

THE BASIC MOVES

HOLD STEADY - COOL

When you try to hold steady in the face of pain, danger, urgency, impatience, or emotion, roll Cool. On 10+, you hold steady, and take +1 forward into your next roll. On 7–9, you hold steady. On a miss, you move, flinch, speak, gasp, or slip, and be prepared for the MC to do worse.

CLAIM YOUR RIGHT - HARD

When you claim your right, insist upon your way, or stand up for yourself, roll Hard. On 10+, your counterpart must choose:

- *Back down and give you your way.*
- *Call you a liar, a fool, or worthless, to your face. This gives you +1 to take forward into your next roll against them.*

On 7–9, your counterpart can choose either of the above, or else:

- *Stall, ask you to reconsider, ask you to wait, beg, defer to another, or politely dispute your right.*

On a miss, you can see at once that your counterpart will resist or deny you, but be prepared for the MC to do worse.

GO INTO BATTLE - HARD

When you go into battle, there's an exchange of harm, as established, between you and your opponent. Roll Hard. On 10+, choose 3 of the following. On 7–9, choose 2. On a miss, choose 1, but be prepared for the MC to do worse.

- *You protect yourself, suffering reduced harm (-1).*
- *You strike hard, inflicting terrible harm (+1).*
- *You disarm your enemy.*
- *You drive your enemy decisively back.*
- *You seize definite control of your objective.*
- *You impress, frighten, dismay, or rattle your enemy.*

ADDITIONAL CONSIDERATIONS IN BATTLE

Harm: Several factors can modify the harm you inflict and the harm you suffer. Check your playbook, and ask the MC if any others apply as well.

PC vs PC: You both roll and make choices. There's one exchange of harm, and both of your choices apply to it. Contradictory choices contradict one another. For instance, if both of you choose to drive the other back, neither of you accomplish it.

If timing your choices matters, commit by option, in the order listed: who protects themselves? Then, who strikes hard? Then, who disarms the other? Neither of you must commit before the other, but don't move on to the next option until you've both decided.

More than 2 sides: All the players involved roll and make choices. There's not a general exchange of harm; instead, declare whom you'll strike. Consider all strikes simultaneous.

- *If you protect yourself, you suffer reduced harm from every enemy who strikes you.*
- *If you strike hard, you inflict terrible harm upon your declared enemy.*
- *If you seize definite control of your objective, anyone can contradict you by choosing the same.*
- *If you disarm your enemy, drive them decisively back, or impress them etc, only they can contradict you by choosing the same.*

If you're commanding a war-band against multiple enemies, you can split it into smaller units, one for each.

Perspective: Your choices and the numbers tell you what happens in the battle, but you're always entitled to know what your character sees and hears. When you don't know, ask the MC.

Continuing a battle: If one exchange of harm doesn't resolve the fight, continue to a second. Roll and choose again.

Avoiding a battle: If you'd rather avoid battle and its exchange of harm, 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.

DRAW SOMEONE OUT - HOT

When you interact patiently and attentively with someone, to draw them out, roll Hot. On 10+, mark 3. On 7–9, mark 2. On a miss, mark 1 and continue with your interaction, but be prepared for the MC to do worse. **Marks:** ○○○

Over the course of your interaction, spend your marks 1 for 1 to ask their player one of the following:

- *How could my character get yours to do ____?*
- *If my character does ____, what will yours do?*
- *What does your character expect me to do?*
- *What does your character intend to do?*
- *What is your character's feeling on this?*
- *Ask their player a question of your own. If their player will answer it, it stands; otherwise, retract it and ask another.*

Their player must answer you truthfully.

If you would like to ask more, you may, but your counterpart will certainly notice your scrutiny.

TAKE STOCK - SHARP

When you take stock of your situation and resources, roll Sharp. On 10+, ask the MC 3 of the following questions. On 7–9, ask 2. On a miss, ask 1, but be prepared for the MC to do worse.

- *How might I best husband and preserve my strength?*
- *How might I move forward most quickly, and how most safely?*
- *Upon what or whom should I not rely?*
- *Where am I strong, and where am I weak?*
- *Which of my enemies is the biggest threat to me?*
- *Ask the MC a question of your own. If they will answer it, it stands; otherwise, retract it and ask another.*

The MC must answer you truthfully, but might ask you clarifying questions first.

If you act on the MC's answers, add +1 to any roll you make.

If you would like to ask more, you may, but if time is short you are caught out in your musing or calculation.

TAKE YOUR BEARINGS - SHARP

When you take your bearings in a new place or a new social situation, roll Sharp. On 10+, ask the MC 3 of the following questions. On 7–9, ask 2. On a miss, ask 1, but be prepared for the MC to do worse.

- *Where could I hide here, or otherwise go unnoticed?*
- *What does this place or these people have to offer me?*
- *How might I gain access to this place's or these people's secrets?*
- *How might I get the undivided attention of all present?*
- *How could I best integrate myself in this place or with these people?*
- *Ask the MC a question of your own. If they will answer it, it stands; otherwise, retract it and ask another.*

The MC must answer you truthfully, but might ask you clarifying questions first.

If you act on the MC's answers, add +1 to any roll you make.

If you would like to ask more, you may, but if time is short you are caught out in your musing or calculation.

PRAY - WEIRD

When you pray, declare the gods to whom you pray, tell the gods what you hope for, and tell them what you offer them. Roll Weird. The gods might have questions for you; answer them truthfully. On 10+, the gods accept your offering, and reveal to you what you might do to bring it to pass. On 7–9, the gods tell you whether they will or will not accept your offering. On a miss, the gods will not accept your offering, and be prepared for the MC to do worse.

THE BASIC MECHANICS

ROLLING

When you roll a stat, roll 2 dice and add your stat.

+1 FORWARD, -1 FORWARD

When you take +1 or -1 Forward, add 1 to or subtract 1 from the next roll you make.

When you take +1 or -1 Forward against a particular person or into a particular situation, add 1 to or subtract 1 from the next roll you make against that person or in that situation.

Some character moves or situations also tell you to take +1 or -1 to all your future rolls while some circumstance persists, or until some circumstance comes to be.

HELPING

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 to help. 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 ask questions to clarify the situation first, if you like.

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

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

HARM & ARMOR

Whenever anyone inflicts or exchanges harm, it is always “harm as established.” This means the harm rating of the inflicter's weapon minus the sum of the armor rating of the sufferer's armor.

There are three kinds of armor: armor, helmet, and shield. You can wear and carry at most one of each, and their ratings sum.

Weapons' harm ratings don't sum, even if you carry two.

Other factors can increase the harm you inflict and decrease the harm you suffer. They include relative strength in numbers, relative size, fighting on horseback fighting in a shield wall, fighting from a prepared position or on a wall, and others found in your character moves and playbooks.

FATES

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.

When you suffer harm, go to the Fate section of your playbook. Cross out one line of your possible fate for each 1 Harm you suffer, in order from top to bottom.

The highest uncrossed fate is the one that, this moment, prevails.

The first three heal by themselves with time, and medical care can speed their healing. The fourth neither heals itself nor worsens. The fifth and sixth worsen with time: the fifth at the next sunrise, the sixth soon thereafter.

When you cross out the sixth, you no longer draw breath.

Some character moves say things like “while you still draw breath, you have more to do before you die.” This means that when you've suffered 5 Harm in total, so that “I still draw breath” prevails, you erase 3 Harm, back up to “I have more to do before I die.” Your unfinished business has saved your life.

NPCS' FATES

They are strong, sure, and whole.

They are hurt and shaken.

They seek only to survive this.

They are no more threat to anyone.

GROUPS' FATES

They are strong, sure, and whole.

A few are injured, one or two seriously.

Many are injured, some seriously, and a few have been killed.

Almost all are injured, many seriously, with several killed.

Many have been killed, and the survivors bear terrible wounds.

Only a few survive.

A group trained to fight, with a leader to rally them, will hold together when many are injured and a few have been killed. A strong leader, beloved or feared, can hold them together even when many have been killed.

A group without training or discipline will hold together when many are injured and a few have been killed only if it is desperate, but even so, when injuries are widespread and several have been killed, it will break.

A peaceable group will scatter with the first injuries, and certainly with the first deaths.

MONSTERS' FATES

It will be a terror to our children and theirs.

It has yet no fear for its life.

It will hide, and heal, and later return.

It is still in its strength.

It is still struggling.

It still survives, somehow.

BOUNTY & WANT

Your holdings give you bounty and want. Treat these as things you have, and conditions that prevail; you and the MC should use them inventively to bring the Dark Age to life and place your characters within it.

When there is peace and an overall free exchange of trade between people in the world, you can more or less readily exchange any one bounty for any other. When times are harder, though, you'll have to make your own particular arrangements.

POPULATION

Your holdings give you a population. These are people who perhaps know you, perhaps depend on you, perhaps support you, but certainly are connected to you through your interests.

If events in the world reduce your population, choose:

- ***Lose holdings.*** Lose your choice of holdings whose listed populations sum to at least your lost population. For instance, if 50 of your population are conscripted into some king's army, you'll have to give up holdings whose listed populations total 50 or more.

- ***Take a penalty to your future Fortunes rolls.*** For each 10% of your population you've lost, take -1 to your rolls.

Likewise, if events in the world increase your population, you can choose to add holdings—from your own playbook or new ones, with the MC's participation—or else take +1 to your future **Fortunes** rolls.

OMMON KNOWLEDGE

Something terrible is coming.

The Empire of Eagles fell, withdrew, and abandoned us to fate. In its absence, lawlessness, chaos, a resurgence of old ways in conflict with an intruding of new.

RANK

1st Rank: Crowned or not, you have the right to be king or queen, right now.

2nd Rank: You are royalty. That is, you are of a royal family. In your family there is someone of the 1st Rank, a rightful king or queen.

3rd Rank: You are nobility. The royal families were always noble families first; a noble family becomes a royal family when one of its members becomes a king or queen.

4th Rank: You are an ancestral landowner. You are free, and not only this, but your ancestors have been free for generations.

5th Rank: You are free and your family owns land, but not ancestrally. Perhaps you or your parents won or purchased the land; you are a foreigner new to it.

6th Rank: You are vassal to a landowner, owing rent and allegiance; or you are steading on land you do not own. Perhaps this is unbeknownst to its owner, perhaps because its owner cannot enforce right of ownership, perhaps because it has no owner at all and you hope to claim it.

7th Rank: You are a peasant, serf, slave, beggar, or outlaw. You own nothing and are subject to all.

GENEALOGY

There are three systems of genealogy in action, combining and competing with one another to establish your rank.

First: The Old Law. The old system of genealogy is matriarchal: daughters inherit from their mothers, and husbands join their wives' families. If you have no daughters when you die, your sisters inherit.

If your mother was queen, you could rightly be queen, and your daughters could rightly be queen after you.

Nobility according to the old system is called "the Old Blood."

Second: The Law of Eagles. The Empire of Eagles brought a new system of patriarchal genealogy. According to this system, sons inherit from their fathers, and women remain members of their fathers' family when they marry. If you have no sons when you die, your daughters' sons inherit.

If you are a poor man, marrying a rich man's daughter makes you rich.

If your father was king, or if your mother's father was king, you could rightly be king, and your sons and grandsons could rightly be king after you.

Nobility according to this system is called "the Blood of Eagles."

Third: The New Law. According to this system, sons inherit from their fathers, and wives leave their fathers' families and join their husbands'. If you have no sons when you die, your brothers inherit.

If you are a rich man's daughter, marrying a poor man makes you poor.

If your father was king, you could rightly be king, and your sons could rightly be king after you.

Nobility according to this system is just called "noble blood."

This system is associated with the new faith of the Bloodless Xristos, but it is not a tenet thereof. It is merely a customary system that the followers of the Bloodless Xristos brought with them when they came.

Genealogy and Rank: All three of these systems always apply, and you count your rank by the most favorable of them. That is, if you have the right to be king or queen by any of these three systems,

you are of the 1st Rank; if you are royalty by any of these three systems, you are of the 2nd rank; and so on.

When a Crowned Head falls, who will inherit? Which system will apply? Of this question wars are made.

Genealogy and "Race": It was the policy of the Empire of Eagles to station their legions and appoint their subservient kings so that soldiers didn't patrol, and kings didn't rule, among their own people. This policy brought people here from the far reaches of the world, with all their variety of skin, hair, body, face, language, and custom.

When the Empire of Eagles fell, nevertheless trade continued. On the trade roads and sea routes, people still come here from the reaches of the world.

We organize society by rank, according to genealogy, but we do not divide society into "races" and place one over another.

RELIGION

There are three systems of religion in action as well, corresponding with the three systems of genealogy.

The Old Gods are local, various, and reflect natural tensions.

There is no absolute pantheon or reliable order of worship, as these vary from region to region and family to family. There are also no clear boundaries between the natural, the human, and the divine.

In one village they might worship the Great Elk in the Forest, who honors us with His death every time a hunter takes prey, and the River's Daughter, who speaks to us through the blacksmith's fire. In the next they might worship the ancestral champions of their tribe, in whose halls they will dine and dwell after death.

The Gods of the Empire of Eagles are familial, human, and reflect the Empire's ideal social order.

There is a father god who is the king of the gods. His wife is the goddess of wives, mothers, and queens. His brothers and sisters are gods and goddesses of rival domains, like death or the depths of the sea. His sons and daughters are gods and goddesses of various human arts and endeavors: war, healing, hunting, music, luck, and so on.

The Bloodless Xristos is holistic, mystical, ineffable, and reflects His worshipers' utopian vision.

Some worshipers place Him within a trinity of deities, at the head of a pantheon of lesser divinities, angels and devils in ranks, or both. Others do not; it is a matter of interpretation and opinion.

He created the entire world and everything in it, and loves His creation. His worshippers hold peace, healing, mercy, penitence, and humility to be the greatest virtues, and hope to abide with Him in eternal joy after their earthly lives. Some consign those who do not worship Him to eternal sorrow and torment, but this too is a matter of opinion.

TECHNOLOGY & DAILY LIFE

Arms and armor: Warriors on foot bear sword, spear, or axe, a round shield, a mail coat or a hide tunic, and a helmet if they have one. There remain some warriors who wear breastplate in the style of the legions of the Empire of Eagles, and there are some warriors who wear lamellar cuirass of laced leather scales.

Swords are short and straight. Battle axes are single-edged and lightweight.

Warriors on horse bear a lance, a short sword, a kite-shaped shield, a mail coat, and a helmet.

Longbows are new and terrifying, with great range and power. Most bows used in battle are the same as those used for hunting. There are no crossbows.

500 soldiers is sufficient to make an army. Most armies are fewer than 5,000. 10,000 soldiers is as large an army as can be.

COMMON KNOWLEDGE

There are only a few curtain-and-keep castles and walled towns. In the countryside there are manor houses and villas, some fortified. On troubled borders and overlooking strategic roads or riverways there might be stone keeps, watchtowers, walls, motte and bailey fortresses, or palisaded encampments.

Communication: There is no printing press. All books are hand-written, using hand-cut quills and hand-mixed ink.

Most writing is done with a stylus on a tablet of blackened wax.

Practically all long-range communication is done via a messenger on a fast horse. Communication via messenger pigeon is possible, but pigeons only fly home, so your agents must have carried your pigeons away with them in cages beforehand. There's no city-to-city "pigeon post."

Fashion: Fabrics are wool, linen, and blends, in plain weaves and twills of various patterns, including herringbone, checks, diamonds, and bird's-eye. Twills make the cloth more flexible and more tear-resistant. They also provide for more colorful patterns in madder reds, woad blues, weld yellows, and a wide assortment of greens and browns. An iron dye-pot makes for darker richer greens and green-blues, a tin dye-pot makes for brighter reds, oranges and yellows. Save lichens and nut hulls for tans and warm browns. If you live near a trade route, silk and cotton fabrics are available, but can be costly. For warmth, down and feathers caught between layers of cloth, layers of loose-fitting clothes, and fur.

Hats are knit caps, sewn caps, or sewn furs, and nearly everyone wears hats or hoods or head-coverings of some kind. Leather is for shoes and belts and pouches of all sorts and sizes. Shoes are simple and wear out easily, belts are narrow and have metal buckles and tangs. Knitted socks and leggings are more common among the wealthy; leg wraps of cloth and shoes stuffed with soft grass do for most of the poorer folk. No pockets; instead, pouches and little packs. Ring-and-pin brooches hold capes and cloaks and the occasional keyhole neckline closed. In colder weather, a second tunic layered over the first, then perhaps a woolen cloak. In worse cold, a fur-lined overtunic or fur cape and extra wool fabric lashed to the lower legs with leather or woolen strips. The longer and thicker the outer wear, the greater wealth of the owner.

Everyone wears a linen shift or long shirt as their bottom layer, and in summer this might be the only layer, belted for ease and to provide hanging space for pouches and tools. Loose drawstring trousers are common for men. Over this, a man wears a belted tunic that reaches the knee or mid-shin. The sleeves can be long or short, and often have contrasting or embroidered trim on the neck and cuffs. Women wear longer versions of the same layered tunics, or apron-like overdresses that fit snugly under the arms and attach to straps or directly to the underdress with sturdy and decorated brooches, usually a matched set. Women are more likely to wear brightly patterned woven belts an inch or two wide, with cords holding the small tools of their daily routine easily within reach. Men's everyday hats are close-fitting, women's everyday kerchiefs are a little looser and generally either very light linen or a practical check that covers the hair and keeps it out of the way. Hair is worn on the long side, clean and neatly kept, braided by the dictates of personal choice and practicality, men wear trimmed beards and mustaches as they are able. Everyone wears what bright jewelry they may own, in gold, silver, amber, antler, gemstones, or rare imported glass beads..

Households, children and families: Houses hold large, extended, and interconnected families. Children are valued and mostly cared for, especially as 1 in 5 children do not see their fifth birthday. They learn the skills of their families, girls following more in their mother's work, boys in their fathers. Older relatives, especially grandparents, are very involved in caring for young children. To fail in teaching a child the skills needed in adulthood is a large breach of trust, and cause for upheaval in the household. Cross-fostering, sending children of 6 or so years to live with

another family, is very common. This ensures helping hands in all households despite the high infant mortality rate, and fostering children of higher class families in lower class households cements political and social ties between the families.

All children are taught to use a weapon, and those girls who wish to, or who show aptitude, can train as warriors alongside their brothers. Most children learn whatever math is needed in their daily lives, in a natural and organic process. Some children are taught to read and write, but only if their parents see value in it and they show interest and aptitude. A few children may be taught to read and write not only their own tongue but that of the people their families trade with, in order to better protect the family interests. Despite days filled with the work of the household, children have time to play with dolls, carved toys, string games, board games, and to enjoy running games, swimming, skating, and all manner of outdoor games. Riddles and guessing games are easy to play while housekeeping, tending animals, gardening, gathering fruit or nuts, or waiting for fish to bite, and are played by everyone.

Children are adults when they are ready to take on adult responsibility, as early as 10 or as late as 16. A 10 year old who swears revenge for an older sibling's death and follows through on it is seen as adult in the eyes of the community, and a 16 year old who is learning smithcraft may be only just now considered fully adult and able to run a forge. Marriage is a strategic arrangement between families, with many considerations beyond the young people's hearts, although love and affection can sway a parent's mind.

Medicine: Most medical theories are magical, sympathetic. Some medicine is thrown in a fire for smoke or boiled in water for steam, but most medicine is food and drink. Spices especially serve in both cuisine and medicine.

Surgical techniques are crude: amputation, bone-setting, cauterization, lancing, purging, stitching. Treatments for disease are only rest, time, and what comfort a caregiver can provide.

Midwifery is an art and a skill. Childbirth is a dangerous undertaking, but an expert midwife might be able to turn a reluctant infant, speed or slow a troubled delivery, ease pain, care for an infant born too soon, or care for a mother after a stillbirth.

Trade: Despite the fall of the Empire of Eagles, cross-continental trade does persist. Our amber, silver, timber, and furs go south and east, by sea, by river, or overland. Spices, cotton, high-quality iron, and finished luxury goods come north and west to us.

We are self-sufficient in salt, wool, linen, grain, meat, fish, iron, copper, and pottery.

We have never seen a crocodile, but we have heard their name and handled their skin.

THE FIRST MAP

The map is yours as MC to make. After everybody's made and introduced their characters, have them go through their holdings and introduce them to you. Sketch a first map.

LAND & VASSALS

Include everyone's holdings, with population numbers. Distort the map's scale and level of detail as you need.

Brainstorm with the players the relationships between the characters' various holdings.

INTERESTS & VENTURES

Include all the ventures that fit on the map. List the rest in their appropriate margins.

COHERENT CONTRASTS

Incorporate the players' material and build it up with your own additions to be full of coherent contrasts and tenuous, untenable situations.

THE CHARACTERS:

HOLDING & INTEREST POPULATION

APPROXIMATE TOTAL POPULATION

THE MASTER OF CEREMONIES

AGENDA

- Make the Dark Age vivid.
- Make the characters' lives eventful.
- Play to find out what happens.

ALWAYS SAY

- What honesty demands.
- What the rules demand.
- What your prep demands.
- What the principles demand.

PRINCIPLES

- Pursue your own sense of magic, mystery, and danger.
- Address yourself to the characters.
- Make your move, but bring the action into the game.
- Make your move to follow the action.
- Give the players' characters their due.
- Ask provocative questions and build on the answers.
- Name everyone, and let everyone be mortal.
- Let the players share their vision.
- Think offscreen, too.
- Sometimes, disclaim decision-making.

YOUR MOVES

- Capture someone.
- Have someone act impulsively.
- Have someone act on their interests.
- Have something cost, fail, or break.
- Have the season pass.
- Inflict or exchange harm as established.
- Offer an opportunity, with or without a cost.
- Put someone in a tenuous or untenable spot.
- Separate them.
- Show evidence of what's coming.
- Show evidence of what's happening elsewhere.
- Take something away from someone.
- Tell them the possible consequences and ask.
- Turn their move around on them.
- After every move: "What do you do?"

USE YOUR MOVES...

- To lay groundwork.
- To reveal a commitment to action.
- To introduce urgency.
- To introduce complications.
- To accelerate, escalate.
- To draw out the inevitable.
- To follow through.

COHERENT CONTRASTS

See "Improvising NPCs: 'X but Y'" by Chris Chinn at *Deeper in the Game*:
<http://bankuei.wordpress.com/2014/01/12/improvising-npcs-x-but-y/>

It works just the same way for places and situations on the map as it does for NPCs.

TROLLS & MONSTERS

"Troll" and "monster" are interchangeable. Trolls shouldn't and can't exist, but do. They are terrible, impossible creatures.

They come from neglected places: the depths of forests and fens, barren cliffheads, forgotten mines, the ruins of the mound-makers, undersea caves.

It is sometimes possible for a human being to call a troll forth, create one, engender one upon another, give birth to one, or even become one.

Some have human form, some bestial. All have inhuman, unnatural hunger and hate:

- *This one can eat a village's harvest for a meal.*
- *This one craves human meat to eat.*
- *This one grinds human bones for its bread.*
- *This one loves the sounds of torture for music.*
- *This one must steal and butcher a child each night or it cannot rest.*
- *This one steals the breath of those who sleep.*
- *This one vomits poison into springs and wells.*
- *And likewise, and likewise.*

All have unnatural abilities and powers:

- *This one's flesh mends by night, no matter the wounds it suffers.*
- *This one keeps its vital organs hidden in a broken tree.*
- *This one is made of living shadow, intangible except as it chooses.*
- *This one moves lightly on its feet, no matter its great size and bulk.*
- *This one's skin is as hard as stone.*
- *This one can take on a lovely human seeming, which only its voice betrays.*
- *This one's teeth and claws effortlessly pierce iron armor.*
- *This one can vomit out fire.*
- *And likewise, and likewise.*

Some have terrible slashing claws, horns, or great rending teeth (4 Harm). Some have more modest claws, horns, or teeth (3 Harm), as a mortal beast. Some grapple their prey with bestial strength (2 Harm), some with unnatural strength (3 Harm). Some carry human weapons. Some have their own unnatural abilities to harm and to kill, like the one who can vomit fire or the one who steals your breath (1 Harm-5 Harm).

Some have skin like the hide of mortal beasts (1 Armor). Some have armored skin like crocodiles (2 Armor). Some have skin as hard as stone (3 Armor).

Some are human-sized, some smaller, some larger. Some can change their size at will.

When combatants of different sizes exchange harm, the larger inflicts more harm and suffers less harm than usual:

- 1½ to 1: *inflicts +1 Harm, suffers -1 Harm.*
- 2 to 1: *inflicts +2 Harm, suffers -2 Harm.*
- 3 to 1: *inflicts +3 Harm, suffers -3 Harm.*

DRAGONS

Save dragons for when the Dragon-Herald awakens one, or late in the game.

Create a dragon as you would any other monster, but:

- Make it huge.
- Make its hunger and malice vast and patient. The flesh of a child or a single village's harvest won't satisfy it or distract it. It craves the downfall of crowns, the flesh of armies, the ruination of whole genealogies.
- In addition to its other powers, which you give it as usual, make it distort its environment to reflect its nature. Clothe it in storms, earthquakes, floods, wild fires, poisoned fields, rotten woods.

A dragon must deal with the Dragon-Herald who awakens it. It doesn't have to obey, serve, or bargain with them, but it can't ignore, fight, or kill them. It will not and cannot consider the Dragon-Herald its enemy. They must approach one another as equals.

In particular, this means that the Dragon-Herald can draw the dragon out, claim rights against the dragon, and so on. If they go into battle against one another, the Dragon-Herald isn't constrained in any way, but the dragon is incapable of inflicting harm. Against the Dragon-Herald, the dragon's harm as established is nil.

ALL MONSTERS' FATES

It will be a terror to our children and theirs. It has yet no fear for its life. It will hide, and heal, and later return. It is still in its strength. It is still struggling. It still survives, somehow.