sheet.

## The New Land

### LANDMARKS

Pick an option to put on the map, or make your own:

- The shanty towns your people have built on a settlement's fringes.
- A vast market trading all the world's spices and fabrics.
- An island nobody wanted, until you settled it and showed its bounty.

### RESOURCES

Pick 2 as Surpluses and take the rest as Needs: *Leadership, Morale, Recruits, Justice, Coin.*

Work out where each Surplus is kept, or mark it as Dispersed. For each Need, say what trauma in the occupation or revolution it stems from.

Then the GM picks Customs and Moves for the Arbiter, while you pick a Doctrine, Lifestyle, Assets and Moves.

# NOTES



## Inheritance

Your characters add 1 to their Lore or Might, and can easily switch between blending in as a local and standing out as a representative of a greater power. In addition, their oath of service comes with a form of diplomatic immunity; they may spend 1 Trust to remove all Banes from a ritual they've cast, or ignore a Heavy Wound they would otherwise have taken.

## Assets

Pick three:

### Signs of the Exalted

- Brass and silver staff (Weapon: *melee, weird*).
- Inscribed jewellery (Outfit: *heraldry, meditative*).
- Treasure junk (Transport: *ship, luxury*).
- Honour guard (Followers: *drilled, vicious*).

### Signs of the Courier

- Short bow (Weapon: *far, silent*).
- All-weather gear (Outfit: *practical, hardy*).
- Purebred stallion (Transport: *mount, swift*).
- Outriders (Followers: *hardy, shadowy*).

### Signs of the Subversive

- Poisoned knives (Weapon: *melee, hidden*).
- Thieves' garb (Outfit: *subtle, mobile*).
- Inconspicuous cart (Transport: *drawn, durable*).
- Infiltrators (Followers: *rogues, shadowy*).

## Doctrine

*Pick a mission from your patron:*

- GUIDE THEIR GROWTH:** When you use your resources to make peace between two Houses or reconcile a House with the Arbiter, gain 1 Trust.
- PROTECT OUR INVESTMENT:** When you protect a key resource only found in this land, or export a Surplus of it back to your patron, gain 1 Trust.
- PUNISH THE EMPIRE:** When you lead an attack on the Empire's armies, or remove or subvert one of their key figures, gain 1 Trust.

## Lifestyle

*Pick one:*

- THE GRAND EMBASSY:** You have a central headquarters, as close to the seat of power as is possible. *When you seek an audience with the Arbiter*, spend 1 Trust to give the **READ THE WIND** roll advantage.
- A THOUSAND EYES:** Your agents are spread throughout the land, giving you intimate knowledge of each faction's operations. *When you activate agents within another House's seat of power*, spend 1 Trust to give the **SUBTERFUGE** roll advantage.
- CHAMPIONS:** Your people have been hand-picked to be the best and brightest your patron could offer. *When they stand against an outnumbering force*, spend 1 Trust to give the **CLAIM BY FORCE** roll advantage.



# THE ENVOYS OF THE WIDER WORLD

*The Empire isn't the only major power, and you're here representing one of their rivals. During the revolution, you provided aid and support to the rebels. Now they're free, and it's time to collect on your investment.*

Reach



Grasp



Sleight



## ARBITER FAVOUR



PERIPHERAL



OVERLOOKED



ARBITER  
OVERSIGHT



CORDIAL  
FRIENDSHIP



CLOSE ALLIES

SURPLUSES

Location

NEEDS

## Factions you have Influence on:

*When another House accepts your offer of aid and resources, gain Influence on them.*

## Moves

*You get Not From Here, and pick one:*

### Not From Here

While you live in this land, you aren't beholden to the Arbiter. The one who controls your fate is much more powerful, even if they are also far away. Your relationship with your patron is tracked with Trust points, starting each Age at 1.

*At the start of each Age*, decide with the GM if your patron wants you to Progress or Doom the Arbiter's project. *When you do add one of those points*, gain 1 Trust.

*When the Arbiter is HOLDING COURT*, instead of the normal results use these:

*On a 6 or lower*, your lack of influence is noted, and the resources you depend on are channeled elsewhere. Lose 1 Trust, and the GM says how your patron is expecting you to make improvements.

*On a hit*, you are respected in the Arbiter's court. On a 7-9 pick one, on a 10+ pick two:

- You make a lucrative deal; swap one Surplus for another.
- You turn someone within their regime into an asset for your plans.
- You hold a private meeting with anyone at court; no-one else will know.
- You hear a rumour about events in the Nation that bears further investigation.

### Just a Humble Tailor

*When you call on your patron's resources to set up a front organisation*, spend 1 Trust and roll +Sleight. On a hit, you set it up; give them a name and an apparent trade. Your character claim membership with the front instead of you, and the front cannot be linked back to you without effort. On a 10+, pick one:

- Add an asset option specific to the front, with three tags of your choice.
- The front looks like it's linked to another House you have influence over.
- The front has headquarters in a secure, desirable or strategic location.

### Call in the Cavalry

*When you call on your patron for help*, spend 1 Trust and say which Surplus you require. Roll **LOGISTICS** to see when it'll arrive.

### Carry a Big Stick

*When you negotiate with another House*, you may spend 1 Trust to bring additional leverage from your patron. If you do, they pick one of these options:

- They commit their House to the action you desire, and trigger **FLUSH WITH RESOURCES** as your patron rewards them.
- They refuse, and trigger **FALL INTO CRISIS** as your patron shows their displeasure.

## Traditions

*Write the rituals your House has learned here. When your character retires, you may add a ritual they know to your House's Traditions.*

Trust



# MAKING YOUR ENVOYS

## The Ancient Past

### LANDMARKS

Mark three sites of priceless natural resources on the map. Then pick one to put on the map, or make up your own landmark:

- A giant boulder, covered in wind-carved whorls and glyphs.
- A dormant volcano, caldera filled with obsidian-dark water.
- A dense and verdant forest seething with predators and plagues.

### STATS

Pick one:

- **REACH 1 GRASP 1 SLEIGHT -1** if your patron is a militaristic and interventionist nation.
- **REACH 2 GRASP -1 SLEIGHT 0** if your patron is a coalition of nations, often squabbling and divided.
- **REACH -1 GRASP 1 SLEIGHT 1** if your patron is a manipulative and cagey organisation.

### CUSTOMS

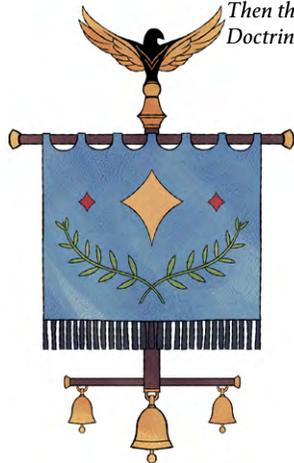
Pick one from each list or make your own.

**RULE:** An appointed ambassador and their staff; a business given license by your patron to represent their interests; cells working independantly under the orders of a spymaster back home.

**POPULACE:** Citizens of your patron, each one a temporary visitor to the land; envoys who have lived here their entire lives, starting families and raising new envoys; locals recruited and managed by key personnel from your patron.

**CULTURE:** Subtle signs of your affiliation, worked into heraldry and outfits; arrogant deputies of a greater power; blending in with the greater populace, except in the safe areas where you celebrate your patron's culture.

Then as a group pick an Origin on the Arbiter sheet.



## The Imperial Occupation

### LANDMARKS

Pick an option to put on the map, or make your own:

- The looming garrison, where the occupying army was stationed.
- The grand quarry, extracting precious minerals from the ground.
- The ever-burning chasm, torn open following the Empire's worst atrocity.

### HISTORY

**How did you act during the occupation?** If you pushed back against the Empire and sheltered refugees, get Favour +1. If you used the distraction to pursue the Empire's resources elsewhere in the world, get Favour -1 but pick an extra Surplus in the Resources section.

**How powerful is your parent nation?** Say if it's equivalent to the Empire and similarly colonialist, or significantly smaller but more liberal.

**Who sent a delegation to request your aid?** They say what they promised you if you aided the resistance, and why they haven't delivered it yet; you gain Influence on them.

**Who hid your initial envoys from the Empire?** They say what sacrifices they made to allow you to escape notice, and gain Influence on you.

Then work through the Flashpoints on the Arbiter sheet.

## The New Land

### LANDMARKS

Pick an option to put on the map, or make your own:

- The outlying islands, home to micro-nations friendly to your parent nation.
- The razed village, devastated by raids over the border.
- The folorn stockade, holding some of the occupation's worst criminals.

### RESOURCES

Pick 2 as Surpluses and take the rest as Needs: *Recruits, Weaponry, Coin, Raw Materials, Luxury.*

Work out where each Surplus is kept, or mark it as Dispersed. For each Need, say what hunger or wound your patron has that caused it.

Then the GM picks Customs and Moves for the Arbiter, while you pick a Doctrine, Lifestyle, Assets and Moves.

# NOTES

*A stout and fearsome warrior, pledged to their house and the land.*

## Making your Bogatyr

### Stats

Pick one and add your House bonus:

- Might +1, Bravery +1, Cunning 0, Lore -1
- Might +1, Bravery +1, Cunning -1, Lore 0
- Might +2, Bravery 0, Cunning 0, Lore -1

### Looks

Pick or create one from each:

- Masculine, feminine, concealed, ambiguous.
- Handsome face, brave face, soft face, scarred face.
- Shining eyes, cruel eyes, judging eyes, one eye.
- Huge body, muscular body, stocky body, compact body.

### Backstory

Read at least one out and ask for a volunteer:

I respect \_\_\_\_\_'s devotion to their House, even though it caused me trouble.

\_\_\_\_\_ and I fought a duel once. They won, but only barely.

\_\_\_\_\_ switched sides to help me. Can I trust them?

## Role Moves

Trigger one at character creation:

- LEADER:** Mark when you are placed in command of your House's warriors. Say who you've been tasked to defeat; GM says where they are, and what obstacle stands in your way.
- CHAMPION:** Mark when you swear an oath to confront a particular foe. Say what you promise not to do until they're dealt with. GM says one thing that won't harm you so long as you hold to your oath: bandits, honourable warriors, wild animals, the elements, thirst and starvation.
- ROGUE:** Mark when you ignore your House's interests to pursue vengeance. Say why it's crucial your foe is stopped before too late; GM says where you might find allies in your quest.
- OUTSIDER:** Mark when you protect an enemy of your House, or kill an ally. Say why this is in your House's best interests, GM says who is now coming to hunt you down.

When you change roles in play, add 1 to a stat or get a new move. If you mark all roles, retire to safety and narrate an epilogue, using as much of your Death move as you wish.

## Gear and Notes

Add a tag to your Armoury or Outfit when you PREPARE AND PROVISION.



# The Bogatyr

Name:

Might



Cunning



Bravery



Lore



## Bogatyr Moves *Pick two:*

### Against Countless Enemies

No matter the odds, you can trust in your skill with arms. Your melee weapons always have the *Cleave* tag on top of anything else, and you never suffer disadvantage from being outnumbered.

### Gleaming Scale

You can treat the *Regal* tag as if it were the *Defensive* tag: you can erase it to avoid harm. When you have time to rest, you can restore an erased *Regal* tag.

### Sworn Sword

When you begin a *DUEL* with someone, answer these questions instead:

- I am fighting to protect someone else.
- I am fighting to hold true to a sworn oath.
- I am fighting to demonstrate my skill.

During the *Duel*, you can spend 1 *Hold* to instantly turn an incoming *Heavy Wound* into a *Flesh Wound*, or draw a new weapon.

### Carry the Weight

When the need is dire, you can call on deep reserves of strength.

When you attempt a *heroic feat of strength*, roll +Might. On a 7+ you can lift something as big as a horse just enough, and for just long enough, to do what is needed. On a 10+, pick one:

- You can put what you're carrying down with no harm to it or yourself.
- You can hurl what you're carrying away, causing great harm to it and whatever it impacts.

### Lead the Charge

When you charge into battle at the head of a group of allies, both you and those that follow you roll with *fleeting advantage*.

### Harm

Flesh Wounds:


Heavy Wounds:


Dead

### Death Move

When you mark off your *Dead box*, plant your feet and make your last stand. No matter what, you'll remain fighting until your allies are safe and the danger has passed. Only then do you die.

A free and independent traveller, wandering across the land.

## Making Your Vagabond

### Stats

Pick one and add your House bonus:

- Might +1, Bravery 0, Cunning +1, Lore -1.
- Might 0, Bravery +1, Cunning +1, Lore -1.
- Might -1, Bravery +1, Cunning 0, Lore +1.

### Looks

Pick or create one from each:

- Masculine, feminine, concealed, ambiguous.
- Weathered face, grimy face, friendly face, scarred face.
- Hollow eyes, sunken eyes, wary eyes, cold eyes.
- Lean body, bulky body, scarred body, quick body.

### Backstory

Read at least one out and ask for a volunteer:

\_\_\_\_\_ hurt people I love and they don't even know it.

\_\_\_\_\_ went out of their way to show me kindness.

I've heard fascinating stories about \_\_\_\_\_

## Role Moves

Trigger one at character creation:

- LEADER:** Mark when your House's misfortune brings them down to your level. Say what new opportunities are available if they follow your lead. GM says who feels most resentment at your House's fall in status.
- CHAMPION:** Mark when your House needs something from the bandits, outcasts and margins of society. Say what contact you're calling on to make introductions. GM says who's seeking them too.
- ROGUE:** Mark when your House snubs people like you. Say what strength of your House your fellow unfortunates managed to hold onto; GM says what they need from you to maintain their fragile existence.
- OUTSIDER:** Mark when you set out into the world to walk your own path. Say what legends you're chasing the truth of. GM says where you might find further clues.

When you change roles in play, add 1 to a stat or get a new move. If you mark all roles, retire to safety and narrate an epilogue, using as much of your Death move as you wish.

## Gear and Notes

You don't get any gear from your House, but can start with a Transport with one extra tag.



# The Vagabond

Name: \_\_\_\_\_

Might



Cunning



Bravery



Lore



## Vagabond Moves Pick two:

### The View from Below

After a taste of life in a settlement, you learn the true shape of its society. *Each day you're there*, ask the GM one:

- Who wields the real power?
- Where do folk gossip and swap stories?
- Who's the black sheep of the community?
- Who's most generous with their charity?

### Free Agent

Your name, your House, your history... all a mystery to those who meet you. No-one will recognise you until you reveal yourself to them. *Whenever your House follows up your actions with a SUBTERFUGE attempt*, the roll has advantage.

### Axe Soup

When you bring something or someone precious to a House to substitute for a Surplus, roll +Cunning. On a hit, it'll be a workable substitute, though on a 7-9 pick one:

- They have to use it immediately or lose it.
- There's a key flaw that goes unnoticed; they gain a Need of the GM's choice as soon as they use the Surplus.
- It doesn't go the distance; they can only use it if they also have a complementary surplus collected nearby.

### Wretch

When you abase yourself before someone, roll +Cunning. On a 7-9 hold 1; on a 10+ hold 3. Spend your hold 1-for-1 to:

- Give a FIND COMMON GROUND use on them advantage.
- Notice something they were keeping hidden.
- Redirect their attention away from you.

### Call on Hospitality

When you enter someone's home, roll +Cunning. On 10+ they treat you with full hospitality. On 7-9 they give you the formal generosity for a while. On a miss they give you a cup of water, a piece of bread and send you on your way.

## Harm

Flesh Wounds:

Heavy Wounds:

Dead

## Death Move

When you mark off your Dead box, say what the travellers who know you will tell of your life and death. Going clockwise around the table, each player adds or alters one element of the tale, until the complete legend has been told.

An expert on the history of the land, deeply attuned to its secrets.

### Stats

Pick one and add your House bonus:

- Might -1, Bravery 0, Cunning +1, Lore +1
- Might 0, Bravery +1, Cunning -1, Lore +1
- Might -1, Bravery 0, Cunning 0, Lore +2

### Looks

Pick or create one from each:

- Masculine, feminine, concealed, ambiguous.
- Wrinkled face, wise face, tired face, rough face.
- Clouded eyes, sharp eyes, laughing eyes, weary eyes.
- Bent body, wiry body, slight body, stocky body.

### Backstory

Read at least one out and ask for a volunteer:

- I don't understand how \_\_\_\_\_ can do the things they do.
- I want to teach \_\_\_\_\_ what's truly important.
- I don't think \_\_\_\_\_ knows I know what they did.

### Role Moves

Trigger one at character creation:

- Leader:** Mark when you induct your House into ancient mysteries. Say what bargain you're trying to strike with the land. GM says what'll happen so long as you keep making the agreed sacrifices.
- Champion:** Mark when you are sent to understand a mystery, place or creature. Say three possibilities you suspect for the truth, and the GM will say which one you can rule out.
- Rogue:** Mark when you realise a core part of your House's culture is a fabrication. Say what harm the falsehood is causing - to your House or outsiders. The GM says which other faction might know the truth.
- Outsider:** Mark when you seek the tutelage of a spirit of the land. Say what way you are warped by the pilgrimage in mind or body. The GM says what you'll need to do to win the spirit's approval.

When you change roles in play, add 1 to a stat or get a new move. If you mark all roles, retire to safety and narrate an epilogue, using as much of your Death move as you wish.

### Gear and Notes

When you *Prepare and Provision*, you can tag a Surplus to learn a relevant Ritual from your House's lore.



# The Coremaster

Name:

Might



Cunning



Bravery



Lore



## Coremaster Moves Pick two:

### Discern Significance

When you *Unearth Forgotten Lore*, you can always ask 1 question in addition to your roll results. You may also pick these questions:

- Who might know more about it?
- What spirits have walked this place?
- What vision do I have about its future?
- What vision do I have about its past?

### Ancient Magic Uncovered

When you rest in the wilderness outside modern civilisation, you may spend 1 Insight to dream of ancient lore and gain 1 Vision. Spend 1 Vision to gain Advantage on *Enact a Ritual*, or spend 3 to *Learn a Ritual* from the land.

### Sage Advice

When an ally Calls for Aid, you can always respond by offering advice and rolling +Lore. If you roll a 6 or less on your aid attempt, say what you learn from failure and gain 1 Insight.

### Remembered Oaths

When you demand someone honour promises they made, do not roll *Find Common Ground*. Instead roll +Lore, and on a hit the land will curse them until they honour their word. Pick a curse:

- All food they eat turns to ashes and blood.
- Animals will avoid or attack them.
- Their finery rots within hours of being donned.
- They will be afflicted by pox and warts.

On a 10+ you seize their heart. Each season that passes with the promise unfulfilled, hold 1. Spend 1 hold to deal them a flesh wound, 2 to deal a heavy wound, 3 to kill them. Lose all hold if they fulfil the promise.

### Traditional Remedy

You are an extraordinarily effective healer. Your presence counts as a Surplus for the purposes of *Professional Care*; if an appropriate Surplus is also present, your patient heals in days, not weeks.

### Harm

Flesh Wounds:

Heavy Wounds:

Dead

### Death Move

There's a particular power in death. As you die, describe the powerful and lasting Ritual you work with your final breaths.

*A silver-tongued diplomat.*

### Stats

*Pick one and add your House bonus:*

Might -1, Bravery 0, Cunning +1, Lore +1

Might 0, Bravery 0, Cunning +2, Lore -1

Might -1, Bravery +1, Cunning +1, Lore 0

### Looks

*Pick or create one from each:*

Masculine, feminine, concealed, ambiguous.

Smooth face, wrinkled face, striking face.

Piercing eyes, arresting eyes, wise eyes, welcoming eyes.

Wiry body, angular body, stocky body, hale body.

### Backstory

*Read at least one out and ask for a volunteer:*

\_\_\_\_\_ told me something that was great for my house - and disastrous for theirs.

\_\_\_\_\_ and I have history that is *quite* unprofessional.

\_\_\_\_\_ saved my life when a deal went very wrong.

### Role Moves

*Trigger one at character creation:*

**Leader:** Mark when you promise your House luxuries if they do what you say. You say how you've improved their lot already, GM says what they now expect from you.

**Champion:** Mark when you're sent to bring peace between two groups. Say who your contacts are in each; GM says what grudge is keeping them apart.

**Rogue:** Mark when you seek allies to bring a corrupt leader down. Say a group who's suffering under them, GM says another group they're favouring.

**Outsider:** Mark when you disclaim ties to build a greater alliance. Say why the larger threat needs everyone to band together to defeat it. GM says what's distracting your allies from facing the threat.

**When you change roles in play,** add 1 to a stat or get a new move.

If you mark all roles, retire to safety and narrate an epilogue, using as much of your Death move as you wish.

### Gear and Notes

When you *Prepare and Provision* you can add a free tag to your Transport, or gain a new Transport with two tags.



## The Ambassador

Name:

Might

Bravery



Cunning

Lore



### Ambassador Moves *Pick two:*

#### One of Them

*When you mimic the customs and mannerisms of the people you're dealing with,* roll +Cunning. On a 10+, you duplicate their manners effortlessly; they're set at ease, and will trust you and consider your words. On a 7-9 something is lacking in your mimickry; they notice your affectations, and may appreciate it or resent it depending on the individual. On a miss you have veered into caricature and given great insult.

#### Voice of the Crowds

*When you seek out the troubles of the downtrodden or persecuted,* roll +Cunning. On a hit, you learn one:

- A secret weakness of the rulers.
- How to evade the ruler's attention.
- How the rulers maintain their control.

On a 10+ the people you talk to will shelter you or defend you if you get into trouble.

#### Razor-tongued

A duel is as much a matter of psychology as it is brawn. *When you Duel someone,* gain Hold equal to your Cunning instead of your Might. *Whenever your opponent deals you a Heavy Wound,* they must also reveal a secret they'd rather you - or the audience - didn't know.

#### Sly Words

Like all successful politicians, you know how to exploit the weakness of others. *When you use someone's shameful or illicit secrets as leverage,* one of the requirements they pick for *Find Common Ground* must be "you promise to keep the secret hidden".

#### Long Memories

*When you enter a new court,* roll +Lore. On a 7-9 name one secret of the leaders, and an enemy of theirs. On a 10+ you've helped one of those parties in a major way. Say how.

### Harm

Flesh Wounds:

Heavy Wounds:

Dead

### Death Move

*As you die,* you may pass a letter to a companion. This letter can contain a piece of valuable information, a message which obligates the recipient to do something, a map to a secret treasure or location, or anything else important agreed with the GM.

A ranger travelling the Land's wilderness, finding hidden things and striking from unexpected directions.

### Stats

Pick one and add your House bonus:

- Might 0, Bravery +1, Cunning +1, Lore -1
- Might +1, Bravery +1, Cunning 0, Lore -1
- Might 0, Bravery +2, Cunning 0, Lore -1

### Looks

Pick or create one from each:

- Masculine, feminine, concealed, ambiguous.
- Young face, kind face, weathered face, glum face.
- Naïve eyes, soft eyes, quick eyes, bright eyes.
- Compact body, scrawny body, fit body, energetic body.

### Backstory

Read at least one out and ask for a volunteer:

- \_\_\_\_\_ taught me how to survive in their territory.  
I guided \_\_\_\_\_ through the wilderness. Never again.

### Role Moves

Trigger one at character creation:

- Leader:** Mark when you lead an expedition. Say what your objective is, the GM says the biggest hurdle you see in your path.
- Champion:** Mark when you're sent to scout out your opposition. Say how you plan on getting close enough to observe them; the GM says who's most suspicious of you.
- Rogue:** Mark when you pursue a personal vendetta. Say where you might find allies against them; the GM says your target's greatest strength.
- Outsider:** Mark when you work with a group your House is on bad terms with. Say what proof you have that your House is mistaken about them; GM says what questionable venture the group's currently pursuing.

When you change roles in play, add 1 to a stat or get a new move. If you mark all roles, retire to safety and narrate an epilogue, using as much of your Death move as you wish.

### Gear and Notes

When you *Prepare and Provision*, you can add an extra tag to your Outfit.



# The Scout

Name:

Might

Bravery



Cunning

Lore



### Scout Moves *Pick two:*

#### Walker of Ancient Paths

You are in tune with the land itself. *When you meditate to sense the energy of the land*, roll +Cunning. On a hit, you have attuned to the terrain. When you *Enact a Ritual* in this area, roll +Bravery instead of +Lore. On a 10+, the GM gives you a rough outline of the major landmarks in your vicinity, including any potential threats.

#### Range Far and Wide

You can travel across great distances far faster than others would expect. *If you're not in the current scene*, you can roll +Bravery to appear from an unexpected direction. On a 7-9 you've brought some trouble with you; on a miss, you're arriving under duress or severely wounded.

#### The Art of War

*When you've scouted out a battlefield*, your side in *Pitched Battle* adds an extra token to the pot. *When you would take a Heavy Wound in battle resolution*, you can lose 1 Insight instead.

#### Know Your Adversary

*When you have the time and a vantage point to study your foe unobserved*, gain Hold equal to Bravery. At any time, spend 1 hold at any time to:

- Remove a key weapon from your enemy.
- Separate your target from their allies.
- Shut down an action the target is making.
- Identify what you'd need to do to take them down.

#### Hunter's Lore

*When you investigate a track or spoor*, roll +Cunning. On a 7-9 ask 1, on a 10+ ask 3:

- What sort of quarry left this trail?
- What strengths do they have access to?
- What happened here?
- Where did they go?
- What's not what it appears to be?

Gain fleeting advantage when you act on each answer.

### Harm

Flesh Wounds:

Heavy Wounds:

Dead

### Death Move

When you die, you may either deal a fatal blow against the being or creature that killed you, or impart to your companions the location of a great hidden treasure.

*A wise and canny administrator who can ably manage your House's fortunes.*

### Stats

*Pick one and add your House bonus:*

Might 0, Bravery +1, Cunning +1, Lore -1

Might 0, Bravery -1, Cunning +1, Lore +1

Might +1, Bravery -1, Cunning +1, Lore 0

### Looks

*Pick or create one from each:*

Masculine, feminine, concealed, ambiguous.

Charming face, pretty face, grimy face, wrinkled face.

Squinting eyes, calm eyes, appraising eyes, shifty eyes.

Sumptuous body, lithe body, strong body, pampered body.

### Backstory

*Read at least one out and ask for a volunteer:*

\_\_\_\_\_ and I sat in judgement before, and I taught them wisdom.

I suspect \_\_\_\_\_ is stealing from their House.

I helped \_\_\_\_\_ escape a disaster that would otherwise have been the end of them.

### Role Moves

*Trigger one at character creation:*

- Leader:** Mark when you take overt control of your House. They'll bring concerns to you before opposing you; GM says what problems you're immediately made aware of.
- Champion:** Mark when you become another leader's advisor. Say a weakness of theirs that you can exploit, GM says a habit of theirs that's making your job difficult.
- Rogue:** Mark when you seek to usurp the power of another. Say why you're not only right, but morally justified. The GM tells you who you will hurt by doing this.
- Outsider:** Mark when you put another House's interests ahead of your own. Justify your decision; the GM will tell you what your independence costs.

**When you change roles in play,** add 1 to a stat or get a new move.

If you mark all roles, retire to safety and narrate an epilogue, using as much of your Death move as you wish.

### Gear and Notes

When you **Prepare and Provision**, add a tag to your gear or raise your Companion's Quality by 1 for each Coin you spend.



# The Factor

Name: \_\_\_\_\_

Might



Cunning



Bravery



Lore



## Factor Moves *Pick two:*

### Everyone Has a Price

*When you try to flip an agent of your enemies to your side,* remove a FIND COMMON GROUND option they can pick for each that is true:

- They have accepted a lavish gift from you.
- You have brought them evidence of their master's disloyalty.
- You have made a credible threat against their loved ones.

### Quartermaster

You're skilled at commanding others. Add a tag to a group of Followers so long as they work for you. *When you take time to inspire and train them,* restore all lost tags.

### My Little Sparrows

Your spies lurk across the land, feeding you reports. *When you enter a new settlement,* say which group they've infiltrated: its leaders, their enemies, the labourers, the profiteers. Each day, you may secretly meet them and ask them a question about that group; the GM will answer it honestly. You may ask follow-up questions, but after each one the GM may make a reaction increasing the spy's risk of discovery.

### Political Upheaval

*When you convince your Family to undergo radical change,* roll +Cunning. On a hit, shift their Doctrine or Lifestyle to whatever you like or swap one Family move for another. On a 7-9, they gain Need: Morale. When passions cool, the populace begins to second-guess the wisdom of their decision.

### Canny Trader

*When you personally add a Surplus to your House's wealth,* pick one per point of Cunning:

- Treat those present to luxury and celebrations, gaining fleeting Advantage on Mood rolls.
- Gain a clue to how you can remove a Need, and get Fleeting Advantage acting on the clue.
- Get a free option pick the next time you **PREPARE AND PROVISION**.
- Exaggerate its value, and get Influence on the buyer when you sell it on.

### Harm

Flesh Wounds:

Heavy Wounds:

Dead

### Death Move

As you die, you identify a scheme of yours that's almost complete. Say what steps are left to perform, along with one House that'll gain a Surplus and one House that'll gain a Need if the scheme's completed.

*You're a supporting character: here to assist the party, flesh out the House and give you a voice in the fiction. If you survive this mission, pass this sheet to the House's player for use in later scenes.*

**Stats**

Split +1, 0, 0, -1 between your stats. Add your family bonus to 1.

**Relationship**

Sibling, child, cousin, aunt, rival, protege or peer of the family's main character.

**Looks**

Masculine, feminine, concealed, ambiguous

Trusting face, scowling face, angular face, worried face.

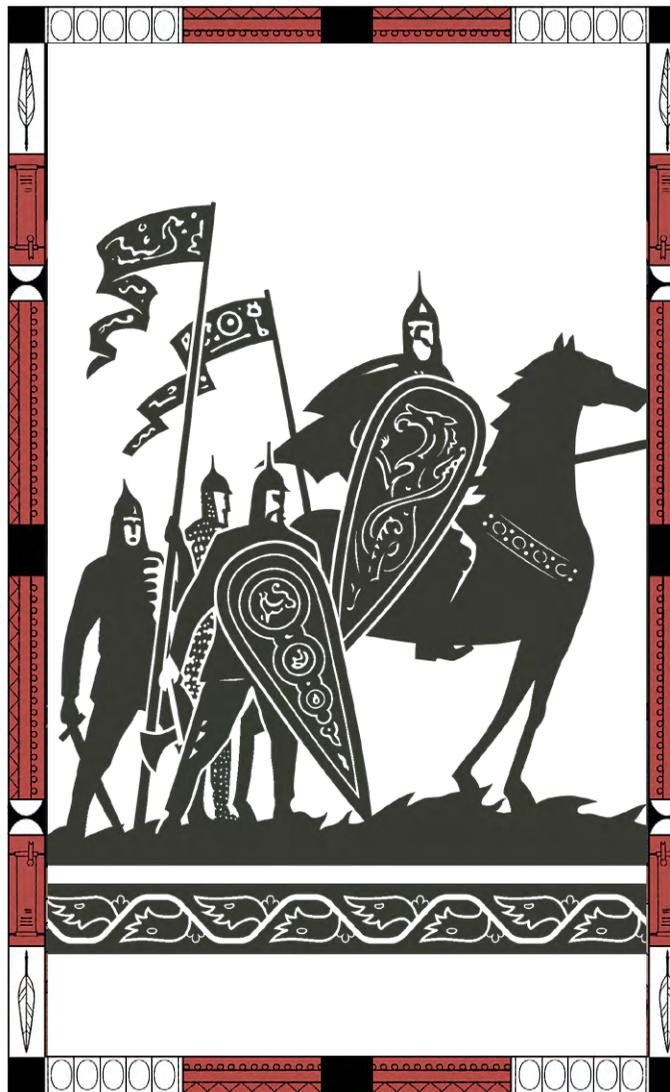
Rebellious eyes, squinting eyes, calculating eyes, wise eyes.

Muscular body, bony body, heavysset body, graceful body.

**Name**

Blagojce, Blagorodna, Bojidar, Borislava, Cedimir, Czcibor, Czeslawa, Dobrochna, Gojmir, Gradimir, Iva, Jovan, Lechoslaw, Liduna, Lubos, Marija, Mecislava, Myslik, Nadia, Navenka, Nedeljko, Nedjeljko, Ognjen, Pribuska, Radoslawa, Slavco, Slawoj, Snjezana, Sobeslava, Srebrenka, Suncica, Tsvetelina, Venuska, Vesna, Vihren, Yasen, Zan, Zelislav.

**Gear and Notes**



**QUICK CHARACTER**

**Name:**

**Might**



**Cunning**



**Bravery**



**Core**



**Role Moves** *Pick one:*

**Leader**

*When you train a group for a few days*, hold 3. When they do what you trained them for, spend hold 1-for-1 to add +1 to their roll's result or take any consequences they suffer onto yourself.

*When you die*, gain 3 more hold. Spend it when you wish to give another character's roll advantage. Each beneficiary says how your memory inspires them.

**Champion**

*Say a narrow field you're an expert in:* scavenging, diplomacy, hunting, etc. *When you use your skills*, reveal a secret about the situation and get fleeting advantage acting on it.

*When you die*, reveal your mission's final step. If the party does it, the mission succeeds.

**Rogue**

*When you break the law of your House or the Arbiter*, roll +Steel. On a hit they have higher priorities than punishing you. On a 10+ get fleeting advantage when you socialise with their rivals or enemies.

*When you die*, your House finally respects your outlook. Say a way they change in your honour.

**Outsider**

*You have strange abilities.* Pick a stat: you can take 1 harm to roll it with advantage. When you do, describe how side effects twist the area or your body.

*When you die*, a terrible curse plagues the area. Those that untangle and banish the curse may *Learn a Ritual* from your lingering spirit.

**Harm**

**Inherited Ability**

**Flesh Wounds:**

**Heavy Wounds:**

Dead

# ARBITER LEGENDARY WARRIORS

CONTROL

TURMOIL



## FORM

### ■ Monolithic

For as long as the Land remembers, the Warriors have defended it. During the occupation they were mentors and assassins; now, they demand obedience so that they may teach the Houses how to be strong. They are small in number, but their agents cannot truly die unless bested in a fair Duel.

### ■ Oligarchic

After the occupation, the Warriors formed as a guerrilla army striking from the shadows. As the insurgency grew, sub-chapters spread the light of revolution to each province. Now each region of the land is commanded by one of the Warrior's warlords, and they are aware of the movement of all troops within their domain.

### ■ Populist

As the Houses rose up in open rebellion, the people were a surging, furious tide they struggled to guide. With the Empire pushed back the revolutionary army roves the land searching for new enemies, urged on by whatever firebrand currently holds sway. When a House asks for military aid, roll Using Favour with advantage. When they plead for peace, the roll has disadvantage instead.

*Pick one as a group.*

## FLASHPOINTS

**Foundation:** You were the first House recruited into open combat against the Empire.

**Volunteer answers:** How did the Arbiter convince you to join?

**GM answers:** Was the Arbiter faithful to their promises in the end?

**Victory:** You played a major role in the Arbiter's victory, and saw the last bastion of the Empire's strength vanquished.

**Volunteer answers:** How did your House find glory in this final battle?

**GM answers:** What sacrifice did the Arbiter make to finally defeat the Empire?

*For each one, a player volunteers and works through the consequences.*

**Collateral:** As war erupted, the Empire used you as an example to chasten the others.

**Volunteer answers:** What was the greatest loss the Empire inflicted?

**GM answers:** How did the Arbiter use your tragedy for their own ends?

**Carnage:** You took to the battlefield, but found no glory - only bloodshed and death.

**Volunteer answers:** Who decided you would commit your forces here - you or the Arbiter?

**GM answers:** How did this tragedy place the entire rebellion in danger?

**Coronation:** As the rebellion was coming to a close, your House started agitating for the Arbiter to retain power.

**Volunteer answers:** Why did you choose to act as Kingmaker?

**GM answers:** What other faction sought power, and now bears a grudge against you?

**Compliance:** As the land settled into peacetime, a threat within your holdings lead you to seek the Arbiter's help.

**Volunteer answers:** Who did you need help fighting off?

**GM answers:** What bloodshed resulted as the Arbiter used the tools of war in civilian lands?

## CUSTOMS

### Style

- Gleaming armour and engraved weaponry.
- Austere uniforms and utilitarian gear.
- Each hero uniquely outfitted in their adventure's spoils.
- Simple clothing and impeccable weaponry.
- \_\_\_\_\_

### Ceremonies

- A duel between two pledges, as much a dance as a fight.
- A chaotic, enthusiastic melee before a baying crowd.
- A sombre service honouring those who died in revolution.
- A grand feast lauding the Warrior's leading generals.
- \_\_\_\_\_

### Laws

- Each House must tithe some of those that come of age to serve as the Arbiter's soldiers.
- Any request of food or shelter from our soldiers must be heeded.
- No house may raid another without our blessing.
- \_\_\_\_\_

*The GM picks one option from each category.*

## AGENDA: BE THE TYRANT THEY TEST THEMSELVES AGAINST

**You are defined by your strength.** Through your force of arms and strategic brilliance the war was won. You were beloved and honoured with the highest office in the land. But the skills that excel in war are not the ones required for peace. When a crisis strikes, you'll deal with it like a military threat: identify an enemy, rally the troops to fight it, and crush all dissent within your ranks.

### Impulses:

*Show a land kept safe by your cage.*

*Reward service with glory.*

*Applaud audacity and daring.*

*When your authority is challenged, escalate force.*

## MOVES

*Pick one:*

### Patron of the Blade

*At the beginning of each season,* the GM picks which House holds the best warrior in the land. That House rolls **Holding Court** with Advantage.

### Iron Discipline

Uniforms and drills keep the Arbiter's soldiers united and cool-headed in even the most dire situations - but that also leaves them unquestioning. *When anyone with positive Favour tries to manipulate the Arbiter's soldiers,* they roll **Subterfuge** with Advantage.

### Hail Caesar

*When a House leads a successful military campaign outside the land's borders,* the Arbiter will celebrate their return and grant them Surplus: Prestige, Luxury or Leadership.

### The Cavalry Arrives

*When a House misses a Claim by Force roll within your borders,* the GM may use their reaction to declare the arrival of the Arbiter's forces. Resolve the move like they rolled a 10+, but the leader of the forces will say why the Arbiter sent them.

## INHERITANCE

Add 1 to your Agent's starting Might or Bravery. Also, pick an Inheritance move for them:

- Legate:** When in territory you control, you automatically get a 10+ on **Familiar Face**.
- Duellist:** You are trained for single combat. When you **Duel,** gain 1 Hold every time you take a wound.

- Well-Equipped:** When you dress for war, add a tag to your weaponry and your outfit.
- Hardy:** The first time each day you take Harm, reduce it by 1.

## ADVANCEMENT

*When a project is completed, pick one for each House with positive Favour:*

- Gain a new move.
- Gain a point of **control**.
- Add a fortification to the map.
- Increase the size of a settlement.
- Introduce a new Ceremony honouring the project.
- Give every House Surplus: Peace
- Mark out an area as under military control.
- Your Agents add an extra tag to their gear.

*When a project is ruined, pick one for each House with positive Favour:*

- Lose a move; gain a new move if it was your last.
- Lose a point of **control**.
- Enact a new law.
- Mark out an area as hostile and dangerous.
- Erase a fortification from the map.
- Shrink a settlement.
- Give every House Need: Recruits.
- Introduce a dangerous faction within the Arbiter.

# ARBITER GUARDIANS OF HISTORY



CONTROL

TURMOIL



## FORM

### ■ Monolithic

The faltering rebellion knew that they needed a secret weapon to push back the Empire. Each House volunteered a sacrifice, and together the sacrifices were imbued and remoulded into living, terrifying avatars of the Land's power. Their power won the war, and now the circle of avatars command the realm from a citadel of entwined trees at the heart of a new and ancient forest. The very land serves them; when a House triggers **Breaking the Law**, they must also pick an option from the **Paying Your Debts** list in **The Ages Turn**.

### ■ Oligarchic

The Guardians are eternal: as long as the land exists, they will be here to speak for it. When our heritage was stolen, they walked among us keeping the stories alive. When the revolution came, the rivers and hills rose up to fight beside us. On the eve of victory, each of the Guardians walked into the heart of a settlement and planted a seed. Through the trees that grew, each Arbiter keeps watch over their citizens, advises community leaders in dreams, and sends natural disasters against those who attack their lands.

### ■ Populist

As the Empire tried to erase your traditions, the Land called in ancient pacts. Hundreds woke with the lore of centuries seared into their minds. These cunning-folk used their magic to bind the rebellion together, inflict crop failures and misfortune, and stoke discontent into flames. Even now the Land speaks via them, and each community has a rite to appoint a new oracle when theirs dies. When the GM picks the **Enact a Ritual** Bane 'The land shows you something it thinks you need to know', it's the Arbiter that communicates the message to you, and they know what was said.

*Pick one as a group.*

## FLASHPOINTS

**Suppression:** The Empire's crackdown on your rites proved their promises were lies.  
**Volunteer:** What ceremony did the Empire halt?  
**GM:** How did they stop you from performing it ever again?

**Pilgrimage:** Your agents lead the others in a journey across the land, walking ancient paths.  
**Volunteer:** How did you avoid the Empire's spies and patrols?  
**GM:** What distraction did the Arbiter create to ensure the pilgrimage succeeded?

*For each one, a player volunteers and works through the consequences.*

**Rumours:** As a desperate resistance fought for liberty, you sought a mystical path.  
**Volunteer:** What sort of ritual were you searching for?  
**GM:** How and where did you find the truth of the ritual?

**Sacraments:** As the Arbiter prepared to channel the ritual's power, you lead the others through its final steps.  
**Volunteer:** What, more than anyone else, did you sacrifice?  
**GM:** How did the Arbiter use that power to liberate the land?

**Dissent:** As each House's mystics gathered, you expressed concern about the ritual.  
**Volunteer:** What was so awful about the action proposed?  
**GM:** What alternative did the Arbiter propose?

**Solstice:** As the new nation searched for an identity, the Arbiter declared a grand feast.  
**Volunteer:** How did the Arbiter use the Solstice to bind the nation under their rule?  
**GM:** What cost did they pay to achieve this working?

## CUSTOMS

### Style

- Elaborate, antique traditional attire.
- Body paints, hessian and wooden crowns.
- Austere, formless robes.
- \_\_\_\_\_

### Ceremonies

- A bloodletting to pay back the land for its bounty.
- A feast to mark the beginning of each season.
- A recitation of the lives of the ancestors.
- Walking the border, rebuking the empire.

### Laws

- None may celebrate a holiday introduced by the Empire.
- No House's sacred space may be raided or damaged.
- No House may teach a ritual from their traditions to another House without the Arbiter's permission.

*The GM picks one option from each category.*

## AGENDA: SHOW THE COSTS DEMANDED BY STASIS.

You are firmly convinced that the old ways were best, and that every change wrought by the Empire must be walked back. When that position collides with the messy reality of the modern nation, with citizens of the Land who may be first- or second-generation immigrants or who derive comfort from foreign rituals and practices, you are unlikely to demonstrate nuance or flexibility. Suffering will follow.

### Impulses:

*Evoke the glories of the faded past.*

*Reward those who show wisdom and discretion.*

*Reveal a forgotten truth of the land.*

*Appeal to tradition and authority.*

## MOVES

*Pick one:*

### Enforcers of Ignorance

*When a House brings an artefact to them containing great power or foreign magics, the Arbiter will hide the artefact away in their storehouses and reward the House with Surplus: Wealth, Prestige or Morale.*

### Library of the Ancients

The Arbiter has a vast store of ancient knowledge. Any House with positive Favour may **LEARN A RITUAL** from the Arbiter when they **HOLD COURT**, but the ritual comes with an extra condition on top of that determined by the +Lore roll.

### Patron of the Wise

*At the beginning of each season, the GM picks which House holds the wisest lorekeeper in the land. That House rolls **HOLDING COURT** with Advantage.*

### Once More We Return

*When a character dies, their House may spend 1-Favour to resurrect them. At the start of the next season, the character emerges from a wooden, moss-lined cocoon in the Arbiter's court. The GM will say how the experience changes the character. This may also be used to preserve a character between Ages.*

## INHERITANCE

Add 1 to your Agent's starting Lore or Cunning. Also, pick an Inheritance move for them:

- Deep Lore:** *When you advise someone with your knowledge of ancient traditions, they get fleeting advantage acting on your words.*
- Mark of Office:** *When you brandish your symbol of authority, roll +Lore instead of +Cunning for FAMILIAR FACE.*
- Wild Tongue:** You can talk to and command any animal native to the Land.

- Strange Insights:** *For each minute you spend observing an inhuman creature, ask the GM one of the following: What does it most want, what's hurting it, what can it sense that I can't?*
- Tonsured:** *When you wear the garb of your faith, people will assume you're one of: harmless, deadly, mystical, self-sacrificing.*

## ADVANCEMENT

*When a project is completed, pick one for each House with positive Favour:*

- Gain a new Arbiter move.
- Gain a point of **control**.
- Add a new natural feature (forest, lake, river, mountain, etc) to the map.
- Increase the size of a settlement.
- Introduce a Ceremony honouring the project.
- Give every House Surplus: Crops.
- Describe an insight you've learned from the Land.

*When a project is ruined, pick one for each House with positive Favour:*

- Lose a move; gain another if it was your last.
- Lose a point of control.
- Enact a new law.
- Mark out an area as hostile and dangerous.
- Erase a site of growth or beauty from the map.
- Shrink a settlement.
- Give every House Need: Recruits.
- Introduce a dangerous faction within the Arbiter.



## FORM

### ■ Despoiled

While you were labouring in foreign lands, the Empire raided your homeland of every natural resource of worth. Now you're back and it's clear the land's bounty is depleted, and those that remained are starving and forlorn. *When you identify a natural resource with **Read the Wind***, the GM will tell you an obstacle that must be overcome before the Surplus can be harvested.

### ■ Hostile

Like a wounded animal, the Land spits and claws at anyone who draws on it. Meanwhile, the people that remained are practiced at asymmetric warfare, and will not accept other's authority kindly. *When you **Cast a Ritual***, the land fights you; suffer one more Bane than normal. *When you trigger **Logistics***, the populace resists you; pick an option even if your Mood is 0 or above.

*Pick one as a group.*

### ■ Alien

Most of the land's residents remained, and while you fought to hold onto your heritage under the Empire they evolved far beyond your common ancestors. Now they view you like another set of invaders, claiming kinship you haven't earned. The GM will mark down the areas they hold claim to; *when you **Claim by Force** or wage **Pitched Battle** in those areas*, lose 1 Favour.

## FLASHPOINTS

*For each one, a player volunteers and works through the consequences.*

**Prophecy:** While you laboured under the Empire's rule, one of your House had a vision of the Land of their ancestors.

**Volunteer:** *Who was this visionary? What did they see?*  
**GM:** *How did the Land bless or change its prophet?*

**Liberator:** As the dream of the old land spread, you put in motion a plan to let everyone leave.

**Volunteer:** *What action did you take to set everyone free?*  
**GM:** *Who did you have to leave behind?*

**Rearguard:** The Empire tried to stop your caravan of refugees. As their forces struck, you held them back.

**Volunteer:** *How did you defeat or outwit the Empire?*  
**GM:** *Which part of the Empire is still pursuing you?*

**Pioneer:** The path you took home was dangerous, difficult and draining. You kept the caravan alive, against the odds.

**Volunteer:** *How did you keep everyone going? Foraging, navigation, raising morale, forging new links, something else?*  
**GM:** *What lands did you pass through on your trails?*

**Ambassador:** As the migration arrived at the borders of their ancestral land, you were the first to make contact with those who remained there – and make contact with the Land.

**Volunteer:** *How did you prove you had a claim to this Land?*  
**GM:** *How did the Land seal the new pact?*

**Occupier:** As you founded settlements and rediscovered monuments and resources, tensions grew between newcomers and current residents. You were the first to draw blood to claim what you felt you were due.

**Volunteer:** *What did you claim? How did you justify it?*  
**GM:** *Who did you hurt, and how are they living now?*

## CUSTOMS

*The GM picks one option from each category.*

### Environment

- Tundra, steppe and desert.
- Grasslands, forests and plains.
- High passes, deep gorges and winding rivers.
- \_\_\_\_\_

### Seasonal Changes

- The great migrations of beasts and birds.
- Impressive and destructive storms at each season's onset.
- A sky of pure darkness on the night of each eclipse.
- \_\_\_\_\_

### Laws

- Do not harm a single wild animal in Spring.
- Do not raise an axe against a tree older than you.
- Do not travel between settlements in Winter.
- \_\_\_\_\_

## HOEDA:

### Show the truth behind nostalgia.

The Houses have finally returned to the land they were taken from long ago, but they can't recapture how things were. They've changed, and the land and its inhabitants have changed too. Show them what's different, and what's possible now.

## THE LAND AND ITS PEOPLE ARE ONE

*Choose how the Arbiter is represented in play:*

- Speakers for the Land:** The locals are a conduit for the Land's power, and they control the Houses' access to it.
- The Active Will of the Land:** The Land speaks to you in dreams and visions. The Arbiter **HOLDS COURT** in stone circles and glades, and its Agent is an oracle hearing voices from stones and trees. *Add to the **BREAKING THE LAW** list:* "All your Rituals have 1 more Bane for this Age".
- Ecology and Climate:** *Favour* represents how well you're making use of the land. *Projects* are opportunities presented by the land's shifting climate. *Agents* are skilled rangers, druids and naturalists. You **HOLD COURT** at the markets and festivals where you assess your harvests. Replace **USING FAVOUR** with this:  
*When your House manages the land*, roll +Favour. On a 10+, hold 2. On a 7-9, hold 1 and the GM holds 1. On a 6- the GM holds 2. You spend your hold to shape the land to your needs and gain a surplus. The GM can spend their hold to add a Bane to a ritual, or introduce a natural disaster.

## Impulses:

*Show a remnant of the past, reclaimed by nature.*  
*Surprise them with changes in climate or ecosystem.*  
*Ripple out unpredictable changes from their actions.*  
*Reveal unexpected vistas and strange new places.*

## MOVES

*Pick one:*

### The Trees Walk

The land itself acts to keep you free. *When a House wages **Open Battle** on behalf of the Land or against the Empire*, they can add a token of their colour as the natural world takes up arms.

### Patron of the Tender

*At the beginning of each season*, the GM picks which House has best ministered the Land's bounty. That House rolls **HOLDING COURT** with Advantage.

### Lines of Power

The GM draws four straight lines on the map, intersecting at least three times. At each intersection, the land's power is stronger; a House can use **CLAIM BY FORCE** to claim it, and exhaust that power to gain Surplus: Attunement or let a character **LEARN A RITUAL** with advantage. The power returns each Age.

## INHERITANCE

Add 1 to your Agent's starting Lore or Bravery. Also, pick an Inheritance move for them:

- Ranger:** *When you study an area thoroughly*, get lasting advantage on **DISARM** and **FIERCELY ASSAULT** there.
- Cunning Folk:** In natural surroundings, you may **FIND COMMON GROUND** with the environment.
- Survivalist:** *When you forage*, you'll find food for your group and shelter from the elements.
- Animal Companion:** You have a bond with a wild creature. It has three Follower tags, or two Follower tags and **Mount**.

## ADVANCEMENT

*When a project is completed*, pick one for each House with positive Favour:

- Gain a new Arbiter move.
- Gain a point of control.
- Add a new natural feature to the map.
- Grow a settlement.
- An endangered species grows to a healthy size; mark their habitat.
- Give each House Surplus: Crops.
- Add a Line of Power.

*When a project is ruined*, pick one for each House with positive Favour:

- Lose a move.
- Lose a point of control.
- Enact a new law.
- A species of wildlife becomes endangered.
- Erase a site of growth or beauty from the map.
- Shrink a settlement.
- Give each House Need: Recruits.
- Remove a Line of Power.

# THE ARBITER'S SHADOW



*One who operates behind the scenes, travelling unseen, perhaps with a dagger in hand.*

**Might**  **Bravery**  **Cunning**  **Lore** 

**Starting stats:** Might 0; Bravery -1; Cunning 1; Lore 1

**Starting gear:** An outfit with *Practical* and *Subtle*, a weapon with *Melee* and *Hidden*.

**When you begin playing the Shadow**, say what secret the Arbiter wants you to learn or cover up.

## At Home in the Darkness

*When you scout out a location*, roll +Cunning. On a hit pick one, but on a 7-9 you do something that puts them on edge.

- You find a way to enter unobserved.
- You find a way to draw the inhabitants out.
- You find a way to disrupt the location's operations.
- You identify who's the greatest threat present.
- You identify the most valuable thing present.

## Advances

*Gain an Advance every time a House asks for your aid as they Zoom In.*

- Learn a ritual from a church of the gutters.
- Add 3 tags of your choice to your gear.
- Gain a cabal of spies (Followers: *rogues, shadowy*).
- Add 1 to Lore.
- Add 1 to Might.
- Add 1 to Cunning.

## Gear and Notes

# THE ARBITER'S FIST



*One who solves problems directly, ready to bash heads, or maybe content just exuding threat.*

**Might**  **Bravery**  **Cunning**  **Lore** 

**Starting stats:** Might 1; Bravery 1; Cunning 0; Lore -1

**Starting gear:** An outfit with *Tough* and either *Practical* or *Heraldry*, a weapon with *Melee* and *Brutal*.

**When you begin playing the Fist**, say who the Arbiter wants you to weaken, intimidate or hurt.

## Fearsome Warrior

Your blood-curdling reputation precedes you. *When you FIERCELY ASSAULT with the goal of driving off your enemies*, roll with advantage.

## Advances

*Gain an Advance every time a House asks for your aid as they Zoom In.*

- Learn a ritual from an ancient martial cult.
- Add 3 tags of your choice to your gear.
- Gain a squad of soldiers (Followers: *Vicious, Drilled*)
- Add 1 to Bravery.
- Add 1 to Might.
- Add 1 to Cunning.

## Gear and Notes

# THE ARBITER'S VOICE



*One who serves as the Arbiter's mouthpiece, and can find the right word to unlock any heart.*

**Might**  **Bravery**  **Cunning**  **Lore** 

**Starting stats:** Might -1; Bravery 0; Cunning 2; Lore 1

**Starting gear:** An outfit with *Heraldry* and either *Meditative* or *Regal*, followers with *Scholarly* and *Genial*.

**When you begin playing the Voice**, say who the Arbiter wants you to sway to their point of view.

## Poison Pen

*When you spread a rumour out into a community*, roll +Cunning. On a 10+ pick 2, on a 7-9 pick 1:

- A particular person hears the rumour exactly as you wish.
- A particular person will be ignorant of the rumour.
- A particular person seems to be the rumour's source.

On a miss, the rumour spreads and mutates out of control.

## Advances

*Gain an Advance every time a House asks for your aid as they Zoom In.*

- Learn a ritual from a circle of bards and mummers.
- Add 3 tags of your choice to your gear.
- Gain a squad of soldiers (Followers: *Guarding*, *Fighting*)
- Add 1 to Bravery.
- Add 1 to Lore.
- Add 1 to Cunning.

## Gear and Notes

# THE ARBITER'S FALCON



*One who can take assets wherever they need to go, and bring the Arbiter's will to the furthest borders.*

**Might**  **Bravery**  **Cunning**  **Lore** 

**Starting stats:** Might 0; Bravery 2; Cunning 1; Lore -1.

**Starting gear:** An outfit with *Practical* and *Hardy*, transport with *Mount*, *Drawn* or *Ship*, and *Durable*.

*When you begin playing the Falcon*, say what is so valuable about the people or things the Arbiter is having you transport.

## I've Been Everywhere

*When you consult your logs and maps*, add a detail to the map. Say one thing that's useful or interesting about this region, and the GM will say which danger or obstacle leads to inexperienced travellers avoiding it.

## Advances

*Gain an Advance every time a House asks for your aid as they Zoom In.*

- Learn a ritual from the legends of roadhouses and rambles.
- Add 3 tags of your choice to your gear.
- Gain a faithful crew of wayfarers (Followers: *Astute*, *Drilled*)
- Add 1 to Bravery.
- Add 1 to Might.
- Add 1 to Cunning.

## Gear and Notes

# THE ARBITER'S SOUL



One who serves as a conduit between the Arbiter and the land.

**Might**  **Bravery**  **Cunning**  **Lore** 

**Starting stats:** Might 0; Bravery 1; Cunning -1; Lore 2.

**Starting gear:** An outfit with *Meditative* and *Practical* or *Heraldry*, transport with *Mount* and *Canny*.

When you begin playing the Soul, say how the Arbiter's connection to the land is endangered by something here.

## The Land's Whispers

When you immerse yourself in the land – swim in the ocean, bury yourself alive, lose yourself in the forest, etc – roll +Lore. On a hit, the land sends you a vision laced in metaphor, telling you who poses the biggest threat to the arbiter and who would be willing to lend you aid. On a 10+ a creature of the land follows you as you leave your seclusion; you can ask it to do one thing for you and it will comply as best it can.

## Advances

Gain an Advance every time a House asks for your aid as they Zoom In.

- Learn a ritual from the land itself.
- Add 3 tags of your choice to your gear.
- Gain a cult of acolytes (Followers: *Spiritual*, *Shadowy*)
- Add 1 to Bravery.
- Add 1 to Lore.
- Add 1 to Might.

## Gear and Notes

# ARBITER PROJECT COUNTER-INSURRECTION

The Land has turned upon itself. Brother fights brother, armies march through pastures and villages, and strange plagues sweep through the populace. This will only end with the death of the rebels - or the Arbiter.

## Foundation

Go around the table, answering these questions in turn:

- What was the flashpoint that started the war?
- Which important faction has taken the side of the rebels?
- Who has already been executed by the Arbiter?
- Who's trying to profit off the conflict?

## Entanglement

**Increase this project's Progress track when** a House delivers a military surplus to the war front, e.g.: *Recruits*, *Defences*, *Leadership*, *Weaponry*, *Morale*, *Scouts*, *Spies*, *Transport*.

**Increase this project's Doom track when:**

- A House changes sides to support the rebels.
- The Arbiter's agent is killed.
- A key settlement falls to the rebels
- Turmoil exceeds Control (once per age).
- Turmoil hits 10 (once per age).

Progress    Doom

## Resolution

When this project hits 5 Progress, the insurrection is quashed. The GM chooses how the Arbiter deals with the rebellious Houses:

- **Public Executions:** Rebels gain Need: Leadership and Favour -3. Loyalists gain 1 Favour and Surplus: Morale.
- **Punitive Taxation:** Rebels gain Need: Prestige, Favour -2 and lose all Coin. Loyalists gain 1 Favour and share all lost Coin between them.
- **Banishment:** Rebels gain Need: Crops, Need: Trade and Favour -2. Loyalists gain 1 Favour and Surplus: Land.
- **Excommunication:** Rebels gain Need: Attunement and Favour -2. Loyalists gain 1 Favour, and can each remove a ritual from a rebel's Histories and add it to their own.

If, instead, the project hits 5 Doom, the House most closely tied to the rebellion becomes the new Arbiter.

If that's you, pick an Arbiter playbook that best fits your House (or make a new one), and choose an *Origin*, *Customs* and *Moves*.

Each other House picks one:

- **They support the new regime:** lose a Surplus and gain Favour +1.
- **They loot the old regime:** gain a Surplus but take Favour -1.

Then, with the consent of the group, pick one: you take over the GM role and the GM makes a new House to play, or make a new House for yourself as the GM controls the new Arbiter.

If the project succeeded, work through the consequences on the Arbiter's playsheet. Then trigger *The Ages Turn*.

# ARBITER PROJECT A GRAND CONSTRUCTION

From across the land architects, engineers, masons and haulers have been called to assist the Arbiter in constructing a grand edifice, such as has never been seen before.

## Foundation

Go around the table, answering these questions in turn:

- What is being built? A bastion, a fortification, a bridge, a monument?
- Where on the map is construction beginning?
- Who is construction displacing or disrupting?
- What problems will need to be overcome before construction goes further?

## Entanglement

**Increase this project's Progress track when** a House delivers to the construction site a useful Surplus, e.g.: *Raw Materials, Artisans, Engineers, Recruits, Defences, Leadership*.

**Increase this project's Doom track when:**

- The construction collapses or subsides.
- Saboteurs attack the building site.
- Leading architects and engineers fall out or suffer illness or injury.
- Turmoil exceeds Control (once per age).

Progress ○○○○○○ I ○○○○○○ Doom

## Resolution

**When this project hits 5 Progress**, the construction is complete. The GM draws the new feature on the map. Each player chooses one:

- You are given a custodial role over the construction. Gain 1 Grasp and 5 Insight from watching the comings and goings.
- You seize the new opportunities for profit granted by the construction. Gain Surplus: Trade and 5 Coin.
- Your House works a grand ceremony to tie the construction to their ancestral magic. At the start of each Age it still stands, they gain Surplus: Attunement.
- From the wonder's heights, you can see further than ever. Gain Surplus: Scouts and 5 Insight.
- You put contacts in amongst the builders, letting you skim off construction materials. Gain 1 Sleight and Surplus: Raw Materials.
- You worked closely with another House to build the construction; gain a move from their playbook, but they get 2 Treaty on you.

**If, instead, the project hits 5 Doom**, the construction is abandoned. Each player picks one:

- Many of your people died in an accident at the site. Gain Need: Recruits, but get 5 Coin as compensation from the Arbiter.
- The collapse of the Arbiter's dream drives your House to withdraw and focus on their own traditions. Gain a new move, but lose 1 Favour.
- You gave the newly-unemployed builders a place to work. Lose 5 Coin but gain Surplus: Engineers.
- The Arbiter stops investing in infrastructure after this debacle, stranding you in the hinterlands. Gain Need: Trade, but get +1 Grasp as your neighbours turn to you.
- Saboteurs and anarchists strike at your House, encouraged by their victory over the construction. Gain Need: Defences, but you learn some tricks from them; get +1 Sleight.

Then work through the consequences on the Arbiter's playsheet, and trigger *The Ages Turn*.

# ARBITER PROJECT EXPANSION

The Land isn't big enough for the Arbiter's ambitions. Bit by bit or in one grand annexation, they mean to swell their nation's size.

## Foundation

Go around the table, answering these questions in turn:

- What region is the Arbiter looking to claim?
- Where have expeditions been launched from?
- What riches have expeditions already discovered?
- What's the source of the problems? Existing inhabitants, a dangerous crossing, hostile geography?

## Entanglement

**Increase this project's Progress track when** a House delivers to the new territory a useful Surplus, e.g.: *Scouts, Transport, Raw Materials, Weaponry, Recruits, Spies*.

**Increase this project's Doom track when:**

- An expedition is lost or goes rogue.
- A new threat appears in the region.
- The journey there becomes significantly more difficult.
- Turmoil exceeds Control (once per age).

Progress ○○○○○○ I ○○○○○○ Doom

## Resolution

**When this project hits 5 Progress**, the annexation is complete. The GM draws the Land's new borders on the map. Each player chooses one:

- You claim a vast section of the new land. Gain Surplus: Land and raise Grasp by 1.
- You claim a valuable resource site. Gain Surplus: Rare Materials and 5 Coin.
- You control travel to the new region. Erase Surplus: Transport to get 5 Coin and 2 Treaty on each House that colonises the new region.
- You agitate for the rights of the new land's inhabitants. Gain Surplus: Justice and 2 Treaty on the inhabitants, but lose 1-Favour.
- You learn something surprising in the new land. Gain a House move from a playbook that isn't in play, and add a new ritual to your House's Traditions.
- Your explorers travel far and wide. Gain 1 Reach and 5 Insight.

**If, instead, the project hits 5 Doom**, the expedition is abandoned. Each player chooses one:

- Instead of helping the expedition's retreat you raid the new land. Gain 5 coin and Need: Prestige.
- Some of your people are stranded in the new land. Gain Need: Recruits, but also get +1 Reach as they remain allies overseas.
- Something from the invaded land struck back: insurgents, disease, or monster. Gain Need: Medicine or Need: Morale, but also get +1 Grasp as your House pulls together.
- Your House learned some useful lessons working in hostile territory, and gain +1 Sleight. Ask the other Houses which of them feels you acted dishonourably - lose all Treaty on them, and lose 1 Favour.
- As the new settlers were forced to return, you offered your holdings to serve as their new home. Gain Need: Land and Surplus: Recruits.

Then work through the consequences on the Arbiter's playsheet, and trigger *The Ages Turn*.

# ARBITER PROJECT TRANSFORMATION

There's something about the nation's culture that the Arbiter wishes to alter. Through education or chastisement, incentives or strong-armed oppression, they will try to reshape your society.

## Foundation

Go around the table, answering these questions in turn:

- What does the Arbiter want to change?
- What was the inciting incident for this?
- Who is being celebrated as the Arbiter's ideal subject?
- Who is seeing their way of life become more difficult?

## Entanglement

**Increase this project's Progress track when** a House expends a surplus in service to the Arbiter's social change, e.g.: *Leadership, Learning, Morale, Spies, Culture.*

**Increase this project's Doom track when:**

- Protests against the cultural change descend into violence.
- Key figures in the Arbiter's administration speak out against the changes.
- A natural disaster or famine strikes the land.
- Turmoil exceeds Control (once per Age).

## Progress **Doom**

**When this project hits 5 Progress**, the change is accepted across the land. Each player chooses one:

- You seize a lucrative position in the Arbiter's new social order. What's your new role? Gain Surplus: Wealth and add 1 to Reach.
- You hold on to the old ways, despite disfavour from the Arbiter. Lose 2-Favour, but gain Surplus: Attunement and copy a ritual from each House you have Influence over.
- You rode the wave of change, empowering your bright minds to try new approaches. Say one new innovation they discover, and add it as an Asset option - and gain Surplus: Scholars.
- The new social taboos provide many opportunities for blackmail. Gain 1 Sleight, and gain Influence on every House that has not wholeheartedly embraced the new regime.
- The civil unrest caused by the upheaval meant you had to fight to keep peace and safety. Add 1 to Grasp, and gain Influence on your immediate neighbours.
- You find a new way of carrying on your House's way of life. Gain a new move from your House playbook, but change your Doctrine and Lifestyle.

**If, instead, the project hits 5 Doom**, the change is abandoned. Each player chooses one:

- Reactionaries use violence to restore the old ways, and you become one of their targets. Gain Need: Recruits, but get +1 Sleight.
- The new ways you employed had unexpected downsides. Say what went wrong and gain Need: Crops or Need: Morale, but gain a new House move as you adapt to your deprivation.
- The cultural shift has frayed the connections between you and your ancestors. Gain Need: Attunement, but gain +1 Grasp as you hold tight to what remains.
- You become uncertain in your way of life, and seek new tools. Gain a House move from a playbook that's not in use, but gain a Need suitable for the playbook (Ships for a Brethren move, Scholars for a Teacher move, etc).
- Though the Arbiter has abandoned the cause, you stay true to the new way of living they attempted to champion. Gain Surplus: Morale as your commitment to this lifestyle brings you together, but gain Need: Trade as your old partners reject you.

Then work through the consequences on the Arbiter's playsheet, and trigger **The Ages Turn**.

# ARBITER PROJECT OPEN WAR

There is open conflict at the nation's borders. Armies march and convoys rumble, while those seeking to profit from the clashing of soldiers set up camps a safe distance from the frontline. The Arbiter demands victory, but what will it cost?

## Foundation

Go around the table, answering these questions in turn:

- What border is the war taking place on?
- What was the inciting cause of the war?
- What victory has the opposing side won?
- What power is still deciding who to support?

## Entanglement

**Increase this project's Progress track when** a House delivers to the new territory a useful Surplus, e.g.: *Recruits, Defences, Leadership, Weaponry, Morale, Scouts, Spies, Transport.*

**Increase this project's Doom track when:**

- A House leaks information to opposing forces.
- The Arbiter's agent is killed.
- A key settlement falls to the enemies.
- Opposing forces get support from another power.
- Turmoil exceeds Control (once per age).

## Progress **Doom**

## Resolution

**When this project hits 5 Progress**, the war is won; the GM changes the land's borders to include a valuable resource or settlement. Your opponent cannot muster a military threat against you for at least the next Age. Each player chooses one:

- Your House was refined by the fires of war. Add 1 to Grasp, and gain Surplus: Morale.
- You take a valuable captive. Ransom them back for Surplus: Wealth, or learn from them and take a move from a House that's not in play.
- You turn your wartime alliance into a continuing organisation. Gain Surplus: Prestige and 1 Reach.
- You provided intelligence support for another House. Gain Surplus: Spies, and influence on that House.
- You made sure that those displaced by the war landed on their feet. Lose Surplus: Land if you have it, but gain Surplus: Recruits and 1 Favour.
- The Arbiter commands you to guard the new border. So long as you hold it, you have an extra Asset option, and advantage on **USING FAVOUR**.

**If, instead, the project hits 5 Doom**, the expedition is abandoned. Each player chooses one:

- Raiders from the other side pillage your holdings. Gain Need: Crops or Need: Wealth and change your Lifestyle, but add 1 to Grasp as you make sure this won't happen again.
- Your warriors were massacred. Take Need: Recruits and lose a Follower option, but gain 1 Favour as the Arbiter honours your sacrifice.
- You fled the war front. Add 1 to Sleight but gain Need: Prestige.
- You raided stockpiles for your own use as the battle lines collapsed. Gain Surplus: Weaponry and Need: Prestige.
- Your enemies worked a strange ritual that twisted the land's power. Gain Need: Attunement, and mark the map with a terrible blight that even now remains present.
- You were forsaken by one of your allies. Pick a faction you have Influence on and say how they betrayed you. Lose that Influence, but gain Influence on two other factions who could have stopped them.

Then work through the consequences on the Arbiter's playsheet, and trigger **The Ages Turn**.