

STRONGHOLD



What does the stronghold defend? *Choose 1:*

- ☐ — A harbor and port.
- ☐ — A shrine, temple, school, or place of refuge.
- ☐ — A trade route and market town.
- ☐ — A troubled and contentious border.
- ☐ — A wealthy province of farms and forests.
- ☐ — It establishes an outpost in enemy land.

Who are its enemies? *Choose 2 or 3:*

- ☐ — Fractious and rebellious free landowners.
- ☐ — Hostile clans, never conquered.
- ☐ — A local warlord, ambitious and bold.
- ☐ — A neighboring rival crown.
- ☐ — Raiders by land.
- ☐ — Raiders by sea.
- ☐ — The remnants of the former crown's rule.
- ☐ — A revival of ancient enmity.
- ☐ — An unlawful crown, seized by a tyrant.

What are its fortifications? *Choose 4:*

- ☐ — Archers' overlooks.
- ☐ — A bottleneck approach.
- ☐ — Deep cellars, crypts, and bolt-holes.
- ☐ — A drawbridge.
- ☐ — An encircling ditch.
- ☐ — A gatehouse.
- ☐ — A hilltop position.
- ☐ — An island position.
- ☐ — A palisade outer wall.
- ☐ — A square stone keep.
- ☐ — A stone outer wall.
- ☐ — Stone and timber longhouses.
- ☐ — An unusually rich treasury.
- ☐ — Watch- and signal towers.
- ☐ — A well or deep cistern.

If someone chooses to play the Castellan, they add 1 fortification of their choice.

What does its armory include? *Choose 4:*

- ☐ — Spears.
 - ☐ — Hide coats and leather helmets.
 - ☐ — Round shields.
 - ☐ — Bows and a supply of arrows.
 - ☐ — Crossbows and a supply of quarrels.
 - ☐ — Mail coats and iron helmets.
 - ☐ — Swords.
 - ☐ — Axes / hammers / polearms.
 - ☐ — Horses, lances, kite shields.
- For 10 / ☐ — For 20 / ☐ — For 60.

Improvement:

- ☐ — Add an item to its armory.
- ☐ — Add a temporary fortification.
- ☐ — Lay up stores for a siege.
- ☐ — Add a permanent fortification.
- ☐ — Extend the stronghold's walls.

Want:

- ☐ — Erase 1 from its armory.
- ☐ — 1 fortification falls into disrepair.
- ☐ — Erase 1 fortification.

People

Defined By

Numbers

Souls:

Look Like

Households:

Known For

Warriors:

Rites
Their Blessing
Their Judgment

War
Do Battle

Language & Names

Wealth
Their Billeting
Their Hospitality
Their Preparedness

Losses in Battle

We are strong and whole.
We are bloody.
We are limping.
We are gutted.
We are butchered.

Each of Us

I am strong, sure and whole.
I am hurt and shaken.
I seek only to survive this.
I am no more threat to anyone.

When you count your fallen:

Bloody: expect some *no more threat to anyone*, and some *hurt and shaken*.

Limping: expect some *killed*, some *no more threat to anyone*, and some *hurt and shaken*.

Gutted: expect many *killed*, some *no more threat to anyone*, and many *hurt and shaken*.

Butchered: expect many *killed*, many *no more threat to anyone*, some *seeking only to survive this*, and some *hurt and shaken*.

Notables

Name:

in Single Combat

I aspire to: *Courage, honor, hospitality, loyalty, patience, piety, virtue.*

My conscience allows me: *Brutality, blasphemy, compliance, lying, murder, robbery, vainglory.*

HARM

ARMOR

Meeting Death

I am strong, sure and whole.
I am hurt and shaken.
I seek only to survive this.
I am no more threat to anyone.

Name:

in Single Combat

I aspire to: *Courage, honor, hospitality, loyalty, patience, piety, virtue.*

My conscience allows me: *Brutality, blasphemy, compliance, lying, murder, robbery, vainglory.*

HARM

ARMOR

Meeting Death

I am strong, sure and whole.
I am hurt and shaken.
I seek only to survive this.
I am no more threat to anyone.

Name:

in Single Combat

I aspire to: *Courage, honor, hospitality, loyalty, patience, piety, virtue.*

My conscience allows me: *Brutality, blasphemy, compliance, lying, murder, robbery, vainglory.*

HARM

ARMOR

Meeting Death

I am strong, sure and whole.
I am hurt and shaken.
I seek only to survive this.
I am no more threat to anyone.

People

DEFINED BY

LOOK LIKE

KNOWN FOR

LANGUAGE & NAMES

NUMBERS

Souls:

Households:

WARRIORS:

OR RITES
Their Blessing
Their Judgment

OW WAR
Do Battle

OW WEALTH
Their Billeting
Their Hospitality
Their Preparedness

LOSSES IN BATTLE

We are strong and whole.
We are bloody.
We are limping.
We are gutted.
We are butchered.

EACH OF US

I am strong, sure and whole.
I am hurt and shaken.
I seek only to survive this.
I am no more threat to anyone.

When you count your fallen:

Bloody: expect some *no more threat to anyone*, and some *hurt and shaken*.

Limping: expect some *killed*, some *no more threat to anyone*, and some *hurt and shaken*.

Gutted: expect many *killed*, some *no more threat to anyone*, and many *hurt and shaken*.

Butchered: expect many *killed*, many *no more threat to anyone*, some *seeking only to survive this*, and some *hurt and shaken*.

People

DEFINED BY

LOOK LIKE

KNOWN FOR

LANGUAGE & NAMES

NUMBERS

Souls:

Households:

WARRIORS:

OR RITES
Their Blessing
Their Judgment

OW WAR
Do Battle

OW WEALTH
Their Billeting
Their Hospitality
Their Preparedness

LOSSES IN BATTLE

We are strong and whole.
We are bloody.
We are limping.
We are gutted.
We are butchered.

EACH OF US

I am strong, sure and whole.
I am hurt and shaken.
I seek only to survive this.
I am no more threat to anyone.

When you count your fallen:

Bloody: expect some *no more threat to anyone*, and some *hurt and shaken*.

Limping: expect some *killed*, some *no more threat to anyone*, and some *hurt and shaken*.

Gutted: expect many *killed*, some *no more threat to anyone*, and many *hurt and shaken*.

Butchered: expect many *killed*, many *no more threat to anyone*, some *seeking only to survive this*, and some *hurt and shaken*.

People

DEFINED BY

LOOK LIKE

KNOWN FOR

LANGUAGE & NAMES

NUMBERS

SOULS:

HOUSEHOLDS:

WARRIORS:

OR RITES
Their Blessing
Their Judgment

OW WAR
Do Battle

OW WEALTH
Their Billeting
Their Hospitality
Their Preparedness

WARRIORS

Circle all represented:

Armor (+1 Armor): Hide coats, mail coats.

Helmets (+1 Armor): Iron, leather.

Shields (+1 Armor, +1 Harm): Round shields.

Weapons (2 Harm): Daggers, hatchets, knives, stones.

Weapons (3 Harm): Axes, clubs, hammers, spears, swords.

Archers (4 Harm at range): Bows, crossbows.

Attack option: You lead with a volley of arrows, inflicting +1 Harm.

Defense option: If you defend yourself well, you stand off attackers with a volley of arrows, in addition inflicting +1 Harm.

Cavalry: Horses, lances (3 Harm), kite shields (+1 Armor, +1 Harm).

Attack option: You lead with a mounted charge, inflicting +1 Harm and driving a wedge into your enemy.

Shield Wall: shields, special training.

Defense option: If you defend yourself well, you gain +2 Armor instead of +1.

OH HARM

OA ARMOR

LOSSES IN BATTLE

We are strong and whole.

We are bloody.

We are limping.

We are gutted.

We are butchered.

EACH OF US

I am strong, sure and whole.

I am hurt and shaken.

I seek only to survive this.

I am no more threat to anyone.

When you count your fallen:

Bloody: expect some no more threat to anyone, and some hurt and shaken.

Limping: expect some killed, some no more threat to anyone, and some hurt and shaken.

Gutted: expect many killed, some no more threat to anyone, and many hurt and shaken.

Butchered: expect many killed, many no more threat to anyone, some seeking only to survive this, and some hurt and shaken.

NOTABLES

NAME:

OW IN SINGLE COMBAT

I aspire to: Courage, honor, hospitality, loyalty, patience, piety, virtue.

My conscience allows me: Brutality, blasphemy, compliance, lying, murder, robbery, vainglory.

HARM OA ARMOR

MEETING DEATH

I am strong, sure and whole.

I am hurt and shaken.

I seek only to survive this.

I am no more threat to anyone.

NAME:

OW IN SINGLE COMBAT

I aspire to: Courage, honor, hospitality, loyalty, patience, piety, virtue.

My conscience allows me: Brutality, blasphemy, compliance, lying, murder, robbery, vainglory.

HARM OA ARMOR

MEETING DEATH

I am strong, sure and whole.

I am hurt and shaken.

I seek only to survive this.

I am no more threat to anyone.

WAR COMPANY

TOTAL NUMBER: _____

WAR

Use your company's majority or largest fraction War.

SPECIAL _____

Archers

Attack option: You lead with a volley of arrows, Inflicting +1 Harm.

Defense option: If you defend yourself well, you stand off attackers with a volley of arrows, in addition inflicting +1 Harm.

Cavalry

Attack option: You lead with a mounted charge, Inflicting +1 Harm and driving a wedge into your enemy.

Shield Wall

Defense option: If you defend yourself well, you gain +2 Armor instead of +1.

COMPOSITION:

people: _____ NUMBER: _____ WAR: _____

— Archers (bows or crossbows) / Cavalry (horses & lances) / Shield Wall / Other:

people: _____ NUMBER: _____ WAR: _____

— Archers (bows or crossbows) / Cavalry (horses & lances) / Shield Wall / Other:

people: _____ NUMBER: _____ WAR: _____

— Archers (bows or crossbows) / Cavalry (horses & lances) / Shield Wall / Other:

people: _____ NUMBER: _____ WAR: _____

— Archers (bows or crossbows) / Cavalry (horses & lances) / Shield Wall / Other:

people: _____ NUMBER: _____ WAR: _____

— Archers (bows or crossbows) / Cavalry (horses & lances) / Shield Wall / Other:

HARM

ARMOR

OUTFIT _____

Circle all represented:

Armor (+1 Armor): Hide coats, mail coats.

Helmets (+1 Armor): Iron, leather.

Shields (+1 Armor, +1 Harm): Round shields.

Weapons (2 Harm): Daggers, hatchets, knives, stones.

Weapons (3 Harm): Axes, clubs, hammers, spears, swords.

LOSSES IN BATTLE _____

We are strong and whole.

We are bloody.

We are limping.

We are gutted.

We are butchered.

EACH WARRIOR _____

I am strong, sure and whole.

I am hurt and shaken.

I seek only to survive this.

I am no more threat to anyone.

When you count your fallen:

Bloody: expect some no more threat to anyone, and some hurt and shaken.

Limping: expect some killed, some no more threat to anyone, and some hurt and shaken.

Gutted: expect many killed, some no more threat to anyone, and many hurt and shaken.

Butchered: expect many killed, many no more threat to anyone, some seeking only to survive this, and some hurt and shaken.

NOTABLES

NAME: _____

people: _____

IN SINGLE COMBAT

I aspire to: Courage, honor, hospitality, loyalty, patience, piety, virtue.

My conscience allows me: Brutality, blasphemy, compliance, lying, murder, robbery, vainglory.

HARM ARMOR

MEETING DEATH _____

I am strong, sure and whole.

I am hurt and shaken.

I seek only to survive this.

I am no more threat to anyone.

NAME: _____

people: _____

IN SINGLE COMBAT

I aspire to: Courage, honor, hospitality, loyalty, patience, piety, virtue.

My conscience allows me: Brutality, blasphemy, compliance, lying, murder, robbery, vainglory.

HARM ARMOR

MEETING DEATH _____

I am strong, sure and whole.

I am hurt and shaken.

I seek only to survive this.

I am no more threat to anyone.

NAME: _____

people: _____

IN SINGLE COMBAT

I aspire to: Courage, honor, hospitality, loyalty, patience, piety, virtue.

My conscience allows me: Brutality, blasphemy, compliance, lying, murder, robbery, vainglory.

HARM ARMOR

MEETING DEATH _____

I am strong, sure and whole.

I am hurt and shaken.

I seek only to survive this.

I am no more threat to anyone.

NOTABLES

NAME: _____

people: _____

 IN SINGLE COMBAT

I aspire to: *Courage, honor, hospitality, loyalty, patience, piety, virtue.*

My conscience allows me: *Brutality, blasphemy, compliance, lying, murder, robbery, vainglory.*

HARM  ARMOR 

MEETING DEATH _____

I am strong, sure and whole.

I am hurt and shaken.

I seek only to survive this.

I am no more threat to anyone.

NAME: _____

people: _____

 IN SINGLE COMBAT

I aspire to: *Courage, honor, hospitality, loyalty, patience, piety, virtue.*

My conscience allows me: *Brutality, blasphemy, compliance, lying, murder, robbery, vainglory.*

HARM  ARMOR 

MEETING DEATH _____

I am strong, sure and whole.

I am hurt and shaken.

I seek only to survive this.

I am no more threat to anyone.

NAME: _____

people: _____

 IN SINGLE COMBAT

I aspire to: *Courage, honor, hospitality, loyalty, patience, piety, virtue.*

My conscience allows me: *Brutality, blasphemy, compliance, lying, murder, robbery, vainglory.*

HARM  ARMOR 

MEETING DEATH _____

I am strong, sure and whole.

I am hurt and shaken.

I seek only to survive this.

I am no more threat to anyone.

NAME: _____

people: _____

 IN SINGLE COMBAT

I aspire to: *Courage, honor, hospitality, loyalty, patience, piety, virtue.*

My conscience allows me: *Brutality, blasphemy, compliance, lying, murder, robbery, vainglory.*

HARM  ARMOR 

MEETING DEATH _____

I am strong, sure and whole.

I am hurt and shaken.

I seek only to survive this.

I am no more threat to anyone.

NAME: _____

people: _____

 IN SINGLE COMBAT

I aspire to: *Courage, honor, hospitality, loyalty, patience, piety, virtue.*

My conscience allows me: *Brutality, blasphemy, compliance, lying, murder, robbery, vainglory.*

HARM  ARMOR 

MEETING DEATH _____

I am strong, sure and whole.

I am hurt and shaken.

I seek only to survive this.

I am no more threat to anyone.

NAME: _____

people: _____

 IN SINGLE COMBAT

I aspire to: *Courage, honor, hospitality, loyalty, patience, piety, virtue.*

My conscience allows me: *Brutality, blasphemy, compliance, lying, murder, robbery, vainglory.*

HARM  ARMOR 

MEETING DEATH _____

I am strong, sure and whole.

I am hurt and shaken.

I seek only to survive this.

I am no more threat to anyone.

NAME

THE KEEP LIEGE

With rights of the new nobility,
And experience of war,
No tyrant and no fool.

To create your playbook:

- Choose a people.
- Choose a name.
- Are you a man, a woman, or otherwise?
- Are you typical of your people, or otherwise?
- Choose your stats. +2 Strong, +1, +1, 0, & -1.
- Choose 4 Rights.
- Choose household & belongings.

RIGHTS

- — You have the **ancestral right and title** to rule the stronghold.
- — You have the right to **demand and require someone to bring themselves forth** to appear before you.
- — You have the right to **give justice** to the people within your holding and your protection.
- — You have the right to **impose law** on the villages under the stronghold's protection.
- — You are a **legal heir to a crown**. Upon its fall, you have the right to contend with your fellow heirs to claim its inheritance.
- — When you **muster warriors** to fight for you, you have the right to roll Strong instead of Bold.
- — You have the right to **treat with ally and enemy** as you see fit.
- — You have the right to **write to your distant allies for aid**. When you do, treat it as mustering warriors from among them.

EXPERIENCE

- — A right of your own
- — A right of the Land Itself
- — A right of the New Nobility
- — A right of the Old Ways
- — A right of the Other World
- — A right of Personal Prowess
- — A right of War
- — A right of the Wider World

THE UNGIVEN FUTURE

- — Abandon this character to die
- — Assume a mantle
- — Awaken something terrible
- — Create an inheritor to play
- — The Ungiven:

YOUR PEOPLE ARE

But describe yourself...

When you mark a domain's third Experience, erase the marks and gain a new right from that domain, of your choice.

At Session's End:
At the end of the session, mark 2 Experience.

The first is the MC's choice, so ask the MC which domain to mark.

The second is the other players' choice, so ask them which domain to mark. They must agree. If they can't agree, or if any if them decline to agree, the MC chooses instead.

Be prepared to answer the other players' and the MC's questions about your aims, your ambitions, your secret plans, and your experiences during the session.

The other players can't choose to have you mark Experience toward the ungiven future until either you or the MC declare it open.

"The Ungiven" is the MC's to write.

BOLD
Leap Into Action
Mustering Warriors

GOOD
Win Someone Over
○○○

STRONG
Join In Single Combat
Undertake Great Labor

WARY
Size Someone Up
Take Stock

WEIRD
Consult the Other
World

Call On Another's Aid
Denied Your Right

Season Moves: *Harm, at the Hearth, Hunting, Recovery, Rites & Celebration, Soldiering, Tenant Labor, Travel, Working the Land*

MEETING DEATH

I will live to be 100.

I will die well in advanced age.

I have more to do before I die.

I will yet survive this.

I will see another sun rise.

I still draw breath.

BELONGINGS

Clothing:

Drinking cup:

Knife:

Armor:

Helmet:

Shield:

Weapons:

HARM ○ **ARMOR** ○

HOUSEHOLD

On the reverse...

NAME

THE TROLL-KILLER

Goer into darkness,
Armed with light and fire,
Afraid.

To create your playbook:

- Choose a people.
- Choose a name.
- Are you a man, a woman, or otherwise?
- Are you typical of your people, or otherwise?
- Choose your stats. +2 Wary, +1, +1, 0, & -1.
- Choose 4 Rights.
- Choose household & belongings.

RIGHTS

○ — You have the right to **command others' assistance**, at your word, wherever you go.

○ — When you **encounter something unnatural**, you have the right to roll Weird. **On 10+**, ask the MC 2 of the following. **On 7-9**, ask 1.

- Is this a thing of old ways, new ways, or ways unknown to me?
- What manner of person made this thing, or is it its own?
- For what does this thing hunger, or by what has it sated itself?
- What would this thing make the world into, if it only could?

On a miss, ask 1, but the thing may ask a question of you in return, from this list or of its own devising. Answer truthfully.

○ — You have the right to **own an enchanted weapon**. Ask the MC now what it is. The MC might give you a choice; make it.

○ — When you **provoke a troll** to see what it will do, you have the right to treat it as sizing the troll up.

○ — In **single combat**, you have the right to spend 1 more than your roll alone would allow.

○ — You have the right to **slay whom you must** for the protection of all.

○ — When you **strike a quarry's trail**, you have the right to roll Wary. **On 10+**, all of the following are possible; choose 1 to do. **On 7-9**, only one is possible; ask the MC which, and then choose whether to do it.

- You can follow the trail forward. Ask the MC where it takes you and by what route. If you choose to follow it all the way, you've caught up with your quarry. Tell the MC whether you intend to approach it directly or creep up on it.
- You can follow the trail back. Ask the MC where it takes you and by what route. If you choose to follow it all the way, you've come to your quarry's lair.

• You can study the trail for insight. Ask the MC where your quarry is likely to go, and what it is likely to do next.

On a miss, you follow the trail to a place of your quarry's choosing. Ask the MC where.

○ — You have the right to **write your betters for aid**. When you do, treat it as mustering warriors from among them, but roll Wary instead of Bold.

EXPERIENCE

- — A right of your own
- — A right of the Land Itself
- — A right of the New Nobility
- — A right of the Old Ways
- — A right of the Other World
- — A right of Personal Prowess
- — A right of War
- — A right of the Wider World

THE UNGIVEN FUTURE

- — Abandon this character to die
- — Assume a mantle
- — Awaken something terrible
- — Create an inheritor to play
- — The Ungiven:

YOUR PEOPLE:

But describe yourself...

When you mark a domain's third Experience, erase the marks and gain a new right from that domain, of your choice.

At Session's End:
At the end of the session, mark 2 Experience.

The first is the MC's choice, so ask the MC which domain to mark.

The second is the other players' choice, so ask them which domain to mark. They must agree. If they can't agree, or if any if them decline to agree, the MC chooses instead.

Be prepared to answer the other players' and the MC's questions about your aims, your ambitions, your secret plans, and your experiences during the session.

The other players can't choose to have you mark Experience toward the ungiven future until either you or the MC declare it open.

"The Ungiven" is the MC's to write.

BOLD
Leap Into Action
Mustering Warriors

GOOD
Win Someone Over
○○○

STRONG
Join In Single Combat
Undertake Great Labor

WARY
Size Someone Up
Take Stock

WEIRD
Consult the Other
World

Call On Another's Aid
Denied Your Right

Season Moves: Harm, at the Hearth,
Hunting, Recovery, Rites & Celebration,
Soldiering, Tenant Labor, Travel, Working
the Land

MEETING DEATH

I will live to be 100.

I will die well in advanced age.

I have more to do before I die.

I will yet survive this.

I will see another sun rise.

I still draw breath.

BELONGINGS

Clothing:

Drinking cup:

Knife:

Armor:

Helmet:

Shield:

Weapons:

HARM

ARMOR

HOUSEHOLD

On the reverse...

NAME

THE CASTELLAN

Weighed by duty and rights,
A person cautious and practical,
Alive to the pulse of the stones.

To create your playbook:

- Choose a people.
- Choose a name.
- Are you a man, a woman, or otherwise?
- Are you typical of your people, or otherwise?
- Choose your stats. +2 Wary, +1, +1, 0, & -1.
- Choose 4 Rights.
- Choose household & belongings.

Rights

○ — You have the right to **commit or withhold the stronghold's resources**.

○ — You have the right to **feel the pulse of the stronghold's walls and stones**. When you think you might do so, roll Weird. **On 10+**, ask 2 of the following. **On 7-9**, ask 1.

- Of what or whom does the stronghold dream?
- Who in the stronghold is fouling its rhythms?
- What makes the stronghold cold with fear, or cold with rage?
- To whom does the stronghold call, and to whom does it whisper?
- For whom will the stronghold sigh and open?

On a miss, ask 1, but the stronghold may ask a question of you in return, from this list or of its own devising. Answer truthfully.

○ — When you **lead warriors in defense and counterattack**, you have the right to roll Wary instead of Bold.

○ — You are **literate** in Arabic / Greek / Hebrew / Latin / Persian (circle 1). You have the right to own and read books, including religious, legal, historical, and administrative texts, and to conduct written correspondence beyond simple message-passing and note-leaving.

○ — You have the right to **muster laborers** and oversee the improvement of the stronghold's defense. When you do, roll Wary. **On 10+**, mark 2 toward the stronghold's improvement. **On 7-9**, mark 1. **On a miss**, you may choose to mark 1, but if you do, the stronghold accrues Want.

○ — When you **muster warriors to the stronghold's defense**, you have the right to roll Wary instead of Bold.

○ — You have the right to **offer sacrifice for luck, harvest, or victory**. When you do, sacrifice a bounty of goods and roll Weird. **On 10+**, the MC chooses 3 of the following. **On 7-9**, the MC chooses 2.

- You have the right to luck, harvest, or victory, and if you do not receive it, you can consider it a right denied you.
- On one future roll of your choice, you have the help of your god or gods (note this).
- On one future roll of the MC's choice, you have the help of your god or gods (note this, and remind the MC if she forgets).
- The gods reject your sacrifice. Do not expect luck, harvest, or victory; it is too much to ask.

On a miss, the MC chooses 1.

○ — You have the right to **sit in counsel with the liege**.

Experience

- — A right of your own
- — A right of the Land Itself
- — A right of the New Nobility
- — A right of the Old Ways
- — A right of the Other World
- — A right of Personal Prowess
- — A right of War
- — A right of the Wider World

THE UNGIVEN FUTURE — ○

- — Abandon this character to die
- — Assume a mantle
- — Awaken something terrible
- — Create an inheritor to play
- — The Ungiven:

YOUR PEOPLE ARE

But describe yourself...

When you mark a domain's third Experience, erase the marks and gain a new right from that domain, of your choice.

At Session's End:
At the end of the session, mark 2 Experience.

The first is the MC's choice, so ask the MC which domain to mark.

The second is the other players' choice, so ask them which domain to mark. They must agree. If they can't agree, or if any if them decline to agree, the MC chooses instead.

Be prepared to answer the other players' and the MC's questions about your aims, your ambitions, your secret plans, and your experiences during the session.

The other players can't choose to have you mark Experience toward the ungiven future until either you or the MC declare it open.

"The Ungiven" is the MC's to write.

BOLD
Leap Into Action
Muster Warriors

GOOD
Win Someone Over
○○○

STRONG
Join In Single Combat
Undertake Great Labor

WARY
Size Someone Up
Take Stock

WEIRD
Consult the Other
World

Call On Another's Aid
Denied Your Right

Season Moves: Harm, at the Hearth,
Hunting, Recovery, Rites & Celebration,
Soldiering, Tenant Labor, Travel, Working
the Land

MEETING DEATH

I will live to be 100.

I will die well in advanced age.

I have more to do before I die.

I will yet survive this.

I will see another sun rise.

I still draw breath.

BELONGINGS

Clothing:

Drinking cup:

Knife:

Armor:

Helmet:

Shield:

Weapons:

HARM

ARMOR

HOUSEHOLD

On the reverse...

NAME

THE WAR-CHAMPION

Accomplished,
Held in honor and acclaim,
Never forgetful of my mortality.

To create your playbook:

- Choose a people.
- Choose a name.
- Are you a man, a woman, or otherwise?
- Are you typical of your people, or otherwise?
- Choose your stats. +2 Strong, +1, +1, 0, & -1.
- Choose 4 Rights.
- Choose household & belongings.

RIGHTS

○ — You have the right to **be known by reputation**. When you meet someone who should know your reputation, in your own estimation, roll Strong. **On 10+**, they've heard of you, and you declare now what they've heard. **On 7-9**, they've heard of you, but only that you're admired or feared. **On a miss**, they've heard of you, and the MC declares now what they've heard.

○ — You have the right to a **bounty of mead and meat** at each year's harvest.

○ — You have the right to **confront your betters for justice**. When you do, treat it as winning them over, but roll Strong instead of Good.

○ — You are of **noble blood, but a lesser descendant**; you have not inherited. You have the right to call upon your propertied relatives for assistance and protection.

○ — You have the right to **own an enchanted weapon**. Ask the MC now what it is. The MC might give you a choice; make it.

○ — You have the right to **own a trained warhorse**, a lance (3 Harm mounted), and a kite shield (+1 Armor, +1 Harm), in addition to your other arms. Add them to your belongings now.

○ — You have the right to **seek initiation of the gods**. When you do so, answer the MC's questions about your initiation and roll Weird. **On 10+**, assume the mantle the MC has the gods give you. **On 7-9**, mark 2 experience toward assuming a mantle. **On a miss**, mark 2 experience toward awakening something terrible.

○ — In **single combat**, you have the right to spend 1 more than your roll alone would allow.

EXPERIENCE

- — A right of your own
- — A right of the Land Itself
- — A right of the New Nobility
- — A right of the Old Ways
- — A right of the Other World
- — A right of Personal Prowess
- — A right of War
- — A right of the Wider World

THE UNGIVEN FUTURE

- — Abandon this character to die
- — Assume a mantle
- — Awaken something terrible
- — Create an inheritor to play
- — The Ungiven:

YOUR PEOPLE ARE

But describe yourself...

When you mark a domain's third Experience, erase the marks and gain a new right from that domain, of your choice.

At Session's End:
At the end of the session, mark 2 Experience.

The first is the MC's choice, so ask the MC which domain to mark.

The second is the other players' choice, so ask them which domain to mark. They must agree. If they can't agree, or if any if them decline to agree, the MC chooses instead.

Be prepared to answer the other players' and the MC's questions about your aims, your ambitions, your secret plans, and your experiences during the session.

The other players can't choose to have you mark Experience toward the ungiven future until either you or the MC declare it open.

"The Ungiven" is the MC's to write.

BOLD
Leap Into Action
Mustering Warriors

GOOD
Win Someone Over
○○○

STRONG
Join In Single Combat
Undertake Great Labor

WARY
Size Someone Up
Take Stock

WEIRD
Consult the Other
World

Call On Another's Aid
Denied Your Right

Season Moves: Harm, at the Hearth,
Hunting, Recovery, Rites & Celebration,
Soldiering, Tenant Labor, Travel, Working
the Land

MEETING DEATH

I will live to be 100.

I will die well in advanced age.

I have more to do before I die.

I will yet survive this.

I will see another sun rise.

I still draw breath.

BELONGINGS

Clothing:

Drinking cup:

Knife:

Armor:

Helmet:

Shield:

Weapons:

HARM **○** ARMOR **○**

HOUSEHOLD

On the reverse...

NAME

THE PEASANT BEAUTY

Born free, feet upon the earth,
But in my birth are secret things,
And in my future, fire.

To create your playbook:

- Choose a people.
- Choose a name.
- Are you a man, a woman, or otherwise?
- Are you typical of your people, or otherwise?
- Choose your stats. +2 Bold, +1, +1, 0, & -1.
- Choose 4 Rights.
- Choose household & belongings.

Rights

○ — When you **appear on the battlefield**, you are breathtaking and fell. You have the right to declare to your enemy a number from 2 to 12, and there is no reason why you should not declare a 12. Should your enemy attack you, when you come under attack, use the number you've declared instead of rolling the dice.

○ — When you **confront someone**, you are beautiful, poised, and hard as steel. You have the right to declare to them a number from 2 to 12, and there is no reason why you should not declare a 12. Should it come to single combat between you, use the number you've declared instead of rolling the dice.

○ — You have the right to **due respect**, from bound, free, noble and royal alike.

○ — You are **exhilarating, intoxicating**, when you choose to be. When you win someone over, instead of asking your last question, you have the right to choose 1 of the following.

- Warmth returns to them: hope, kindness, love, mercy, or faith.
- Ask them a boon. If they can do it, they must. If they cannot do it, they must break themselves upon the task.
- Treat them cruelly. You leave them in despair, longing, and regret.

○ — Your foremothers were **queens of the Old Blood**. You have these rights:

- To fitting tribute and recognition from all your neighboring queens.
- To bind warriors and sages to your service by oaths and blood rites.
- To solemnize the turnings of the seasons and the bonds between the the Human, the Natural, and the Other Worlds.

○ — You are **radiant and stunning**. When you make an entrance, you have the right to roll Bold. **On 10+**, choose 2 of the following. **On 7-9**, choose 1.

- Someone here sees your power.
- Someone here is afraid of you.
- Someone here must come to know you.
- Someone here craves your counsel.

On a miss, choose 1 of the above, and in addition:

- Someone here becomes infatuated with you.

○ — You have the right to **receive gifts and offerings** on behalf of the summer, the earth, or the river.

○ — You are the **secret heir to a crown**. You have the right to inherit the crown upon its fall, whether recognized or unrecognized.

Experience

- — A right of your own
- — A right of the Land Itself
- — A right of the New Nobility
- — A right of the Old Ways
- — A right of the Other World
- — A right of Personal Prowess
- — A right of War
- — A right of the Wider World

THE UNGIVEN FUTURE

- — Abandon this character to die
- — Assume a mantle
- — Awaken something terrible
- — Create an inheritor to play
- — The Ungiven:

YOUR PEOPLE ARE

But describe yourself...

When you mark a domain's third Experience, erase the marks and gain a new right from that domain, of your choice.

At Session's End:
At the end of the session, mark 2 Experience.

The first is the MC's choice, so ask the MC which domain to mark.

The second is the other players' choice, so ask them which domain to mark. They must agree. If they can't agree, or if any if them decline to agree, the MC chooses instead.

Be prepared to answer the other players' and the MC's questions about your aims, your ambitions, your secret plans, and your experiences during the session.

The other players can't choose to have you mark Experience toward the ungiven future until either you or the MC declare it open.

"The Ungiven" is the MC's to write.

Bold
Leap Into Action
Mustering Warriors

Good
Win Someone Over
○○○

Strong
Join In Single Combat
Undertake Great Labor

Wary
Size Someone Up
Take Stock

Weird
Consult the Other
World

Call On Another's Aid
Denied Your Right

Season Moves: Harm, at the Hearth,
Hunting, Recovery, Rites & Celebration,
Soldiering, Tenant Labor, Travel, Working
the Land

MEETING DEATH

I will live to be 100.

I will die well in advanced age.

I have more to do before I die.

I will yet survive this.

I will see another sun rise.

I still draw breath.

BELONGINGS

Clothing:

Drinking cup:

Knife:

Armor:

Helmet:

Shield:

Weapons:

HARM ARMOR

HOUSEHOLD

On the reverse...

NAME

THE DRAGON-HERALD

A person of the old, lost ways,
In a new, lost world,
Seeing the terrors of the future.

To create your playbook:

- Choose a people.
- Choose a name.
- Are you a man, a woman, or otherwise?
- Are you typical of your people, or otherwise?
- Choose your stats. +2 Weird, +1, +1, 0, & -1.
- Choose 4 Rights.
- Choose household & belongings.

Rights

- — You have the right to a **boon granted, unbegrudged**, within your hostess' power and honor.
- — You have the right to the **hospitality of hall, hearth, and board**, wherever you go, from friend and enemy alike.
- — You have the right to **lead worshipers in rites and ceremonies**.

○ — When you **look closely at another person**, you have the right to see them truly. Roll Weird. On **any hit**, ask their player one of the following questions about them; their player must answer it truthfully. **On 7-9**, in addition,

- For whom will you weep when death finds you?
- How have you failed to deserve what fortune has given you?
- Of what are you most deeply afraid?
- For what are you most deeply grateful?
- What is your soul's greatest sin?
- What would make you welcome death?

On a miss, their soul recognizes your scrutiny and rebuffs you unanswered.

○ — When you **muster warriors** to fight for your vision, you have the right to roll Weird instead of Bold.

○ — You have the right to the **protection of the dragons in the earth**. Count this as 2 armor if you are unarmored, and 1 additional armor otherwise.

○ — When you **speak truth to a crowd**, you have the right to roll Weird. **On 10+**, mark 3. **On 7-9**, mark 2.

Marks: ○○○

Spend your marks 1 for 1 to compel the crowd to:

- Bring a person or some people forward and deliver them to you.
- Bring forward their precious things and deliver them to you.
- Unite and fight for you as warriors.
- Cast aside reason and law to give full expression to their pain, joy, hunger, grief, rage, or passion.
- Disperse quietly and return peacefully to their lives.

On a miss, the crowd turns on you.

○ — You have the right to **take a student**.

Experience

- — A right of your own
- — A right of the Land Itself
- — A right of the New Nobility
- — A right of the Old Ways
- — A right of the Other World
- — A right of Personal Prowess
- — A right of War
- — A right of the Wider World

THE UNGIVEN FUTURE

- — Abandon this character to die
- — Assume a mantle
- — Awaken something terrible
- — Create an inheritor to play
- — The Ungiven:

YOUR PEOPLE ARE

But describe yourself...

When you mark a domain's third Experience, erase the marks and gain a new right from that domain, of your choice.

At Session's End:
At the end of the session, mark 2 Experience.

The first is the MC's choice, so ask the MC which domain to mark.

The second is the other players' choice, so ask them which domain to mark. They must agree. If they can't agree, or if any if them decline to agree, the MC chooses instead.

Be prepared to answer the other players' and the MC's questions about your aims, your ambitions, your secret plans, and your experiences during the session.

The other players can't choose to have you mark Experience toward the ungiven future until either you or the MC declare it open.

"The Ungiven" is the MC's to write.

BOLD
Leap Into Action
Muster Warriors

GOOD
Win Someone Over
○○○

STRONG
Join In Single Combat
Undertake Great Labor

WARY
Size Someone Up
Take Stock

WEIRD
Consult the Other
World

Call On Another's Aid
Denied Your Right

Season Moves: Harm, at the Hearth,
Hunting, Recovery, Rites & Celebration,
Soldiering, Tenant Labor, Travel, Working
the Land

MEETING DEATH

I will live to be 100.

I will die well in advanced age.

I have more to do before I die.

I will yet survive this.

I will see another sun rise.

I still draw breath.

BELONGINGS

Clothing:

Drinking cup:

Knife:

Armor:

Helmet:

Shield:

Weapons:

HARM ○ ARMOR ○

HOUSEHOLD

On the reverse...

NAME

The Wicker-Wise

With one hand in each world,
Healer, counselor,
Bloody to both elbows.

To create your playbook:

- Choose a people.
- Choose a name.
- Are you a man, a woman, or otherwise?
- Are you typical of your people, or otherwise?
- Choose your stats. +2 Weird, +1, +1, 0, & -1.
- Choose 4 Rights.
- Choose household & belongings.

Rights

- — You have the right to **appoint a girl to be your acolyte** and take her into your care.
- — You have the right to **enchant someone or something**. When you do so, choose your enchantment and make the requisite sacrifices.
- — You have the right to the **offerings, service and tribute** of all who come to you to worship.
- — You have the right to **one life at midwinter**, sacrificed by those of ancient faith.
- — Once per session, at any moment, you have the right to be **overcome by an oracular vision**. Choose 1 of the following.
 - Ask the MC what storm is gathering, what is stirring in its sleep, or what is waiting to be born.
 - Name a person. Ask the MC which gods or dead things attend them.
 - Name a place or a thing. Ask the MC who loves it, and who hungers for it.The MC must answer truthfully.
- — You have the right to **solemnize the funeral of one dead**. When you do so, roll Weird. **On 10+**, choose 1 of the following; it is true. **On 7-9**, choose 1; we will suppose it to be true.
 - You ban their soul never to be reborn into earthly life.
 - You bind their soul into the grave, to remain imprisoned there until their body falls to decay.
 - You speed their soul to its fate, sweeping aside all obstacles.
 - When their soul is reborn into earthly life, you will recognize them.**On a miss**, the funeral rites fail, and what will become of the dead then, the MC chooses.
- — You have the right to **speak wisdom in counsel**. When someone comes to you for counsel, tell them honestly what you think is their best course of action. If they decide to pursue that course, they can count it as your aid, one time in the future, no matter how far from you they are. (Recommend to them that they note this.)
- — When you **whisper to ghosts**, spirits, or other otherworldly creatures, you have the right to win them over, but roll Weird instead of Good.
- — You are **wise in poison-craft**. When you choose, you have the right to name someone who might conceivably eat, drink, or handle something that was in your care. Roll Weird. **On 10+**, you've poisoned them, and during the next half-day they suffer 4 Harm, from which no mortal armor can protect them. **On 7-9**, it's 2 Harm. **On a miss**, you've poisoned someone nearby instead, of the MC's choice, for 3 Harm.

Experience

- — A right of your own
 - — A right of the Land Itself
 - — A right of the New Nobility
 - — A right of the Old Ways
 - — A right of the Other World
 - — A right of Personal Prowess
 - — A right of War
 - — A right of the Wider World
- The Ungiven Future — ○
- — Abandon this character to die
 - — Assume a mantle
 - — Awaken something terrible
 - — Create an inheritor to play
 - — The Ungiven:

Your people ARE

But describe yourself...

When you mark a domain's third Experience, erase the marks and gain a new right from that domain, of your choice.

At Session's End:
At the end of the session, mark 2 Experience.

The first is the MC's choice, so ask the MC which domain to mark.

The second is the other players' choice, so ask them which domain to mark. They must agree. If they can't agree, or if any if them decline to agree, the MC chooses instead.

Be prepared to answer the other players' and the MC's questions about your aims, your ambitions, your secret plans, and your experiences during the session.

The other players can't choose to have you mark Experience toward the ungiven future until either you or the MC declare it open.

"The Ungiven" is the MC's to write.

○ **B**old
Leap Into Action
Mustering Warriors

○ **G**ood
Win Someone Over
○○○

○ **S**trong
Join In Single Combat
Undertake Great Labor

○ **W**ary
Size Someone Up
Take Stock

○ **W**eird
Consult the Other
World

Call On Another's Aid
Denied Your Right

Season Moves: Harm, at the Hearth,
Hunting, Recovery, Rites & Celebration,
Soldiering, Tenant Labor, Travel, Working
the Land

MEETING DEATH

I will live to be 100.

I will die well in advanced age.

I have more to do before I die.

I will yet survive this.

I will see another sun rise.

I still draw breath.

BELONGINGS

Clothing:

Drinking cup:

Knife:

Armor:

Helmet:

Shield:

Weapons:

HARM ○ ARMOR ○

Household

On the reverse...

NAME

THE OUTRANGER

Free-traveler, world-wise,
Teller of doings under the sky,
To come always safely home.

To create your playbook:

- Choose a people.
- Choose a name.
- Are you a man, a woman, or otherwise?
- Are you typical of your people, or otherwise?
- Choose your stats. +2 Wary, +1, +1, 0, & -1.
- Choose 4 Rights.
- Choose household & belongings.

Rights

○ — You have the right to **find your way by road or trail** to your destination. When you undertake to do so, roll Wary. **On 10+**, all three of the following are true. **On 7-9**, choose 2; the third is false.

- You find your way at once, without much casting about for it.
- The way is direct, with little meandering or backtracking.
- The way is safe, and does not bring you near your enemies.

On a miss, choose 1; the other 2 are false.

○ — You have the right to the **hospitality of hall, hearth, and board**, wherever you go.

○ — You have the right to **keep acquaintance with the people you've met** in your travels. When you come to a place where you think you might already know someone, you have the right to describe them briefly to the MC and say that you will meet with them.

○ — You have the right to **keep yourself and those in your charge safe** in hostile or enemy territory.

○ — You are **of noble blood, but a lesser descendant**; you have not inherited. You have the right to call upon your propertied relatives for assistance and protection.

○ — You have the right to **observe the landscape unnoticed**. When you try to do so, roll Wary. **On 10+**, you're able to watch as long as you choose. Ask the MC what you see, and tell the MC when you slip away. **On 7-9**, you're able to watch for a time. Ask the MC what you see and when you must slip away to avoid discovery. **On a miss**, choose:

- Slip away now, having seen only what you've seen.
- Stay and watch. Ask the MC what you see before you're noticed, and then whether you have the chance to flee.

○ — When you give **someone an order or a warning**, you have the right to roll Wary. **On 10+**, they choose 1:

- They follow your order or heed your warning.
- They freeze or back slowly away.
- They attack you.

On 7-9, they choose 1 of the above, or else 1 of these:

- They scoff, but hesitate.
- They demand proof, an assurance, or an explanation.

On a miss, they dismiss your words and continue on their course.

○ — You have the right to **step out of your earthly life** and journey in other places. When you choose to do so, roll Weird. **On 10+**, you choose your destination, and you have both wits and strength therein. **On 7-9**, you choose your destination, but the first time you miss a roll in that other world, you return at once to earthly life. **On a miss**, the MC chooses your destination.

Experience

- — A right of your own
- — A right of the Land Itself
- — A right of the New Nobility
- — A right of the Old Ways
- — A right of the Other World
- — A right of Personal Prowess
- — A right of War
- — A right of the Wider World

THE UNGIVEN FUTURE — ○

- — Abandon this character to die
- — Assume a mantle
- — Awaken something terrible
- — Create an inheritor to play
- — The Ungiven:

YOUR PEOPLE ARE

But describe yourself...

When you mark a domain's third Experience, erase the marks and gain a new right from that domain, of your choice.

At Session's End:
At the end of the session, mark 2 Experience.

The first is the MC's choice, so ask the MC which domain to mark.

The second is the other players' choice, so ask them which domain to mark. They must agree. If they can't agree, or if any if them decline to agree, the MC chooses instead.

Be prepared to answer the other players' and the MC's questions about your aims, your ambitions, your secret plans, and your experiences during the session.

The other players can't choose to have you mark Experience toward the ungiven future until either you or the MC declare it open.

"The Ungiven" is the MC's to write.

○ **B**old
Leap Into Action
Mustering Warriors

○ **G**ood
Win Someone Over
○○○

○ **S**trong
Join In Single Combat
Undertake Great Labor

○ **W**ary
Size Someone Up
Take Stock

○ **W**eird
Consult the Other
World

Call On Another's Aid
Denied Your Right

Season Moves: Harm, at the Hearth,
Hunting, Recovery, Rites & Celebration,
Soldiering, Tenant Labor, Travel, Working
the Land

MEETING DEATH

I will live to be 100.

I will die well in advanced age.

I have more to do before I die.

I will yet survive this.

I will see another sun rise.

I still draw breath.

BELONGINGS

Clothing:

Drinking cup:

Knife:

Armor:

Helmet:

Shield:

Weapons:

HARM ○ ARMOR ○

household

On the reverse...

NAME

THE WAR-CAPTAIN

Master of sword and strategy,
Unflinching, unhesitating,
Eager to spill no blood unneeded.

To create your playbook:

- Choose a people.
- Choose a name.
- Are you a man, a woman, or otherwise?
- Are you typical of your people, or otherwise?
- Choose your stats. +2 Bold, +1, +1, 0, & -1.
- Choose 4 Rights.
- Choose household & belongings.

Rights

○ — At the beginning of the session, you have the right to roll your company's War. On 10+, mark 4. On 7-9, mark 3. On a miss, mark 1. Marks: ○○○

During the session, whenever you do battle or take stock, you can choose to spend a mark. If you do, choose 1 more attack option, defense option, or question than your roll alone would allow.

○ — You are **descended from a general** of the Legion of Eagles. You have these rights:

- To serve the greatest crowned heads as war-captain or general.
- To the due respect of all warriors, ally and enemy, at war or peace.
- To the protection and judgment of the Law of Eagles in all matters.

○ — When you **have your scouts observe** and report your enemy force's movements, you have the right to treat it as sizing your enemy up, but to roll Bold instead of Wary.

○ — You have the right to **own a trained warhorse**, a lance (3 Harm mounted), and a kite shield (+1 Armor, +1 Harm), in addition to your other arms. Add them to your belongings now.

○ — You have the right to **seize authority over a counsel of war**.

○ — In **single combat**, you have the right to spend 1 more than your roll alone would allow.

○ — When you **supplicate the gods of war**, you have the right to treat it as consulting with the other world, but roll Bold instead of Weird.

○ — You have the right to **wage war as you see fit**, committing the stronghold's company to action or inaction without the liege's direct order.

Experience

- — A right of your own
- — A right of the Land Itself
- — A right of the New Nobility
- — A right of the Old Ways
- — A right of the Other World
- — A right of Personal Prowess
- — A right of War
- — A right of the Wider World

THE UNGIVEN FUTURE

- — Abandon this character to die
- — Assume a mantle
- — Awaken something terrible
- — Create an inheritor to play
- — The Ungiven:

YOUR PEOPLE ARE

But describe yourself...

When you mark a domain's third Experience, erase the marks and gain a new right from that domain, of your choice.

At Session's End:
At the end of the session, mark 2 Experience.

The first is the MC's choice, so ask the MC which domain to mark.

The second is the other players' choice, so ask them which domain to mark. They must agree. If they can't agree, or if any if them decline to agree, the MC chooses instead.

Be prepared to answer the other players' and the MC's questions about your aims, your ambitions, your secret plans, and your experiences during the session.

The other players can't choose to have you mark Experience toward the ungiven future until either you or the MC declare it open.

"The Ungiven" is the MC's to write.

○ **B**old
Leap Into Action
Mustering Warriors

○ **G**ood
Win Someone Over
○○○

○ **S**trong
Join In Single Combat
Undertake Great Labor

○ **W**ary
Size Someone Up
Take Stock

○ **W**eird
Consult the Other
World

Call On Another's Aid
Denied Your Right

Season Moves: Harm, at the Hearth,
Hunting, Recovery, Rites & Celebration,
Soldiering, Tenant Labor, Travel, Working
the Land

MEETING DEATH

I will live to be 100.

I will die well in advanced age.

I have more to do before I die.

I will yet survive this.

I will see another sun rise.

I still draw breath.

BELONGINGS

Clothing:

Drinking cup:

Knife:

Armor:

Helmet:

Shield:

Weapons:

HARM ○ ARMOR ○

HOUSEHOLD

On the reverse...

NAME

THE BLACKSMITH

Scorched and roaring,
Fearless, indomitable,
Sanctified by crucible and forge.

To create your playbook:

- Choose a people.
- Choose a name.
- Are you a man, a woman, or otherwise?
- Are you typical of your people, or otherwise?
- Choose your stats. +2 Strong, +1, +1, 0, & -1.
- Choose 4 Rights.
- Choose household & belongings.

RIGHTS

- — You have the right to **blood recompense** when you are wronged, and to muster champions thereto.
- — You have the right to **confront your betters for justice**. When you do, treat it as winning them over, but roll Strong instead of Good.
- — You are a **free landowner**. You have these rights:
 - To ready your household for what's coming, as you see best.
 - To offer hospitality and protection to those under your roof.
 - To treat and contract with your neighbors.
 - To the fruits of your labor and the increase of your household.
- — When you **rally warriors from among your peers** for a common defense, you have the right to roll Strong instead of Bold.
- — You have the right to **seek initiation of the gods**. When you do so, answer the MC's questions about your initiation and roll Weird. **On 10+**, assume the mantle the MC has the gods give you. **On 7-9**, mark 2 experience toward assuming a mantle. **On a miss**, mark 2 experience toward awakening something terrible.
- — You have the right to **speak wisdom in counsel**. When someone comes to you for counsel, tell them honestly what you think is their best course of action. If they decide to pursue that course, they can count it as your help, one time in the future, no matter how far from you they are. (Recommend to them that they note this.)
- — You have the right to **slay whom you must** for the protection of all.
- — You have the right to **take a student**.

EXPERIENCE

- — A right of your own
- — A right of the Land Itself
- — A right of the New Nobility
- — A right of the Old Ways
- — A right of the Other World
- — A right of Personal Prowess
- — A right of War
- — A right of the Wider World

THE UNGIVEN FUTURE

- — Abandon this character to die
- — Assume a mantle
- — Awaken something terrible
- — Create an inheritor to play
- — The Ungiven:

YOUR PEOPLE ARE

But describe yourself...

When you mark a domain's third Experience, erase the marks and gain a new right from that domain, of your choice.

At Session's End:
At the end of the session, mark 2 Experience.

The first is the MC's choice, so ask the MC which domain to mark.

The second is the other players' choice, so ask them which domain to mark. They must agree. If they can't agree, or if any if them decline to agree, the MC chooses instead.

Be prepared to answer the other players' and the MC's questions about your aims, your ambitions, your secret plans, and your experiences during the session.

The other players can't choose to have you mark Experience toward the ungiven future until either you or the MC declare it open.

"The Ungiven" is the MC's to write.

BOLD
Leap Into Action
Muster Warriors

GOOD
Win Someone Over
○○○

STRONG
Join In Single Combat
Undertake Great Labor

WARY
Size Someone Up
Take Stock

WEIRD
Consult the Other
World

Call On Another's Aid
Denied Your Right

Season Moves: Harm, at the Hearth,
Hunting, Recovery, Rites & Celebration,
Soldiering, Tenant Labor, Travel, Working
the Land

MEETING DEATH

I will live to be 100.

I will die well in advanced age.

I have more to do before I die.

I will yet survive this.

I will see another sun rise.

I still draw breath.

BELONGINGS

Clothing:

Drinking cup:

Knife:

Armor:

Helmet:

Shield:

Weapons:

HARM



ARMOR



HOUSEHOLD

On the reverse...

NAME

THE COURT WIZARD

Astrologer, necromancer,
Scientist and sage,
Trembling before God.

To create your playbook:

- Choose a people.
- Choose a name.
- Are you a man, a woman, or otherwise?
- Are you typical of your people, or otherwise?
- Choose your stats. +2 Weird, +1, +1, 0, & -1.
- Choose 4 Rights.
- Choose household & belongings.

Rights

○ — You have the right to **call upon the god or gods of your people**, though you are far from them. When you do, treat it as consulting with the other world, but roll Bold instead of Weird.

○ — When you **encounter something unnatural**, you have the right to roll your Wary. **On 10+**, ask the MC 2 of the following. **On 7-9**, ask 1.

- Is this a thing of old ways, new ways, or ways unknown to me?
- What manner of person made this thing, or is it its own?
- For what does this thing hunger, or by what has it sated itself?
- What would this thing make the world into, if it only could?

On a miss, ask 1, but the thing may ask a question of you in return, from this list or of its own devising. Answer truthfully.

○ — You are **literate** in Arabic / Greek / Hebrew / Latin / Persian (circle 2). You have the right to own and read books, including religious, legal, historical, and administrative texts, and to conduct written correspondence beyond simple message-passing and note-leaving.

○ — You have the right to **rest and relief from all labor and strife**, one day out of every seven.

○ — You have the right to **seek the truth** in any troubling situation, unhindered by any.

○ — You have the right to **step out of your earthly life** and journey in other places. When you choose to do so, roll your Weird. **On 10+**, you choose your destination, and you have both wits and strength therein. **On 7-9**, you choose your destination, but the first time you miss a roll in that other world, you return at once to earthly life. **On a miss**, the MC chooses your destination.

○ — You have the right to **throw down demons** and lawless spirits. When you try to do so, roll Weird. **On 10+**, choose 2 of the following. **On 7-9**, choose 1.

- The demon or spirit must name itself to you.
- The demon or spirit must depart.
- The demon or spirit must hereafter leave ___ alone and in peace.
- The demon or spirit must reveal its shape to you.

On a miss, the demon or spirit is beyond your command, and will remain so until you somehow gain strength over it.

○ — When you **whisper to ghosts**, spirits, or other otherworldly creatures, you have the right to win them over, but roll Weird instead of Good.

Experience

- — A right of your own
- — A right of the Land Itself
- — A right of the New Nobility
- — A right of the Old Ways
- — A right of the Other World
- — A right of Personal Prowess
- — A right of War
- — A right of the Wider World

THE UNGIVEN FUTURE

- — Abandon this character to die
- — Assume a mantle
- — Awaken something terrible
- — Create an inheritor to play
- — The Ungiven:

YOUR PEOPLE ARE

But describe yourself...

When you mark a domain's third Experience, erase the marks and gain a new right from that domain, of your choice.

At Session's End:
At the end of the session, mark 2 Experience.

The first is the MC's choice, so ask the MC which domain to mark.

The second is the other players' choice, so ask them which domain to mark. They must agree. If they can't agree, or if any if them decline to agree, the MC chooses instead.

Be prepared to answer the other players' and the MC's questions about your aims, your ambitions, your secret plans, and your experiences during the session.

The other players can't choose to have you mark Experience toward the ungiven future until either you or the MC declare it open.

"The Ungiven" is the MC's to write.

Bold
Leap Into Action
Mustering Warriors

Good
Win Someone Over
○○○

Strong
Join In Single Combat
Undertake Great Labor

Wary
Size Someone Up
Take Stock

Weird
Consult the Other
World

Call On Another's Aid
Denied Your Right

Season Moves: Harm, at the Hearth,
Hunting, Recovery, Rites & Celebration,
Soldiering, Tenant Labor, Travel, Working
the Land

MEETING DEATH

I will live to be 100.

I will die well in advanced age.

I have more to do before I die.

I will yet survive this.

I will see another sun rise.

I still draw breath.

BELONGINGS

Clothing:

Drinking cup:

Knife:

Armor:

Helmet:

Shield:

Weapons:

HARM **○** ARMOR **○**

HOUSEHOLD

On the reverse...

 NAME _____

YOUR people ARE _____

But describe yourself...

RIGHTS _____

 **BOLD**
Leap Into Action
Mustering Warriors

 **GOOD**
Win Someone Over
○○○

 **STRONG**
Join In Single Combat
Undertake Great Labor

 **WARY**
Size Someone Up
Take Stock

 **WEIRD**
Consult the Other
World

Call On Another's Aid
Denied Your Right

Season Moves: *Harm, at the Hearth,
Hunting, Recovery, Rites & Celebration,
Soldiering, Tenant Labor, Travel, Working
the Land*

MEETING DEATH _____

I will live to be 100.

I will die well in advanced age.

I have more to do before I die.

I will yet survive this.

I will see another sun rise.

I still draw breath.

BELONGINGS _____

Clothing:

Drinking cup:

Knife:

Armor:

Helmet:

Shield:

Weapons:

HARM  ARMOR 

HOUSEHOLD _____

On the reverse...

EXPERIENCE _____

- — A right of your own
- — A right of the Land Itself
- — A right of the New Nobility
- — A right of the Old Ways
- — A right of the Other World
- — A right of Personal Prowess
- — A right of War
- — A right of the Wider World

THE UNGIVEN FUTURE _____ ○

- — Abandon this character to die
- — Assume a mantle
- — Awaken something terrible
- — Create an inheritor to play
- — The Ungiven:

When you mark a domain's third Experience, erase the marks and gain a new right from that domain, of your choice.

At Session's End:
At the end of the session, mark 2 Experience.

The first is the MC's choice, so ask the MC which domain to mark.

The second is the other players' choice, so ask them which domain to mark. They must agree. If they can't agree, or if any if them decline to agree, the MC chooses instead.

Be prepared to answer the other players' and the MC's questions about your aims, your ambitions, your secret plans, and your experiences during the session.

The other players can't choose to have you mark Experience toward the ungiven future until either you or the MC declare it open.

"The Ungiven" is the MC's to write.



Household & Belongings

Household

For your household, choose 1:

- *You are head of your household.*
- *You belong to your household.*
- *You have a place of honor in another's household.*
- *You have a humble place in another's household.*

And the household has (choose 1–6):

- | | |
|--|------------------------------|
| • <i>Ancient claims</i> | • <i>Retainers</i> |
| • <i>An armory</i> | • <i>A river</i> |
| • <i>A bridge</i> | • <i>Ruins</i> |
| • <i>Cattle</i> | • <i>A sacred shrine</i> |
| • <i>A chapel</i> | • <i>Servants</i> |
| • <i>A craft and trade:</i> _____ | • <i>Sheep</i> |
| • <i>A dairy</i> | • <i>A ship</i> |
| • <i>Devotion</i> | • <i>Slaves</i> |
| • <i>Estates</i> | • <i>Tenants</i> |
| • <i>Farmland</i> | • <i>Trade connections</i> |
| • <i>Fine furnishings</i> | • <i>A treasury</i> |
| • <i>Foreign allies</i> | • <i>A trusted advisor</i> |
| • <i>Forests</i> | • <i>Vassals</i> |
| • <i>Fortifications</i> | • <i>Vineyards</i> |
| • <i>A great hall</i> | |
| • <i>Horses & stables</i> | • <i>Ambitions</i> |
| • <i>Hunting lands</i> | • <i>An ancestral shame</i> |
| • <i>A kitchen, pantry & buttery</i> | • <i>Burdensome duties</i> |
| • <i>A lake</i> | • <i>Debts</i> |
| • <i>A library</i> | • <i>Enemies</i> |
| • <i>Many generations</i> | • <i>Neglected lands</i> |
| • <i>New wealth</i> | • <i>Rivalries</i> |
| • <i>Orchards</i> | • <i>Too many dependants</i> |
| • <i>Pastures</i> | • <i>Ugly secrets</i> |
| • <i>Professional warriors</i> | |
| • <i>A reputation.</i> | |

PERSONAL BELONGINGS

Clothing: Cape, cloak, gown, hood, robe, skirt, trousers, tunic.

Distinctive: Beautiful, bi-colored, bloodstained, bright blue, bright red, brocade, checkered, cloth-of-gold, cotton, deep blue, deep green, deep red, down-filled and quilted, dyed leather, embroidered, ermine, foxfur, pattern-woven, purple, silk, striped, tooled leather, true black, velvet, vivid green, watered silk, white, wolfskin.

Plain: Brown, coarse linen, deerskin, faded, fine linen, fine wool, herringbone, gray, layered, leather, light blue, light red, light green, much-mended, mudstained, rabbit fur, rawhide, rough wool, sage-green, sturdy, sunbleached, threadbare, worn, yellow.

Accessories: Belt, boots, cap, gloves, hat, pouch, shoes. Beaded, crude, deerskin, dyed, embroidered, feathered, fine, fur-lined, hide, jeweled, knotted, leather, pattern-woven, plain, rawhide, sturdy, thick, tooled, warm, well-worn, woollen.

Ornaments: Arm-ring, beads, bracelet, buckle, circlet, cloak-pin, collar, comb, earring, finger-ring, hair-pin, necklace, nose-ring, torque. Amber, ancient, antler, bone, brass, bronze, copper, engraved, etched, feathered, figured, gold, hammered, horn, iron, jeweled, polished, silver, stone, tin, wood.

Your drinking cup: Bronze, clay, horn, lead, leather, tin, wood. Carved, crude, engraved, figured, jeweled, plain, simple.

Your knife: Bronze, flint, iron. Antler-handled, big, bone-handled, broken, cord-wrapped, curved, dull, etched, gold-handled, hooked, jeweled, leather-wrapped, notched, polished, rusted, sickle-shaped, silver-handled, simple, wire-wrapped, wood-handled, work-worn.

Or as you choose.

ARMS & ARMOR

Unarmed, unarmored, you inflict 0 Harm and have 0 Armor.

If you choose, your belongings can include a warrior's outfit. Your circumstances determine what it includes.

If you are wealthy:

- *A dagger (2 Harm), a sword (3 Harm), a mail coat (+1 Armor), an iron helmet (+1 Armor), a round shield (+1 Armor, +1 Harm).*

If you are poor, make substitutions. The poorer, the more substitutions:

- *For the dagger, a hatchet (2 Harm), a knife (2 Harm), or a stone (2 Harm).*
- *For the sword, an axe (3 Harm), a club (3 Harm), a staff (3 Harm), or a spear (3 Harm).*
- *For the mail coat, a hide coat (+1 Armor), or no armor.*
- *For the iron helmet, a leather helmet (+1 Armor), or no helmet.*

If you are a professional soldier, add arms. Add one or two:

- *An axe (3 Harm), a bow & arrows (4 Harm at range), a crossbow & quarrels (4 Harm at range), a hammer (3 Harm), a spear (3 Harm).*

If you wish, you may:

- *Substitute a cuirass (+1 Armor) or a lamellar coat (+1 Armor) for your armor.*

Doing so declares a connection with the old Imperial Legion, marking you a descendant either of legionnaires or of the killers of legionnaires.

(Some brief explanations to come.)

ENCHANTMENTS

RULES FOR ENCHANTMENTS

You can perform any enchantment, at any time you choose to do so. Performing an enchantment takes a space of uninterrupted time, and you must choose and make a number of sacrifices as well, which may require additional time of their own.

For most enchantments:

- *If you make 2 sacrifices, the effect lasts for only a few minutes.*
- *If you make 3 sacrifices, the effect lasts until the sun next rises or sets.*
- *If you make 4 sacrifices, the effect lasts until the next new moon, full moon, or holy day.*
- *If you make 5 sacrifices, the effect lasts until you die, or its subject dies, or is no more.*

For all enchantments:

- *If you make 1 additional sacrifice, you can extend the effect to a second subject.*
- *If you make 2 additional sacrifices, you can extend the effect to a dozen subjects or so.*

For all enchantments:

- *If you make 1 additional sacrifice, you can hold the enchantment in suspense, to come into effect either at your word or at some other specific circumstance. Describe the circumstance to the MC, and answer any questions she might have.*

The interactions of these additional effects with the effects of an enchantment are sometimes complicated or unclear. In these cases, ask the MC what to expect, and abide by the MC's judgments.

SACRIFICES

- Bind the subject of your enchantment by oaths to your gods.
- Beg and pray forgiveness of the Willow Hag, though there is no forgiveness in Her.
- Give a bounty of goods to the pyre, the river, the pit, the bog, or the sea.
- Give a life to the pyre, the river, the pit, the bog, or the sea. Choose the life carefully.
- Pass the subject of your enchantment twice through fire, twice through water.
- Perform the enchantment in a shrine sacred to your gods.
- Release someone from an oath they've sworn to you.
- Ritually inflict 1 Harm upon yourself or upon a willing subject.
- Spend the rest of the season performing the enchantment.
- Take a measure of blood from each person present, and the more blood the better.

ENCHANTMENTS

Bird-speech: Enchant a person. They can speak with birds and understand their answers. If you like, you can lay a plan with them, draw them in, and so on.

Blood-thirst: Enchant a person's weapon. It inflicts +1 Harm.

Clear Vision: Enchant a person's eyes. When they survey the field, they may ask an additional question, which need not be limited to what their natural senses could discover.

Fire: Enchant any object. It burns with a fierce, hot, bright flame. If it is flammable, it catches, and burns until it is consumed; otherwise, it does not, and burns until the enchantment ends.

Healing: Enchant a person. They heal 1 or 2 Harm. This healing is lasting; they do not suffer the harm again when the enchantment ends.

- *If you make 3 sacrifices, they heal 1 Harm.*
- *If you make 4 sacrifices, they heal 2 Harm.*

Love: Charm an NPC. They love whom you say, passionately, devotedly, forsaking all others.

Necromancy (i): Summon the ghost of one who died in this place. They must answer your questions. They cannot survive the sun, no matter how many sacrifices you make.

Necromancy (ii): Enchant someone. Give them a new Harm line, below the rest. For a player's character: "Though dead, I live." For an NPC: "Though dead, they live, and fight." No mortal weapon can inflict the harm to cross it out.

Protection: Bless a person's clothing. It counts for +1 Armor, in addition to any other armor they wear.

Rites of the Willow Hag: Initiate yourself into the worship of the Willow Hag, the Mud Eater, the Sleeping Witch. Ask the MC for her enchantments.

Summoning: Summon an otherworldly creature and give it a task. It cannot return to its home until it has accomplished it.

Warp and Weft: Enchant an object. Describe to the MC what you intend the enchantment to do. The MC tells you how many sacrifices you must make, and may specify which sacrifices they must be.

Wolfspell: See *Worlds Without Master*, Vol 1, Issue 2.

asic Moves

BOLD: LEAP INTO ACTION

When you take sudden, bold, decisive physical action, roll Bold. **On 10+**, choose 3 of the following. **On 7–9**, choose 2.

- You startle or scatter ____.
- You inspire ____ to follow you.
- You easily cover the distance between yourself and ____.
- You seize hold of ____.
- You inflict or exchange Harm as established.

On a miss, be prepared for the worst.

BOLD: MUSTER WARRIORS

When you muster warriors from a people, if they are your allies or your vassals, roll Bold. **On any hit**, warriors muster; add them to your company. **On a 7–9**, though, the MC chooses 1 of the following.

- Only a few warriors answer your call (otherwise, they muster in full force).
- They do not muster in haste, but over the course of weeks or a month (otherwise, they muster in a day or a week).
- They are poorly equipped and underprepared (otherwise, they are well-armed and ready).

On a miss, be prepared for the worst.

If no one has yet created the people, you, the MC, or another player should do so now, so that you know their number and their War.

GOOD: WIN SOMEONE OVER

When you talk with someone, hoping to win them over to your side or your view, roll Good. **On 10+**, mark 3. **On 7–9**, mark 2. Continue your conversation. Over the course of the conversation, whenever you choose, you may spend 1 mark to ask the other player 1 of the following, which they must answer truthfully.

- How could I assure you that ____?
- What is the crux of your reluctance or resistance?
- What leverage could I exercise over you?
- Who might win you over, if I cannot?
- Ask a question of your own. If the other player chooses to answer it, it stands; otherwise, retract it and ask 1 of the above instead.

On a miss, ask 1 anyway, and be prepared for the worst.

STRONG: JOIN IN SINGLE COMBAT

When you join in single combat with someone, roll Strong. There is a decisive exchange of harm. **On 10+**, spend 3 on the following. **On 7–9**, spend 2. **On a miss**, spend 1. If your opponent is a fellow player's character, they roll too and spend accordingly. If an NPC, the MC spends 2, or must explain why otherwise. Spend blind, without knowing how your opponent is spending theirs.

- For each 1 you spend to strike hard, inflict +1 Harm.
- For each 1 you spend to defend yourself, gain +1 Armor.
- For each 1 you spend for position, you better your chance to win.

Both of you reveal how you've spent. Exchange harm simultaneously, as established and modified, first; then, whichever of you spent more for position, you have your opponent at your mercy. Choose 1 or 2: *you're behind them, you have your blade to their throat, you've disarmed them, you've forced them to their knees, you've knocked them down, you've pinned them.* If you tied for position, both get 3 more to spend, blind as always, and so on until one of you wins position or one of you is killed.

STRONG: UNDERTAKE GREAT LABOR

When you undertake great labor or an act of great discipline, despite pain, difficulty, exhaustion, impatience, or duress, roll Strong. **On 10+**, you make it look easy. **On 7–9**, you do it, but barely; ask the MC what was the hardest you suffered, a moment you almost broke. **On a miss**, be prepared for the worst.

WARY: SIZE SOMEONE UP

When you size someone up, roll Wary. **On 10+**, ask the other player 3 of the following, which they must answer truthfully. **On 7–9**, ask 2.

- What do you intend to do?
- What do you expect me to do?
- How might I get you to do ____?
- Where are you vulnerable to me?
- Ask a question of your own. If the other player chooses to answer it, it stands; otherwise, retract it and ask 1 of the above instead.

On a miss, ask 1 anyway, and be prepared for the worst.

WARY: TAKE STOCK

When you pause to take stock of your situation or your surroundings, roll Wary. **On 10+**, ask the MC 3 of the following. They must answer truthfully, but may ask you clarifying questions first. **On 7–9**, ask 2.

- What is my best way forward, back, in, out, around, or through?
- How might I best husband, preserve, or defend my strength?
- Where am I strong, and where am I weak?
- Which of my enemies is the biggest threat to me?
- Who is in control here?
- Ask a question of your own. If the MC chooses to answer it, it stands; otherwise, retract it and ask 1 of the above instead.

On a miss, ask 1 anyway, and be prepared for the worst.

WEIRD: CONSULT THE OTHER WORLD

When you take counsel with your god or gods, or consult the other world, answer the MC's questions about your counsel and roll Weird.

On any hit, ask the MC any question you like. The MC will do their best to answer it, but may resort to poetry, imagery, or further questions of their own. **On 10+**, you may ask a followup question or two. **On a miss**, be prepared for the worst.

CALL ON ANOTHER'S AID

When you roll and it falls short, you might be able to get help from another player's character.

If another player's character is in a position to help, tell them what to do. It must be something that would obviously help your character hit the roll after all, and everyone at the table must agree that it is, especially the MC. It's your responsibility to think of it, but you can certainly ask questions to clarify the situation first.

If the other player's character chooses to do it, and accomplishes it, treat your miss as 7–9, or treat your 7–9 as 10+.

Depending on what you ask the other character to do, they may have to make their own moves and rolls to accomplish it. You are not able to help them with this.

DENIED YOUR RIGHT

When someone or something denies you your right, choose 1 of the following.

- Declare that you accept this injustice with dignity.
- Declare that you are accursed and wronged, and bemoan your fate.
- Declare that you will forgo your right in return for _____. If the MC or the other player cannot or does not grant it, choose another instead.
- Declare that your god or gods are outraged.
- Declare that you will not rest until your right is vindicated.
- Declare that the MC or the other player should reconsider, or else you will hold it against them.

BATTLE MOVES

LEAD AN ATTACK

When you lead an attack on an enemy, roll your company's War. **On 10+**, choose 3 of the following. **On 7-9**, choose 2. **On a miss**, choose 1. These are your **attack options**; be sure to check your playbook and your company for more.

- You strike hard, inflicting +1 Harm in the coming exchange.
 - You strike unexpectedly. Your enemies cannot defend themselves well.
 - You strike at a particular individual in your enemy's force. If your enemies don't choose to protect them, they personally suffer harm.
 - You drive a wedge into your enemy. Your enemies cannot rally and counterattack.
 - You cut your enemy off. Your enemies can't flee, retreat, or choose a maneuver unless they first force an opening.
 - You drive your enemy back. Your enemies cannot hold their position.
- Your enemy **Comes Under Attack**.

COME UNDER ATTACK

When you come under attack, roll your company's War. **On 10+**, choose 3 of the following. **On 7-9**, choose 2. **On a miss**, choose 1. These are your **defense options**; be sure to check your playbook and your company for more. Do not choose one that your attacker's choices have specifically denied you.

- You strike back hard, inflicting +1 Harm in the coming exchange.
- You defend yourself well, gaining +1 Armor.
- You hold your line, forcing your enemy back or diverting them. Say where.
- You throw your enemy into disorder. They must regroup before they can press the attack or take other coordinated action.
- You protect the individual your enemy is particularly striking (if they are).
- You strike a particular person in your enemy's force. Inflict personal harm.
- You force an opening in your enemy's ranks. Say where.
- Maneuver: you spirit a particular person out of the fighting. Say where.
- Maneuver: You break and flee. Say where.
- Maneuver: You maneuver and take up a new position. Say where.
- You rally and make a counterattack. Lead an attack against your enemy.
- You surrender.

Once you have chosen, **exchange harm** with your enemy. After you've exchanged harm, your other choices come true.

AVOIDING BATTLE

When you come under attack, if you'd rather avoid battle, hold the dice and ask the MC what you can do instead. There may be nothing, it may require another move, or it may be worse than seeing the battle through after all, but you're entitled to a straight answer before you roll the dice.

HARRASSING YOUR ENEMY

If you have archers or skirmishers and the advantage of position, you can harass your enemy instead of leading an attack against them. Treat it as leaping into action, but roll your company's War.

EXCHANGING HARM

When you exchange harm with your enemy, both of you inflict your harm as established, minus armor as always, and modified by the options you've chosen.

SURRENDERING

When you throw down arms in surrender, your enemy must choose whether to accept your surrender or fall to butchery.

PRESSING THE ATTACK

When you press the attack, simply take stock of the battlefield—your enemy can do the same—and then lead a new attack.

REGROUPING

You can regroup your warriors at need. While you do, your enemy can take action of their own, and you have no ability to interfere.

LOSSES IN BATTLE

Your Company

We are strong and whole.
We are bloody.
We are limping.
We are gutted.
We are butchered.

Each Warrior

I am strong, sure, and whole.
I am hurt and shaken.
I seek only to survive this.
I am no more threat to anyone.

COUNTING YOUR FALLEN

When you count your fallen, ask the MC the following questions, and then rewrite your warriors accordingly.

- How many of us are dead? How many dying?
- How many of us are missing?
- How many of us are wounded but still able to fight?
- Who notable is dead, missing, or wounded?
- How does ___ fare?

Expect the MC's answers to depend upon your losses in battle:

Bloody: expect some *no more threat to anyone*, and some *hurt and shaken*.

Limping: expect some *killed*, some *no more threat to anyone*, and some *hurt and shaken*.

Gutted: expect many *killed*, some *no more threat to anyone*, and many *hurt and shaken*.

Butchered: expect many *killed*, many *no more threat to anyone*, some *seeking only to survive this*, and some *hurt and shaken*.

CONSIDERATIONS FOR HARM

If your force outnumbers its enemy:

- 1½ to 1: it inflicts +1 Harm and gains +1 Armor.
- 2 to 1: it inflicts +2 Harm and gains +2 Armor.
- 3+ to 1: it inflicts +3 Harm and gains +3 Armor.

If it fights on horseback:

- It inflicts +1 Harm and gains +1 Armor.

If it is significantly more expert:

- It is experienced, vs raw recruits: it inflicts +1 Harm, and gains +1 Armor.

If it fights from a prepared and defensive position:

- Simple walls, ditches, fences: it inflicts +1 Harm and gains +1 Armor.
- Palisade, high ground, deep ditches: it inflicts +2 Harm and gains +2 Armor.
- Curtain wall, towers, wide, deep moat: it inflicts +3 Harm and gains +3 Armor.

Calculate harm and armor modifiers at the beginning of the attack, and then not again until the end of the battle, when both sides count their fallen. Do not change it during the battle, even if one side or the other suffers terrible casualties.

FIGHTING IN COMPANY

When you fight in company, roll Strong. **On 10+**, at the end of the battle, all 3 of the following are true. **On 7-9**, choose 2. **On a miss**, choose 1.

- You are at your war-leader's side. (Otherwise, you are cut off, alone.)
- You are unhurt. (Otherwise, you suffer the same harm as the company.)
- You have spilled enemy blood. (Otherwise, you had no opportunity, or stayed your hand.)



Other Moves

The Seasons

HARM

In all cases, when this season ends and the new season begins, all your Harm becomes permanent.

At the Hearth

When you spend the rest of the season tending to home and hearth, choose 1 with the MC:

- *Your household increases by one, a healthy child.*
- *Your household keeps its health, strength, and spirit, despite disease or other danger.*
- *A child in your household comes to adulthood and marries, creating or strengthening a bond with another household.*
- *Your household decreases by one, the peaceful death of a beloved elder.*

HUNTING

When you spend the rest of the season hunting, fishing, and laying up stores, you begin the next season with a bounty of fur and a bounty of meat.

RECOVERY

When you spend the rest of the season in recovery and rest, heal 1 Harm before your Harm becomes permanent.

Rites & Celebration

When you spend the rest of the season celebrating the holy rites of your people and your faith, mark experience toward a right of the Old Ways or a right of the Other World, your choice.

SOLDIERING

When you spend the rest of the season fighting as a soldier, have the MC roll your company's War. **On 10+**, choose 2 of the following. **On 7-9**, choose 1. **On a miss**, the MC chooses 1 for you.

- *You begin the new season at home, released from service. (Otherwise, you are still bound to fight.)*
- *You begin the new season with a bounty of coin, your pay. (Otherwise, you are owed pay.)*
- *You begin the new season unhurt. (Otherwise, suffer 1 Harm.)*

TENANT LABOR

When you spend the rest of the season working another's land, mark experience toward a right of Personal Prowess, and the landowner begins the new season with a bounty of food.

TRAVEL

When you spend the rest of the season in travel, mark experience toward a right of the Wider World, and you also return home with news from afar. Ask the MC what it is.

WORKING THE LAND

When you spend the rest of the season working your own land, mark experience toward a right of the Land Itself, and begin the new season with a bounty of food.

A People

To make these moves, the people must be your allies, your friends, or your vassals. Don't make these moves with strangers or your enemies.

Rites: Ask for Their Blessing

When you ask the priests, priestesses, ancestors, wise ones, or mystics of a people for the blessing of their god or gods, roll their Rites. **On 10+**, you receive a new right, of the MC's choice, and the MC chooses whether it will be yours forever, until the end of the season, or until they revoke it. **On 7-9**, on one future roll of your choice, and on one future roll of the MC's choice, you can count this as their aid, no matter how far away. **On a miss**, be prepared for the worst.

Rites: Ask for Their Judgment

When you call upon the priests, priestesses, leaders, wise ones, or elders of a people to impose law and give you justice, present your case and roll their Rites. **On 10+**, they judge strictly according to their laws and customs. **On 7-9**, they judge according to their political or social expedience. **On a miss**, be prepared for the worst.

WAR: DO BATTLE

When you lead the warriors of a people in battle, in various ways, roll their War. See the Battle Moves for details.

Wealth: Ask Them to Billet Your Company

When you call upon a people to billet your war company, roll their Wealth. **On 10+**, they can support a company up to their own number, for a few days or weeks, or else a company up to half their number, for the rest of the season. **On 7-9**, they can support a company up to half their own number, for a few days or weeks. **On a miss**, billeting your company will starve them.

In all cases, they expect you to maintain your company in peace and good order.

Wealth: Ask for Their Hospitality

When you call upon the hospitality or generosity of a people, roll their Wealth. **On 10+**, the MC considers what they're known for and chooses 2. **On 7-9**, the MC chooses 1. **In either case**, these are what they give you. **On a miss**, be prepared for the worst.

Wealth: Prepare for What's Coming

When you spend the rest of the season working with a people to prepare for what's coming—laying up stores, fortifying, making weapons, making ready to travel, or any such thing—roll their Wealth. **On 10+**, choose 2 of the following. **On 7-9**, choose 1.

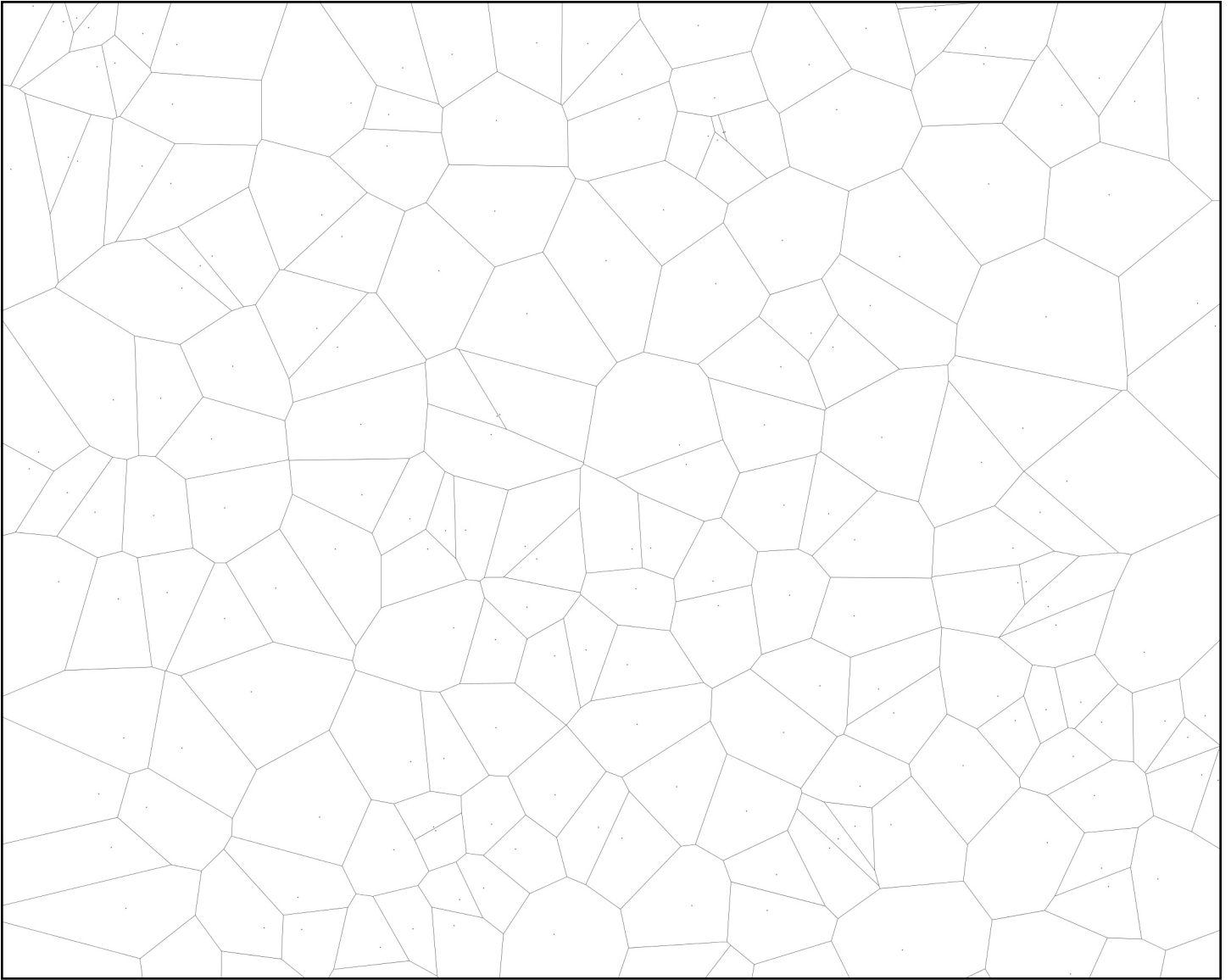
They begin the new season...

- *...With a bounty of food.*
- *...With another bounty; choose it with the MC.*
- *...With a new stronghold; create it with 1 fortification.*
- *...With an improved stronghold.*
- *...Isolated from the ill or want afflicting other people around them.*

On a miss, be prepared for the worst.

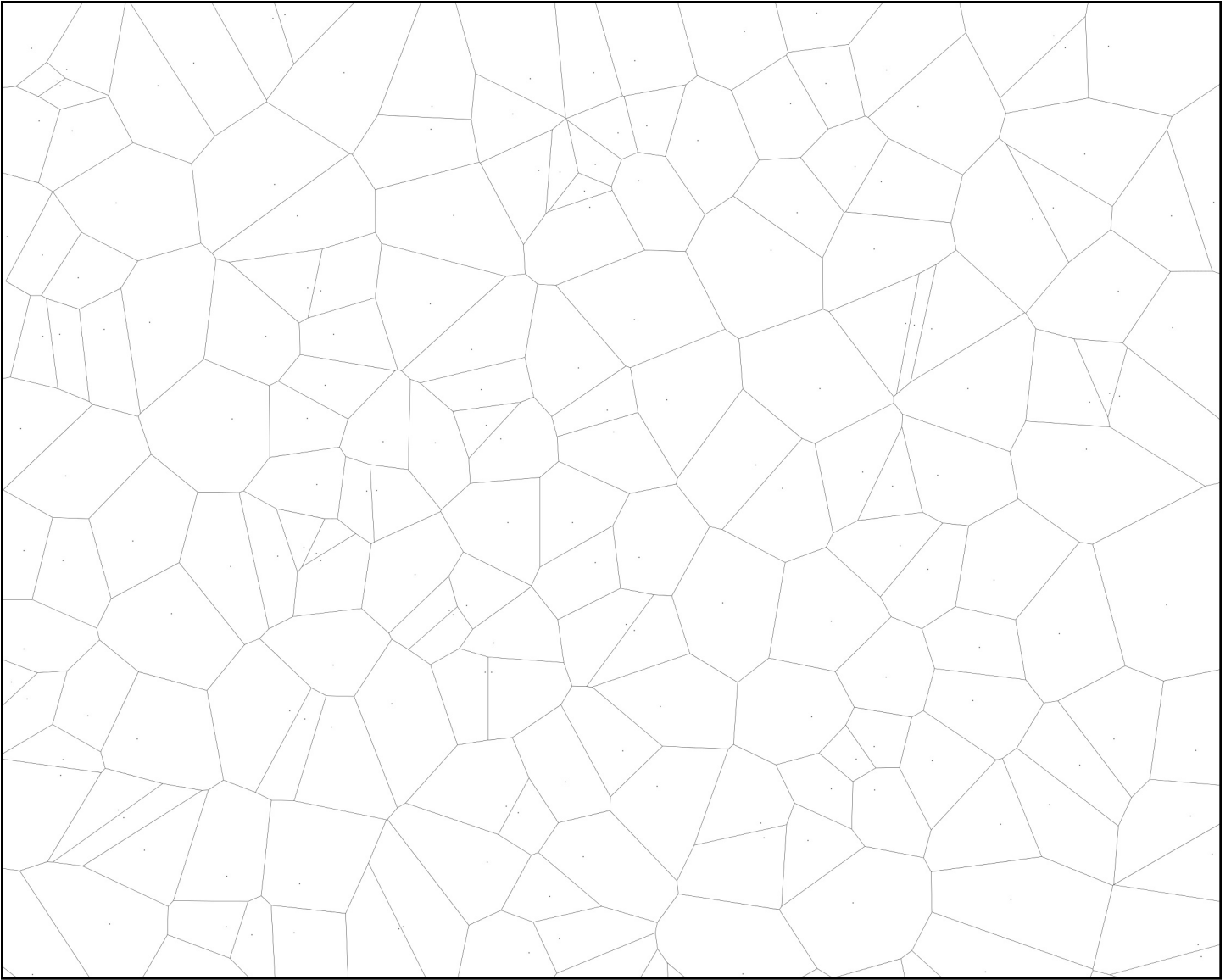


Map: _____





Map: _____





Map: _____

