

THE LEGENDS OF ANGLERRE COMPANION



FATE

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APPROVED FOR USE WITH
LEGENDS OF
ANGLERRE

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INTRODUCTION

When we were first writing *Legends of Anglerre*, the biggest problem we had was all the awesome stuff we wanted to cram into the book. We knew we didn't want the book to be as big as its scifi predecessor *Starblazer Adventures*, but at the same time we wanted it to be a complete fantasy role-playing game, with everything you needed to play action-packed sword and sorcery and high fantasy adventures using the Fate 3rd edition rules.

In the end, we ended up cutting stuff—there was simply too much to fit in, and we had to get the book finished! But we promised we'd publish the extra bits one day—scenarios, rules for cities and dynasties, treasures, monsters, even rules for just playing *Legends of Anglerre* using nothing but aspects.

That's what this book is. The *Legends of Anglerre Companion* gives you one hundred and fifty more pages of awesome to make your *Legends of Anglerre* games bigger, badder, and more action-packed than ever! In these pages you'll find haunted seas and treasure-filled ruins, nefarious villains, evil necromancers, and dry desert cities as old as the world. So jump aboard, unfurl the sails, and pray to the Sea Goddess for fair winds and fortune. Adventure awaits!

Sarah Newton, Normandy, September 2011

Examples and Explanations

One thing you can never get enough of in FATE games is examples of how you can do cool things with the rules. Throughout this Companion we're providing plenty of these explanations. Naturally you're always free to do things differently, but if you ever find yourself looking at something and wondering, "Huh? How did you do *that*?", then check out these examples—that's how!

CHAPTER ONE

CITY ADVENTURES



Traditionally, fantasy games treat cities as something between a rest stop and a mall—somewhere to take a load off, sell those hard-won trinkets, and browse the “Adventurers Wanted” listings at the local tavern. Danger has the courtesy to lurk *outside* the city walls, not within. There’s nothing wrong with that, of course, especially if you’re running a classic dungeon-crawly, heroic-fantasy campaign. But civilization can be every bit as perilous and exciting as the wilderness—albeit in different ways.

This chapter helps you make the most of cities in your games, and avoid some common pitfalls. By “cities” we mean everything from tiny thorps to wealthy city-states, divided into three broad categories: **villages**, **towns**, and **cities**.

- **Villages** are communities of up to 1,000 inhabitants, including temporary encampments like mobile nomad settlements, small communes of like-minded individuals, and manorial estates ruled by a single lord. The latter are typically agrarian settlements, relying on nearby towns and cities for most manufactured goods, with resident farmers working the lord’s land in exchange for being allowed to live on it, and surplus grain, livestock, and similar goods are sold for profit. The citizenry are likely locals born and bred in the village, with almost no familiarity with the world outside. Villages like this don’t have much variation in wealth, and defences and law-enforcement are often non-existent. Odds are everyone knows everyone else anyway, and criminals face exile or rough local justice.
- **Towns** have up to 10,000 residents, usually with a mercantile focus, merchant and craft guilds key to their politics and operations. Smaller towns are often home to a single powerful merchant guild and one or more craft guilds; large towns probably have multiple guilds vying for economic or political influence. Towns attract foreigners, travelling merchants, and adventurers. Due to their size, they’re often divided into multiple districts based on class, race, industry, or even topology. Examples include the River District, the Elven Quarter, or your standard slums. Class distinctions are more obvious than in villages, especially between the Haves and Have-Nots. While some lord somewhere may technically be in charge, towns are usually ruled by a council of merchants or other worthies. Some have walls, and a volunteer militia as their primary defence. There are enough people in towns that simple trust no longer keeps the peace—towns need laws, and a town guard to enforce them.
- **Cities** have 10,000 to 50,000 inhabitants or more. The greatest may be city-states, political powers unto themselves, independent of any lord or king but their own. Take everything that applies to towns and turn it up to 11: expect many merchant and craft guilds, often with specialized niches (like separate guilds for wax candle makers and tallow candle makers...) usually all competing with each other, as well as fantasy-standard guilds for thieves and wizards. Economic class distinctions are sharper, with the upper classes living far above the lower classes, and a robust merchant class in-between. City districts keep the classes separate, often having internal walls (usually due to the city outgrowing its old walls, creating an “Old City” and “New City”). Protective walls are a must, as is a militia and city guard. A city council and / or Lord Mayor rule and set and collect taxes. Expect a wide variety of residents and even wider variety of visitors, and plenty of culture clash.

CITY SIZE AND ORGANIZATIONS

Although you can describe cities in game terms as *organizations* (*Legends of Anglerre* page 187) or constructs (*Legends of Anglerre* page 202), here we're treating them as *collections* of these things: a city's ruling government is an organization, as are its guilds and secret societies, and so on. The city itself only has one real skill: **Population**.

POPULATION

Population is a skill roughly measuring the number of city inhabitants, which modifies all Contacting attempts within its precincts (everyone knows one another in a village, but the odds of finding someone useful there are lower as well). Most importantly, Population determines the organizations which a city contains: the higher its Population, the bigger and more numerous its organizations, as per the table below.

This table isn't exhaustive; if you want to create bigger cities, you can extrapolate from the details below.

Maximum Organization Scale restricts how large an organization in a city can be. If a city only has one organization, it is the governing body or otherwise "in charge"; if a city has *more* than one organization, the largest is typically (but not always) the governing body.

Maximum Number of Organizations by Scale indicates how many organizations of a given scale a city can have. A Standard Town (Fair (+2) Population, Maximum Organization Scale Medium (3)) might have a Medium (scale 3) town council, a Small (scale 2) Merchants' Guild, a Tiny (scale 1) Craft Guild, and a Tiny (scale 1) underground death cult. Usually a city has as many organizations as it can, though it doesn't have to have: recently established cities or those damaged by plague, famine, or war, may have less than their full complement of organizations.

Small, standard, and large cities have as many Small (scale 1) organizations as the Story Teller and players wish.

Features are distinctive structures or establishments within a city, such as theatres, colleges, temples, or gladiatorial arenas. Features usually provide a city with an aspect (see "City Aspects", below). The Features characteristic indicates the maximum number of city stunts providing features which a given city's organizations can supply. See "City Stunts" below for more.

ESTABLISHING DETAILS

Whenever there's a question about whether a settlement has a particular resource like a publicly obtainable service or item, make a Population skill check. If successful, the resource is present (though not necessarily readily available to the player characters); for every point of spin, there's either an extra suitable resource, or the original resource is exceptional in some way.

City Type	Population Skill	Maximum Organization Scale	Maximum Number of Organizations by Scale	Aspects	Features
Village, Small ex. 50 people	Terrible (-2)	Tiny (1)	1 x Tiny (scale 1)	1	0
Village, Standard ex. 500 people	Poor (-1)	Tiny (1)	1 x Tiny (scale 1)	1	0
Village, Large ex. 1000 people	Mediocre (+0)	Small (2)	1 x Tiny (scale 1)	1	1
Town, Small ex. 5000 people	Average (+1)	Small (2)	1 x Tiny (scale 1) 1 x Small (scale 2)	2	2
Town, Standard ex. 10,000 people	Fair (+2)	Medium (3)	2 x Tiny (scale 1) 1 x Small (scale 2) 1 x Medium (scale 3)	4	3
City, Small ex. 20000 people	Good (+3)	Medium (3)	Unlimited x Tiny (scale 1)* 2 x Small (scale 2) 1 x Medium (scale 3)	6	4
City, Standard ex. 50,000 people	Great (+4)	Medium (3)	Unlimited x Tiny (scale 1)* 4 x Small (scale 2) 2 x Medium (scale 3)	9	5
City, Large ex. 100,000 people	Superb (+5)	Large (4)	Unlimited x Tiny (scale 1)* 5 x Small (scale 2) 3 x Medium (scale 3) 1 x Large (scale 4)	12	6

*The city may have (within reason!) any number of Tiny (scale 1) organizations.

Resources can be anything from blacksmiths to healers, sages to sellswords, or even something like a wizard's college.

The difficulty of the Population check depends on how available the Story Teller considers the resource to be. Resources that definitely should (like a blacksmith) or should not (like a time machine) be available don't require a roll at all—they just are or aren't there. For everything else, consult the following table.

Likelihood of Existing	Difficulty
Very Likely	Mediocre (+0)
Somewhat Likely	Fair (+2)
Rather Unlikely	Great (+4)
Very Unlikely	Fantastic (+6)

For example: the player characters have just wandered into Amsun, a small town, looking for a number of different resources. Bron the Warrior wants a swordsmith to reforge his blade; Eagle Wanderer wants a new bow; Gedeon the Wise seeks a conclave of fellow magic-users with which to swap trade secrets; Shilliam Wake-Spear is eager to find a sage who can teach him Old Blethyrian; and everyone wants to find an inn where they can clean up and relax for a couple of days.

The Story Teller considers their requests. There's definitely an inn, no roll required. It seems very likely there'd be a swordsmith, too, so she assigns a Mediocre (+0) difficulty. Bowyers are a little rarer in these parts, so she decides that difficulty is Fair (+2). Wizards who want to shoot the breeze with strange adventurers don't exactly grow on trees, so that's a Great (+4) difficulty. Lastly, Amsun isn't home to too many scholars, let alone scholars who know obscure, dead languages like Old Blethyrian, so she determines the difficulty to find one is Fantastic (+6).

Each player then makes a Population skill check against the appropriate difficulty (using Amsun's Average (+1) Population skill). When the dice have finished clattering, the group has established that Amsun is home to a swordsmith and a couple of sociable wizards, but no bowyers or Old Blethyrian linguists. The Story Teller also decides there's no wizards' guild either—otherwise those wizards wouldn't be so forthcoming...

CITIES AND ORGANIZATIONS

Once you've decided how big your city is, you need to define the organizations which determine its destiny. Here's an overview of the organizations a city can contain.

GUILDS

Guilds come in two types: professional and craft. Professional guilds are more prestigious, and include merchants' guilds, wizards' guilds, academic guilds, and thieves' guilds; adventuring guilds also fall into this category, though

they're generally not looked upon as favourably as their more "reputable" brethren—and the upper-crust probably wouldn't admit them as guilds at all.

Merchants' guilds are especially important to towns and cities—they regulate trade, the transporting, buying, and selling of goods, and even act as governing bodies in the absence of a city council. If a city has two or more organizations, one is almost always a merchants' guild.

Craft guilds are generally smaller organizations concerned with manufacturing. Every craft conceivably has its own guild, though a city's Population skill affects how specialized these guilds are: the larger the city, the more fractious and factional its craft guilds. For example, where a standard town might have a Metalworkers' Guild, a standard city could have separate guilds for ironworkers, goldsmiths, braziers, pewterers, armourers, and swordsmiths. Members of craft guilds are often also members of the city's merchants' guild.

Sample Craft Guilds

Apothecaries, Armourers, Bakers, Barbers (often including surgeons), Basketmakers, Blacksmiths, Bowyers, Braziers, Brewers, Bricklayers, Butchers, Carpenters, Clothworkers, Cooks, Coopers, Cordwainers, Cutlers, Distillers, Dyers, Embroiderers, Fletchers, Fruiterers, Girdlers, Glaziers, Glovers, Goldsmiths, Grocers, Haberdashers, Masons, Metalworkers, Musicians, Needlemakers, Painters/Stainers, Patternmakers, Pavers, Pepperers, Pewterers, Plasterers, Plumbers, Saddlers, Salters, Scriveners, Swordsmiths, Tailors, Tallow Chandlers, Tilers, Wax Chandlers, Weavers, Wheelwrights, Woolmen

Why join a guild? Apart from the fact it's usually mandatory for craftspeople operating in a city—thieves' guilds are typically draconian about this—guilds offer members more or less what modern unions do, helping ensure fair prices, negotiating contracts to keep members employed, even providing for members' welfare in the event of sickness, injury, or death (in the last case, of course, they provide for members' families). The craft guilds' training regimen, progressing from apprentice to master, helps set quality standards within the community while consolidating trade secrets in their hands. Professional guilds offer places for members to network, gossip, and swap information.

From the player characters' perspective, guilds are often just a pain. Want to sell that breastplate you picked up in the ruins over yonder? The Merchants' Guild says you can't get more than 20 ducats for it—and those spears are 10 ducats, no exceptions. "I'd charge less if I could, mate, but the guild'd have me head if they found out I was undercutting me brothers." Want to learn a new spell? No problem—just join the Wizards' Guild, pay your initiation fee and dues, and

some officious mage will teach you on an hourly rate. The blacksmith would be happy to repair your armour—if he were allowed, that is. It's not worth risking the wrath of the Armourers' Guild. Need a couple more caravan guards to round out the party? A duly appointed representative of the Adventuring Guild would be happy to negotiate a fair rate on behalf of those two mercenaries you met at the tavern. And don't even think about picking a pocket unless you're all paid up with the Thieves' Guild (and give them their cut).

Player characters who aren't in a guild but try to ply their trade within city limits can expect a visit from a friendly (or not so friendly...) guild representative explaining why membership is vital if they want to remain in town. Can't afford the initial dues? That's all right—you can perform this service for us instead. Careful with this one, though: a very reasonable response is "Fine, we'll leave". If you want the player characters to stick around, give them another motivation to stay in the city. Don't strong-arm them, but make it a tough choice.

As organizations, merchant guilds usually prioritize Sway, Influence, Resources, and Trade as their top skills, though Control isn't out of the question if the guild is also the acting government. Suitable stunts include Dependency, Power Behind the Throne, Freebooter, Bureaucracy, and Trade Network. Academic and wizards' guilds are more likely to focus on Information, Administration, Ancient/Lost Technology, and Lore, although Influence and Sway are likely candidates too. Good stunts are Communications Network, Libraries, Magical Communication, Special Messengers, Magical Support, and Loremasters. A thieves' guild might have Influence, Information, Resources, Communication, Security, Assassination, or Secrecy as its peak skill, with the others close behind; stunts like Conspiracy, Power Behind the Throne, Network of Spies, Hidden Channels, Paranoia, and "Ninjas" are appropriate (see the sample thieves' guild on page 242 of *Legends of Anglerre*).

Most craft guild organizations focus on Resources, Trade, Unity, Diplomacy, and Lore; few are powerful enough to take Sway or Influence. A craft guild's stunts focus on getting the job done, including Backed by Resources, Dependency, Trade Network, and Loremasters.

CITY GOVERNMENT

The primary reason people band together in villages, towns, and cities in a fantasy world is for security. Consequently, whatever organization is in charge, whether town or city council, merchants' guild, or a sitting figurehead like a Lord Mayor, it needs to prioritize the Security skill. All that tax and toll collection should mean decent Resources, too, although it's certainly possible for a government to be cash-strapped. Control should also be in the mix somewhere, representing the government's ability to create and enforce laws, although Security takes care of the "end user" portion of the legal process. Information, Administration, and Reputation are appropriate, but hardly necessary—plenty of governments

are clueless, scattered, or disrespected. Large cities should have the Arms skill to represent the standing army of a city-state, and Diplomacy reflects the government's capacity to negotiate with guilds and trading partners.

The Stronghold stunt is essential for Medium (scale 3) or Large (scale 4) governments, and Figurehead if a single powerful individual runs things. Other suitable stunts include Tribute, Network of Spies, Bureaucracy, Good Courier Network, and Propaganda Network.

RELIGION

If a city has three or more organizations, one is likely to be religious, either a legitimate, state-recognized, mainstream religion or a clandestine cult. For the former, good skills are Sway, Resources, Unity, Diplomacy, Reputation, and Lore; for the latter, Influence, Information, Secrecy, Communication, Security, and Assassination. Divine Protection makes sense for either.

Appropriate stunts for public religions include Fearsome Reputation, Power Behind the Throne, Libraries, Hidden Channels, Godhead, Backed by Resources, Personality Cult, and Divine Lore. Underground religions likely have Conspiracy, Power Behind the Throne, Network of Spies, Special Messengers, Paranoia, Demons, and Path to Power. Any of the Divine Protection stunts in *Legends of Anglerre* are perfect for religious organizations.

SUBORDINATE AND INSUBORDINATE ORGANIZATIONS

Some organizations play nice with the city's ruling organization; some don't. Organizations that cooperate and are generally on good terms with whoever's in charge are subordinate organizations: merchants' and craft guilds and religious organizations usually fall into this category. Organizations with contentious or neutral relationships with the ruling organization are insubordinate organizations. Organization stunts that reference **subordinate organizations**, such as Tribute, do *not* apply to **insubordinate organizations**.

CITY ASPECTS

Cities have one or more aspects (see the "Aspects" column of the table on page 6), often related to their constituent organizations, although a geographical feature or local characteristic also makes a good aspect. Additionally, certain stunts may provide a city with aspects; these are over and above the base number of aspects the city may have.

City aspects are effectively location aspects; as a city has no Fate points of its own, its aspects must be tagged by others, including constituent or enemy organizations or even player characters. An organization defending a city can tag its *City Walls* aspect, for example, and any city organization can be compelled to follow the *Corruption Running Rampant in the Streets* city aspect. Sometimes an organization's aspects may

be at odds with the city's—a religion may have a *Divine Purity* aspect which conflicts with the above corruption aspect, for example—but that's just the friction of conflicting forces in the city grinding together—and that kind of friction makes for *great* adventures!

CITY STUNTS

City stunts are a special type of organization stunt which can only be taken (“unlocked”) by virtue of that organization being based in a city. Stunts with “[Feature]” beside their names also count as **features** (see above); the number of features a city can have is limited by its Population skill, as outlined earlier. If a stunt has a prerequisite, such as “Requires Market District”, an organization can take that stunt as long as *any* organization in the city has the prerequisite; this is a unique rule for city-based organizations. For example, if a large merchants’ guild organization in town has the Market District stunt, it or any other organization can take the Artisan District stunt. City-based organizations cooperate like this to their mutual benefit—good reason for them to club together in cities.

✧ Arena District [Feature]

Requires Good (+3) Population or greater

The city has elevated gladiatorial combat to a municipal pastime, and has an appropriate aspect. Arena combatants can use Fists or Melee Weapons instead of Contacting, Rapport, or Intimidation when in the arena district. The organization gains a +1 bonus to Resources (Money) checks.

✧ Artisan District [Feature]

Requires Market District

The city's craft guilds are unusually prominent, claiming an entire portion of the city. The city gains an *Artisan District* aspect, and any character with a craft-related aspect can use Artificer instead of Contacting or Rapport when within the district. The organization receives a +1 bonus to all Resources skill checks relating to the district.

✧ City Walls

Requires Good (+3) Population or greater

Stone or brick walls surround the city, providing the city with a *City Walls* aspect. Any organization defending the city receives a +2 bonus.

✧ College [Feature]

Requires Average (+1) or greater Information or Lore

The city is home to a noted centre of learning. When interacting with scholars in the college, if you have a scholarship- or academia-related aspect, your Contacting is

complemented by your Academics. The college contains a library with quality equal to the ruling organization's peak skill, although only students, faculty, and members of professional guilds may use it.

✧ Cultural District [Feature]

Requires Good (+3) Population or greater

The city is a centre for art and culture, and has a *Cultural District* aspect; characters with art-related aspects may use Art instead of Contacting within the district. The organization gains a +1 bonus to Resources (Money) skill checks.

✧ Fighting Pit

Requires Mediocre (+0) Population or greater

The city has a simple ring or pit hosting brutal but popular bloodsports. Participants may complement their Contacting, Rapport, and Intimidation with Fists or Melee Weapons. If bloodsports are legal in the city, this counts as a feature; otherwise, the Fighting Pit is illegal, and its combatants treated as criminals. The organization may complement its Sway skill with its Arms.



✧ Free City

Requires Average (+1) or greater Resources or Trade, Average (+1) Reputation or greater, and Town Walls or City Walls

The city doesn't charge a toll for passing through its gates; commerce and culture thrive, and the city attracts many travellers and foreign tradesmen. The city gains a *Free City* aspect, as in *Free Town of Harabi* or *Free City of Silverfinch*. Contacting checks within the city are complemented by the city's Population skill, and all Population checks to establish details of any kind receive a +1 bonus.

✧ Great Temple [Feature]

Requires a religious organization and Average (+1) Population or greater

The city has a large or impressive worship centre, dedicated to the city's patron deity, a pantheon of related gods, or whatever else seems appropriate. When interacting with the city's clergy, characters sharing the Great Temple's religion who possess a related aspect may complement their Contacting with their Academics. They may also use the temple's library, whose quality equals the organization's Lore skill. The organization receives a +1 bonus to Unity skill checks.

✧ Market District [Feature]

Requires Good (+3) Population or greater and Average (+1) or greater Resources or Trade

The city has a bustling market district providing three benefits: first, the city has a *Market District* aspect; second, characters can use Resources instead of Contacting in the district; and third, the organization's Control skill is complemented by its Trade skill.

✧ Marketplace [Feature]

Requires Average (+1) Population or greater and Average (+1) or greater Resources or Trade

When in the city's marketplace, your Contacting checks are complemented by your Resources skill if you have an aspect related to merchants or mercantilism. Additionally, the city's Population skill is considered one level higher when establishing details relevant to the Marketplace, such as whether an item or service is available.

✧ Sanatorium [Feature]

Requires Average (+1) Resources or greater

The city has an institution dedicated to treating illness and injury; a physician is available with Science equal to the city's Population skill. If the player characters would rather provide physician care themselves, and can talk their way into the facility, the city's Population skill complements their Science checks to treat injury. A Sanatorium allows organizations to remove one Minor Physical consequence per conflict as a free action. **For a Fate point**, the organization can also take a

supplemental action to reduce one Major Physical consequence to a Minor Physical consequence once per conflict.

✧ Scholastic District [Feature]

Requires Good (+3) or greater Information or Lore

The city has a district dedicated to academia and learning, providing the city a *Scholastic District* aspect. Anyone in the district with an academia-related aspect can use Academics instead of Contacting. The scholastic district has a library as per College, above, but with quality equal to the city's Population skill. Lastly, the city's Population skill is considered one higher when establishing details of the Scholastic District, such as whether a particular piece of information or scholar is available.

✧ Temple District [Feature]

Requires a religious organization, Fair (+2) Divine Protection or greater, and Good (+3) Population or greater

A city district is dedicated to one or more religious organizations, with temples, shrines, and other places of worship. The city acquires a *Temple District* aspect, within which any character with a religion-themed aspect may use Academics or Leadership instead of Contacting. The district houses at least one library, as per Great Temple, with quality equal to the city's Population skill. Additionally, the organization receives a +1 bonus to Control skill checks.

✧ Tenderloin District [Feature]

Requires Good (+3) Population or greater and Security no greater than Fair (+2)

A city district is overrun by the criminal element, giving the city a *Tenderloin District* aspect. Characters with crime-related aspects can complement their Contacting with Burglary, Sleight of Hand, or Intimidation skills. The city's Population skill is considered one level higher when establishing details relevant to the Tenderloin District, such as whether illicit goods or information are available.

✧ Theatre [Feature]

Requires Average (+1) Population or greater

The city has a reputable theatre and active artistic community. In the city, characters with theatre-related aspects such as *Struggling Actor* or *The Smell of Greasepaint, the Roar of the Crowd* complement their Contacting with Art. The organization receives a +1 bonus to Sway checks.

✧ Town Walls

Requires Average (+1) Population or greater

The town is protected by sturdy wooden pickets or walls granting a +1 bonus to an organization's skill checks when defending the city. The town gains the aspect *Town Walls*.

✧ Wizards' College [Feature]

Requires a magic-themed organization and Good (+3) Population or greater

The city contains an institute of learning devoted to the magical arts. In addition to giving the city a *Wizards' College* aspect, this stunt confers several other benefits. When interacting with students or faculty at the Wizards' College, the Contacting, Resources, and Rapport skills of magic-using characters with a power aspect are modified by their highest power skill. **For a Fate point**, these characters may roll their highest power skill instead of Contacting, Resources, or Rapport while in the city. The college contains a library with quality equal to the magic-themed organization's Lore skill, although its use is restricted to students, faculty, and members of the city's wizards' guild.

✧ Xenophobic

Requires Average (+1) Unity or greater

The citizens don't trust outsiders, giving the city an appropriate aspect. All social skill checks to interact with the populace suffer a -2 penalty. Alternatively, the city's xenophobia is confined to a single subgroup, such as elves, mages, or adherents of a foreign religion; in this case, adjust the *Xenophobic* aspect appropriately and increase the penalty to -4. This stunt also grants a +2 bonus to defensive uses of Unity by any organization within the city when defending against an external force.

SAMPLE CITIES

AMSUN

Amsun is relatively young, founded by the local lord to house a new college in an attempt to earn a little respectability. While its intended focus was learning, Amsun's location by the Hollow River soon made it a profitable trading centre, much to the scholars' chagrin.

Amsun (Small Town)	
Population	Average (+1)
Organizations	Small (scale 2) The Council of Amsun (ruling) Tiny (scale 1) Amsun Merchants' Guild (sub)
Aspects	Free Town of Amsun Town Walls On the Banks of the Hollow River Tainted by Commerce
Features	College Marketplace

The Council of Amsun (Ruling Organization)

Physical Stress:	□□□□□□	
Composure Stress:	□□□□□□	
Fate points: 6	Scale: Small (2)	
Consequences: 3	Scope: 2	
Skills	Fair (+2)	Resources (Money) Security
	Average (+1)	Control Influence Administration Information
Aspects	Ambitious Under the Merchants' Thumb	
Stunts	♦ Town Walls: +1 to skill checks when defending Amsun. ♦ Bureaucracy: +1 to Administration checks ♦ College: characters with academic aspects complement Contacting with Academics; plus, Fair (+2) quality library ♦ Free City: complement all Contacting checks with Population; +2 Population bonus for establishing details.	

Amsun Merchants' Guild (Subordinate Organization)

Physical Stress:	□□□□□□	
Composure Stress:	□□□□□□	
Fate points: 6	Scale: Tiny (1)	
Consequences: 3	Scope: 2	
Skills	Fair (+2)	Sway
	Average (+1)	Trade Resources (Money)
Aspects	The Power Behind the Council	
Stunts	♦ Communications Network: +1 Sway bonus ♦ Dependency: +1 Influence bonus ♦ Trade Network: two trade missions per month ♦ Marketplace: characters with business-related aspects complement Contacting with Resources; +2 Population bonus for marketplace matters.	

THREE CROSSINGS

Three Crossings is a city which sprang into being out of happenstance; situated at the intersection of three well-used trade routes, it was only a matter of time before someone set up shop here. Now it's grown to respectable size under the leadership of its merchants' guild. Unfortunately, the guild is more concerned with profit than peacekeeping, resulting in a strong criminal element.

Three Crossings (Small City)

Population	Good (+3)
Organizations	<i>Medium (scale 3)</i> Merchants' Guild (ruling) <i>Small (scale 2)</i> Church of Falen (sub) Thieves' Guild (insub) <i>Tiny (scale 1)</i> Various Craft Guilds (sub)
Aspects	Trading Hub Friendly to Travellers Lawless and Unruly Money makes the World go round All roads lead to Three Crossings Let me tell you who's really in charge... City Walls Market District Artisan District Tenderloin District Temple District
Features	Artisan District Market District Temple District Tenderloin District

Three Crossings Merchants' Guild (Ruling Organization)

Physical Stress:	□□□□□□
Composure Stress:	□□□□□□
Fate points: 5	Scale: Medium (3)
Consequences: 3	Scope: 4
Skills	<i>Good (+3)</i> Trade
	<i>Fair (+2)</i> Resources (Money) Information
	<i>Average (+1)</i> Control Security Unity Sway Influence
Aspects	A Sure Hand and a Heavy Purse Guildmaster Johann's Monthly Power Grab The Wheels of Justice are Greased with Gold

Stunts

- ◆ **City Walls:** +2 to any organization's checks when defending Three Crossings
- ◆ **Bureaucracy:** +1 Administration bonus
- ◆ **Market District:** characters with business-related aspects use Resources instead of Contacting; Trade complements Control
- ◆ **Backed by Resources:** Resources complements Diplomacy; pay a Fate point to use Resources instead of Diplomacy for manoeuvres.
- ◆ **Figurehead:** +1 Unity bonus

The Church of Falen (Subordinate Organization)

Physical Stress:	□□□□□
Composure Stress:	□□□□□□□
Fate points: 5	Scale: Small (2)
Consequences: 3 + 1 additional Composure consequence	Scope: 3
Skills	<i>Fair (+2)</i> Information Sway
	<i>Average (+1)</i> Lore (Religion) Resources Divine Protection Reputation
Aspects	High Theocrat Penelumbus Secretly in Control
Stunts	◆ Temple District: characters with religion-related aspects can use Academics or Leadership instead of Contacting; Good (+3) quality library; +1 Control bonus ◆ Divine Servitors: +1 when defending with Divine Protection ◆ Divine Lore: pay a Fate point to use Lore instead of any other skill ◆ Loremasters: +1 Lore bonus when dealing with the Falenite faith. ◆ Personality Cult: +1 Composure consequence

The Three Crossings Thieves' Guild (Insubordinate Organization)

Physical Stress:	□□□□□□
Composure Stress:	□□□□□
Fate points: 5	Scale: Small (2)
Consequences: 3	Scope: 3
Skills	<i>Fair (+2)</i> Secrecy Influence
	<i>Average (+1)</i> Security Resources Assassination Information

Aspects	Closely-guarded Secrets Secretly in Control
Stunts	<ul style="list-style-type: none"> ◆ Wheels within Wheels: +1 <i>Secrecy</i> bonus ◆ Ninjas: +2 <i>Assassination</i> bonus vs <i>Security</i>. ◆ Special Messengers: pay a Fate point for an automatic +5 <i>Communications</i> roll. ◆ Power Behind the Throne: automatically succeed on an <i>Influence</i> manoeuvre once per session.. ◆ Tenderloin District: characters with crime-related aspects complement <i>Contacting</i> with <i>Burglary</i>, <i>Sleight of Hand</i>, or <i>Intimidation</i>; <i>Population</i> is +4 when establishing details.

Generic Three Crossings Craft Guild (Subordinate Organization)

Physical Stress:	□□□□□				
Composure Stress:	□□□□□				
Fate points: 7	Scale: Tiny (1)				
Consequences: 3	Scope: 2				
Skills	<table> <tr> <td><i>Fair</i> (+2)</td><td>Unity</td></tr> <tr> <td><i>Average</i> (+1)</td><td>Resources Lore (Craft)</td></tr> </table>	<i>Fair</i> (+2)	Unity	<i>Average</i> (+1)	Resources Lore (Craft)
<i>Fair</i> (+2)	Unity				
<i>Average</i> (+1)	Resources Lore (Craft)				
Aspects	Always Jockeying for Position				
Stunts	<ul style="list-style-type: none"> ◆ Loremasters: +1 <i>Lore</i> bonus in the guild's specialty. ◆ Backed by Resources: <i>Resources</i> complements <i>Diplomacy</i>; pay a Fate point to use <i>Resources</i> instead of <i>Diplomacy</i> for manoeuvres. ◆ Artisan District: characters with craft-related aspects use <i>Artificer</i> instead of <i>Contacting</i> or <i>Rapport</i>; +1 <i>Resources</i> bonus for district-related checks 				

organization). Consequences affecting city organizations may reduce the city's population, or perhaps damage or destroy a feature provided by the organization.

Each organization can use its Fate points as it pleases, because the city is made up not of one unified force, but of separate organizations, each with their own interests and goals.

You can have each player in your game running an organization within a city during a siege, contributing to its defence in whatever way he can. The Town Council could have a standing militia represented by its *Arms* or *Security* skill, and the Merchants' Guild might loan the Council money for mercenaries (or to buy off some of the enemy's)—although the Basketweavers' Guild may have to get a little creative. But even they can probably manoeuvre a decent aspect on the city or some other organization within it—*Wicker Armour* may sound a bit silly, but it's good for a free tag at least!

Example of Play

The town of Amsun has been a thorn in the side of the city of Three Crossings for years, stealing business along the Hollow River Road, and the Three Crossings Merchants' Guild has decided to remove the annoyance once and for all. It opens its bid with an attempt to replace the Amsun Merchants' Guild by undercutting prices with its own much wider range of goods. This is a Composure attack using Three Crossings Merchants' Guild's Good (+3) Trade skill; Amsun's Merchants' Guild resists with its Average (+1) Trade, but also attempts to persuade the folk of Amsun not to give in to this blatant undermining, complementing its Trade defence with its Fair (+2) Sway, for a total Fair (+2) defence. Three Crossings gets a +4 total effort (+1 roll, +3 Trade skill), and invokes its *A Sure Hand* and a *Heavy Purse* aspect to undercut Amsun's Merchants' Guild even further, for a total effort of +6.

Amsun's Merchants' Guild knows it's up against a superior foe, and opts for a full defence, gaining a +2 to its defence roll and rallying the people to its side. It rolls a +1, for an effort of +5; it decides to tag the city's *On the Banks of the Hollow River* aspect to bring in specialist goods by river which the overland routes of Three Crossings can't provide, for a final total defence of +7. It successfully resists the first sally in Three Crossings' trade war. Finally, Amsun's Merchants' Guild also tags the Council of Amsun's *Under the Merchants' Thumb* aspect for effect, urgently asking the Council to come to its aid. Amsun's Merchants' Guild has spent a total of 3 Fate points on its defence, leaving it with 3 points remaining.

CITIES IN CONFLICT

As the cities described in this chapter are *aggregations* of organizations rather than organizations themselves, they don't have stress tracks you can use in conflicts. So what do you do when, for example, the local duchy decides to invade the city state on its border?

In this case, the conflicts you run are between the organizations making up both sides; say, between the duchy on one side, or perhaps one of its constituent parts, and the component organizations of the city state on the other. So you've got conflicts potentially involving *multiple organizations* on each side. Usually the Physical stress track you use on the city's side is that of whichever organization is defending it; the Composure stress track is that of the ruling organization, but this can depend on the nature of the conflict (an attempt to excommunicate might target the organization representing the local church, for example, regardless of the ruling

As it took a full defence, Amsun's Merchants' Guild can't act this exchange. However, the Council of Amsun, compelled by the Merchants' Guild's tag for effect, launches a physical attack on the Three Crossings Merchants' Guild, sending the town guard to attack its trade caravans and force them from Amsun. This is a Fair (+2) Security attack, and the Council tags the *On the Banks of the Hollow River* city aspect to land the guard forces behind the lines of the Three Crossings caravans. It's an audacious use of the city guard, and the Story Teller allows the Council to also invoke its *Ambitious* aspect. It rolls a -1, modified by both aspect bonuses to +3 and by the Fair (+2) Security skill to a total effort of +5.

The trade caravans of the Three Crossings Merchants' Guild aren't really prepared for this kind of attack; as they're currently exposed and away from their city's defences, they ride hell for leather back to the city and take refuge within its *City Walls*, tagging the aspect for a bonus. They roll a -1, for a total effort of +2 (+1 Security, +2 bonus), meaning they incur a total of 3 points of Physical stress damage. The Three Crossings Merchants' Guild takes a *Trade Caravans Damaged* Minor consequence and 1 point of Physical stress (reducing its Physical stress track to 5).

At the end of this first exchange, it's clear things aren't going as expected for Three Crossings Merchants' Guild. The Guildmasters decide a different tactic is called for, recruiting mercenaries and summoning the Thieves' Guild's Grandmaster of Assassins to the palatial guild-hall. In the meantime, Amsun searches desperately for heroes to defend it against further attack. The Council's attention lands on a group of strangers newly arrived in town, of heroic reputation—the player characters!

INTRIGUE

As places of adventure, cities give you a storytelling tool that haunted ruins or monster-infested caverns usually can't: *intrigue*. Cabals, guilds, secret societies... these all thrive in cities like a tribe of goblins in a tunnel complex. The Benevolent Order of Free Masons wants more gold from the clergy for their work on the new temple; the head of the Merchants' Guild is at odds with the prince's chief counselor, and it's cutting into the guild's profits; the Thieves' Guild has declared war on the Potters' Guild for not paying their protection money; the Wizards' Guild has a lead on a secret cult operating in the Old Sewers—and the Lord Mayor may be its priest...

How do these people and organizations achieve their ends? That's where the intrigue comes in... Simply put, we're talking about "war by other means": when you're constrained by laws or social contract, violence is a last resort—or at least *getting caught* is—so instead of simply ramming three feet of steel through your nemesis, you might instead, say, discredit him publicly, or threaten to do so, to get him to submit. Maybe you've found out he's sleeping with the mayor's daughter, and unless he calls off that trade alliance you'll tell her father—and fiancé—all about it.

Unlike a lot of the problems player characters face, which often have impersonal solutions (like hacking their way through a berserker horde), intrigue is *all personal*. The needs or desires of a single individual can topple a city or ruin an entire guild—or elevate a nobody to the lofty heights of power. Intrigue plots hit close to home and force players to make tough, life-altering choices, often pitting their ambitions against their beliefs or relationships.

Although it's *easier* to talk about intrigue in a big city setting, there's nothing stopping backstabbing, blackmailing, lying, and cheating from happening in a village of a hundred souls. And since villages often lack the opportunities for power and upward mobility usually found in cities, the smaller the population, the more personal the intrigue—and the more extreme the measures taken. The miller doesn't kill the reeve because they're locked in some ongoing political struggle—he kills him because he wants the reeve's wife. Don't shy away from intrigue in a small town: people are people, whether farmers toiling on the land, or urbanites packed together like sardines.

KEEPING IT CENTRED

The key to successful intrigue-based games is keeping the player characters at the centre of the action. It's easy to invent some great conflict between rival guilds but forget to give your player characters something to "do". For most players, simply being asked to interfere in an impersonal conflict, even with motivation like justice or monetary reward, isn't all that engaging; and you, as Story Teller, can't really count on that sort of hook working for everyone. Most players want their characters to be much more than hired guns.

Besides, what's more interesting: getting involved in someone else's problem, or trying to solve one of your own?

Fortunately, character aspects are a great window into what players want from a game. Be ruthless about compelling and invoking aspects to put the characters in the sort of trouble they deserve, and that the players will enjoy getting out of.

Here are some ways to create intrigue while keeping the player characters in the spotlight:

- **Mistaken Identity:** an oldie but a goodie, especially if a character has an aspect like *Right Place, Wrong Time* or *Familiar Face*. The player character could look like anything from a wanted criminal to the prince of the city. Maybe someone kidnaps him because of his uncanny resemblance to someone important, or wants to pay him good money to pose as that someone for reasons that aren't immediately clear. Maybe a stranger slips him an irresistibly cryptic note meant for his double—and, the player characters discover later, ends up paying for his mistake with his life.
- **The Guild:** if a character is a guildmember, his brothers and sisters may demand a service of him—but make sure it's one that only he can perform, or that's especially suited to his talents. A cooperative player will go along with a clear-the-rats-out mission down in the guild hall's basement, of course, but it'll mean a lot more if there's a personal element to it, as well as an air of mystery.
- **Why Me?** the player characters are targeted for reasons unknown. This could be part of a Mistaken Identity plot, but other explanations are also possible. Did the party come to town to sell or buy something unusual? Are they seeking information someone else might want to protect? Is an enemy from out of town using his connections to seek revenge by proxy? Sorting out the truth means unravelling the threads of a greater mystery...
- **I Knew a Guy:** if a character knows someone in town, whether through a stunt, Fate point, or Contacting check, the Story Teller should feel free to use it against him at some point. Give the contact a few scenes—maybe even make him a valuable ally—then make him disappear. If you've given the players enough time and reason to become emotionally invested in the contact, they'll jump at the chance to figure out what happened to him. Ideally, one or more player characters should have a relevant aspect to compel.

For example: a player character is charged by his guild with a simple courier job. "Yes, of course, sister—we'd be happy to help you with that, but to be honest everyone's rather busy right now, what with the holidays and all. In the meantime, could you do me a favour and deliver this package? It would really help us out, and I'll personally see to it that we get you the information you need when you return". All well and good, until they discover the intended recipient has been murdered... and the characters framed for the crime.

All these suggestions, of course, merely scratch the surface. For more ideas, it's hard to beat the classics: film noir. *Double Indemnity*, *The Third Man*, *Touch of Evil*, *The Big Sleep*, *Casablanca*, *Out of the Past*... all masterfully plotted, and all begging to make the transition to your fantasy games. The novels of Alexandre Dumas are also excellent idea mines, particularly *The Three Musketeers* and *The Count of Monte Cristo*. Good sources of inspiration for intrigue are everywhere!

CHAPTER TWO

KEEPING IT IN THE FAMILY

OVERVIEW

A character isn't just a lone soul: he has family, friends, lovers, and enemies. This brings responsibility, loyalty, emotion, and duty to a character's life. Imagine ruthless brothers, lost sisters, mysterious fathers, wicked aunts hiding dark family secrets, and of course deadly children!

Your character may be an only child or lone survivor of an attack, but even then there will be people who have an interest in you, whether shield brothers in your mercenary company watching your back, friends who care about you, or enemies who want to see you suffer!

In the Random Character Lifepath generator (*Legends of Anglerre*, page 23), we presented ways of coming up with who your “family” are, your relationship to them, what's important to them, and so on. In this chapter we focus on defining your family as an organization, and how your character can interact with it. It brings a more personal connection to plot stress and future aspects when you can link your character not just to the town you live in, but to your family too.

CREATING YOUR FAMILY

Think of your family as an *organization* (see *Legends of Anglerre* page 187) with a holding—the family home. Families in fantasy settings are generally extended families, with various, tightly-knit branches, and as many children as they can support, to offset the high natural mortality rate. Most families are Tiny (scale 1) organizations, usually with no more than fifty to one hundred members, including brothers, sisters, cousins, their families, and so on. Some families can grow larger, particularly those of aristocrats and rich merchants, which enter into complicated political marriages and have many legitimate and illegitimate branches. Such powerful families are known as *dynasties*, and often rule significant territories or control large areas of cities or guilds; they may be Small (scale 2) organizations of several hundred people. It's *possible* that a huge dynasty or guild may reach Medium (scale 3) in size, but this is rare.



SELECTING FAMILY SKILLS

To create a family organization, start by selecting skills. A beginning family has the skill points indicated on *Legends of Anglerre* page 187: 4 points for a Tiny (scale 1) family, and 8 for a Small (scale 2) one. Older families (such as the ruling dynasty of your campaign) may have accrued more skill points through advancements, to a maximum of 7 skill points for a Tiny (scale 1) family and 11 for a Small (scale 2) one. As per the Advancement Rules for Organizations (*Legends of Anglerre* page 199), accruing skill points may take a family into the next scale up, *subject to Story Teller approval*: remember Medium (scale 3) families should be *exceedingly* rare. In fact, if you or one of the characters in your campaign is putting his efforts into increasing the scale of his family this way, check out the Father / Mother of the Nation epic occupation (*Legends of Anglerre* page 252), which allows characters to found villages, cities, and even entire nations—you may have empire-building aspirations!

Key skills for family organizations depend on their nature; tight-knit ones have Unity, violent ones have Arms or Security, aristocratic ones have Diplomacy or Control, mercantile ones have Trade. Many families have Control, Sway, or Influence, depending their involvement and influence in their local communities. The Random Character Lifepath generator (*Legends of Anglerre* page 23) may also give you some ideas.

For example: Ruddigar Redbeard, red dwarven artificer (page 82) decides he's from the Redbeard clan, a tight-knit extended family of fifty or so red dwarves living mostly in Igraphon but with outliers in the arid western highlands. The Redbeard Clan is a Tiny (scale 1) family organization with 4 skill points; he selects the following skills:

- *Average (+1) Sway (Red Dwarf Community): because the clan is active in Igraphon's red dwarf community.*
- *Average (+1) Arms: as weaponsmiths, the Redbeards can always muster a posse if required!*
- *Average (+1) Resources: this could be useful for Ruddigar—his clan have weapons, family heirlooms, and even treasures which Ruddigar may be able to draw on during play.*
- *Average (+1) Unity: Ruddigar's player toyed with having some kind of Lore as his family's final skill, but decided Unity—reflecting its tight-knit nature—might be more useful. He makes a mental note to use one of his future advancements to buy the Lore skill for his family—he may even turn this into a future aspect (see **Legends of Anglerre** page 21).*
- *Ruddigar decides not to put skill points into a holding, which would represent special qualities of his family home. Instead, it's assumed his family live in various dwellings in and around Igraphon, just like other citizens.*

FAMILY ASPECTS AND SCOPE

If you create a family organization for your character, take a personal aspect reflecting that relationship (see page 18 below), just as you would for any organization you're intimately involved with. Additionally, select one or more aspects for your family, depending on its scale: Tiny (scale 1) families have a single aspect; Small (scale 2) families have two.

A family may also have a **future aspect**, and characters will be rewarded for helping achieve it. A player can describe this, but it should be something the entire family works towards, not just one person. It may even be the reason the character is in search of adventure!

FAMILY ORGANIZATION STUNTS

The following stunts are available to family organizations, together with the organization stunts in the **Legends of Anglerre** rules and possibly even the city organization stunts detailed above.

✧ Curse

Requires an appropriate aspect

The family is cursed, providing a +1 bonus to Reputation checks and on Sway or Control checks where a positive impression isn't required.

✧ Dynasty

Requires Average (+1) Control or higher and an appropriate aspect

The family has been in charge for generations, and is deeply interwoven with the region's social and economic fabric. Gain a +1 bonus to any Control, Sway, or Influence checks.

✧ Family Secrets

Requires Average (+1) Secrecy or higher and an appropriate aspect

The family has one or more secrets binding them together, providing a +2 Unity bonus as long as the secret isn't generally known.

✧ Mafia

The family gains a +1 bonus to Communication, Assassination, or Influence checks, as long as they're accomplished by committing a crime.

✧ Mission

Requires an appropriate aspect

The family has a goal or mission which is its major motivation. This could be something bestowed upon it (such as by a king or lord), something inherited (such as an ancestral feud or purpose), or something which the current family head has decided upon. The family gets a +1 bonus on any rolls where the mission is actively promoted.

✧ Secret Relationship

Requires Average (+1) Influence or higher

The family has a secret relationship with an influential person in another organization, providing a +2 bonus to Influence checks made on that organization.

✧ Specialization

The family is dedicated to one overwhelming thing, be it a religion, occupation, area of magic, etc. Members can take an appropriate aspect, and the family organization gains a +1 bonus whenever it acts in the interest of that specialization.

INTERACTING WITH FAMILIES

In addition to being organizations in their own right, families also have members, such as the player characters. Here are some ways for players to use family organizations in their games.

FAMILY-RELATED ASPECTS

As mentioned above, if your character has a family organization, select at least one **family aspect**, allowing you to use that family relationship in appropriate circumstances.

Consider taking your family aspect as a **future aspect** (*Legends of Anglerre* page 21). This lets you wrap your future aspect goals around family members, enemies, locations, and friends, and helps bring those goals alive for your character.

Your family's **enemies** are just as much your own enemies—so watch out! Discuss this with the Story Teller—your character may automatically gain a powerful enemy who may take notice of them from time to time. You can take this as an aspect if your background suggests.

LEADING FAMILIES

Depending on the importance of your family to your character or your game, consider a leadership role in the family organization. Perhaps you're the patriarch or matriarch of your family, or you've been thrust into a leadership position by a death in the family. Whatever the circumstances, check out the Player Intervention rules on *Legends of Anglerre* page 197 and the Leadership stunts on page 93 for the benefits of leading a family.

GETTING HELP FROM FAMILIES

Even if you're not leading a family, it's always useful to have an organization which can help you. If you're up against a rival organization (say, your character is hoping to influence a powerful guild or city faction), then you can undertake missions on behalf of the family (in return for favours), or to assist the family's actions—see the Playing It Out section on *Legends of Anglerre* page 197. Perhaps you need help attacking the goblin village? If you succeed in a Rapport or perhaps even Intimidation conflict with the leader of your family, maybe you can use your family's Arms (Land) skill!

FAMILY HEIRLOOMS

Many families have had equipment for generations which would be very valuable to a group of impoverished adventurers! Maybe Great Uncle Timofas won't give you the Axe of Marbellar the Ancestor which hangs over the fireplace in the family longhouse, but perhaps a promise of service might induce him to at least loan it to you for a while?

On the flipside, if you find you're accumulating more equipment than you can handle, don't forget your family. Donating a suit of valuable plate armour or even some sumptuous clothing is a great way to store up favours for when you need them.

You can also take a family heirloom as a stunt—see below.

PERSONAL FAMILY TRAPPINGS

Some character skills have specific uses if the character has a family organization aspect. These are effectively additional trappings which are “unlocked” by that aspect; so, the Contacting skill gains a “Family” trapping if the character has a family organization aspect.

The following skills have “Family” trappings:

👁 Contacting—“Family” Trapping

Once per month, you can use your family's contacts to aid you. Make a skill check using either your Contacting skill or the family's Influence skill, whichever is higher. The effort generated determines how good a family friend you've found, how appropriate to your needs, and so on.

👁 Resources—“Home” Trapping

Richer families may have winter or summer homes, city apartments, and so on. You can use this trapping similar to the “Workspaces” trapping, declaring you have access to a family home of a quality equal to your Resources skill minus 2.

PERSONAL FAMILY STUNTS

The following character stunts may be purchased by any character with an appropriate family aspect.

✧ All For One

Once a month, you may call on family members—sisters, brothers, cousins—to help you in a fight or social “occasion” (with advance warning), but be warned—if the situation isn't a direct threat to the family, and any of them die or suffer consequences, you'll regret it! Make a Contacting or Leadership skill check, and gain the total effort in family member minions of the desired type—elegantly-dressed sisters and cousins for the ball, all ready to scheme, or armed and armoured for the battle ahead. Each point of spin can be exchanged for one additional companion sibling, or for 3 more advances for the minions. You also get a free declaration relating to the location or nature of the conflict.

Calling on Siblings

If you have a stunt which allows you to call on siblings, the following conditions apply. If any siblings are taken out, you incur a -1 penalty to every family-related skill check until you've made amends (maybe by helping the family achieve its future aspect).

If you choose such a stunt, your siblings may also call on you for help. Each month, make a Fate dice roll: on a -5, a sibling needs your help in a physical or social conflict. For every time you've called on siblings as minions or companions that month, reduce the dice roll by -1. Story Tellers can devise mini-adventures using the Random Adventure Generator on page 131, or use this as a kick off point for a whole adventure.

between the effort required and that achieved within one month, or suffer a financial consequence to your family organization. You may not use the family's Resources skill to help you in this. Your character also suffers a -1 to all family-related skill checks until the consequence is removed.

✧ Knowledge

Every family is a fount of knowledge, especially the aunts and uncles who always seem to know some dire secret. This stunt allows your family to effectively act as a library (see *Legends of Anglerre* page 63) of a quality equal to its peak skill for the purpose of researching information relating to the family, its acquaintances, history, or members. Some families have dark secrets and hidden knowledge: if the background generator gave you a Family Treasure of "Secret" (*Legends of Anglerre* page 26), you may pay a Fate point to declare the additional field of knowledge this stunt gives you access to.

✧ Brothers and Sisters In Arms

One or more close siblings may join you from time to time, perhaps a brother or sister, personal servant or friend of the family. Make a Leadership or Contacting check: the shifts generated are the number of advances you can spend on a companion. Remember, if they die whilst with you, you will be held to account for your actions—see "Calling on Siblings".

✧ Family Heirloom

Families often have strange old heirlooms handed down from generation to generation. This stunt allows you to define this heirloom as a special and potentially magical item. The heirloom gives you a +1 bonus to any skill checks relating to your family, and also has two improvements (see *Legends of Anglerre* page 141), one of which must be Craftsmanship or Rugged; at least one of these, along with the heirloom's basic nature, must be defined when you take this stunt. You may take this stunt multiple times, either for multiple heirlooms or additional improvements to the same heirloom. You should also take an aspect for the heirloom.

✧ Family Money

You may use your family's Resources skill once during character creation to purchase something, and may use it once per game month to acquire something; the acquisition difficulty may not be higher than the family's Resources skill. Remember this allows you to buy things at an organization scale, too (e.g. hiring a scale 1 mercenary company, hiring a large building for a month, etc). If you fail a check you may not make a check the following month.

If you fail a family Resources check, you've caused the family financial problems, and need to raise the difference

FAMILY HOLDINGS

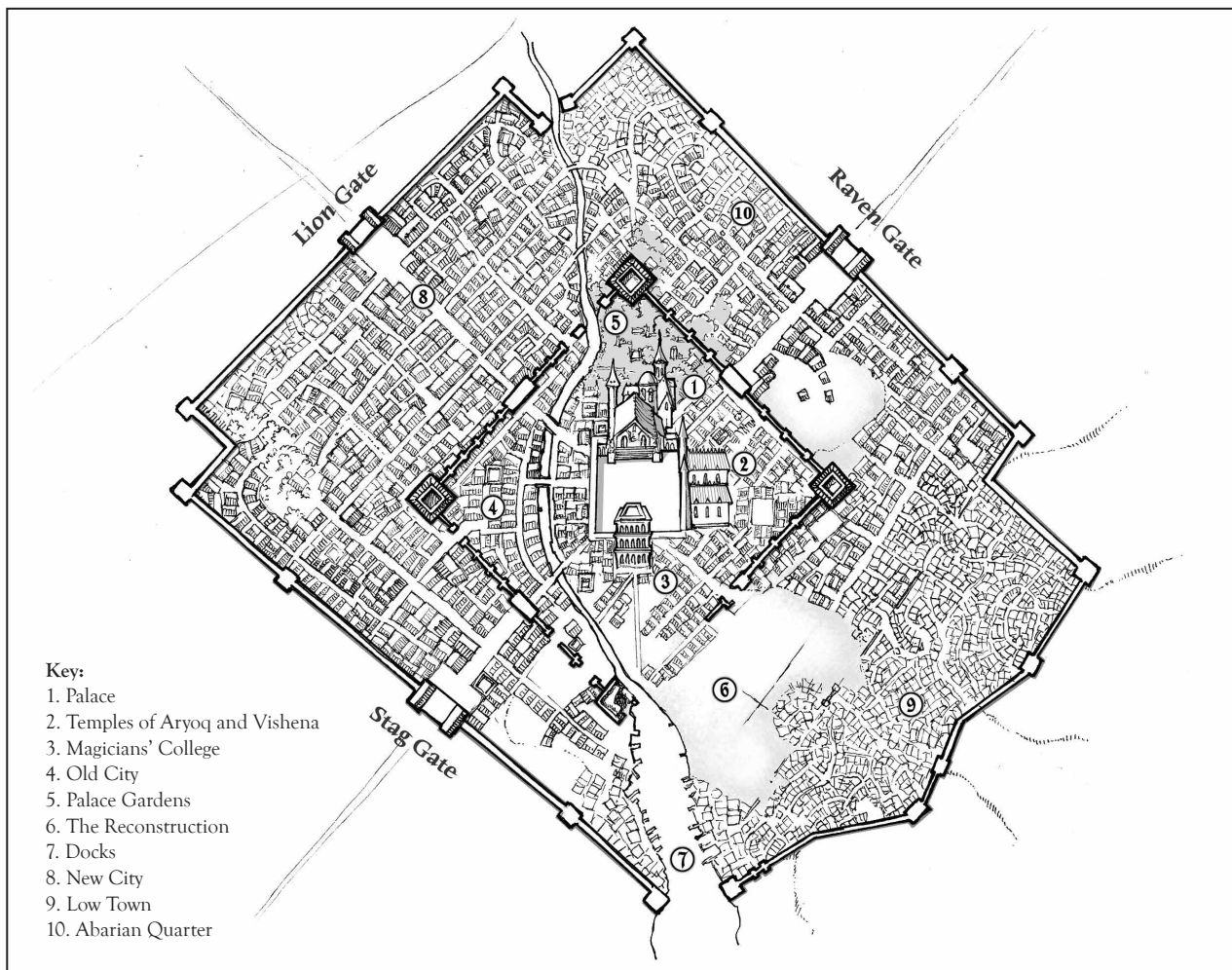
As organizations, families also often have holdings. Maybe this is a family home—an ancient pile in the country or even in a city somewhere. Maybe it's more than that—a ruined castle in the wilderness no one has ever claimed, or an entire street or even district of a town or city. You can create a holding for your family when you create it; alternatively, you can leave it undefined to begin with, and begin to develop it using your own advancements and the family's organization advancements during play.

CHAPTER THREE

ILLONDRE AND GOH'MYRETH

Illondre and Goh'Myreth—the two legendary capitals of the kingdoms of Anglerre and Suvethia, mortal enemies locked in life or death struggle. But these aren't just lands of battle and bloodshed—both kingdoms are ancient and complex civilizations. So sheath your sword, stranger, and rest awhile. See what pleasures in these ancient cities await!

THE CITY OF ILLONDRE



Illondre, City of Spires, City of Gardens. Beloved by its people even after the ruin of war, Anglerre's capital stands as a stark contrast to its inhabitants' stolid practicality, betraying the aesthetic of an earlier age. A city of sonorous bells and leafy gardens, flowing water and mighty walls, Illondre has weathered history and disaster and still remains uncowed.

OVERVIEW

Illondre is a large and populous city hedged in by a series of massive defensive walls. Roughly diamond-shaped, with the river Tamis flowing from north to south, ancient walls enclose

the Old City, which includes the Palace, temples of Aryoq and Vishena, Magicians' College, Royal Square, and many of the city's finest buildings. The larger New City surrounds the inner core, its own lower walls each punctuated with a major gate.

HISTORY

Illondre has always been the royal seat of Anglerre, since even before the provinces were united, though its earliest incarnation was little more than a fishermen's village by the Tamis' banks. The first lords of the central plains built a tower here, from which to enjoy the river, and their servants,

followers, and hangers-on soon swelled the village into a town.

As the lords of the central plains grew rich, traders flocked to Illondre, the limit of navigation for larger river vessels heading north, and the exchange of goods from all over the North and the inflow of money brought by trade saw the town of wooden houses grow into something greater. So rapidly did Illondre eclipse the other towns of the central plains that the region's rulers left their palace at Sumoric and built a new royal seat at the site of their old Illondran tower. After that time, Illondre was capital of the central plains, and Sumoric was abandoned and fell to ruin.

From their new capital, the kings of the central plains began the wars of unification that led to the creation of the Kingdom of Anglerre. During the Dorrein dynasty and the birth-pangs of the kingdom, the city underwent frequent siege, and more than once Illondre and its kings were nearly undone by sorcerous rivals, especially from Vost'r, then a city cleaving more to Suvethia than Anglerre.

Fearing his city would fall to the Vostarran wizard Sayd'r, King Vellain Dorrein—later known as the King of Stones—sought to protect the capital from magical attack. Turning to the master wizards of Anglerre, he promised a rich reward to anyone who could protect Illondre from hostile spellcraft; over the following years, wizards flocked to bring their schemes before the king, but all were rejected.

In the 10th year of Vellain's reign, when Sayd'r was at the height of his power, a wizard named Melluin came to Illondre and demanded to speak with the king. Melluin claimed to have the answer to the king's problem: he had discovered four huge gems in the Pyare Mountains, relics of an earlier civilization. With these stones he claimed the city could be protected, but only if Vellain himself created a college of magicians in the city and appointed Melluin its head as a noble of the realm. Desperate, Vellain agreed, and within six months the four huge stones had been brought from the mountains and installed in towers at the four corners of Illondre.

With its new defences, the city could finally prosper free from the fear of magical attack. Vellain Dorrein was proclaimed first king of a united Anglerre, and peace came to Illondre. Vellain's successors used the kingdom's wealth to transform the hastily-expanded city into a monument to their prosperity; grand palaces and towers sprang up over the old city's crowded streets, and wide avenues were laid out along the river banks, erasing the last traces of the fishing village of old. Gilded domes topped the towers, and new facades decorated the old stone houses. Parrein, second of the D'Annemarc kings, laid out parks and gardens throughout Illondre, while his son Parrein II cleared the space before the Palace for the grand Royal Square.

In following centuries, Illondre's fortunes waned as the slow grind of conflict with Suvethia took its toll on Anglerre's treasury. As insidious sorcery began to devour the world, Anglerre became isolated, its people coming to value stolid self-reliance and practicality over wealth and ostentation. To this new Anglerre, Illondre's excesses seemed remnants of a bygone age, and the grand palaces fell slowly into disrepair,

and new buildings were given more practical design. The city by the river rested in comfortable dotage while fortifications were raised at Vost'r and Smed'dic.

So it was until the last war between King Iagon and the sorcerers of Suvethia, when Illondre came to ruin at last. In league with the unearthly Qilaan, the Priest-Kings of Suvethia destroyed Melluin's Mage Stones in sorcerous attacks which blew the towers apart and slew their wizardly attendants. With its defences gone, Illondre was laid waste.

After the war, Illondre lay in ruins, and many practical nobles called for the grand old buildings to be torn down and the city rebuilt in a more practical, modest style. Some even suggested the city be abandoned, and the capital moved to Briztil by the sea, the damage was so great. King Iagon, however, decreed Illondre be restored to its former greatness, to welcome in the new age of peace and freedom from sorcery. Though his dream of peace was to end on the battlefields of Smed'dic, his vision of Illondre Reborn has been largely fulfilled.

MAJOR FEATURES

The Royal Square

The Royal Square lies at the heart of Illondre, the meeting of the arterial avenues that approach from the four gates, and location of many of the capital's most notable buildings.

From the Royal Square, surrounded by crowds, street traders, promenading nobles, and the ever-present pigeons, a visitor can see the Palace to the north, the Magicians' College to the south, the great temples to the east, and the line of the river Tamis to the west, with the grand buildings of the Old City rising above the water. Looking up, he can see the four city towers at the corners of the inner walls, still broken and burned by Suvethian fire.

The Royal Square was badly damaged by the Suvethian devastation, its white flagstones shattered, its buildings cast down. Many Anglerrians died in the square, and a marble monument to the fallen now dominates its centre. Despite the bad memories of the war, the Royal Square remains the place to see—and to be seen in—for most of the city's population. Artists and musicians perform in the open air, together with preachers and political agitators. The rich and well-heeled browse merchants' shop fronts on the east and south sides of the square, displaying their finery. In better times, the king himself promenaded through the colonnades along the edges of the square, but Prince Veyne has yet even to visit the city since his father's death.

The Palace

The Royal Palace sits at the northern end of the Royal Square, overlooking the river Tamis. Before the devastation, generations of embellishment had almost completely hidden the old fortified castle which lay at its heart. Suvethian sorcery shattered the building, killing the regent Baron Wyllam and consuming much of the Palace with fire. After the war, it was clear that though the city might be rebuilt, Anglerre could never hope to replace the lost grandeur of its destroyed Palace.

Instead, King Iagon commissioned a more modest, defensible Palace built on the ruins of the old. The ancient castle has been enlarged, girded with new towers, while areas that were once redundant halls and servants' quarters have been given over to gardens instead. The one exception is the Great Hall, where Baron Wyllam died, which has been restored to gilded finery, countless craftsmen labouring on the delicate murals of the gods which decorate its walls.

As well as being home to the Royal Court, the Palace is also the heart of Illondre's government. Petitioners crowd the marble steps before the Palace, clutching papers and dockets to their chests as they await appointments. Courtiers fill long halls within, dealing with matters of taxation, trade, and government. With the renewal of war and the king's absence, things have become convoluted and confused, and now legal cases go unresolved, documents remain unsigned, as the old king's courtiers struggle to maintain order. In recent months some petitioners have camped permanently among the scaffolding and ruins around the Palace gates, in the hope of resolving their pleas. This chaos is an affront to the orderly Anglerran mind, and the Prince's Ministers are under pressure from the city's nobles to resolve the situation—by force if necessary.

The Palace Gardens

Once formal lawns and groves between the Palace and Old City walls, this is now a waste of undergrowth, trees, and ruins of the old palace. Although there has been some effort at restoring the gardens as well as the Palace, Anglerre has lacked the money and time to do both, and has allowed the former to run wild, spilling over into the ruined areas of the Old City. Wild roses twist over broken walls, birch and willow groves have sprouted by the water's edge, and the once neat lawns are now home to wild flowers and escaped hunting hawks.

Once a preserve of nobles and the royal family, the gardens are now open to all, and have quickly become dear to the commoners of Illondre, who gather herbs and berries, graze their sheep and goats by the river, and use the lawns for picnics and excursions.

The Temples of Aryoq and Vishena

The grand temples of the gods Aryoq and Vishena stand on the eastern side of the Royal Square, flanking the Palace on the north. The two temples are mirror images, surmounted by a pair of slender towers framing reliefs of the beloved gods on their facades. The white stone temple of Aryoq stands on the left, while the granite of Vishena is on the right.

Unlike the Palace, the temples escaped the worst of the Suvethian devastation, and remain largely intact. However, the invaders desecrated the temples in Cha'itan's name, decapitating statues, overturning shrines and sacred lamps, carving Cha'itan's name into altars and walls, and disinterring the dead. When the king relieved the city the temples were in a lamentable state.

The priesthoods of Aryoq and Vishena have repaired the damage inflicted by the invaders, but many statues are

still damaged, blinded eyes or headless bodies lining the processional avenues. Banners and hangings cover the worst Suvethian graffiti, but the damage is still obvious.

The Suvethian desecration has not kept Illondre's people from the temples. On the contrary, many make a point of regularly visiting, leaving offerings at the feet of ruined statues or anointing them with oil. Priests often find bunches of wild flowers or sheaves of corn left by the most damaged walls and altars.

The Magicians' College

Opposite the Palace on the south side of the Royal Square stands the Magicians' College, founded in Illondre's early days by Melliun the wizard. Unlike the highly-ornamented Palace or the temples with their soaring towers, the College is a solid and practical building; its lower levels are windowless, while the upper storeys possess long, serried rows of arches overlooking the city. Protected by its own wards, and a little distant from the heart of the Suvethian devastation, the College survived the attack on Illondre with only minimal damage, though much of the city around it was razed to the ground.

Although the college building survived the war largely intact, the same can't be said of the magic school itself. Never with a large membership, almost all were slain defending the Mage Stones that once protected the city. Now the College lies mostly empty, home to flocks of pigeons, its workshops and laboratories deserted. People whisper the Magicians' College is haunted by horrors unleashed by the Suvethians and unbanished since Vargonax's defeat.

The remaining wizards, under Myrdan's patronage, have attempted to reclaim their College, but with little success. Anglerrans, suspicious of sorcery, have had their fill of the wizardly arts, and most are content to see the College stay abandoned.

The Old City

The heart of Illondre, containing its earliest buildings and most ancient streets, the Old City occupies an arc around the Royal Square. It comprises two halves: the West Quarter between the city walls to the west and the river Tamis to the east, and the East Quarter on the other side of the Royal Square. At one time the Old City was the heart of Illondre, but it suffered badly in the Suvethian devastation; all of its southern districts were destroyed by sorcery, and are still being rebuilt, an area now known as the "Reconstruction".

The Old City is a district of walled gardens and tower houses, narrow streets overhung with trees and creepers. Peaked rooftops sport cupolas and slender turrets, topped with weather vanes glittering in the sunlight and casting dark shadows when it rains. In comparison with the grander avenues of the later city, or the new buildings of the Reconstruction, the Old City's narrow lanes and courts twist and turn, concealing doorways and unexpected buildings.

The richest buildings enclose small cloistered gardens, many with fountains and pools where a family may sit

sheltered from the weather and hidden from view. Poorer families share common gardens, little more than strips of grass and trees along streets or near archways. There are many public spaces in the Old City, and public eating is a passion among Illondre's people; a typical Old City eatery is a part-covered courtyard where beer, wine, and food may be eaten, the smell of baking bread and the sound of talking and music pouring from their doorways. Where rural Anglerrans eat in common rooms with family and servants, city folk prefer to dine in the company of their entire quarter.

The Four Towers

Before the war, Illondre was protected from magical attacks by the Mage Stones, housed in specially built towers at the city's corners. Even when Illondre expanded beyond its original boundaries, the Mage Stones protected the New City as well as the Old.

For centuries, the stones and their towers were an enduring sign of Anglerre's power and the wisdom of its kings. Though the spires of the Palace and great temples stood higher, and the Magicians' College was more massive, the towers were visible from every part of Illondre, providing a sense of comfort and safety to all its citizens.

But no longer. During the conflict with the Priest-King Vargonax, all four of the Mage Stones were destroyed by relentless sorcerous assaults and Qilaan power. The final stone was not simply cracked, but blown to pieces with the tower which held it, raining shards of stone and crystal over the inner city. Now the towers are abandoned. Those to the north and east are relatively intact, though blackened by sorcerous energies; the western tower lost its upper floors in the blast that broke the final stone, while the southern tower was all but destroyed in the last Qilaan attack.

The Reconstruction

The Reconstruction is the informal name of the great swathe of Illondre destroyed in the Suvethian devastation, now being rebuilt. Stretching from the Royal Square to the docks to the south, it encompasses wide areas of the Old and New Cities ravaged when Vargonax unleashed the Qilaan.

The Reconstruction is a hive of industry, ordered chaos only the people of Anglerre can produce. Some areas have been cleared and rebuilt in a new style, others are under construction, while the rest still lies ruined, awaiting a workman's touch. By the river a new district has been created, with wide streets and tiled houses, a contrast to the white stone of the New City over the water.

King Iagon's plan called for construction across all the devastated area, but renewed war with Suvethia has sapped funds and materials. Skilled masons have been called away to the sieges at Vost'r and Smed'dic, while smiths and carpenters have switched to producing weapons and ammunition. With building halted, whole areas of the Reconstruction have been abandoned, and quickly colonized by thieves and refugees.

The New City

One of the ironies of post-war Illondre is that the Reconstruction is new, while the New City is far older. During the reign of Parrein II, Illondre already filled its walls, and when the king ordered the centre cleared for the Royal Square, it was clear Illondre itself should expand at the same time. Accordingly, a new line of walls was laid out, much larger than the original boundaries: this "New City" extended from the docks in the south, following the hills to the east and west of the Old City.

In the new area Parrein II's architects laid out broad tree-lined avenues and elegant squares around which new houses might be built, offering generous parcels of land to merchants willing to relocate from the Old City. Many practical Anglerrans saw the opportunity to make a fortune, and quickly erected blocks of white stone buildings along Parrein's new avenues. Although the work was not completed until the time of Parrein II's grandson Aleric, the New City quickly dominated Illondre's character, with its parks, bell-towered shrines, and broad streets. Soon only the most traditional nobles preferred an Old City residence to a fine tower house in the New City, while common traders and craftsfolk found room for both homes and workplaces on the New City's eastern side.

In the west of the New City, across the river from the Old City, buildings tend to be large, with walled gardens and parks; in the east, streets are narrower, buildings higher, and people poorer, though not as poor as the nearby Low Town. Throughout the New City small shrines to Orida, Vishena, and Aryoq are adorned with bell towers and maintained by associations of local citizens; the shrines of the eastern quarters are not as grand as the west, but are no less well-tended.

Even in its poorer areas the New City is well-kept, suiting the orderly Anglerran mind. Shrine wardens maintain the cleanliness of the streets, move on vagrants, dispose of rubbish, and watch for fire. The senior warden is supposed to report to a Palace functionary, but since the Old King's death the running of each parish has been increasingly left to the wardens to decide for themselves.

The New City has its own wall, lower but more robust than the Old City. Each of its four lengths has its own gate: the Lion Gate to the north-west, the Raven Gate to the north-east, the Stag Gate to the south-west, and the Cockerel Gate to the south-east. This last gate now leads only to the Low Town, and common slang has rapidly downgraded it to the Cock or Hen Gate. While the other three gates retain impressive bastions straddling roads into the city, the Hen Gate is now little more than an old, unstable arch leading into the Low Town.

The Docks

At the southern end of the city where the Tamis meets the New City walls lie the Docks, the nerve centre for all trade passing through Illondre; both ships and roads meet here. Fish, oil, silks, wine, tiles, and a hundred other trade goods arrive by boat and are transferred onto ox carts for

their journey inland; and wool, cloth, animals, and grain from the heartlands take their place for shipment down to the sea.

Extensive markets throng the waterfronts. City merchants, eager for the first goods arriving by river, maintain warehouses and permanent staff, while farmers hold specialized markets on different weekdays: Monday for wool, Tuesday for hay and grain, Thursday for cattle, and every second Saturday for cloth and felt. Each market has its own marketplace behind the docks, as do the fish, fowl and wine markets. The Fleshmarket (cattle), and Grassmarket (hay and grain) lie on the east bank, while wool and cloth are sold mainly on the west. Small boats and bridges criss-cross the river.

The Low Town

On the east side of Illondre, where the poorest parts of the New City climb the three low hills of Camic, Serro, and Whiteford, the Low Town is an unstructured tangle of narrow streets and poor dwellings, theatres, houses of ill repute, and tumble-down taverns. Low Town is where you go when you can't fall any lower; populated by the poor, destitute, and criminal, it's Illondre's seedy underbelly which the rich west-side merchants would rather ignore.

Enclosed by a low wall in the reign of King Iagon's grandfather, Low Town is a porous place, dotted with gates and entry ways. Little remains of the walls that once separated it from the eastern New City, and only the Hen Gate marks the original way in. To rich westsiders there seems little to distinguish the east side from Low Town; nevertheless, the old wall forms an important psychological boundary for the common folk. Live to the west of it, and you're still in the New City; live to the east, and you're Low Town through and through. It's little wonder many beggars and thieves infest the ruined areas of the Reconstruction: devastated though it is, it's still west of the wall.

Law in Low Town is laxer than the rest of Illondre, especially since the Palace is in disarray. Refugees from the Suvethian front are quickly relieved of their meagre belongings, then forced to trade with the same thieves for food and shelter. Boatmen keep their city wives here, and gambling dens flourish with the coin of merchants' servants and noblemen down on their luck. Farm labourers looking for cheap accommodation lodge in Low Town for a few pennies, and there's even room to keep animals on the hillsides.

The Abarian Quarter

The newest district in Illondre is the Abarian Quarter, located in an otherwise non-descript area of the New City northeast of the Palace gardens. Here the troops which accompanied Myki Saladoth on his mission to aid King Iagon have made their homes, importing their families and servants across the Southern Sea from Abaria.

The Abarian Quarter is still young, and its inhabitants keep mostly to themselves. A few small eateries catering to Abarian tastes have sprung up, filling the streets with the

scent of spices and the taste of olives and oil. Soldiers and servants in rich Abarian silks trade with men fresh off river boats, and muted Abarian music drifts over courtyard walls. Illondrans give the Abarian Quarter a wide berth, wary of the infamous Abarian temper; however Saladoth's veterans are well respected, and the Abarian integration has so far been peaceful.

LIFE IN ILLONDRE

A Typical Day

A typical Illondran day starts early; Angleran labourers seldom rise much after dawn, especially if the tide at Pel'moth brings boats to port early. At sunrise bells ring over the city, the shrine wardens giving thanks to Vishena and calling on Illondrans to say a prayer before their daily work. The loudest bell of all is the temple of Aryoq the Lightbringer, marking the rising of the sun.

While commoners break fast with their families, these meals are simple affairs of bread, butter, and perhaps cheese. Merchants' servants and palace officials rarely eat at home, but grab something from street vendors on their way to work. Richer families have food served in their rooms, though family meals are not uncommon even in the morning.

While the river sees traffic at all times of the day, Illondre's land gates are not opened until an hour after sunrise; by the time they are unbarred, and the carts, oxen, and foot travellers have made their way inside, the city is already awake and bustling. Ships unload at the docks, carts jam the roads, streets are filled with urchins, guild apprentices, and pages (all children much the same age) running errands and carrying messages. As though in defiance of the war, Illondre teems with life.

Shops and markets open a little after the city gates; before then it's hard to purchase anything except from street vendors. These sell fresh (and not so fresh) food, trinkets, needles, flowers, laces, and a hundred other things that the markets do not. Street sweepers begin work at this time, cleaning up after the ox carts and drovers, and many home owners clean their steps in the mornings as well.

By mid-day the streets are quieter. Ships are loading, and farmers have done their business in the markets, heading out of the city before afternoon to reach surrounding villages before nightfall. Others retreat to inns and lodging houses for private business. Although many tradesmen have little time for food, eateries in parks and avenues do a brisk trade in fresh food at lunchtime, which tends to be well after noon, when the city is at its hottest.

Illondre's working day continues until the sun sinks beyond the western walls, though in summer most labourers end their day earlier. As the markets close, the city's eateries come to life, the time when Illondrans mix and socialize. Evening meals are eaten out in company, even in the city's poorer parts, where communities dine together. As wine and ale flow, the rich promenade and throng the arcades on the Royal Square, gathering at the richest halls for feasts and dances. In the Old City, the courtyard eateries serve diners by fire-light until late evening.

The city gates are closed at sunset, and most river traffic ends about the same time, but the streets remain busy. In Low Town candle markets are held, vendors lighting their stalls with wax or tallow to attract customers. Good deals may be had in these markets, though many take advantage of the poor light to disguise damaged goods or spoiled food.

While most Illondrans return home when night falls, many sleep in flophouses or travellers' inns. Sailors rarely have permanent homes in the city, sleeping on their boats or the floors of dockside inns. Many Low Town families cannot afford their own home, and pay a few pennies a week for a place in a flophouse. The poorest sleep in the abandoned ruins of the Reconstruction.

Three hours after sunset the great bell of the Temple of Vishena is rung to mark the closing of the day, and Illondre sleeps.

Crime and Punishment

Until recently crime and punishments were orderly affairs in Illondre; the thieves' guild regulated most criminal activity, keeping the worst away from the gentry, while Royal Court judges dealt with most punishments. Although there are cells beneath the Palace for the condemned, pragmatic Anglerran practice is to punish wrongdoing with fines or forced labour: building projects, field and military works benefit from a healthy supply of people working off their sentences. Although the wealthy escape all but the worst crimes (rapine, murder, treason, issuing base coin, and barratry) with fines, the common criminal must labour where he cannot pay.

Crimes of finance and property are handled at magistrates' courts, which hear cases in the Palace. Plaintiffs pay costs and hire lawyers to plead their cases, expensive at the best of times. The Royal Court has a precedent of complex legal wrangling, the Anglerran throne having been contested with complex legal instruments as often as it has been fought over by force of arms.

The worst crimes are punished with public hanging on Gallows Hill, which sits outside the Raven Gate north of the city. Even here the Anglerran system shows mercy in what is known as Orrida's Choice, where a man condemned to hang may volunteer for suicidal front line service against Suvethia. Minor crimes are handled by parish wardens rather than Royal Judges, and punished in the community. While petty thieves, shortchanging traders, or light-fingered street urchins might get away with a stint of street sweeping, bell ringing, or refuse disposal, harsher wardens can order a man into the stocks, caned, or whipped through the streets.

With the Old King's death and the flood of refugees, this orderly state has broken down. Desperate and greedy people have embarked upon new and unregulated crime sprees in Illondre, and muggings, robberies, and worse are far more common than before. The judicial system has been strained past breaking since Iagon's demise and the refusal of Prince Veyne to leave the front; cases go unheard, criminals languish in the dungeons, and petty thieves are conscripted into the front-line.

Dress and Fashion

Anglerre values practicality and industry over fashion and frippery, reflected in its inhabitants' dress. Even in Illondre most dress in country homespun; muted whites, browns, and yellows, ornamentation limited to brooches and necklaces. The head is usually covered; women wear simple scarves for work, or bonnets when well dressed, and workmen sport felt caps or go bareheaded. Black felt hats, narrow brimmed and often decorated with a buckle, are the symbol of the well-to-do farmer or guildsman; richer merchants prefer soft hats with puffed or slit edges, and bright colours such as reds and russets are more common.

The Royal Court is influenced by Abarian, Offudwynnian, and Zigneian fashion, and evening promenades around the Royal Square are a showcase of expensive fabrics and richly patterned clothing. Before the king's death, the fashion was for long gold-edged gowns for women and thick embroidered cloaks for men, each often carried by a maid or footman to prevent it from dragging in the dirt. These were adorned with tall pointed hats for women and pointed shoes for men. Since the war, gentlemen are more likely to don armour and dress as soldiers, even if far from the front; women have donned shorter and more severe gowns, and long hooded mantles are currently the rage.

Food

Anglerran food is simple: bread, butter, cheese, milk, oat porridge, small beer, and potatoes are staples, while richer diners may add mutton, lamb, or beef, carved from a communal roast. Long spiralled sausages, blood puddings, and meat pastries are specialties of the western provinces, sold by street vendors for sixpence apiece; cheaper local pastries made from mutton, eel, or (some say) rat are a penny each.

Only the richest expect a meal to be mostly meat; Royal parties often dine on venison ("Royal Game"), duck, pheasant, goose, and boar, hunted near Illondre. Shared dishes are the norm, the richer the meal the more dishes presented: a poor Low Town family may serve little more than a pot of soup and half a loaf; while a Royal banquet may present an almost endless procession of dishes. In the middle ground, a party of four in an Old City eatery might share eight to twelve dishes.

Meals are followed by cheeses rather than sweet desserts, although candied fruit peels, sweet nuts, and sugared sweetmeats are not unknown, and some fashionable nobles now end their feasts with honeyed pastries in Abarian style.

Accompanying their food Anglerrans drink small beer, barely more alcoholic than water but far less prone to contamination. Full ale is a more serious drink, and white wines from the southern coasts are reserved for grander meals.

Trade and Currency

A constant trade passes through Illondre, and the goods and currencies of a dozen countries are found in its streets. Anglerre's own currency comprises copper pennies, twelve to a silver shilling; five shillings make up a crown (gold in Illondre, silver in Britzil and Pel'moth); seven crowns make

up the seldom seen golden royale. Pennies are struck in most Anglerrean towns, each with the coat of arms of a different duke on one face, and the D'Annemarc arms on the other. Shillings bear an image of Vishena, while crowns portray the king; most still show Iagon, though a run portraying Prince Veyne was minted in Vost'r and may or may not be legal currency in Illondre. Other common coins are the silver sixpence, the half crown, and the tiny farthing, made by cutting a penny in half.

STATISTICS

Illondre (Standard City)

Population	Great (+4)
Organizations	<i>Medium (scale 3)</i> The Merchants' Guild (sub) The Priesthoods (sub) <i>Small (scale 2)</i> The D'Annemarc Dynasty (ruling) The Royal Court (sub) The Thieves' Guild (insub) The Abarians of Myki Saladoth* <i>Tiny (scale 1)</i> The Magicians' College (damaged) <i>Various Artisans' Guilds*</i>
Aspects	Once Glorious Capital of the Kingdom of Anglerre City of Spires Beloved Even After the Ruin of War The Aesthetics of an Earlier Age Illondre Reborn! Gardens and Galleries of the Royal Square Massive Defensive Walls Beggars, Thieves, and Gambling Dens of Low Town Craftsmen and Tower Houses of the New City
Features	Tenderloin District City Walls Cultural District Great Temples Market District
Notes	*organization not statted below

The D'Annemarc Dynasty (Ruling Family Organization)

Physical Stress:	□□□□□□□□
Composure Stress:	□□□□□□□□
Fate points: 5	Scale: Small (2)
Consequences: 3	Scope: 8
Skills	<i>Good (+3)</i> Arms (Land) <i>Fair (+2)</i> Control (Anglerre) Security

The Royal Court (Subordinate Organization)

Physical Stress:	□□□□□
Composure Stress:	□□□□□□□□
Fate points: 4	Scale: Small (2)
Consequences: 3	Scope: 6
Skills	<i>Fair (+2)</i> Administration Sway (Anglerre) <i>Average (+1)</i> Information (Anglerre) Communication Diplomacy Resources
Aspects	New Palace built on the Ruins of the Old The Heart of Government
Stunts	♦ Bureaucracy: +1 <i>Administration bonus</i> ♦ Network of Spies: +1 <i>Information bonus for information of interest to spies.</i> ♦ Communications Network: +1 <i>Sway bonus.</i> ♦ Iron Hand in Velvet Glove: +2 <i>Diplomacy if outcome seems to opponent's advantage.</i> ♦ Hidden Channels: pay a Fate point for a +6 <i>Resources bonus.</i> ♦ Cultural District: characters with Art-related aspects use Art instead of Contacting; +1 <i>Resources (Money) skill checks.</i>

The Priesthoods (Subordinate Organization)

Physical Stress:	□□□□□□
Composure Stress:	□□□□□□□□
Fate points: 3	Scale: Medium (3)
Consequences: 3	Scope: 6
Skills	<i>Good (+3)</i> Divine Protection <i>Fair (+2)</i> Sway (Anglerre) Influence (Illondre)

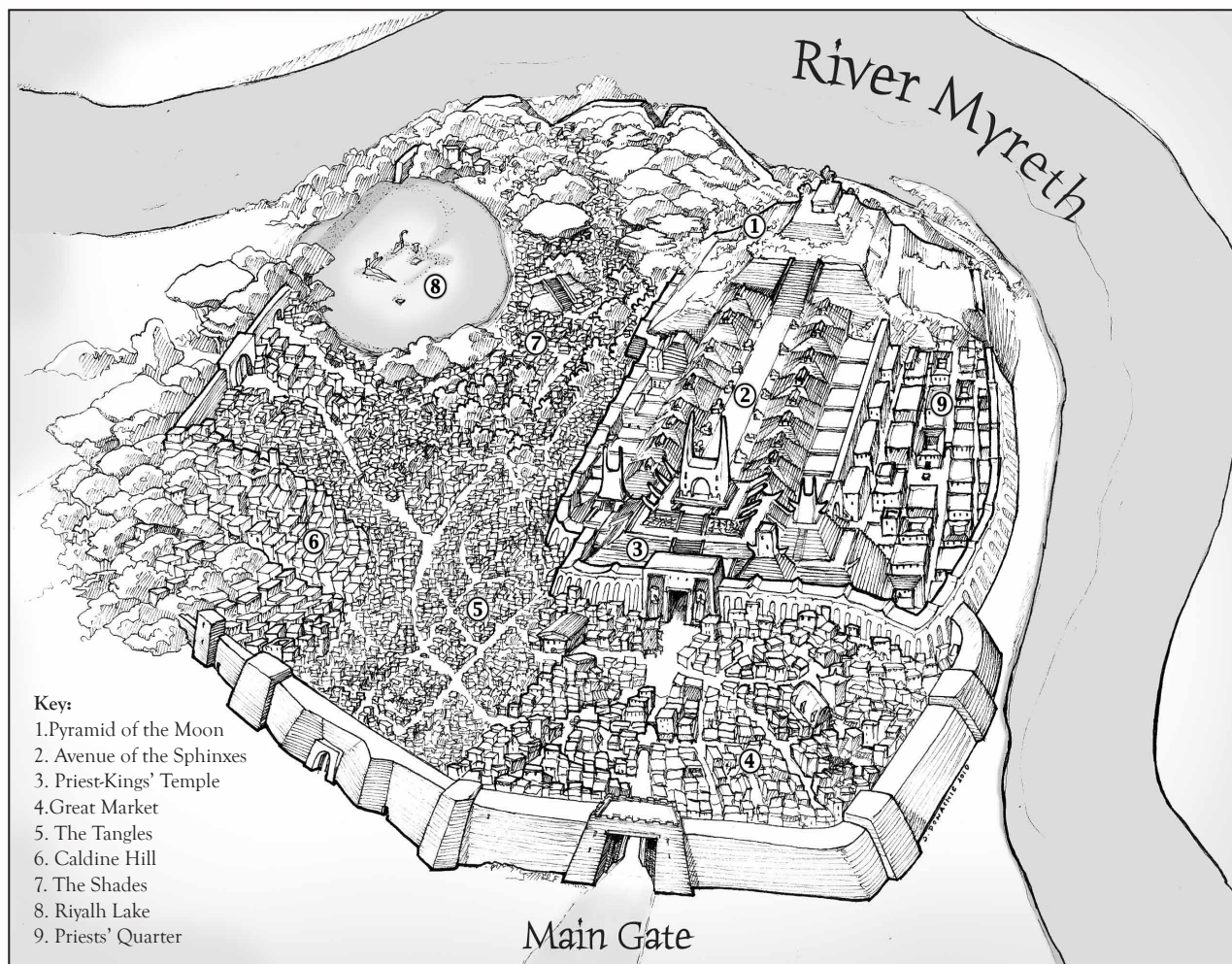
	Average (+1)	Unity Resources Security Lore (The Gods) Reputation
Aspects	Temples of Aryoq and Vishena Still Obviously Damaged by the Suvethian Occupation Revered by the City Folk	
Stunts	<p>♦ Incarnation: <i>use the Divine Protection skill for player interventions or special operations.</i></p> <p>♦ Divine Wind: <i>for a Fate point, when the organization's existence is threatened, automatically succeed at a single defence roll.</i></p> <p>♦ Loremasters (The Gods: The Internection): <i>+1 Lore bonus.</i></p> <p>♦ Power Behind the Throne: <i>once per session, automatically succeed at an Influence manoeuvre.</i></p> <p>♦ Great Temple: <i>member characters may complement Contacting with Academics with the clergy; Average (+1) library; +1 Unity bonus.</i></p> <p>♦ Godhead: <i>+2 Unity bonus in any holy endeavour.</i></p> <p>♦ Magical Support: <i>+1 bonus when using Security to attack.</i></p>	

The Merchants' Guild (Subordinate Organization)		
Physical Stress:	□□□□□	
Composure Stress:	□□□□□□□	
Fate points: 5	Scale: Small (2)	
Consequences: 3	Scope: 8	
Skills	Good (+3)	Trade
	Fair (+2)	Diplomacy Resources
	Average (+1)	Communication Administration Influence (Illondre) Unity Information (Anglerre)
Aspects	Struggling to Rebuild After the War On River, Overland Loyal to the King!	
Stunts	<p>♦ Transportation: <i>pay a Fate point to make two trade agreements per session instead of one.</i></p> <p>♦ Trade Network: <i>you may send two trade missions per month instead of one.</i></p> <p>♦ Market District: <i>use Resources instead of Contacting within district; complement Control with Trade.</i></p> <p>♦ Dependency: <i>+1 Influence bonus.</i></p> <p>♦ Good Courier Network: <i>+1 Communications bonus.</i></p>	

The Thieves' Guild (Insubordinate Organization)		
Physical Stress:	□□□□□	
Composure Stress:	□□□□□	
Fate points: 4	Scale: Small (2)	
Consequences: 3	Scope: 7	
Skills	Fair (+2)	Influence (Illondre) Resources
	Average (+1)	Secrecy Assassination Communication Information (Illondre)
Aspects	Shadowy Scavengers in the War-torn Ruins A Parasite Careful Not to Kill the Host	
Stunts	<p>♦ Tenderloin District: <i>characters with crime-related aspects complement Contacting with Burglary, Sleight of Hand, or Intimidation; Population is considered +5 when establishing details.</i></p> <p>♦ Conspiracy: <i>pay a Fate point to declare a highlight or emergency scene.</i></p> <p>♦ Hidden Channels: <i>pay a Fate point for a +7 Resources bonus.</i></p> <p>♦ Special Messengers: <i>pay a Fate point for a short message (less than 10 words) with a +5 Communication bonus.</i></p> <p>♦ Network of Spies: <i>+1 Information bonus for information of interest to spies.</i></p> <p>♦ Path to Power: <i>for a Fate point, substitute Assassination for any other skill.</i></p>	

The Magicians' College (Organization)		
Physical Stress:	■□□□□	
Composure Stress:	■□□□□	
Fate points: 7	Scale: Tiny (1)	
Consequences: 0	Scope: 2	
Skills	Fair (+2)	Lore (Wizardry)
	Average (+1)	Influence (Illondre) Information (Anglerre)
Aspects	Abandoned and Demon-haunted <i>Extreme Consequence: Slain almost to a man while defending the Mage Stones</i>	
Stunts	<p>♦ Wizards' College: <i>once a centre of magical learning; the Good (+3) magical library may still be intact...</i></p> <p>♦ Power Behind the Throne: <i>once per session, automatically succeed at an Influence manoeuvre.</i></p> <p>♦ Loremasters (Wizardry: Wardings, and Defence): <i>+1 Lore bonus.</i></p>	
Holdings	Magicians' College (Fortified, Secure: Haunted Ruins)	

THE CITY OF GOH'MYRETH



OVERVIEW

Ancient even when history began, the city of Goh'Myreth sprawls in the hot marshes and jungles of Suvethia. Defended by hills and the brown expanse of the Myreth river, it's a city of pyramids and temples, stained black with blood and inhabited by people and sorcerous monsters. Processions march down avenues of Irrapian sphinxes proclaiming the eternal might of Cha'itan; despite its dark heart and the scars of war, Goh'Myreth still strikes all who behold it with awe.

HISTORY

Goh'Myreth's beginnings are lost in the mists of time; no one knows when or how it was founded. It's likely some town, village, or temple stood on the site long before the Irrapian Empire chose to build a city here, but no trace of it remains.

Even in that ancient time the Qilaan fortress of Riyalh had risen from the jungle like a den of fangs, proclaiming its inhuman rulers' might to the subjugated humans of the swamps. The first settlers on the site of Goh'Myreth were

likely slaves or worshippers of the Qilaan, and may not have even been human. Some scholars claim the great Pyramid of the Moon was the work of these pre-historic worshippers.

Centuries later, the Qilaan vanished into myth and their fortress lay abandoned, and Imperial Irrapia created the first and most important of their tributary states. On the site of the original settlement they raised a mighty city of grand buildings and wide avenues lined with sphinxes and elegant statues, naming it Myreth. Like all Irrapian capitals, it was a statement of Imperial power, designed to cow the lesser peoples who came to its gates; and, also like all Irrapian cities, it was all but destroyed in the mysterious cataclysm that turned Irrapia to desert and wiped the Empire from the pages of history.

With Irrapia's fall Suvethia's history as we know it begins. Cut loose from the empire that had ruled them for centuries, the Suvethian lands collapsed into near-barbarism, petty nobles and warlords filling the power vacuum; after a century or more of civil wars and famines, order returned in the shape of the temple of Cha'itan, the Demon God.

The priests of Cha'itan taught that Irrapia's fate and their country's fall were due to the anger of the Demon

God; if Cha'itan were appeased, Suvethia would be reborn, and its people saved. Hungry, diseased, and sick of war, people flocked to the new religion, deposing the despots and warlords who had made their lives a misery. With such popular support, the priests of Cha'itan began to slowly rebuild; after stabilizing the countryside, they resettled the ruined cities, raising stepped pyramids to their Demon God. Thus Goh'Myreth was born, and a decade later the high Priest Deorax declared himself the first Priest-King.

In the following centuries Goh'Myreth expanded constantly, each new Priest-King raising another pyramid or temple to commemorate himself after his death, while sprawling barracks and worker villages sprung up in the jungles to support the thousands who served the Priest-Kings' hierarchy. Within a few generations of the city's founding, factions of Sorcerer-Priests had established strongholds in the city, guarding their own temples with soldiers and sorcerous beasts. Some favoured the Pyramid of the Moon, others the Great Pyramid at the other end of the Avenue of Sphinxes, while others still reoccupied the long-abandoned keep of Riyalh, and began to plumb its secrets.

This last group of Priest-Kings tapped the long-dormant power of the Qilaan. Armed with their powers, the Priest-Kings of Riyalh quickly dominated their brethren and began the centuries-long war with Anglerre. Goh'Myreth was fortified, the scattered villages and barracks enclosed in thick walls and defensive towers raised. The city became crowded, new buildings and streets crammed between existing structures or built on top of old, creating a warren of passages and cellars beneath every structure, while the Priest-Kings added ever more levels to their pyramids to escape the crush of buildings below. Only a few areas, such as the Avenue of Sphinxes or the ground around Riyalh, remained clear.

At the end of the war Goh'Myreth suffered as Illondre had. Though the Anglerrans were more generous to their defeated foes than the Suvethians had been to the people of Illondre, the destruction of the Qilaan by King Iagon, Myki Saladoth, Myrdan, and Maryell tore the fortress of Riyalh to pieces and rained devastation on the city.

The death of Vargonax caused even greater damage to the city, not only in the political collapse which followed Suvethian defeat, but also because of the sorcerous creatures summoned by Vargonax which were set free by the Priest-King's death. Foul and demonic creatures ran amok in Goh'Myreth's streets, committing murder and mayhem before being hunted down by magicians, or fleeing into the jungle depths. Even now, with the Priest-King Subarax in firm control, deadly creatures still lurk in the city's cellars and tunnels.

MAJOR FEATURES

The Avenue of the Sphinxes

At Goh'Myreth's heart lies the Avenue of the Sphinxes, all that remains of ancient Irrapian Myreth. Each sphinx—seven on the north of the avenue, nine on the south—stands

twenty feet high, except for the eighth on the south, of which only the feet and legs remain. Carved from glittering white stone, the sphinxes glare down impassively from beneath tall crowns, their wings folded across their backs and claws resting on plinths.

The avenue is the centre of the city. Black pyramids rise behind the sphinxes, steep stairways reaching street level between plinths. The many-layered temple of the Priest-Kings looms at the avenue's south, while the massive Pyramid of the Moon squats a quarter mile away to the north.

The avenue is seldom quiet, as it forms the main processional route for priests travelling to and from the temples. Crowds of supplicants follow the robed priests, blowing horns and scattering offerings; pens of bulls are kept close to the avenue, ready to be burnt as sacrifices on the pyramids; brightly-painted fanatics chant from temple steps, hurling grain mixed with cattle blood over the heads of the people. When the Priest-Kings conduct ceremonies, especially public sacrifices of condemned criminals, the avenue gets so crowded that people are sometimes crushed to death.

When the avenue is quieter, individual Suvethians make supplications at the temples or honour the sphinxes. It's considered good luck to make an offering to the broken sphinx; after years of libations its plinth is stained pink with spilled wine. Temple rivalries mean they post guards at their entrances day and night, sheltering from heat or cold in niches in the lowest levels of the pyramids. In recent years many guards have been replaced by inhuman creatures, and wise Suvethians avoid them.

The Temple of the Priest-Kings

At the southern end of the Avenue of the Sphinxes lies the huge complex known as the Temple of the Priest-Kings. This collection of pyramids, pillared halls, and enclosed squares houses the Priest-Kings and their followers, as well as wells, dormitories, libraries, kitchens, and even burial grounds, so that a lowly temple slave might live his entire life within its walls without ever seeing the city beyond.

Although the Temple is closed to most outsiders, parts are well known to Goh'Myreth's citizens, including the fabled Dragon Chamber where the Priest-Kings meet to take council. At the Temple's heart, the Dragon Chamber contains a magical portal through which the Priest-Kings watch over Suvethia. Some areas of the Temple are more easily accessible, such as the huge cattle pens and storage caverns on its lowest level, where tradesmen constantly come and go.

The Temple has always been a place of intrigue and assassination, as lesser Priest-Kings compete to have their plans followed, followers rewarded, favoured demon gods exalted. Followers plot to usurp each Priest-King, watching for weakness or the opportunity to murder their way to power. Subarax's reign has added sorcerous creatures to this mix; whole areas of the Temple are now off-limits.

Magical and religious rituals are held aboveground rather than within the Temple, to be seen by the assembled crowds in the Avenue below. At the Temple's peak rise two

great horns; below, many broad platforms stand on the main pyramid's south face; and numerous internal passages allow the the Priest-Kings and their followers to emerge wherever they choose. Subarax, like Vargonax before him, likes to appear on the highest platforms to harangue his people.

The Pyramids of Cha'itan

Lining the Avenue of the Sphinxes are eighteen stepped pyramids, each with a temple to Cha'itan on top. Unlike the pyramids of the Priest-Kings or the Pyramid of the Moon, they are largely solid, containing only a few chambers for the priests. Steep staircases run from the temples on top down to the passageways between the sphinxes, their ancient steps worn and stained with sacrificial blood. Cattle, and sometimes other beasts, are led up the stairs to be sacrificed on the altars above; on some pyramids they are then roasted, on others their severed heads are thrown to the crowds below, while on others still the carcasses are covered in brightly coloured powders before being carried away for burial.

Each pyramid is dedicated to a different aspect of Cha'itan: Destroyer, Consumer, Herald, King, Great Beast, Harvestman, Green God, Keeper of Secrets, Lord of the River Myreth, Great Fish, the Six-Armed, the Bloody-Handed, Watcher at the Gate, Prince of Chaos, Guardian, the Ram-Headed, Cup-Bearer, and the Dragon of Danon. Each priesthood is fiercely competitive, jealously guarding its rituals and feast days; while the average Suvethian worships Cha'itan in his many forms, dedicated followers of his aspects often come to blows on holy days shared by two or more shrines.

The Pyramid of the Moon

The Pyramid of the Moon lies at the north end of the Avenue of the Sphinxes, a quarter mile from the Temple of the Priest-Kings. It is a single squat structure of stone and rubble the size of a small hill, old even before Goh'Myreth was founded, drab and featureless from the outside but shot through with passages within.

The priests of Suvethia are laid to rest in the Pyramid of the Moon when they die, in its countless blind tunnels, catacombs, and vaults. Every Priest-King has been buried here, together with their most important followers and servants. Even the priestly rulers of provincial towns dedicate a portion of their wealth to ensuring their body is brought here, and nobles lavish great sums decorating resting places within the Pyramid that few living people ever see.

The Priesthood of the Moon is the Suvethian funerary cult; where Cha'itan's priests control the government and armies, priests of the Moon oversee graveyards and funerals. In doing so the silent priesthood wields considerable power, since most Suvethians believe a person buried without the priesthood's blessing will have their soul consumed by Cha'itan the Destroyer. In Goh'Myreth, the Moon Priests make sure their voice is heard in the Dragon Chamber, even though they have no seat in it.

The unused exterior of the Pyramid of the Moon is partially overgrown; vines and creepers have spread across

its terraces, and huge-boled trees have taken root in the walls. The priests of the Moon seem to tolerate these invading plants.

Riyalh Lake

The northeast of Goh'Myreth was once dominated by the keep of Riyalh, the fortress of the Qilaan. This great edifice loomed over the Irrapian capital, and over the centuries the city enclosed and surrounded it, always keeping a cautious distance. Legends say evil creatures lived within, and that the dormant power of the Qilaan could horribly transform any who ventured inside. Even when the Priest-Kings began to experiment with the keep, few dared enter.

Then the Qilaan returned. The keep became alive with their presence: strange lights danced behind the windows, casting unnatural beams across the city; disturbing sounds blared from the entrances; and strange creatures were unleashed. At the war's end the Qilaan were banished, and Riyalh was destroyed in a huge and soundless explosion, leaving a crater which erased any sign of the eldritch keep. A lake rapidly filled the crater, dotted with fallen masonry.

Goh'Myreth's citizens gave the new lake a wide berth, fearing it was as cursed, but it soon became clear the lake was free of the keep's foul sorcery. Soon townsfolk were coming to water their animals, then to take water for themselves; now the lake and the land around it is a popular place for city folk to bathe, wash clothes, and eat in the open air.

The Priests' Quarter

The Priests' Quarter refers to two districts of Goh'Myreth. To most, it refers to the Avenue of the Sphinxes, Pyramid of the Moon, Temple of the Priest-Kings, and all associated buildings, an area enclosed by a thick wall, with heavy bas-reliefs and covered by thick vines and creepers. It has three gates: the Black Gate to the west, the Headless Gate to the south, and the Little Gate to the northeast, leading out of the city. Commoners use the Headless Gate to bring goods to the temples, drive cattle for sacrifices, and attend religious ceremonies, but regard the inner city as a world apart.

Within the inner city, the Priests' Quarter refers to its eastern part, where priests and temple functionaries make their homes. Although menial temple servants and low ranking followers dwell in the outer city, most temple members live in this quiet district of grand houses and winding streets, sheltered by spreading tree canopies from the jungle heat. Walled compounds belonging to temples rise over lower levels of smaller dwellings, and armed guards patrol the streets. In recent centuries richer merchants and nobles have abandoned the formerly prestigious Caldine Hill to settle here alongside the priests.

The Headless Gate

The Headless Gate is named for the two headless statues which stand either side. It leads from the inner city to the Great Market, the main passage between the city's heart and its outer quarters.

The Headless Gate is massive, a legacy of the ancient Irrapian capital, towering over surrounding buildings and far larger than the wall it penetrates. It contains numerous chambers, a base for the guard patrolling the inner wall. Criminals are often kept here, hoping for mercy from the city magistrates. No other city gate matches the Headless Gate for grandeur.

The Great Market

Visitors to Goh'Myreth, whether they enter via the main south gate or one of the countless minor gates dotting the walls, find themselves drawn to the Great Market between the Headless Gate and the southern wall. A sprawling tangle of souks, lanes, arcades, and squares, filled with stalls, tents, and shops, traders from all over Suvethia crowd its streets, selling goods from blankets, the backs of carts, or their own pockets. Brightly coloured fabrics proclaim entrances to spice markets, cloth souks, and darkened cellars where drugs and slaves are traded. Most city craftsmen and petty merchants live in the Great Market, above or below their shops. While more prestigious parts (such as those selling gold, silver, and enchanted items) can afford gates and armed men to keep down the crowds, most of the district teems with people.

By night the Great Market is filled with lamps and candles, shining from narrow windows, illuminating tents, and flickering on open stalls. Food is cooked in the open, heavily spiced, and wise Myrethians don't look too closely at the ingredients. Another popular night-time passion is the candle auction, where bidders only have as long as a guttering candle stub stays lit to compete for precious items. Such auctions often lead to fights and accusations of cheating.

In the heart of the Great Market is the wizards' and sorcerers' district. Although much of Suvethia's magical might is concentrated in the Priests' Quarter, there are still hundreds of petty magicians and lesser sorcerers plying their trade here, often coming to the attention of agents of the Priest Kings. The sorcerers' district is an area of close-packed red stone houses decorated with gods and demons, gables adorned with stone spikes like the Temple of the Priest-Kings; here one can buy curses, spells, divinations, and the summoning of demons. A word of warning, however: the district contains as many charlatans as true wizards, and—what's worse—power-crazed fools unable to control the forces they summon.

The Caldine Hill

In the city's west the broad Caldine Hill rises from the slums of the Tangles and the Shades, drier and more pleasant than the overcrowded mires below. Always the area of choice for the city's richer inhabitants, broad streets cross its summit, surrounded by enclosed dwellings of the Suvethian nobility. Each house has its own window-pierced wall, and attempts to rise higher than its neighbours by the addition of horns, turrets or extra storeys. Many Caldine houses have empty levels, little more than walls and rafters, just to stay above their neighbours. In recent decades the Caldine Hill has lost prestige as nobles have moved to the Priests' Quarter. Some houses—

especially those damaged by the destruction of Riyalh—are abandoned, while others have passed to newly rich merchants or foreign speculators. Nevertheless, the Caldine Hill remains a peaceful part of the outer city, patrolled by private guards and kept clean and tidy in comparison to the crowded slums around.

The Tangles

Spreading like a fungal creep, the Tangles comprise most of the outer part of Goh'Myreth. Sandwiched between the crumbling city walls and the inner city, it's a warren of houses built on other houses, tunnels, cellars, narrow streets, and tumbled buildings. Heavy vines and towering trees cast streets into shadow, while the damp earth runs boggy underfoot. While larger streets are cobbled, smaller lanes are packed earth, turning to streams in the heavy summer rains.

Goh'Myreth's nobles and priests avoid the Tangles, dealing with its inhabitants when they must via the Great Market. The only exceptions, it is said, are sorcerers seeking human victims, who slip into the Tangles after dark and pluck hapless children from the streets. While most dismiss these tales, and the rest believe they are the work of rogue magicians, some whisper the Priest-Kings themselves send unnatural servants into the slums in search of victims.

Nevertheless, many live good lives in the Tangles, as long as they don't stray. Like the Great Market it's common to eat out of doors after sunset in the company of family and neighbours; large pans are hauled into gaps between houses to cook communal stews and soups.

The north end of the Tangles, where it blends into the Shades, is a different story. There the Priest-Kings' influence is barely felt, and fiercely territorial cults are the main source of "government". Split between minor shrines to Cha'itan, these cults enforce their own brand of brutal law and order, generally acting as benevolent protectors for any in their district but clashing frequently with neighbouring cults. Young men join these groups for status, often ending up injured or killed in brawls. Those taken before the Priest-Kings' magistrates are dealt with severely, often forcibly recruited into the army and dispatched to the Anglerran front. Nevertheless, with criminals from the Shades on one side and sorcerous creatures of the Priest-Kings on the other, many inhabitants of the Tangles feel the cults offer vital protection in their dangerous city.

The Shades

At the north of the city, where the vines become choking and jungle flies are a constant menace, the Tangles become the Shades. Here the buildings are so ancient it's hard to make them out beneath the trees and creepers; doorways gape like black mouths between roots as broad as a man's arm, while broken statues of Cha'itan and forgotten Irrapian gods rise from the greenery like drowning swimmers. The streets are little more than paths, the houses carved from fallen masonry and abandoned towers. Where the rest of Goh'Myreth has weathered the economic chaos of the Anglerran war with some success, the Shades have been

abandoned and left to rot. In the shadow of Riyalh, the Shades were always ill-favoured, home to poor families and criminals; only those too desperate to live elsewhere would brave the curses of the Qilaan fortress to dwell here. When the long war ate at the treasures of the Priest-Kings, the Shades first felt the pinch: statues were left where they fell, houses went unrepaired, crime unpunished.

When Goh'Myreth's criminals realized their actions would go unpunished in the Shades, they came in droves, driving out what was left of the original community. Soon the Shades were the city's worst area, a refuge for the hunted, criminal, and desperately poor. Nothing has changed since.

Wise visitors to Goh'Myreth avoid the Shades: most desires, including criminal ones, can be satisfied in the Great Market. Even outlawed slave traders, drug dealers, and dark magicians prefer the market for trading than the Shades—though anyone seeking the underground resistance to Priest-King Subarax might find it here.

The River

The River Danon is not within the city at all, but just outside. Broad, brown, and deep, it winds a sluggish loop through the jungle just beyond the city walls. Too heavy with sediment from the mountains and jungle for clean drinking water, it's used to water cattle, wash clothing, as a source of fish, and for transport towards the coast. Since the Angleran war Suvethia's access to the Southern Sea has been blocked, and there is little regular traffic on the great river.

In summer the Danon is infested with biting flies; these are driven away in the rainy season, but the river is inhabited by huge scaled predators all year round. Some are native to the Suvethian marshes, but others are escapees from the Priest-Kings' sorcerous experiments. Fishermen on the Danon generally go armed and in loose groups, in case one of the beasts should set upon them.

LIFE IN GOH'MYRETH

A Typical Day

Goh'Myreth's day begins before dawn, when the priests and temple functionaries awake for Cha'itan's night time ceremonies. Some rituals, especially at the pyramids of the Keeper of Secrets and the Dragon of Danon, are conducted when the sky is black, and end with the false-dawn. Less than an hour later a solitary priest ascends to the highest point of the Temple of the Priest-Kings and blows the great horn Aldabeth, announcing the new day.

Woken by the horn, priests and common folk attend Cha'itan's worship, making offerings at his altars. For most this is little more than a minute of prayer, and the scattering of a few scraps of bread, drops of water, or flower petals on a small household shrine; for priests, it is the first of many public rituals throughout the day, although seldom well-attended by those outside the Priests' Quarter.

Breakfast is eaten after morning worship, usually a family meal of bread, fruit, and thick cold perris porridge,

sweetened or plain according to the eater's wealth. Children are sent out for water in the early morning; most of the city has wells and public cisterns, but in the Shades people drink from the Danon, often falling ill because of it.

After breakfast, the city comes alive. Fishermen pour from the northern gates to cast their nets over the river, farmers and hunters head south into the jungle, and people stream from the Tangles to the market and through the Headless Gate to the many temples. Merchants and travellers enter through the southern gate, although it's not hard to enter the city even at night through the many minor gates in the outer wall. Enterprising traders wait inside the south gate and outside the Headless Gate selling food, trinkets, and labour to passers-by. New visitors are assailed by barefoot boys offering to be guides, solicitous men offering lodgings, and shaven-headed holy men trying to convey them to the pyramids—all of whom will happily rob their customers blind.

The city quiets down by midday. In almost all seasons, Goh'Myreth swelters in the afternoon in the baking sun and punishing humidity; only the poor or foolish refuse to seek shelter when the heat is worst, and most keep to the cellars, covered courts, narrow-windowed houses, and awning-sheltered streets. Although poor fishermen ply the river, most set their nets in the morning and retire to the shade for them to fill.

Inside the city it is hard to get anything accomplished mid-afternoon; though some shops are still open, and some areas of the Great Market still busy, a visitor wandering the streets will generally find himself hot, thirsty, and alone. The exceptions are water sellers, who ply their trade when the day is hottest, relieving the thirst of those forced to continue working. Carrying pottery jars of water on asses and small carts they wander the streets; a cup sells for a couple of copper bits, or a larger vessel for a crescent.

In the Priests' Quarter, nothing stops for the sun, since both Cha'itan's worship and the Priest-Kings' plots continue all day round. Delirious worshippers, smeared with cornmeal and coloured powders, crowd to whichever pyramid is holding a ceremony, chanting, dancing, and frequently collapsing in the heat. With nineteen separate temples, there is rarely a day when some special feast is not being celebrated, and the Avenue of the Sphinxes is seldom empty. The Headless Gate stands open, and a chaotic stream of holy men, minor priests, and devout worshippers comes and goes despite the heat.

With evening, the city reawakens. Many eat a second breakfast, more highly spiced and with fruit juices instead of water. Popular drinks include lhorra, made from fermented melon juice, and lassi, made from fruit and yoghurt. Unlike the morning breakfast, this second is seldom held at home, but rather with colleagues and acquaintances.

Once the meal is done, people take to the streets, surprising heat-exhausted visitors thinking the city deserted. Stalls are set up, shutters thrown open, and the Great Market bursts into life. Returning fishermen, hunters, and farmers haul fresh fish, live animals, and fruits, selling them directly on the streets. By sunset the city is bustling, and the Great Market in full swing.

The market is active until well after nightfall, as is the rest of the city. In most seasons the night is warm, scented by creeper blossom and cooking, a good time to gather and talk, dance, and eat together. The night time meal is generally the largest, whether eaten alone or in company. Apart from street food vendors in the market, there is little in the way of public eateries or restaurants in Goh'Myreth, but it's easy to join a communal meal if you have a dish (or some coin).

Two hours after sunset the great horn Aldabeth is blown again, signalling the closing of the city gates. Both the main southern gate and the Headless Gate are closed at this time, though some lesser gates remain open for two or three hours more depending on their guardians' mood.

Crime and Punishment

Crime is rife in Goh'Myreth, and punishment harsh and arbitrary, at least when the Priest-Kings' magistrates are involved. Despite this, serious violence is relatively rare outside the constant gang skirmishes in the Shades and northern Tangles. Mothers frighten their children with tales of rogue wizards, murderous sorcerers, and horrors summoned to Subarax's army, but most still let them run wild in the streets and expect them home at night.

Minor crime is a given for most Goh'Myrethians. Pickpockets are everywhere in the markets; gangs of ragged children grab anything that isn't nailed down before escaping into the alleys; merchants short-change any transaction they can; and daring thieves break into houses on the Caldine Hill. The poor avoid much of this crime by virtue of having nothing to steal—or being the ones doing the stealing; richer merchants hire guards or wizards to keep the thieves at bay. Although the magistrates employ city guards to catch criminals, they are few in number and famously corrupt; most criminals are in greater danger of being caught by their victims than the guard.

Thieves caught by victims are usually beaten and robbed; the unlucky are handed over to the guard and thrown into cells in the Headless Gate to await the magistrates' mercy. A wise criminal always has a bribe or a friend on hand to get them out as quickly as possible—no one wants to face the magistrates.

Those who do can expect the most typical of Suvethian punishments: execution, slavery, amputation, enlistment, or public flogging. Most able-bodied criminals are sold as slaves, or forcibly enlisted into Subarax's army. The worst crimes, or the unluckiest criminals, are charged a hand, ear, eye or nose, or are handed to the Priest-Kings for execution and sacrifice.

Suvethia is alone among the northern kingdoms in practising slavery. Most rich households have slaves as servants, and they are numerous in the temple complexes. Criminals and captives are often used as slaves, freely traded in the marketplace; child slaves, and those captured by bandits, are less well looked upon, bought and sold in harder to find locations. Once enslaved there's little legal opportunity for freedom, unless the slave possesses a charter outlining the debt to be worked off before he can be freed.

Dress and Fashion

Suvethians prefer dark-coloured and layered clothing, the more layers, the more prestigious the wearer. Where a commoner might wear a simple black smock with short sleeves and open neck, a noble will wear shawls, cloaks, and capes, edged with gold and silver thread, often completed with a hat of stiff black felt.

Artfully done, a careful arrangement of layers can present flashes of colour and ripples of gold as the wearer moves. Noble ladies and bawdy girls alike often add anklets of bells and veils of filmy silk to their costumes to further this effect; those with no sense of fashion simply heap layer upon vulgar layer until they collapse in the heat.

Priests and sorcerers adopt simpler styles, with shaven heads or simple scalp-locks and full black robes edged with magical symbols. Fanatics show their devotion to Cha'itan or one of his aspects by covering themselves with tattoos, dyes, or mixtures of vividly-coloured powders and corn meal; worshippers at temple wear broad-brimmed crimson hats, saffron robes, face masks, cloaks of feathers, crowns of thorns, and countless other insanities. Many flog themselves into such frenzies that they throw off everything but a loincloth and drench themselves in blood and oil. In the height of summer even the noblest Suvethian adopts thinner clothes, though still heavily embroidered to distinguish themselves from the peasantry, while labourers go bare-chested and street children throw off everything but a breechcloth. Wearing the heavier garments of the Dunoor or Go'Adon regions in the Goh'Myreth summer is the mark of a clueless foreigner.

Trade and Currency

Goh'Myreth was once a thriving trade capital at the meeting point of the pass of Vogur, the Danon River, and the trade roads to Goh'Adon. River trade is now almost non-existent, since Anglerre controls the mouth of the Danon, and the collapse of Saxeyne has had a similar effect on trade through the Vogur pass. Since Vargonax lost the war, and Subarax started his new one, conditions within Suvethia have declined to the extent that even trade with Goh'Adon is a mere trickle. Where the Great Market was full of foreigners and visitors, it now caters to locals and endless streams of pilgrims.

Goh'Myreth mints its own currency, a little different from the rest of Suvethia. Where Suvethia uses pennies, silvers and golden *reals* similar to Anglerre, Goh'Myreth mints copper *bits*, ten of which make a silver crescent; five crescents equal a *moon*, a much thicker silver coin; while three moons make a golden *lania*. The latter is worth more than the reals of the rest of the country, and the Priest-Kings do not like to see them leave the city. This may be because each new Priest-King wants a new issue of *lania* bearing his or her face, and melting down older coins in bulk is the only way to afford this; while bits, crescents, and moons tend to be old and worn, most *lania* are very new.

STATISTICS

Goh'Myreth (Large City)

Population	Superb (+5)
Organizations	<i>Large (scale 4)</i> Temple of Cha'itan (sub) <i>Medium (scale 3)</i> Temple of the Priest-Kings (ruling) The City Guard (sub) The Tenderloin* <i>Small (scale 2)</i> The Suvethian Nobility (sub) Temple of the Moon (sub) Fishers and Sailors* Stonemasons* Free Summoners* <i>Tiny (scale 1)</i> Wizards' and Sorcerers' District (insub)
Aspects	Capital of the Suvethian Empire Monstrous Mutants Demon-haunted Streets Blood, Death, and Glory! Blood and Souls for Cha'itan! Monstrous Pyramids Drenched in Blood Trade has Collapsed Since the War Ruled by Subarax with an Iron Hand Crowded and Chaotic Temple of the Priest-Kings The Shades Tenderloin District Wizards' and Sorcerers' District Great Market Decadent Theatres and Plazas of Pleasures
Features	Tenderloin District Cultural District Great Temples Temple District Market District Wizard's College
Notes	*organization not stated below

Temple of the Priest-Kings
(Ruling Organization)

Physical Stress:	□□□□□□
Composure Stress:	□□□□□□□□
Fate points: 1	Scale: Medium (3)
Consequences: 3	Scope: 4
Skills	<i>Good (+3)</i> Control (Suvethia)
	<i>Fair (+2)</i> Information (Suvethia) Resources
	<i>Average (+1)</i> Unity Arms (Land) Security Assassination Lore (Sorcery)

Aspects	Vast Collection of Pyramids and Halls The Dragon Chamber, Council of the Priest-Kings Teeming Court of Subarax
Stunts	♦ Great Temple: <i>member characters may complement Contacting with Academics with the clergy; Average (+1) library; +1 Unity bonus.</i> ♦ Xenophobic: <i>-2 penalty to social interactions with populace; +2 Unity bonus when defending against external forces.</i> ♦ Paranoia: <i>+1 Security bonus.</i> ♦ Network of Spies: <i>+1 Information bonus for information of interest to spies.</i> ♦ Tribute: <i>once per session, tag a subordinate organization on a Resources roll.</i> ♦ Figurehead: <i>+1 Unity bonus.</i> ♦ Demons: <i>+1 Assassination bonus.</i> ♦ Lore (Sorcery: Qilaan): <i>+1 Sorcery bonus.</i> ♦ Magical Support: <i>+1 bonus when using Security to attack</i>
Holdings	Temple of the Priest-Kings (Secure, Ornate)

Temple of Cha'itan
(Subordinate Organization)

Physical Stress:	□□□□□□□□
Composure Stress:	□□□□□□□□
Fate points: 3	Scale: Large (4)
Consequences: 3	Scope: 3
Skills	<i>Good (+3)</i> Control (Suvethia) Arms (Land)
	<i>Fair (+2)</i> Divine Protection Resources Unity
	<i>Average (+1)</i> Lore (The Gods) Communication Secrecy Reputation
Aspects	The Eighteen Temple Pyramids of Cha'itan Jealously Competitive Priesthoods Worshipped Everywhere in Suvethia Stained Dark with the Blood of Sacrifices
Stunts	♦ Temple District: <i>characters with religion-themed aspects may use Academics or Leadership instead of Contacting; Superb (+5) library; +1 Control bonus.</i> ♦ Incarnation: <i>use the Divine Protection skill for player interventions or special operations.</i> ♦ Divine Servitors: <i>+1 to Divine Protection defence rolls.</i> ♦ Divine Wind: <i>for a Fate point, when the organization's existence is threatened, automatically succeed at a single defence roll.</i> ♦ Godhead: <i>+2 Unity bonus in any holy endeavour.</i> ♦ Hidden Channels: <i>pay a Fate point for a +3 Resources bonus.</i> ♦ Loremasters (The Gods: Aspects of Cha'itan): <i>+1 Lore bonus.</i>

Temple of the Moon (Subordinate Organization)

Physical Stress:	□□□□□□	
Composure Stress:	□□□□□□	
Fate points: 4	Scale: Small (2)	
Consequences: 3	Scope: 3	
Skills	Fair (+2)	Divine Protection Sway (Goh'Myreth)
	Average (+1)	Resources Security Lore (The Internection) Secrecy
Aspects	Old Even Before Goh'Myreth Was Founded Suvethian Funerary Cult	
Stunts	<p>♦ Fearsome Reputation: +2 Sway bonus if fearsome; can't be used to project a positive image.</p> <p>♦ Divine Servitors: +1 to Divine Protection defence rolls.</p> <p>♦ Hidden Channels: pay a Fate point for a +6 Resources bonus.</p> <p>♦ Wheels Within Wheels: +1 Secrecy bonus.</p> <p>♦ Lozemasters (The Internection: Journey of the Dead): +1 Lore bonus.</p> <p>♦ Magical Support: +1 bonus when using Security to attack.</p>	

Wizards' and Sorcerers' District (Insubordinate Organization)

Physical Stress:	□□□□□	
Composure Stress:	□□□□□	
Fate points: 5	Scale: Tiny (1)	
Consequences: 3	Scope: 3	
Skills	Fair (+2)	Lore (Sorcery)
	Average (+1)	Information (Suvethia) Communication
Aspects	Loose Association of Wizards and Sorcerers	
Stunts	<p>♦ Wizards' College: <i>magic-using characters' Contacting, Resources, and Rapport are modified by highest power skill when interacting with college; pay a Fate point to use power skill instead. Fair (+2) library.</i></p> <p>♦ Libraries: +2 Information bonus related to historical / unusual events over a year old.</p> <p>♦ Magical Communication: +2 Communication bonus to private communications.</p> <p>♦ Special Messengers: pay a Fate point for a short message (less than 10 words) with a +5 Communication bonus.</p> <p>♦ Lozemasters (Sorcery: Summonings): +1 Lore bonus.</p>	

The City Guard (Subordinate Organization)

Physical Stress:	□□□□□□□□	
Composure Stress:	□□□□□	
Fate points: 5	Scale: Medium (3)	
Consequences: 3	Scope: 6	
Skills	Good (+3)	Arms (Land)
	Fair (+2)	Influence (Goh'Myreth) Communication
	Average (+1)	Security Information (Goh'Myreth) Reputation Assassination Resources
Aspects	Keeper of Law and Order in the City Military Arm of the Priest-Kings Kingmakers	
Stunts	<p>♦ Tenderloin District: <i>characters with crime-related aspects complement Contacting with Burglary, Sleight of Hand, or Intimidation; Population is considered +5 when establishing details.</i></p> <p>♦ Elite Forces: +1 bonus to special operations or fleet / army conflicts.</p> <p>♦ Good Courier Network: +1 Communications bonus.</p> <p>♦ Ninjas: +2 Assassination bonus against opponent's Security skill.</p> <p>♦ Power Behind the Throne: <i>once per session, automatically succeed at an Influence manoeuvre.</i></p>	

The Suvethian Nobility (Subordinate Organization)

Physical Stress:	□□□□□□□	
Composure Stress:	□□□□□	
Fate points: 4	Scale: Small (2)	
Consequences: 3	Scope: 3	
Skills	Fair (+2)	Resources Communication
	Average (+1)	Information (Goh'Myreth) Security Trade Assassination
Aspects	Decadent and Devious Removed from all Effective Power	
Stunts	<p>♦ Tribute: <i>once per session, tag a subordinate organization on a Resources roll.</i></p> <p>♦ Good Courier Network: +1 Communications bonus.</p> <p>♦ Cultural District: <i>characters with Art-related aspects use Art instead of Contacting; +1 Resources (Money) skill checks.</i></p> <p>♦ Market District: <i>use Resources instead of Contacting within district; complement Control with Trade.</i></p> <p>♦ Conscripts: +1 Physical stress.</p> <p>♦ Path to Power: <i>for a Fate point, substitute Assassination for any other skill.</i></p>	

CHAPTER FOUR

ISLAND ADVENTURES



Any adventure that can happen on a large land mass can also happen on an island, from dungeon crawls to political intrigue. However, islands also offer something that's in relatively short supply on the mainland: isolation. It doesn't matter if it's in the middle of an ocean or surrounded by magma or floating in the sky—islands are detached from wherever it is your player characters normally hang out.

Compared to most adventure locations, islands are hard to get to and hard to leave. They require expensive, specialized transportation—not even counting seafaring hazards like pirates, sea-serpents, navigational missteps, and ship-capsizing waves that can make even the Isle of Inescapable Doom seem a safe haven (at least until the Inescapable Doom catches up with you...).

Secluded islands give you, the Story Teller, the chance to take your campaign in new directions. If your players routinely rely on Contacting, Rapport, and Leadership to solve problems, stranding them on a strange island with nothing to talk to but apex predators forces them to think outside the box. Likewise, introducing a new race or culture

by way of a previously unknown island can provide fertile ground for new stories, magic, allies, enemies, and even future player characters. Islands provide a succession of new places to explore if you feel you're running out: a storyline that progresses to a distant isle takes your player characters out of familiar territory and into the Unknown.

Below are a dozen island-based ideas to get started. Think of them as jumping-off points: all work well if your party has just washed up on shore, perhaps the survivors of a nautical disaster, but some additional adventure hooks are also provided.

THE HIDDEN PIRATE BASE

The island is home to a band of pirates in hiding. Maybe there's a secret base, a popular place to hole up for pirates laying low, or even an entire pirate "city"—see Karzeen on page 53 for an example. The exact nature of the place has a significant effect on how easily your player characters can

get along there. For example, if the island is deserted apart from a shipload of pirates on the lam, it's going to be a lot harder for the characters to explain their presence than if it's a permanent home for a few thousand pirates. "Pirates" here can stand in for political dissidents, too, Robin Hood-style rebels, or any other group that the Powers That Be consider criminal and beyond the law.

WHY GO THERE?

To infiltrate, spy on, eliminate, or negotiate with the pirates, for starters. Maybe your player characters are pirates themselves, or found themselves aboard a pirate vessel as crew or prisoners, and end up on the island whether they want to or not. Try combining this with Treasure Island (below) for added danger!

MONSTER ISLAND

Too dangerous for the mainland, a bizarre collection of creatures has been stranded here, possibly prevented from leaving the island by magical means. Alternatively, it's an island of all one type of creature—like dragons. Or maybe this is where a conclave of controversial wizards convenes to "experiment" on the native fauna. Perhaps a strange magical force compels all manner of monsters to migrate here, and so dangerous is the journey that only the strongest and fiercest of them actually make it here alive. For a more classical feel, the island could be the home of a *single* monster, like a giant bronze golem or a sheep-herding cyclops.

Islands like this are a great place to showcase monsters you might not have anywhere else in your campaign. See **Undercity Creatures and Island Inhabitants** on page 116 for some ideas of unique and different creatures.

WHY GO THERE?

To capture a resident monster for further study on the mainland—or rescue a previous party sent there to do the same. Your player characters could be engaged to find and return with one of the aforesaid wizards, feared dead at the jaws of his own creations.

THE ISLAND THAT TIME FORGOT

Full of dinosaurs and / or other creatures thought long extinct, this remote island may include an evolved, humanoid dino-species as well. How strange this is, of course, depends on the setting—if your world is lousy with lizard-men anyway, then a few more on an island won't seem that remarkable. Instead, maybe your island contains leftovers of an ancient civilization, still worshipping its ancient gods and speaking its dead languages today. Maybe they know a long-lost secret Humankind Was Not Meant

To Know—maybe there's a very good reason Time forgot the island in the first place, one which the player characters are about to uncover.

WHY GO THERE?

To capture one or more of the beasts for study or experimentation—or as mounts for some fantastically wealthy ruler somewhere. Transporting one of these creatures alive to the mainland should be an extraordinarily difficult undertaking—check out *King Kong* or *Jurassic Park* if you have any doubts. If there's a sentient, dinosaur-descended race living here too, there may be opportunities to introduce them to the wider world at large if they're friendly, or—if they aren't—your player characters' options may be limited to trying to avoid being captured and / or served up as dinner.

ISLAND OF FIRE-BREATHING GOBLINS

The natives are familiar-looking creatures which have evolved to be very different from their mainland cousins. Maybe they've got unique abilities, or they're horribly evil if their mainland cousins are good—or the opposite. Islands like this are always good for throwing complacent players for a loop.

WHY GO THERE?

This kind of island works best if discovered by accident, either by shipwreck or simply landing on the wrong island in search of food or other provisions. Don't let the "fire-breathing" bit fool you into thinking that the islanders have to be more monstrous: if goblins are normally warlike and violent, maybe these goblins value peace and knowledge above all else. The point of this island is to disorient your player characters by taking something they think they know and tilting it 90 degrees.

THE STAGING AREA

An enemy military force is using the island as a base of operations in advance of an invasion of your player characters' homeland. Or flip the premise: your player characters have been sent to an island on behalf of their ruler to make sure it's safe enough to use as a base of operations for a secret invasion of their foe.

WHY GO THERE?

If you're going with the first suggestion above, this may be most effective if your player characters just happen to stumble upon the island, although that requires a good deal of set-up in advance (e.g., a war, clearly recognizable enemies, and a

strong motivation to want to take one side over another). Of course, this works equally well as a military-mission plot, if your player characters know about the enemy force in advance and are sent to the island to do something about it. If you're using the second, premise-flipping suggestion, then combine it with another island type such as the Island that Time Forgot, Monster Island, the Island of Fire-Breathing Goblins, or the Island of Mysterious Happenings to give it added depth and keep things interesting.

THE ISLAND OF MYSTERIOUS HAPPENINGS

Nothing makes sense on islands like this—obviously non-native species live here (like polar bears on a tropical island) with no apparent explanation, strange natural phenomena disorient the party, vivid hallucinations abound, an unknown power prevents departure via conventional means, and so on. Make sure you don't end up using these mysteries to insert random nonsense into the game, though: this premise works best when there are iron-clad, well-defined rules governing the island's weirdness. Players may well not know these rules, but the Story Teller absolutely must if she wants to create the proper atmosphere. If the players get the impression that the island's effects are capricious or arbitrary, the effect will just be annoying instead of mysterious.

WHY GO THERE?

Possibly to study the place, or somehow exploit its reality-defying environs. Maybe there's an ancient curse or powerful magical artefact, creature, or temple responsible for all the mysterious events; this is even more engaging if the player characters have some competition, especially competition that knows more about the island's properties than they do. That said, this is another one that offers the most possibilities when stumbled upon by shipwreck or happenstance, with the characters trying to sort things out just for the sake of staying alive and sane!

FANTASY ALCATRAZ

The island is home to a prison population serving out life sentences, held there by a rocky coast, unfriendly tides, and a lack of suitable boat-building materials. Landing safely is difficult; escape, all but impossible.

WHY GO THERE?

The player characters stage a prison break to rescue someone who's been imprisoned—whether fairly or unfairly will depend largely on what kind of company the

player characters keep. It could be a political prisoner, or even the heir to the throne imprisoned by a pretender. Given the inaccessibility of the place, however, it's entirely reasonable that the party's vessel won't survive the trip. Player characters who are just stuck on a prison island may have to ally with criminals to escape. Then again, the characters may just be humble escorts for a shipment of food and supplies when circumstances force them to stick around for a while.

ZOMBIE ISLAND

This place is infested by the walking dead, possibly sailors who've dropped anchor there over the years and consequently "gone zombie". Perhaps a cursed treasure did this, or they're the servants of a soul-sucking creature that haunts the jungle. See the **Chapter Six: The Sirens of Simris** for an example of this kind of island. Or maybe it was a normal part of the kingdom—until it lost contact some time ago, and the player characters are dispatched to find out what has happened.

WHY GO THERE?

You probably won't want to, unless you're interested in lifting the curse, or plundering the remains of all those ships the zombie mariners left behind, or maybe harvesting some zombie dust for a well-heeled wizard or alchemist back on the mainland (the weirder the island, the higher the odds a wizard will pay for a souvenir). Or maybe the player characters were just visiting when the zombie outbreak happened—and now it's a mad dash to stay alive, find out what happened, and get off the island!

TREASURE ISLAND

Rumours abound of a fabulous treasure buried on the island. Many seek it, though the fruitless quest has driven many treasure hunters mad. Baffling clues exist in the form of maps, riddles, and cryptic drawings, often contradictory, left behind by a thousand ruined fools.

WHY GO THERE?

Well, for the treasure, obviously. Or to find out what happened to the king's flamboyant third son, who famously sailed after the treasure (accompanied by a small army) in a well-publicized, glamorous "adventure". Alternatively, maybe stopping someone else from finding the treasure is more important than finding it yourself. Maybe the treasure is something which really shouldn't be found at all—or Something Humankind Was Not Meant To Know.

THAT'S NOT AN ISLAND...

The island is actually the back of a huge sea creature, like a gigantic sea turtle, whale, or listless leviathan—or the pate of an enigmatic sea titan who has walked the ocean floor since time out of mind. Its inhabitants may be unaware of the island's true nature, or they may worship the beast on whose back they live. What if their society were dependent on the creature's biothermal energy? This option is rather mythic in scope, so if your group needs everything to make rational sense, it might not work for them.

WHY GO THERE?

Aside from the novelty factor—if everyone knows what the island really is, and the islanders are cool with it, then there's no way there wouldn't be a tourist trade of some kind—the creature's flesh may be in high demand with the usual magic-using crowd, or even an armorer looking to craft a “prestige” piece. Maybe historians warn of the Great Submergence, a once-a-millennium occurrence when the creature completely submerges itself, threatening to destroy the islanders' civilization in the process. The player characters might be part of the evacuation effort, or they may just want to harvest something from the beast one last time.

HOSTILE NATIVES

A primitive, tribal culture lives on the island, and they really don't like visitors—or maybe they've never had any and don't know anything about the rest of the world, but don't like the look of the player characters. This could result in a simple battle for survival, or a tense and intrigue-filled situation where the otherwise-undesirable player characters are valued for their potential to help one tribe win a war against another.

WHY GO THERE?

Combined with Treasure Island or the Island of Mysterious Happenings, the natives are just another obstacle to achieving some greater goal. An accidental landing or stranding gives the situation more drama, and gives the player characters a simple motivation: escape. Perhaps the island contains a valuable resource, and it's up to the player characters to negotiate a trade agreement with the islanders—or, failing that, take it from them by force.

FRIENDLY NATIVES

As above, but they're super-welcoming instead. Creepily so. But why? Are the player characters an unwitting tribute to the mind-controlling creature that rules the island from the safety of a dank, dark cave? Are the natives' friendly smiles augmented by cruel fangs when night falls?

WHY GO THERE?

People love islands full of friendly locals. But a rescue plot would work well on this type of island, too, with the player characters tracking down a tourist or traveller who set out for this island and never returned. Is she still here somewhere? Maybe she's the unwilling guest of these “friendly” natives, or maybe she's become a smiling, empty-eyed native herself. Maybe it'll happen to her would-be rescuers, too, if they hang around too long! Note that if their friendliness is just a front for later violence, they're just Hostile Natives in disguise. But they have the potential to be even more compelling if they really are just as friendly as they seem to be—but are still in the service of some unnerving ulterior motive (such as the mind-controlling creature mentioned above).

CHAPTER FIVE

CITIES OF THE SILVER SEA

OVERVIEW

The sparkling reaches of the Silver Sea are some of the oldest and most legend-haunted parts of the Hither Kingdoms. For thousands of years heroes have taken to the seas, to raid, trade, and pillage, and seek wealth and fortune.

This chapter looks in detail at three of the largest ports on the Silver Sea—havens of intrigue and adventure!

MANEPSHUT

CITY OF THE LIVING DEAD, CITY OF THE NECROMANCERS

A decadent port city in the Old Kingdom of Nith, with a population of 30,000, founded where the rivers Man and Epshut meet at the Silver Sea to “die”. Rich and impressive, it’s supported by the labour of the lower classes, slaves, and a huge population of undead (known in the city as the *morgoi*). Ancient and brooding, it’s home to evil sorceries and bloody sacrifice.

It’s a predominantly human city, although desert goblin slavers make its slave markets infamous throughout the Hither Kingdoms. It’s an old city, with long memories, and people don’t like elves here.

Manepshut is obsessed with death, often called the City of the Necromancers. Almost everything revolves around funerary preparations for the “Life Eternal in Morgos”: the

city folk spend their lives building and decorating elaborate tombs, attending to the rites of the mortuary cult, and revering the dead—many of whom are active members of the city’s population!

As befits the “City of the Living Dead”, the line between the quick and the dead is thin in Manepshut. The city is a theocracy, ruled by the high priests of the mortuary cult of Morgos, powerful necromancers and frequently undead, objects of worship in their own right.

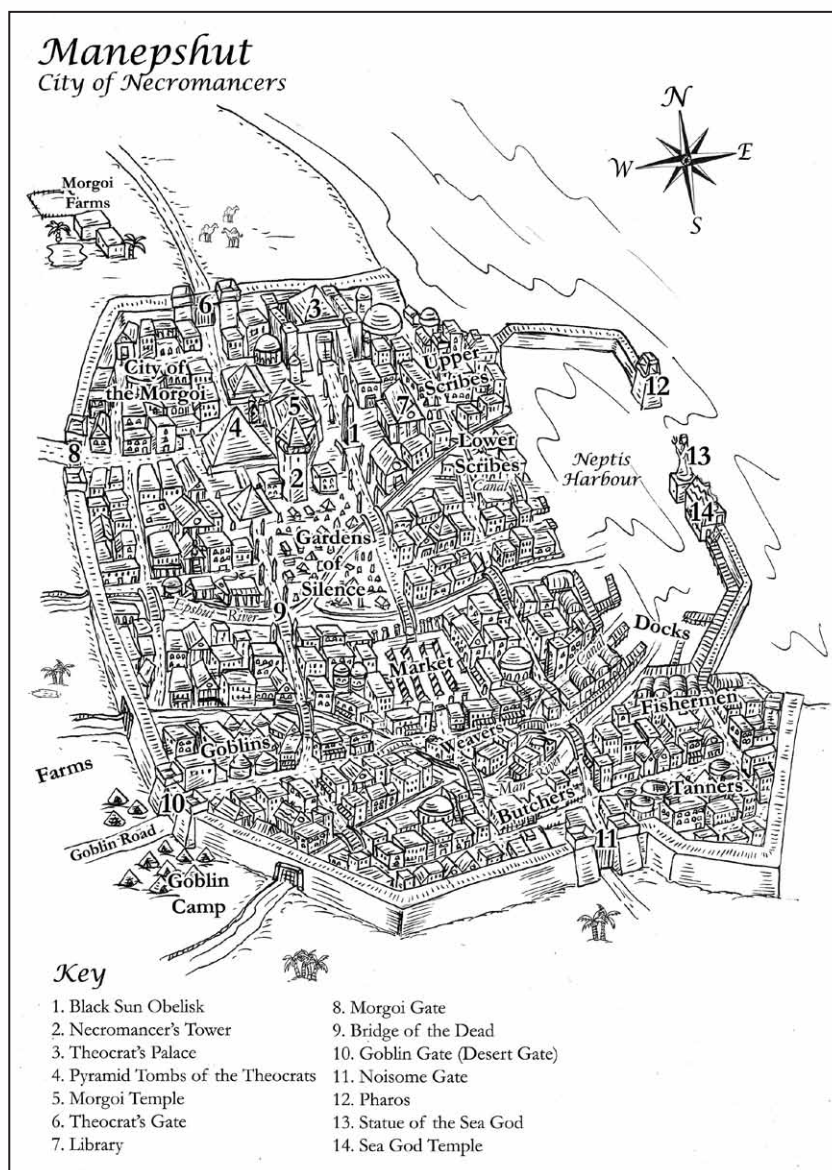
KEY FIGURES

Thanotep the Theocrat

Thanotep the Eternal is High Priest of Morgos and Theocrat of All Manepshut. He’s a powerful necromancer, and a foul undead lich. He rules the city from the Theocrat’s Palace, and surrounds himself with swarms of functionaries, guards, and priestlings, many undead.

Thanotep is a cold, inhuman ruler, and rightly feared by the city’s mortal population. If he has any weakness, it is said to be Shamala of the Silken Veil, the Theocratic Concubine. Thanotep has ruled Manepshut for three hundred years.

Thanotep wields the fabled Seven Skull Sceptre, a magical artefact which has cropped up in the legends of the Silver Sea for centuries. It’s said to be a harbinger of death and disaster.



Thanotep the Eternal (Fantastic Elite)

Physical Stress:		□□□□□
Composure Stress:		□□□□□□□
Fate points: 4		Scale: Small (2)
Consequences: 3		-
Skills	Fantastic (+6)	Death
	Superb (+5)	Resources Leadership
	Great (+4)	Intimidation Divination Domination
	Good (+3)	Alchemy Warding Resolve Fate
	Fair (+2)	Academics Alertness Time Life Contacting
Aspects	Cadaverous Lich (<i>Corruption Aspect</i>) Cursed to Live as Long as the City Endures (<i>Corruption Aspect</i>) People are Pawns in the Service of Death (<i>Corruption Aspect</i>) You will do as I say or serve me in Death! (<i>Corruption Aspect</i>) The Minds of Mortals are Weak! (<i>Corruption Aspect</i>) I curse you to walk the Earth, never knowing Peace! (<i>Corruption Aspect</i>) Tall, thin and imposing Surrounded by a Byzantine Bureaucracy of Death! Wielder of the Seven Skull Sceptre Haunted by the Wistful Memories of Life	
Stunts	♦ Control Undead: +1 Death bonus to control undead. You must share a common language. ♦ Raise Lesser Undead: raise undead as companions with Summonable and 3 other advances. ♦ Raise Greater Undead: raise undead as companion with Summonable and 6 other advances; peak skill is necromancer's power skill -1. ♦ Drain Life: a successful Death attack causes an automatic consequence. ♦ Advanced Summoning: raise undead with 9 advances. ♦ Major Summoning: raise undead with higher peak skill; difficulty is advances above what necromancer has in stunts. ♦ Binding: binds a summoned creature into an object, place, or to yourself. ♦ Scary: use Intimidation to resist Intimidation attacks. ♦ Aura of Menace: once per scene per target, pay a Fate point to intimidate a target as a free action. ♦ Aura of Fear: once per scene, pay a Fate point to intimidate all opponents in the scene. -2 penalty on your roll.	

- ♦ **Minions:** you have 3 Average (+1) minions plus 3 advances.
- ♦ **Stronghold:** a Superb (+5) stronghold.
- ♦ **Command:** +1 Domination bonus for temporary aspect or Composure attack.
- ♦ **Mind Blast:** pay a Fate point to make a Domination attack inflicting an automatic Composure consequence instead of stress.
- ♦ **Enslave:** +2 Domination bonus to enslave target (aspect or Composure conflict).
- ♦ **Control:** Composure conflict to completely control target's actions for duration.
- ♦ **Possess:** reduce a target to taken out in a Domination conflict to possess their body for the duration.
- ♦ **Fortune:** for a Fate point, a successful Fate manoeuvre places a permanent good or bad luck blessing or curse on the target.
- ♦ **Bestow Curse:** for a Fate point, a successful Fate attack bestows a curse as a permanent consequence.
- ♦ **Geas:** make a successful Fate manoeuvre to force a character to take an oath (even without his knowledge).
- ♦ **Circle of Protection:** +1 to block attacks or cause knockbacks.
- ♦ **Magical Ally x2 – Seven Skull Sceptre:** 7 improvements (see page 111).

Equip- ment	Rich and Sumptuous Robes Fate refresh of 27 Seven Skull Sceptre (see page 111)
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Magi of the Necromancers' Tower

The three magi of the Necromancers' Tower are said to be still-living mortal lords who have prolonged their lives by foul sorcery. They form a trusted cabal of advisors to the Theocrat, and there are those who say they wield an uncanny power over him.

Anachron the Librarian

Anachron is a lich so old that most of his physical body has long since turned to dust, and only his old and moth-eaten librarian's robes retain the memory of the human shape he once had, a thousand years ago. In his hooded cowl, two baleful lights look out; there is nothing else within.

Anachron is almost impossibly hard to consult. It is said he was alive during the heyday of the Empire of Nith, and is a wellspring of terrible truths and unspeakable secrets.

Anachron the Librarian (Superb Elite)

Physical Stress:		n/a
Composure Stress:		□□□□□
Fate points: 4		Scale: Small (2)
Consequences: 3		-
Skills	Superb (+5)	Academics
	Great (+4)	Investigation Divination

	Good (+3)	Contacting Resolve Resources
	Fair (+2)	Science Alchemy Time Art
Aspects	Relic of a Bygone Age Clinging to Unlife by Tenacious Will Alone Burning Red Eyes and Hooded Cowl Ghostly and Insubstantial Knows the past—because he was there! Inclined to Abstraction White-hot Concentration Human long ago Cold as Ice August and Revered	
Stunts	♦ Linguist: <i>speak number of languages equal to Academics skill level +5.</i> ♦ Gift of Tongues: <i>speak every normal language, plus 10 (Academics +5) very unusual ones.</i> ♦ Walking Library: <i>has a Superb (+5) quality library "in his head"; library research takes 1 step less, and library quality doesn't limit question difficulty.</i> ♦ Perfect Memory: <i>reduce research time by two steps for any subject you've read before, within reason.</i> ♦ Studied Recall: <i>once per scene, pay a Fate point and make a Mediocre (+0) difficulty Academics check; each shift represents a detail you memorize, for assessment later.</i> ♦ Scholar (History of the Empire of Nith): <i>+1 Academics relating to history in general, +2 relating to history of Nithian Empire. Research takes 1 step less, may complement social skills with peers.</i> ♦ Dizzying Intellect: <i>no one can tell if you're making things up. Use Academics instead of Deceit relating to your field.</i> ♦ Focussed Senses (Vision): <i>enter focussed state to gain +2 on Investigation checks using focussed sense, plus a -2 on all other rolls.</i> ♦ Impossible Detail: <i>incur no increased difficulties due to smallness or subtlety of physical details on Investigation checks with focussed sense.</i> ♦ Scrying: <i>use Divination instead of Investigation on any location within range; locations you can't physically see are hidden targets.</i> ♦ True Sight: <i>overcome difficulty to perceive invisible, camouflaged, shapeshifted or transmuted targets.</i>	
Notes	Fate refresh of 15	

Shamala of the Silken Veil, Theocratic Concubine

Said to be utterly voluptuous and always wearing the provocative garb of a Nithian dancing slave, with a very heavy and ornate silken veil enhancing deep and beautiful eyes many men (and women!) would drown in. Beneath the veil her face is said to be a hideous, leering skull!

Shamala of the Silken Veil (Superb Elite)		
Physical Stress:		□□□□□
Composure Stress:		□□□□□□□
Fate points: 4		Scale: Small (2)
Consequences: 3		-
Skills	Superb (+5)	Rapport
	Great (+4)	Art Deceit
	Good (+3)	Contacting Resolve Resources
	Fair (+2)	Empathy Sleight of Hand Alertness Intimidation
Aspects	Theocratic Concubine Dost find me... attractive... slave? Come into my embrace... Knows everyone and everything in Manepshut Lethally beautiful Eternally unchanging Sickly sweet perfume Skull Beneath the Veil Surrounded by Guards and Hangers-on Man-eater!	
Stunts	♦ Comely Lass: <i>+2 Rapport bonus on seduction attempts.</i> ♦ Astral Sight: <i>use Alertness to notice otherwise invisible magical power and spirits.</i> ♦ Sixth Sense: <i>for a Fate point, +4 Alertness bonus against opponent's Stealth skill to avoid being surprised.</i> ♦ Protection: <i>pay a Fate point to reduce total stress damage this exchange by -2 from any source except weaknesses.</i> ♦ Razor Tongue: <i>+1 Intimidation when insulting someone ; also, complement social skills with Art skill.</i> ♦ Poison Words: <i>use Art to satirize and place scene aspects targeting a specific person (ie "Hate Lord Octavian").</i> ♦ Takes One to Know One: <i>use Deceit instead of Empathy to ascertain if someone's lying as a quick check.</i> ♦ Famed (Famous Noble): <i>use Contacting instead of Resources for court and palace acquisitions.</i> ♦ Renowned: <i>+2 Rapport and Intimidation bonus when dealing with people who've heard of you.</i>	

- ◆ **Epic Repute:** *pay a Fate point to use Contacting instead of Rapport, Intimidation, Deceit, Leadership, or Resolve with people aware of your reputation.*
- ◆ **Subtle Menace:** *use Intimidation regardless of power imbalance, and reduce target's superior position bonus by -2.*
- ◆ **Unapproachable:** *use Intimidation instead of Resolve to defend against Rapport, Deceit, and Empathy.*

Equipment	Silks, jewels, and veils Servants, maids, and eunuchs <i>Fate refresh of 16</i>
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ORGANIZATION

Manepshut society is highly stratified: below its necromancer rulers come the nobles and ranking priests; then the numerous middle strata of petty priestlings, administrators, and merchants. Below these are the masses of craftsfolk, guards, servants, entertainers, shopkeepers, labourers, the herders and farmers who leave the city every day to work in the fields, and finally the undead *morgoi*, lowest of the low, backbone of the city's corvee.

Foreigners in Manepshut are usually conspicuous for their different dress, and generally find it difficult to fit in with the rigours and strangeness of the city's society. They include a regular but frequently changing population of merchants from Igraphon (page 48), and a delegation of Imperials from the Trade Coast.

STRUCTURE

Manepshut is built on a grid pattern, surrounded by monolithic twenty foot-thick walls of earth faced with smooth stone. The city is criss-crossed with canals, and the waterways of the Epshut and Man river delta as they flow into the Silver Sea. Together with the city's main thoroughfares, these divide Manepshut into several clearly distinct quarters, segregated along lines of social status and profession—there are butchers', weavers', and tanners' quarters, scribes' quarters, a religious district, and the notorious City of the Morgoi—Manepshut lives in very close contact with its dead! Buildings are made of mudbrick or (more luxuriously) stone or even marble.

LIFE

Life in Manepshut would be reasonably comfortable, if not for the rigid caste system and ubiquitous undead. Figs, dates, and fruit are plentiful, together with grain and the occasional pork and goat, and the city is renowned for its high quality pottery and papyri.

Death and the undead are everywhere, from stelae inset into the walls of homes marking who used to live there, and where they are now (including what class of *morgoi*, if applicable). People prepare obsessively for their own deaths, attempting to guarantee the most lavish funeral possible,

as the quality of funeral determines their status in death, whether as zombies, skeletons, or something better.

The undead serve the state in death as they did in life. Many toil in the fields; others build, or guard things. The unthinking ones (zombies, skeletons, etc) need no luxuries, which explains the relative comfort the living in the city enjoy.

RACES

Desert Goblins

Desert goblins are a wild race native to the arid wastes in the far west of Nith. Those who frequent Manepshut are mostly slavers, dealing in the hapless victims of war, famine, or simple kidnapping across the western shores of the Silver Sea. Desert goblin slavers have a reputation for cruelty and outright sadism, but even that pales into insignificance against the prospect of being sold into slavery among the *morgoi*!

Typical Desert Goblin Occupations: Slaver (in Manepshut); Barbarian Warrior, Priest (Shaman) (in Wastes)

Typical Power Skills: Domination, Creatures (Desert), Fate

Special Features:

- Desert goblins often have high levels of the Endurance and Melee Weapons skills.
- Desert goblins may take stunts such as: Small, Heightened Smell, Extreme Conditions (Heat), Hard Hide.

Desert Goblin Aspects

Desert goblins often have one or more of the following aspects:

Superstitious

Desert goblins believe they are surrounded by the spirits of their ancestors and the deep desert, both good and evil.

Invoke: the character believes the spirits are with him, helping him to succeed!

Compel: the character refuses an action because it's taboo, or "the time is not right".

Cruel

A cruel streak runs under the surface of many desert goblins.

Invoke: the character indulges his lust for blood and cruelty, gaining a bonus in physical attacks or Intimidation attempts.

Compel: the character is unable to show mercy, or fails in an attempt to be friendly or diplomatic.

Desert Dweller

Desert goblins are at home in the deep, dry desert.

Invoke: the character knows his way round desert environments, can find food and water, avoid getting lost, identify animals, etc.

Compel: the character is at a disadvantage in non-desert environments, and may even find enclosed spaces claustrophobic, suffer from the cold and damp, and be clumsy in alien social environments.

Desert Goblin Stunts

✧ **Stonethirst:** Desert goblins can survive for long periods in the deep desert without water, just by licking certain stones or by keeping pebbles in their mouths. This gives them a +2 bonus to Survival checks in the desert or parched environments.

Slaver Characters

Slavers are a build of the Professional occupation (see *Legends of Anglerre* page 43). Details are as follows.

- **Aspects:** Cruel Wielders of the Slaver's Whip, People are Chattel, Socially Unclean, Scion of an Ancient and Much-feared House
- **Key Skills:** Intimidation, Resources, Contacting, Resolve
- **Basic Stunts:** The Ties That Bind, Scary, The Promise of Pain, The Price of Favour, Walk the Walk
- **Advanced Stunts:** Air of Authority, Famed, Aura of Menace, Smooth Recovery
- **Equipment:** Slaver's Lash, Bodyguard, Coffle of Slaves

Ghouls

Forbidden inside the city walls, these doglike creatures (see *Legends of Anglerre* page 331) roam the wastes in great packs, and feast off the remnants of the dead. They are a danger to all travelling to or from the city by land, which is why many travellers arrive by sea, or else in armed caravans.

Morgoi

The term *morgoi* refers not to a specific race, but to all the undead dwelling in the city of Manepshut. They are the “Children of Morgos”, god of the dead—those of the city who have died and been raised to unlife to serve Morgos further.

The morgoi include:

- **Zombies and Skeletons:** These unthinking undead are raised from the poorest of Manepshut's dead, and are little more than a mindless workforce tasked with simple labour (digging, harvesting, quarrying, etc). They inhabit great silent barracks in the City of the Morgoi.
- **Mummies:** Successful candidates from the city's lower and middle classes may find themselves raised as mummies, thinking undead tasked with management and administrative functions in the Temple of Morgos and the City of the Dead.
- **Liches:** Liches are “greater mummies” (such as Ramsotep the Risen on page 347 of *Legends of Anglerre*), thinking undead and often powerful sorcerers. They occupy ruling positions in the city, and are considered nobility.

- **Other:** There are other ranks of morgoi in the city, often created from the bodies of great and powerful individuals. These include the infamous thanatosphinxes—a necromantic creation combining the raised bodies of a dead lion and a great warrior or priest.

Gods

Almost everyone in Manepshut, worships Morgos and the Mortuary Cult; the other gods of the Hither Kingdoms are for foreigners, and not the Faithful of the Ebon Gate.

Morgos

The main god of Manepshut is the ancient Nithian god Morgos, the Black Sun, the Ebon Gate, God of Death and Undeath; almost everyone in the city reveres him. There are said to be mystery cults of Morgos in the far north and in the hidden tunnels beneath Koborreth, but beyond that Morgos is little known beyond Manepshut's walls. He grants his worshippers the power of Death, and many of his priests and necromancers study Fate and Domination, becoming corrupted by their power. As worshippers of Morgos gain corruption aspects (see *Legends of Anglerre* page 313), they become more cadaverous; those with nothing but corruption aspects become liches.

Morgos Powers: Death

The Mortuary Cult

The mortuary cult is a “sub-cult” of Morgos, and the way most citizens of Manepshut worship the god of the dead. It focuses on the preparation of the self for death, the raising of the dead to unlife, and the proper veneration of the *morgoi* Risen Dead. The Mortuary Cult has many saints, demigods, and heroes, some of whom still dwell in the city! Those members of the Mortuary Cult who acquire the power of Death still gain corruption aspects, but usually less so than the priests and necromancers of Morgos.

Mortuary Cult Powers: Death

The Sea God

The Sea God receives some worship in Manepshut, mostly from sailors and those whose livelihoods depend on the sea. Unlike the Mytosi (page 48), the Nithians portray the sea god as male, or at least neutral, and very much uncaring of the fates of men. He's often propitiated rather than worshipped—sailors want to avoid his attention rather than gain it!

Sea God Powers: Water, Weather

PLACES

Avenue of Sphinxes

This avenue of twenty thanatosphinxes (skull-headed sphinxes—see page 130) guards the approach to the Theocrat's Palace. The thanatosphinxes aren't statues, but rather *morgoi*, undead protectors of the temples and palaces!

Black Sun Obelisk

Standing at the heart of the Ebon Plaza, this 100-foot tall monolith is covered in obscure and forbidding glyphs. It's variously said to be a powerful ward protecting the city, the body of a demon bound into stone, or a gateway to the Underworld—or perhaps all three.

City of the Morgoi

This dreary and eternally silent quarter of Manepshut is the abode of the *morgoi*, the undead inhabitants of the city. They dwell apart from the families to which they once belonged, although they occasionally receive visits from their living relatives on festival days as part of the rites of the Mortuary Cult. Eventually even the bodies of the *morgoi* crumble to dust, but nevertheless there are vast numbers of undead here and in the tunnels beneath—perhaps one of the reasons the city has never fallen to invasion.

Goblin Camp

Many desert goblins prefer not to enter the city, citing numerous superstitions and taboos. There's a semi-permanent camp of them here, plus their strange reptilian draft animals, outside the city walls.

Goblin Gate

This is where the desert goblin slavers enter with their coffles of unfortunate slaves. The city district immediately inside the gate has become very “goblinish” as well – not all desert goblins keep themselves outside Manepshut's walls.

The Great Gardens of Silence

These hauntingly beautiful gardens lie on the banks of the Epshtut river and separate the Temple and Palace Quarters from the poorer parts of the city. They are named for the many undead who come here from the City of the Morgoi, perhaps grieving for the lives they once had. The gardens are also notorious for the shady intrigues and assignations in its avenues and bowers.

Library

There are not only scrolls and tomes in the library of Manepshut, but many undead, too: ancient scholars with vast, encyclopaedic knowledge, they pass their time in these musty halls, conducting their own researches and acting as terrifying unliving “archives” for mortal acolytes, some of whom travel here from far afield.

Market

The Great Market of Manepshut takes place almost every day, although each day tends to have its own specialty—animals, clothes, foodstuffs, and so on. The weekly Slave Market is infamous for its unruliness, as the entire quarter swells with desert goblins come to sell their wares.

Morgos Temple

This forbidding black stone structure is the third of the great buildings flanking the Ebon Plaza, and is shrouded in a perpetual funereal air. Great statues of cadaverous hierophants flank the doors, and twin thanatophinxes guard the entrances to the temple's outer precincts.

Predictably, the temple is always teeming with people, not all of whom are alive, shuffling and whispering in awed tones. All manner of talismans and even sweetmeats and funerary offerings may be bought here.

Necromancers' Tower

This tall, black stone, octagonal tower has no windows, and two enormous bronze portals guarded by giant mute undead servitors. It's a major landmark visible from clear across the city, widely regarded as a place of ill-omen, and the dwelling place of the three magi of the Theocrat's Council (see page 47). Undead-infested tunnels beneath the tower are said to riddle the whole city, hiding treasures and sorcerous secrets.

Neptis Harbour

This magnificent harbour is all one would expect of a great city such as Manepshut. It is stone-faced, and teems with ships and cargoes from across the Hither Kingdoms, but especially from the city-states of the Silver Sea. There are more foreigners here than anywhere else in the city.

Noisome Gate

The area around this gate is occupied by butchers and tanners. The whole place stinks—although at least it's not the miasma of the undead. The South Road from the Noisome Gate is used by the strange and savage tribes of the uncanny and sweltering Viridian Deserts at the edge of the known world.

Pharos

Manepshut's legendary lighthouse, opposite the towering statue of the Sea God. It's said that its light is tended by a blind lich and his insane servitors, and is the only thing he can see besides the soul of one about to die. The light here has never gone out, and no one ever seems to come and go from this tall and lonely fane.

Pyramid Tombs of the Theocrats

Considered part of both the Temple and Palace Quarter and the City of the Morgoi, these mausoleums house the mortal remains of past theocrats. The current theocrat often visits the tombs to seek counsel with the revenants of his predecessors.

Sea God Temple

There's a great statue of the Sea God on the edge of the harbour wall here, and an extensive temple of the sea god, said to extend *under* the waters of the harbour and out to the sea beyond its walls. Merfolk frequent underwater portions of the temple; those above water are visited by sailors and other people of the sea.

Theocrat's Palace

This monolithic, ziggurat-like structure predates the city's founding by millennia, and there are those who say its dungeons lead into the Underworld. It's huge, teeming with guards and functionaries; its innermost hallows are the private quarters of the Theocrat, Thanotep, and his infamous consort Shamala of the Silken Veil. The Theocratic Throne Room is a cavernous space filled at one end with the screens, friezes, and expansive iconostasis of the legendary Throne of Bones.

STATISTICS

Manepshut (Small City)

Population	Good (+3)
Organizations	<i>Medium (scale 3)</i> Temple of Morgos (ruling) <i>Small (scale 2)</i> Desert Goblins (insub) Merchants' Guild (sub) <i>Tiny (scale 1)</i> Theocrat's Council (sub) Temple of the Sea God (sub) The Imperials (insub)
Aspects	City of the Living Dead! Ancient and Brooding Haunted by Death-palled Necromancers Home to Evil Sorceries and Bloody Sacrifice Major Trading Port on the Silver Sea Obsessed with the Funerary Cult Infamous Slave Markets Impenetrable City Walls Vast City Quarter filled with Temples
Features	City Walls Great Temple Temple District Market District

The Temple of Morgos (Ruling Organization)

Physical Stress:	□□□□□□□□
Composure Stress:	□□□□□□□□
Fate points: 1	Scale: Medium (3)
Consequences: 3	Scope: 7
Skills	<div> <i>Good (+3)</i> Control (Manepshut) </div> <div> <i>Fair (+2)</i> Divine Protection Arms (Land) </div> <div> <i>Average (+1)</i> Information (Manepshut) Resources Administration Assassination Lore (Death) </div>
Aspects	The Morgoi Living Dead Thanatosphinx Protectors A Ghostly Presence Everywhere
Stunts	<p>♦ Great Temple: <i>member characters may complement Contacting with Academics with the clergy; Average (+1) library; +1 Unity bonus.</i></p> <p>♦ Temple District: <i>characters with religion-themed aspects may use Academics or Leadership instead of Contacting; Superb (+5) library; +1 Control bonus.</i></p> <p>♦ Divine Servitors: <i>+1 to Divine Protection defence rolls.</i></p> <p>♦ Libraries: <i>+2 Information bonus related to historical / unusual events over a year old.</i></p> <p>♦ Conscripts: <i>+1 Physical stress.</i></p> <p>♦ Tribute: <i>once per session, tag a subordinate organization on a Resources roll.</i></p> <p>♦ Hidden Channels: <i>pay a Fate point for a +7 Resources bonus.</i></p> <p>♦ Demons: <i>+1 Assassination bonus.</i></p> <p>♦ Loremasters (Death: Undead): <i>+1 Lore bonus.</i></p>
Holdings	City of the Morgoi (<i>Ancient, Unusual</i>)



Theocrat's Council (Subordinate Organization)

Physical Stress:	□□□□□□
Composure Stress:	□□□□□□
Fate points: 6	Scale: Tiny (1)
Consequences: 3	Scope: 5
Skills	<i>Fair (+2)</i> Sway (Manepshut)
	<i>Average (+1)</i> Security Lore (Necromancy)
Aspects	Magi of the Necromancers' Tower
Stunts	<ul style="list-style-type: none"> ◆ Fearsome Reputation: +2 Sway bonus if fearsome; can't be used to project a positive image. ◆ Magical Support: +1 bonus when using Security to attack. ◆ Paranoia: +1 Security bonus. ◆ Loremasters (Necromancy: Eternal Life): +1 Lore bonus.
Holdings	Necromancers' Tower (<i>Unusual</i>)

Temple of the Sea God (Subordinate Organization)

Physical Stress:	□□□□□□□
Composure Stress:	□□□□□
Fate points: 6	Scale: Tiny (1)
Consequences: 3	Scope: 3
Skills	<i>Fair (+2)</i> Arms (Sea)
	<i>Average (+1)</i> Influence (Manepshut) Divine Protection
Aspects	Uncaring of the Fates of Men
Stunts	<ul style="list-style-type: none"> ◆ Dependency: +1 Influence bonus. ◆ Elite Forces: +1 bonus to special operations or fleet / army conflicts. ◆ Incarnation: use the Divine Protection skill for player interventions or special operations. ◆ Divine Wind: for a Fate point, when the organization's existence is threatened, automatically succeed at a single defence roll.
Holdings	Sea God Temple (<i>Secure, Unusual</i>)

The Desert Goblins (Subordinate Organization)

Physical Stress:	□□□□□□□
Composure Stress:	□□□□□
Fate points: 4	Scale: Small (2)
Consequences: 3	Scope: 3
Skills	<i>Fair (+2)</i> Resources Trade
	<i>Average (+1)</i> Influence (Manepshut) Information (Manepshut) Arms (Land) Assassination

Aspects

Cruel and Sadistic
Superstitious Barbarian Slavers

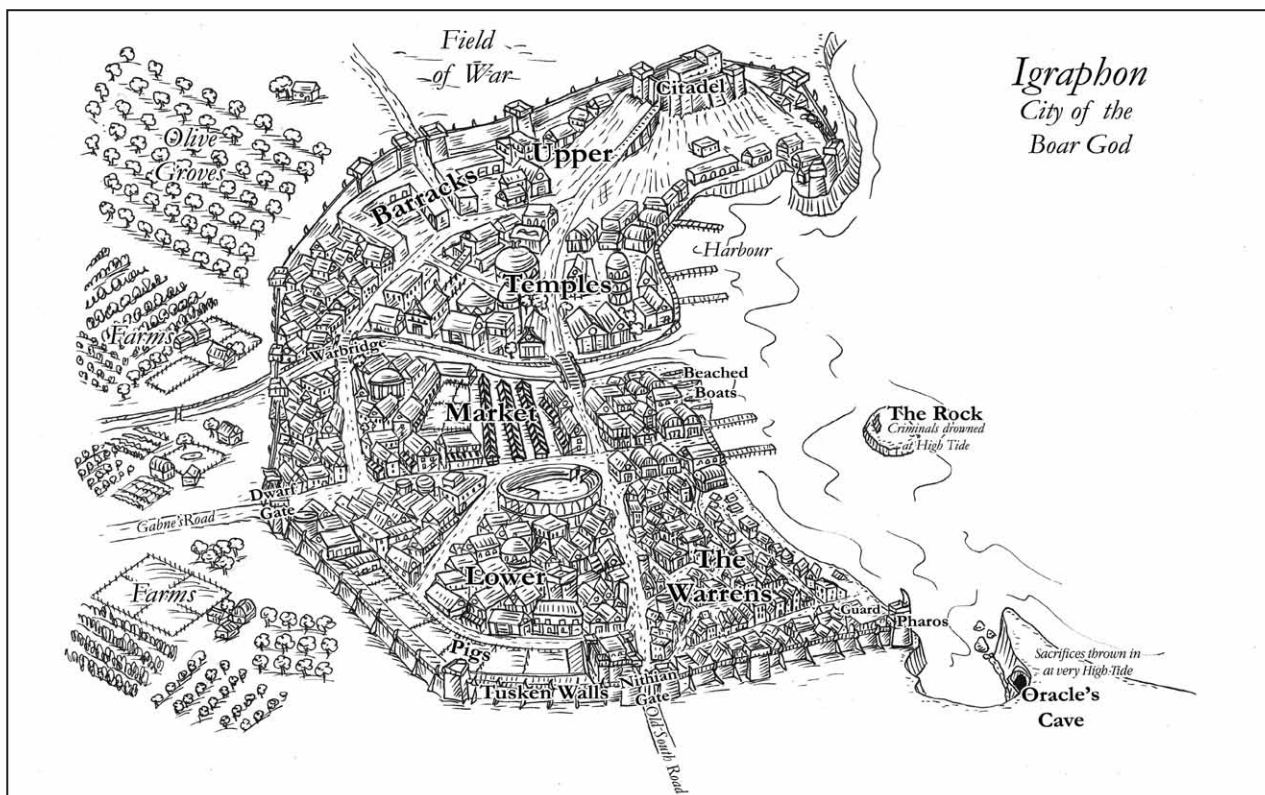
Stunts	<ul style="list-style-type: none"> ◆ Dependency: +1 Influence bonus. ◆ Conscripts: +1 Physical stress. ◆ Transportation: pay a Fate point to make two trade agreements per session instead of one. ◆ Network of Spies: +1 Information bonus for information of interest to spies. ◆ Ninjas: +2 Assassination bonus against opponent's Security skill. ◆ Hidden Channels: pay a Fate point for a +3 Resources bonus.
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Merchants' Guild (Subordinate Organization)

Physical Stress:	□□□□□□
Composure Stress:	□□□□□□
Fate points: 5	Scale: Small (2)
Consequences: 3	Scope: 5
Skills	<i>Fair (+2)</i> Resources Trade
	<i>Average (+1)</i> Influence (Manepshut) Information (Manepshut) Arms (Sea) Sway (Manepshut)
Aspects	Fingers in every Pie Ruthless and Amoral
Stunts	<ul style="list-style-type: none"> ◆ Market District: use Resources instead of Contacting within district; complement Control with Trade. ◆ Freebooter: +2 Resources bonus for easily-portable resources. ◆ Network of Spies: +1 Information bonus for information of interest to spies. ◆ Trade Network: you may send two trade missions per month instead of one. ◆ Power Behind the Throne: once per session, automatically succeed at an Influence manoeuvre.

The Imperials (Subordinate Organization)

Physical Stress:	□□□□□
Composure Stress:	□□□□□□
Fate points: 6	Scale: Tiny (1)
Consequences: 3	Scope: 4
Skills	<i>Fair (+2)</i> Diplomacy
	<i>Average (+1)</i> Influence (Manepshut) Trade
Aspects	Stiff & Foreign-looking Delegation from the Trade Coast
Stunts	<ul style="list-style-type: none"> ◆ Conspiracy: pay a Fate point to declare a highlight or emergency scene. ◆ Trade Network: you may send two trade missions per month instead of one. ◆ Ruthless: +2 Diplomacy bonus when ignoring moral concerns. ◆ Iron Hand in Velvet Glove: +2 Diplomacy if outcome seems to opponent's advantage.



IGRAPHON CITY OF THE BOAR GOD

A savage bronze age port in the Principality of Mytos, with a population of just over seven thousand. The merchants of Igraphon are famous, as are its gladiators. There is a sizable community of barbaric halflings from the hills, and also a population of Red Dwarves (kin to the dwarves of the Dwerrowmark), who do most of the smelting and forging. Igraphon is sometimes disparagingly called the “City of Pigs”, and the animal is both sacred and plentiful here, running free in the city’s narrow streets. It’s a filthy, teeming, primitive place, but also possessed of a barbaric splendour.

ORGANIZATION

Igraphon is ruled by Barbanos the Boar King, self-styled Prince of Igraphon, and head of the Cult of the Boar God, the city’s main religion. Foreigners also visit the city, and Caesus Dantalamene, an arrogant and supercilious Imperial merchant from the Trade Coast, maintains his own “private militia” and flotilla of several trading ships here. Dantalamene sits on the Council of Igraphon, together with the ranking Selantine princess of Ardeste officiating at the Temple of Morea.

RACES

The olive-skinned Mytosi are typical of the humans of the western Silver Sea, and form the main population group in Igraphon. As well as traders from the Empire to the north and

Nith to the south, the city is also noteworthy for its populations of Red Dwarves and Wild Halflings. Finally, the piglike Boar Brothers and Sow Sisters form a very noticeable “racial” group.

Red Dwarves

The Red Dwarves are the “Children of Gabne”, rather than Gokh, and share the Old God’s affinity for fire. Often called the “Red Kin”, originally from the volcanic peaks of the Desert Lands, they’re found throughout the hot countries of the western Silver Sea. They’re “hotter” than their northern cousins: more temperamental, passionate, and hot-headed; more volatile; and actually somewhat quicker of mind and body, and with a vicious tongue. Red Dwarf expletives are infamous for their colour and vicious humour!

Some Red Dwarves pursue vendettas with certain Wild Halfling tribes, which occasionally break out into violence, duels, and even (on a notable occasion last year) full-scale pitched battles in Igraphon’s streets. Happily the Red Dwarves keep mostly to the quarters around Gabne’s Road and the Dwarf Gate, away from the Wild Halfling territories in the Warrens.

Typical Red Dwarf Occupations: Artificer, Barbarian Warrior, Alchemist

Typical Power Skills: Fire, Alchemy

Special Features:

- Red Dwarves often have high levels of the Artificer and Art skills.
- Red Dwarves living in Igraphon may take advantage of the Resources of the Red Dwarf community.

- Red Dwarves may select the Extreme Conditions (Heat) power stunt.

Red Dwarf Aspects

Red Dwarves often take the *At Home Underground* and *Lover of the Earth* aspects of standard dwarves (see *Legends of Anglerre* pages 30-31), and the *Nostalgic* aspect of the Gruff Kin (see *Legends of Anglerre* page 311).

Fiery Spirited!

The character is hot-headed, passionate, and quick to anger!

Invoke: the character can draw on his passion in contests and combat where “letting loose” and losing control is a good thing.

Compel: the character can’t keep his temper when provoked... at all! He’s also likely to charge blazing into a situation that would be better approached prudently.

Red Dwarf Stunts

✧ Fire Tongue

For a Fate point, and under appropriate circumstances (ie when a raging tongue-lashing is called for!), the character can use his Fire power skill to attack or defend in a social conflict.

✧ Firecraft

The character gains a +2 Artificer bonus to any task which relies heavily on fire—smelting, forging, tempering, etc.

Wild Halflings

Wild Halflings are a music-loving people dwelling in the rocky uplands of Mytos; they live off herding sheep and goats and cultivating grapes and olives, and claim to be the inventors of wine. They’ve a much hotter, passionate temperament than their bucolic northern cousins, but still display the same love of good earth and growing things common to the little people everywhere.

They’re prouder and more prone to questions of honour, too, with duels, feuds, and vendettas not uncommon: they fight with rapier and main gauche. Wild halflings in Igraphon have a reputation for touchiness and bravado, somewhat at odds with the lives at the edge of legality many of them lead: their homes are concentrated in the Warrens, and there are many halflings in Igraphon’s thieves’ guild.

Typical Wild Halfling Occupations: Bandit, Rogue

Typical Power Skills: Rarely (but probably Glamour, Fate, Nature, or Telekinesis)

Special Features:

- Wild Halflings share the same special features as the Little People (see *Legends of Anglerre* page 31).
- Wild Halflings may select stunts such as: Enhanced Touch, Sixth Sense, Cantrip.

Wild Halfling Aspects

Wild Halflings may select the *Halfling* aspect (see *Legends of Anglerre* page 31).

By My Honour!

The character’s personal sense of honour is one of his most important motivations.

Invoke: the character can excel if his honour is at stake, or understands other people’s actions better if they’re related to honour.

Compel: the character must act a certain way to protect, preserve, or regain his honour—no matter what it costs!

Wild Halfling Stunts

✧ Bravado

The character gets a +2 bonus on Deceit rolls, and may use Deceit to defend against social attacks involving intimidation, ridicule, or humiliation.

Boar Brothers

It’s debatable whether the Boar Brothers and Sow Sisters of Igraphon are humans who can take a piglike form, or pigs who can take a humanlike form. Nevertheless, they’re an important part of the city, and a regiment of Boar Brother Berserkers serves in the Igraphon army. The Boar Brothers get on very well with the Red Dwarves: Boar Brother smiths prefer to make the bigger, more savagely violent stuff.

Typical Boar Brother Occupations: Smith, Large Weapon Warrior

Typical Power Skills: Creatures (Boar), Fire

Special Features:

- Boar Brothers often have high levels of the Endurance, Fists, and Might abilities.
- They may select stunts such as: Heightened Smell, Hard Hide, Claws / Jaws (usually Tusks), and Oversized.

Boar Brother Aspects

Beloved of the Boar God

The Boar Brothers are sacred to the temple of the Boar God.

Invoke: the character gains a bonus on actions furthering the Boar God’s cause.

Compel: the character may not undertake actions against the temple, and must protect its interests and obey its commands.

Pig-Man (or Pig-Woman)

The character is a seven-foot tall hugely muscled humanoid half-pig!

Invoke: the character can intimidate opponents, move heavy objects, sniff out unusual scents, and eat all kinds of things without getting sick.

Compel: the character is clumsy in social situations, probably not the greatest looker in the room, and unlikely to blend in or hide in the shadows.

Boar Brother Stunts

✧ Berserkergang

For a Fate point, the character can go into a berserk rage, gaining a +2 bonus to any skill used to attack or defend in physical combat for the rest of the scene. Each exchange, the character must attack any target in his current zone, even if it's someone who's usually a friend, until there are no targets left conscious. To calm the character out of a berserkergang requires a successful Composure attack by another character—either calming the berserker down, commanding him to snap out of it, threatening him, etc.

GODS

Whilst the gods of the Hither Kingdoms are known and sometimes worshipped in Igraphon, most people follow one of the three “city gods” for their personal devotions. Caesus Dantalamene provides a shrine to the Sun King for his own soldiery, although there are persistent rumours he's a secret worshipper of Black Meg.

The Boar God

The Boar God is an Old God, and possibly also an aspect of the primal god Gabne, the All-Fire. He's worshipped throughout Igraphon as the founder and protector of the city. He is also known as the Fireboar, and is warlike patron of the Boar Brothers, and god of the forge, weapons, and warriors.

Powers: War, Fire, Earth, Creatures (Boar).

The Legend of the Fireboar

Said to dwell on the sides of volcanoes and to be born during eruptions, this ruddy giant pig has brazen tusks which are red hot to the touch and fiery eyes. It's said to eat pumice and rock, and to snuffle out lodes of metal. In the Age of Myth, the Fireboar helped Gabne to relight the fires of the world after Mab and Vaas had been tricked into extinguishing them.

Priests of the Boar God can learn the Summon Lesser Fireboar and Summon Greater Fireboar stunts to summon Fireboars to their aid, and also use their Boar magic to affect fireboars they encounter in the wild. The following Fireboar can be summoned using the Summon Greater Fireboar (Advanced Summoning) stunt.

The Fireboar (Superb Elite)

Physical Stress:		□□□□□□□
Composure Stress:		□□□□□□
Fate points: 7		Scale: Small (2)
Consequences: 2		-
Skills	<i>Superb (+5)</i>	Creatures (Boar)
	<i>Great (+4)</i>	Fire Earth
	<i>Good (+3)</i>	Divination Tusks
	<i>Fair (+2)</i>	Might Intimidation
	<i>Average (+1)</i>	Endurance Athletics
Aspects	Magical Creature of Elemental Fire and Earth Red hot brazen tusks Born in volcanic eruptions Avatar of the Boar God Eats Pumice and Rock Hugely Muscled Giant Pig Helped Gabne relight the Fires of the World	
Stunts	<p>◆ Create Fire: <i>create fire by the touch of its tusks.</i></p> <p>◆ Control Lava: <i>Allows para-elemental control of Fire and Earth (lava, magma, metal, etc).</i></p> <p>◆ Open Portal to the Firelands: <i>the fireboar can root into the ground and find a way through to the lands of lava and fire.</i></p>	
Advances	Quality x 4 Stunts x 3 Consequences x 1 Skilled Summonable	

Morea, the Olive Goddess

The goddess Morea is called “Sheep-Mother”, and is an agricultural deity said to be a daughter of Ardeste. Olive groves are sacred to Morea, and the dryads of olive trees are automatically priestesses of her temple.

Powers: Life, Nature, Creatures (Sheep)

The Oracle

The Oracle is a fearsome local mystery goddess or powerful spirit dwelling in a coastal cave just outside the walls of Igraphon. For the price of a sacrifice thrown into the sea outside her cave at high tide, the mysterious hooded hags of her priesthood will convey her often unintelligible prophecies or bestow curses in her name. The Oracle may be an aspect of the primal darkness goddess, Mab.

Powers: Darkness, Fate.

Mother Ocean

The primal goddess Vaas the Uncaring is worshipped by all who take to the sea, a decent proportion of Igraphon's population—sailors, fishermen, merchants, soldiers. The Oracle often makes pronouncements about Mother Ocean, and some theorize that the Oracle may be a spirit of the deep, dark ocean.

Powers: Water, Weather.

PLACES

Barracks District

The streets below the road to the upper citadel south of the Field of War teem with soldiers, guards, and militia. There are barracks, armourers, and weaponsmiths, and the famed Barracks of the Boar King's Berserkers.

Beach

The waterfront of Igraphon is primitive, a sandy beach with fishing boats drawn up and rickety wooden jetties for the handful of deeper water vessels.

Citadel

The home of Barbanos the Boar King, the Citadel is a savage barbarian palace of cyclopean black walls and a primitive yet impressive opulence. The Boar King's court is just as likely to be the scene of sudden and impromptu axe duels and wrestling matches as it is of any more sophisticated intrigue.

Dwarf Gate

Used by Red Dwarf iron caravans from the distant mountains, the streets around the gate are filled with the distinctive dwellings of the Red Dwarves.

Field of War

This barren expanse of flat dry ground north of the city is used for manoeuvres, exercises, and parades by Igraphon's soldiery.

Gabne's Road

The road by which much of the metal ore and ingots arrives in the city from the dwarf mines in the far off mountains. It's lined by farms for several miles outside the city.

Holy Quarter

Most of the city's temples are located here. There's a large temple to the Boar God, where King Barbanos sometimes officiates in his capacity as high priest and sacred king. In ancient times the Boar King only served for seven years and was then sacrificed at the temple of Morea; this custom ended in King Barbanos' grandfather's day, although the priestesses occasionally need reminding.

Howling Rock

A rock in Igraphon Bay which is fully covered at high tide. Used as a place of execution: condemned criminals are chained here and left to drown when the tide rises.

Lower City

Not as overcrowded or desperate as the Warrens, the Lower City is where half the people of Igraphon live. It's home to workers, artisans, and the city's Red Dwarf community.

Nithian Gate

The southernmost city gate, many trade caravans to and from Nith pass through here. Some establishments close to the gate cater exclusively to Nithian clientele, of whom there are usually a sizable number.

Old South Road

The road was once much grander, and is still paved for much of its length. There are league-stones here and there, and the road is the main trade route into Nith and beyond.

Olive Groves

These groves are sacred to Morea. The shrine is tended by a dryad priestess, and is often used in larger worship ceremonies.

Oracle's Cave

The Oracle dwells in this cave (see "Gods", above), with the hideously misshapen hags who serve as her priests. At very high tides, sacrifices are thrown into the water here.

Pharos

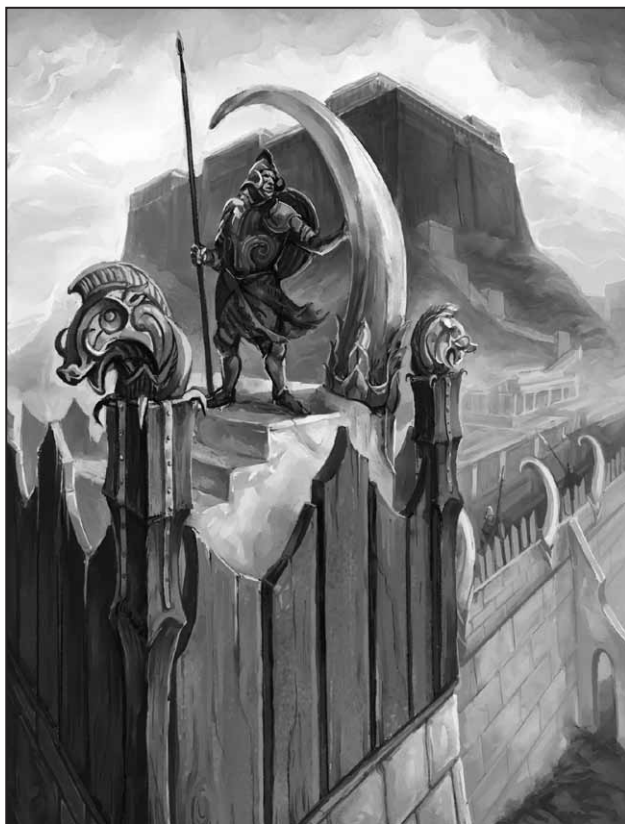
The Igraphon lighthouse is ancient, but well-maintained because of its importance to the city. It's a tall, thin, pyramidal structure some eighty feet tall, on top of which a fire burns through the hours of darkness. The Pharos is maintained by the Boar Brothers.

Sheep Market

Nowadays the city's main market, as the old one in the Warrens is too dangerous to use.

Tusken Walls

The cyclopean walls of Igraphon are made of reinforced earth and tightly-fitting unmortared stone with a high palisade, decorated with effigies of pig's heads and great protruding boar tusks along the battlements. Legend says the Boar God raised the walls in a single night.



Upper City

Occupying Boar's Head Hill and overlooking the city from the north of Igraphon, the Upper City is where the luminaries of Igraphon's society live. There's a savage splendour to the halls, towers, and tribal compounds, inhabited by the leaders of Igraphon's Five Tribes (its founders) and many of the higher-ups in the temple and military hierarchies. Most compounds have sturdy gates and monolithic walls, and the streets are patrolled often enough to deter all but the most desperate or skilled burglars.

Warbridge

A magnificent, ornate bridge of dark stone, decorated with tusks and the skulls of Igraphon's enemies. It's often the focal point of Igraphon's military parades, and features highly in the rites of the Temple of the Boar God.

The Warrens

A labyrinthine shantytown in Igraphon's southeastern corner, and the city's poorest and most dangerous quarter. The second storeys of buildings overhang the alleys so much here, daylight rarely seems to reach the ground. A good place to get murdered.

Some buildings are centuries old, and have seen better days; others are ramshackle constructions which last only a few years before being destroyed by earthquake or conflagration and being rebuilt again. Fire is an ever-present danger, and those guilty of arson, intentional or not, face execution by drowning on the city's Howling Rock.

There's a sizable population of Wild Halfings in the Warrens, as light-fingered, poor, and desperate as everybody else.

STATISTICS

Igraphon (Standard Town)

Population	Fair (+2)
Organizations	<i>Medium (scale 3)</i> Cult of the Boar God (sub) <i>Small (scale 2)</i> The Red Dwarves (sub) <i>Tiny (scale 1)</i> The King's Court (ruling) The Council of Igraphon (sub)
Aspects	Savage Bronze Age Port City of the Boar God Hotbed of Intrigue! Filthy, Teeming and Primitive Legendary Tusken Walls
Features	Marketplace Great Temple Sanatorium

The King's Court (Ruling Organization)

Physical Stress:	□□□□□
Composure Stress:	□□□□□□□
Fate points: 6	Scale: Tiny (1)
Consequences: 3+1	Scope: 5
Skills	<i>Fair (+2)</i> Control (Igraphon) <i>Average (+1)</i> Diplomacy Reputation
Aspects	Barbanos the Boar-King, Prince of Igraphon
Stunts	♦ Strongholds: +1 Control bonus in stronghold's area. ♦ Traditions: +2 Control bonus "the traditional way". ♦ Kick-Ass Reputation: +1 Diplomacy bonus. ♦ Personality Cult: absorb 1 additional Composure consequence; take corresponding aspect.
Holdings	Citadel (Fortified)

The Cult of the Boar God (Subordinate Organization)

Physical Stress:	□□□□□□□□
Composure Stress:	□□□□□□□
Fate points: 3	Scale: Medium (3)
Consequences: 3	Scope: 4
Skills	<i>Good (+3)</i> Arms (Land) <i>Fair (+2)</i> Unity Sway (Igraphon)

		Information (Igraphon) Resources Divine Protection Security Lore (Fire and Beast Magic)
	<i>Average (+1)</i>	
Aspects	Boar Brother Berserkers City God of Igraphon Not Renowned for Subtlety	
Stunts	<p>◆ Great Temple: <i>member characters may complement Contacting with Academics with the clergy; Average (+1) library; +1 Unity bonus.</i></p> <p>◆ Town Walls: <i>+1 bonus on rolls to defend the city.</i></p> <p>◆ Divine Servitors: <i>+1 to Divine Protection defence rolls.</i></p> <p>◆ Figurehead: <i>+1 Unity bonus.</i></p> <p>◆ Godhead: <i>+2 Unity bonus in any holy endeavour.</i></p> <p>◆ Elite Forces: <i>+1 bonus to special operations or fleet / army conflicts.</i></p> <p>◆ Magical Support: <i>+1 bonus when using Security to attack.</i></p>	
Holdings	Temple of the Boar God (<i>Secure</i>)	

The Council of Igraphon (Subordinate Organization)		
Physical Stress:	□□□□□□	
Composure Stress:	□□□□□□□□	
Fate points: 5	Scale: Tiny (1)	
Consequences: 3	Scope: 6	
Skills	<i>Fair (+2)</i>	Sway (Igraphon)
	<i>Average (+1)</i>	Arms (Land) Trade Resources
Aspects	Dantalamene versus the Temple of Morea	
Stunts	<p>◆ Hidden Channels: <i>pay a Fate point for a +6 Resources bonus.</i></p> <p>◆ Elite Forces: <i>+1 bonus to special operations or fleet / army conflicts.</i></p> <p>◆ Sanatorium: <i>Fair (+2) physician; complement Science with Population; organizations remove one Physical consequence per conflict as free action; for a Fate point, reduce one Major Physical consequence to Minor once per conflict.</i></p> <p>◆ Communications Network: <i>+1 Sway bonus.</i></p> <p>◆ Marketplace: <i>mercantile-aspect characters complement Contacting with Resources in the marketplace; Population is considered Good (+3) here for relevant details.</i></p>	

The Red Dwarves (Subordinate Organization)		
Physical Stress:	□□□□□□	
Composure Stress:	□□□□□□	
Fate points: 4	Scale: Small (2)	
Consequences: 3	Scope: 3	
Skills	<i>Fair (+2)</i>	Technology Resources
	<i>Average (+1)</i>	Influence (Igraphon) Trade Arms (Land) Lore (The Forge) Secrecy
Aspects	The Children of Gabne Hot-headed Workers of the Forge	
Stunts	<p>◆ Hidden Channels: <i>pay a Fate point for a +6 Resources bonus.</i></p> <p>◆ Elite Forces: <i>+1 bonus to special operations or fleet / army conflicts.</i></p> <p>◆ Mighty Defences: <i>+1 Technology bonus in Security conflicts, or when defending against attacks.</i></p> <p>◆ Dependency: <i>+1 Influence bonus.</i></p> <p>◆ Trade Network: <i>you may send two trade missions per month instead of one.</i></p> <p>◆ Lozemasters (The Forge: Alchemy): <i>+1 Lore bonus.</i></p>	

KARZEEN

THE CITY OF PIRATES

There are many secret harbours and dubious ports along the coasts of the Silver Sea, but perhaps none more so than Karzeen, the infamous “City of Pirates”. Located on Simris Isle and built around an ancient stronghold, it’s an insanely dangerous ramshackle town inhabited by the worst sort of pirates and cut-throats to roam the Silver Sea. With almost two thousand inhabitants, outcasts and ne’er-do-wells of all races, it’s a town of flotsam and jetsam, where a fast life and a quick and early death are the only guarantees.

ORGANIZATION

The only law in Karzeen is “Do unto others before they do unto you”. It’s a violent, chaotic, and lawless place where life is short and cheap, and often lived with a fire rarely found elsewhere. It holds together as a community mostly in spite of itself; even the anarchic outlaw needs *somewhere* to live.

The city is “ruled” (as much as it’s ruled by anyone) by the toughest, meanest, and most Machiavellian pirate who can beat the rest of his peers to the top of the heap. At the moment, the current “Pirate King” is Helagor Deadheart, also known as Brassbeard for his beard of actual metallic wire—apparently from a run-in with a demon in the Isles

of Fear. The rest of the pirate leaders (who'll gang up and murder Brassbeard as soon as they can get away with it) form the "Big Families" of Karzeen, together with other influential individuals such as slave traders and the sorcerer Valleen. This motley and backstabbing band of pirates and gangsters are the nearest to a government Karzeen can muster—and may the gods protect you if you ever come to their attention!

STRUCTURE

Karzeen has not so much been built as thrown together; it's a haphazard mess, built from driftwood and the remnants of wrecked ships, and whatever building materials lie to hand. "Streets" are the empty spaces between buildings (where everyone throws their night-soil), and what little labour is done is carried out mostly by slaves or "off-duty" pirates, although there's a population of pretty rough-looking fishermen, merchants, and entertainers who manage to defend themselves whilst relieving the pirates of their hard-stolen loot. The town is surrounded by the "New Walls", a wood and earth palisade which is one of the few public works Karzeen has ever

managed, within which an atmosphere of mayhem, murder, and militarized madness prevails.

PLACES

Arena

Savage Fighting Pit

A good fight to the death is always popular in Karzeen, and often staged in this fighting pit. Slaves are frequent combatants, and the pirates love to gamble on the odds; those down on their luck or just filled with blood-lust can also sign up to fight. Bouts take place on an irregular basis, but usually once a week.

Chain Station

Ripping Death Hides Beneath the Surface

A huge bronze chain has been strung from headland to headland across the entrance to Karzeen Harbour, the main protection for the city against assault from the sea. Usually it lies deep beneath the surface, allowing ships to enter and leave the harbour freely; when under attack, Karzeen's leaders order the Chain Station to raise the chain (using a slave-driven winch) to just under the water's surface, where it can tear the bottom out of attacking ships with devastating effect.

Citadel

Buttressed Against Attackers

The "grand family" of the Pirate King traditionally lives here, at least until he's murdered by a rival. Brassbeard, the current occupant, has made some repairs to the walls and towers, and is extremely vigilant against attack.

Citadel Walls

Ancient Walls of Cyclopean Stone

Both the citadel and its walls pre-date the founding of Karzeen, and may be hundreds if not thousands of years old. Made of blocks of cyclopean stone, cunningly fitted without mortar so tight a blade can't pass between them, it's widely believed they were built by sorcery. Recent repairs are obvious patches of badly mortared rubble, and would fall to any determined effort.

Fishermen's Wharves

Tough-nosed Fisher Folk

Even in a pirate city, people still have to eat, and in Karzeen most of that comes from the sea. Food commands a high price, making the fishing community the most close-knit, violent, and greedy brood you're likely to find anywhere.



The Hill

If Yer Not A Big Family, Clear Off!

Karzeen Hill is where those with money, power, or prestige live in Karzeen (everyone else lives in “the Town”). This includes the “Big Families” of rich pirates, slave traders, and the strange sorcerer from the far south called Valleen.

Hogget’s Draw

Treacherous Footing and Precipitous Creek

This drawbridge can be pulled up on the citadel side of the river, although it’s usually left down for easy passage. The river is several feet below the banks, making a significant ditch (border value 2 for anyone trying to pass).

Karzeen Harbour

Perfect Place for an Ambush

This sheltered natural harbour is surrounded by cliffs except for the stretch of shore called the Waterfront, which slopes gently down to sea level. Ships attacking Karzeen are forced to concentrate here, a perfect killzone where they and their crews can be picked off from above.

Lantern Point

Only Lit When We’re Expecting Company

The “Lantern” in question is actually what passes for a lighthouse in Karzeen, and it’s only lit when the Deadhearts are expecting an allied ship to dock. Otherwise the cliffs around Karzeen Harbour make the city very difficult to spot from the sea.

New Walls

Wood and Earth Palisade Guards Against Siege

Though the terrain around Karzeen is inhospitable, and the city almost inaccessible by land, there have been several attempts to use ground forces to assault Karzeen. This wood and earth palisade is dotted with guard towers capable of launching devastating attacks against besieging forces.

Sea Orc Tavern

Your Life in Your Hands

Sea orcs don’t usually sail this far south, preferring the northern Sea of Stars and the Orc Islands. There are a few renegade black ships marauding the Silver Sea, however, and Karzeen is one of the few places they can moor without attack. This tavern is one of the most famous (or infamous) in the Silver Sea, and certainly in Karzeen, run by a black-hearted half-orc (product of a liaison between an orc corsair and one of Karzeen’s less selective harlots) called Krug the Bastard. An ogre of some repute, he prize-fights in the arena for fun, and runs a profitable sideline betting on the outcomes.

Slave Market

Villanous Bands of Rogues and Slavers

The pirates operate for booty, and many captives find themselves here, in chains and up for sale. Merchants come from all around the Silver Sea—particularly Nith and the less

scrupulous city states further south—for the twice-monthly (full and new moon) markets. Valleen the Sorcerer is a regular—though even the slavers shudder when they see his hapless purchases being led into his tower.

Slave Pens

Miserable Fate of the Pirates’ Captives

Being sold into slavery is a popular punishment in Karzeen, and one of the few which seems to have any effect (the other is losing a hand or two). Miscreant pirates and former soldiers are particularly favoured for the galleys.

The pens can hold up to a hundred slaves, though usually there are far fewer. If they do get too numerous—usually as a result of a particularly successful spate of raiding—Brassbeard sponsors bouts at the arena to thin the stock back out.

Square

Unpromising Patch of Waste Ground

No one built the Square—it was just a empty patch of ground which became the impromptu rallying point for Karzeen’s townsfolk. If a meeting is required, the town threatened, or particular news or announcement to be made, here’s where it happens.

Valleen’s Tower

The Slaves Never Come Out

This four-walled tower of seamless stone is the forbidding residence of a mysterious sorcerer said to hail from the lands of the far south beyond the edge of the world. The tower appeared mysteriously overnight some twenty years ago from a noxious cloud of green vapour, and Valleen has been a mysterious if uncommunicative resident of Karzeen ever since. No one knows what he’s doing here, although he’s known to buy many slaves from Karzeen’s market. No one who enters his tower ever comes out.

Waterfront

Yo Ho Ho, and Shiver Me Timbers!

This is predictably the liveliest and most dangerous part of the city—where the piratical flotsam and jetsam assemble to drink, carouse, and knock seven bells out of each other. If you want to find someone, follow a rumour, or just get into a fight, then this is the place to come.

A Treasure Map?

Player characters rough and tumble enough to visit Karzeen openly will find the city a hive of greed and rumour—and treasure maps are everywhere! But—look!—this one looks genuine, an ancient torn map to an island which looks suspiciously like one they passed on the way here. And the one-eyed grizzled sea dog selling it only wants 20 doubloons! Time to weigh anchor—treasure ahoy!

STATISTICS

Karzeen (Standard Town)

Population	Average (+1)
Organizations	<i>Small (scale 2)</i> The Big Families (sub) <i>Tiny (scale 1)</i> Brassbeard's Court (ruling)
Aspects	Infamous City of Pirates A Fast Life and Quick and Early Death Wooden and Earthen Palisade
Features	Town Walls Fighting Pit

Brassbeard's Court
(Ruling Organization)

Physical Stress:	□□□□□□
Composure Stress:	□□□□□□□
Fate points: 5	Scale: <i>Tiny (1)</i>
Consequences: 3	Scope: 3
Skills	<i>Fair (+2)</i> Control (Karzeen)
	<i>Average (+1)</i> Arms (Land) Resources Sway (Karzeen)
Aspects	Machiavellian Pirate King
Stunts	<p>♦ Strongholds: +1 Control bonus in stronghold's area.</p> <p>♦ Figurehead: +1 Unity bonus.</p> <p>♦ Dynasty: +1 Control, Sway, and Influence.</p> <p>♦ Elite Forces: +1 bonus to special operations or fleet / army conflicts.</p> <p>♦ Fearsome Reputation: +2 Sway bonus if fearsome; can't be used to project a positive image.</p>
Holdings	Citadel (Fortified)

The Big Families
(Subordinate Organization)

Physical Stress:	□□□□□□□□
Composure Stress:	□□□□□□□
Fate points: 4	Scale: <i>Small (2)</i>
Consequences: 3	Scope: 3
Skills	<i>Fair (+2)</i> Arms (Sea) Sway (Karzeen)
	<i>Average (+1)</i> Arms (Land) Influence (Karzeen) Resources Security
Aspects	Motley and Backstabbing Pirates Mysterious Sorcerer from Beyond the World's End

Stunts

- ♦ **Town Walls:** +1 bonus on rolls to defend the city.
- ♦ **Fighting Pit:** participants can complement *Contacting*, *Rapport*, *Intimidation with Fists or Melee Weapons*; complement *Sway* skill with *Arms (Land)*.
- ♦ **Conscripts:** +1 Physical stress.
- ♦ **Conspiracy:** pay a Fate point to declare a highlight or emergency scene.
- ♦ **Power Behind the Throne:** once per session, automatically succeed at an *Influence* manoeuvre.
- ♦ **Magical Support:** +1 bonus when using *Security* to attack.

Krug the Bastard

Half-orc proprietor of the Sea Orc Tavern.

Krug the Bastard
(Great Elite)

Physical Stress:	□□□□□□□□
Composure Stress:	□□□□□□
Fate points: 6	Scale: <i>Small (2)</i>
Consequences: 3	Armour Cons: +1 Minor
Skills	<i>Great (+4)</i> Might
	<i>Good (+3)</i> Intimidation Melee Weapons
	<i>Fair (+2)</i> Endurance Resources Rapport
	<i>Average (+1)</i> Gambling Deceit Contacting Pilot
Aspects	Violent Gambler! Black-hearted Half-orc I'll Fight You For It! Bone Breaker Drink You Under The Table Don't Ask For Credit, As A Maul In The Mouth Often Offends Proud and Primitive Tavernkeeper Barbarian Pit Fighter
Stunts	<p>♦ Oversized: +2 to <i>Intimidation</i> checks, +1 Physical stress, -2 <i>Rapport</i>.</p> <p>♦ Wrestler: use <i>Might</i> instead of <i>Fists</i> in combat.</p> <p>♦ Savage Fighter: use <i>Might</i> instead of <i>Melee Weapons</i> when fighting with 2H weapons.</p> <p>♦ Scary: use <i>Intimidation</i> to resist <i>Intimidation</i> attacks.</p> <p>♦ Anything Goes: incur no penalties for improvised weapons.</p>
Equipment	Light Armour (1 Minor consequence) Maul (+4 db, Heavy, Cumbersome, Poor in Close Combat)

Brassbeard the Pirate King

Also known as Helagor Deadheart.

Brassbeard the Pirate King
(Fantastic Elite)

Physical Stress:		□□□□□□□
Composure Stress:		□□□□□□□
Fate points: 4		Scale: Small (2)
Consequences: 3		Armour Cons: +1 Minor, +1 Major
Skills	Fantastic (+6)	Leadership
	Superb (+5)	Intimidation Rapport
	Great (+4)	Melee Weapons Resources Deceit
	Good (+3)	Endurance Resolve Contacting Pilot
Aspects	Pirate King! Master of Intrigue Top of the Heap The Demon of the Isles of Fear turned my hair to Brass! Hard to Kill Strangely Charismatic Swashbuckling Sea Lord Wielder of the Deadheart Blade	
Stunts	<p>◆ Band of Brothers: <i>once per session, pay a Fate point to call minions with Strength in Numbers and three other advances.</i></p> <p>◆ Battlefield Veteran: <i>Once per scene, for a Fate point, shifts equal bonuses distributed to allies' combat actions.</i></p> <p>◆ Born Leader: <i>+1 to organization skill checks where you are a leader.</i></p> <p>◆ Scary: <i>use Intimidation to resist Intimidation attacks.</i></p> <p>◆ Aura of Menace: <i>once per scene per target, pay a Fate point to intimidate a target as a free action.</i></p> <p>◆ Aura of Fear: <i>once per scene, pay a Fate point to intimidate all opponents in the scene. -2 penalty on your roll.</i></p> <p>◆ Best Foot Forward: <i>when rolling first impressions on an extra, you can't get a worse reaction than the extra already had.</i></p> <p>◆ Flawless Parry: <i>Full Defence with Melee Weapons is +3 rather than +2.</i></p> <p>◆ Riposte: <i>on a successful melee defence, inflict 1 stress per point of defensive spin.</i></p>	
Equipment	Splint Mail (-1AP, 1 Minor consequence, 1 Major Consequence; <i>Hof</i>) Magic Rapier The Deadheart Blade (+4 db, additional -1AP; <i>Enhances Defence, Lightning Fast</i>) (see page 109)	

Valleen the Sorcerer

Mysterious sorcerer of Valleen's Tower, reputed to hail from beyond the edge of the world.

Valleen the Sorcerer
(Fantastic Elite)

Physical Stress:		□□□□□□□
Composure Stress:		□□□□□
Fate points: 5		Scale: Small (2)
Consequences: 3		Armour Cons: +1 Minor
Skills	Fantastic (+6)	Dimensions
	Superb (+5)	Divination Elements (Void)
	Great (+4)	Warding Endurance Science
	Good (+3)	Academics Resolve Intimidation Resources
Aspects	Forbidding Sorcerer Master of the Void Strange Alien Accent and Appearance The Black Eater Approaches! I need Slaves—I need Souls! The Horrifying Secret That Must Never Be Known An Unending Supply of Gold! There is No Need to Speak—I See Your Heart! Tortured by a Secret Terror Bearer of the Void Gauntlet	
Stunts	<p>◆ Dimensional Sanctuary: <i>you can use Dimensions to hide instead of Stealth.</i></p> <p>◆ Void Portal: <i>a successful Dimensions attack causes an automatic consequence.</i></p> <p>◆ True Sight: <i>overcome difficulty to perceive invisible, camouflaged, shapeshifted or transmuted targets.</i></p> <p>◆ See Into Person's Heart: <i>use Divination instead of Empathy.</i></p> <p>◆ Create Void: <i>create void by creating tear in reality.</i></p> <p>◆ Void Storm: <i>for a Fate point, the target suffers Void attacks each exchange for the power's duration.</i></p> <p>◆ Circle of Protection: <i>+1 to block attacks or cause knockbacks.</i></p> <p>◆ Power Drain: <i>gain bonuses to power skill use in return for incurring stress or damage: +1 / stress; +2 / Minor consequence; +3 / Major; +4 / Severe; +5 / Extreme.</i></p> <p>◆ Stronghold (Extensive Security): <i>a Good (+3) Stronghold, or Great (+4) for attempts to bypass security.</i></p> <p>◆ Treasure Hoard: <i>secret cache of gold and jewels; once per session, you get a +2 Treasure to use before the session's end.</i></p> <p>◆ Money is No Object: <i>once per session, pay a Fate point for a +5 Resources bonus, with a -2 penalty for the rest of the session.</i></p>	

- ◆ **Multicast:** power skills affect one additional target per shift generated.
- ◆ **Area Effect:** pay a Fate point to affect all targets in current zone + 1 zone per spin with actual effect or area and force 1 area attack.
- ◆ **Great Casting:** affect 1 additional point of scale per spin.
- ◆ **Mass Effect:** pay a Fate point to cause 1 damage per spin to targets with *Anti-personnel Armour* stunt.

Equipment	Void Gauntlet (-1AP, absorbs 1 Minor consequence; +1 Dimensions bonus; Power Drain stunt affects others; see page 111)
------------------	--

Stunts

- ◆ **Battlefield Veteran:** once per scene, for a Fate point, shifts equal bonuses distributed to allies' combat actions.
- ◆ **Corsair's Instincts:** +2 Pilot in ship-to-ship combat manoeuvres; Pilot skill complements allied Ranged Weapons attacks.
- ◆ **Sea Legs:** Use Pilot instead of Athletics on ship.
- ◆ **Sea Dog:** Use Pilot instead of Melee Weapons on ship.

Equipment

Cutlass (+2, Close Combat Weapon)
Throwing Knives (+1 db, Range 0)

The Pirates of Karzeen

There are many opportunities for player characters on the Silver Sea to fall foul of the infamous Pirates of Karzeen (not least in the adventure "The Sirens of Simris"—see page 61). While they're violent, dangerous, and generally nasty pieces of work, murder isn't their main motivation: they live for booty—loot, treasure, captured ships, ransomed luminaries. Player characters defeated at their hands are likely to find themselves in chains and up for sale at the Slave Market of Karzeen—it might not be the ideal way to see the legendary City of Pirates, but it gets you to the heart of things!

Cut-throat Corsairs
(Fair Minions)

Five murderous mariners – Fair (+2) minions – clamber through the rigging, daggers between their teeth. "Avast, me hearties!"

Aspects: At home at sea

Cutthroat Corsairs (+2 bonus) (Melee Weapons +4)	□□ □□ □□ □□ □□
Attached Pirates (+2 bonus)	□□ □□ □□ □□ □□

Captain Kells, aka Bloodblade
(Great Extra)

Physical Stress: □□□□□□

Composure Stress: □□□□□□

Fate points: 6 **Scale:** Small (2)

Consequences: 3 -

Skills	<i>Great (+4)</i>	Leadership
	<i>Good (+3)</i>	Pilot Ranged Weapons
	<i>Fair (+2)</i>	Deceit Stealth Melee Weapons
	<i>Average (+1)</i>	Endurance Might Resolve Resources

Aspects Salty old pirate captain
Avast, me hearties!
Send 'em all to Davy Jones' locker!
I spit on landlubbers!
She's a fickle mistress, the sea...
Eat, drink, be merry – tomorrow we die!
How much be your life worth, matey?

Pirate Ship
(Construct)

Structural Stress: □□□□□□

Morale Stress: □□□□□□

Fate points: n/a **Scale:** Large (4) Advanced

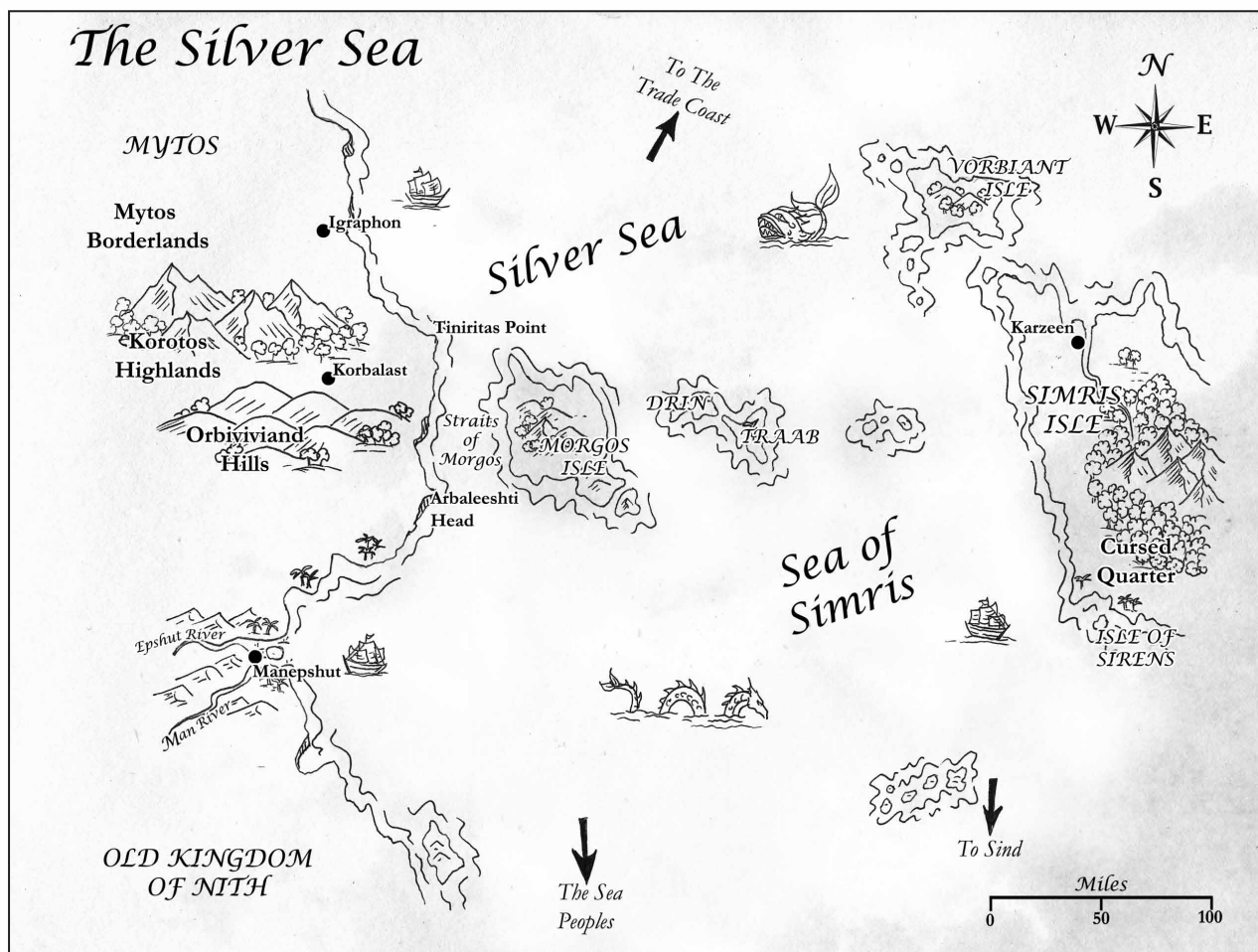
Consequences: 3 -

Skills	<i>Good (+3)</i>	Water Manoeuvre Ranged Combat
	<i>Fair (+2)</i>	Troop Facilities Melee Combat Grappling System
	<i>Average (+1)</i>	Salvage System Repair System Systems Cargo Hold

Aspects Pirate ship!
Flies the skull and crossbones!
Splice the Mainbrace!
Give 'em hell, me hearties!

Stunts ◆ **Oars:** +2 on ship-to-ship combat manoeuvres.
◆ **Oar Swipe:** +2 on ramming manoeuvres against oared vessels.
◆ **Ram:** +1 bonus to ramming attacks.
◆ **Forecastle:** +1 defence vs boarding actions. Can be compelled to slow ship down.

Equipment 30 pirate crew



LOCATIONS IN THE SILVER SEA

ARBALEESHTI HEAD

During stormy weather a great column of light shines down from the heavens to touch the ground here, said to be either the last act of a benevolent sea god or a leftover weapon from the First Age. It's said that only the perfectly healthy may stand on Arbaleeshti Head; any who have tried rapidly sicken even before they reach the shore, so it's not known what "perfectly healthy" means. Any undead approaching within half a league of the shore is instantly banished or disincorporated, so these waters are often used for exorcisms.

CURSED QUARTER

This part of Simris Isle was said to have committed a terrible crime against the gods during the Age of Myth, and its inhabitants labour patiently to expiate its ancient and unknown guilt.

DRIN AND TRAAB

These mysterious islands are best avoided. Often shrouded in mist, experienced sailors say they're rarely found in the same place twice. Legend says they arrived out of nowhere during the Wars of the Old Alliance and discharged an enemy army which laid waste to the cities of the Silver Sea before vanishing. Sorcerers think there may be a "weak spot" between worlds on the islands, and worry that evil may issue forth again.

THE TEMERIS ARCHIPELAGO, THE ISLES OF FEAR

This archipelago is said to be the remains of an ancient kingdom of evil sorcerers, sunk beneath the waves aeons ago after they tried to usurp the gods.

KORBALAST

A rough and ready border city between Nith and Mytos, little better than a bandit stronghold, though merchants crossing from Mytos to Nith do stop here. A "Korbalaast Handshake" is a euphemism for an unprovoked attack.

KOROTOS HIGHLANDS

These uplands in southern Mytos are frequently mist-shrouded and the home of bandits and worse. Arjan the Hero of Mormyr is said to have recently taken over a ruined keep in the Highlands and is setting up a domain there, asking for heroes of courage and sound heart to join him and forge a new land.

MORGOS ISLE

This Nithian outpost is still sometimes called “The Isle of the Dead”, and occupies a pivotal role in Nithian mythology.

MYTOS BORDERLANDS

The Mytos Borderlands hold many ancient forts, stretching right into the Korotos Highlands, testament to the wars with Ancient Nith. The nobles and landowners here are even more savage than their fellows in Mytos, and many are indistinguishable from the bandits they claim to oppose.

ORBIVIVIAND HILLS

Emeralds have been found in these hills, which are riddled with mines and other underground workings. Currently the hills are a no-man’s land between Mytos and Nith, claimed by both but occupied by neither. Korbalest likes to claim influence here, but the most powerful faction are the Red Dwarves occupying the ancient mines of Dyvyn’s Folly.

SEA OF SIMRIS

There’s always tales of buried treasure on the islets which dot this sea—and with the number of pirates about, that’s not unlikely!

STRAITS OF MORGOS

Bells can sometimes be heard tolling underwater here, and a song sung in the ports of the Silver Sea tells of a fleet crewed entirely by the dead patrolling these waters.

TINIRITAS POINT

Some fell sorcery affects the land and seas here, and compasses and lodestones go haywire and even migrating birds go astray. There’s a ruined lighthouse on the Point which dates from the First Age and hasn’t been occupied in hundreds of years. Those who have set foot here are said to have died from the “Screaming Madness” shortly after.

VORBIANT ISLE

The Maidens of Vorbiant are said to be immortal Amazon virgins who serve the island’s jealous god, and who neither age nor die as long as they remain faithful to the god and never leave the isle. Men are forbidden from landing here on pain of death; it’s unknown what becomes of the male slaves occasionally bought by the green-sailed ships of Vorbiant from the slave marts of Karzeen.

CHAPTER SIX

THE SIRENS OF SIMRIS



and has been raising ensorcelled sailors drawn to the island as an invasion fleet to bring the Snake Cult to the cities of the Silver Sea. The madman preaching the Snake Cult escaped the sorcerer's clutches—yet his broken mind still worships the power of the snake.

The player characters find themselves in one of the Silver Sea ports (perhaps one described above), and may be drawn into these events in a number of ways. Here are some suggestions:

- The characters acquire a strange statuette—shaped like a snake's head, clearly very old. It attracts attention—superstitious folk make warding signs, others suggest it's a sacred item, or, worse, cursed!
- The characters hear rumours of the madman, and that since his escape he's been wandering the cities of the Silver Sea, preaching the Snake Cult.
- The characters discover a map of an ancient city on an island off the shores of Simris. Sailors they ask won't go near it, saying the island is cursed!

What will the player characters do when they find out about the Snake Cult and the ancient temple on the Isle of the Sirens?

INTRODUCTION

The southern shores of Simris Isle are feared by all the sailors of the Silver Sea, not only for the treacherous reefs which foul its rocky coastline, but also for the hauntingly beautiful singing which lures ships to their doom. Even the nefarious Pirates of Simris stop their ears and offer fearful prayers if wayward winds blow them south past Dameses Point.

But legend says that great treasures await the one who can fathom the mysteries of the Sirens of Simris. Great treasures, and great danger...

STORY TELLER'S OVERVIEW

In the ports of the Silver Sea, a strange Snake Cult is growing in popularity, with stories of forbidden rites in abandoned places. Rumour says the cult was founded by a madman—a sailor who landed on a mist-shrouded island off the southern shores of Simris Isle, lured by sirens, and escaped to tell the tale.

These rumours are true. The nefarious Isle of the Sirens is the location of an ancient, half-sunken city, once inhabited by worshippers of the ancient Nithian snake god Shash. A powerful orcish sorcerer seeking ancient magic on the island has recently succumbed to the power of the slumbering god,

Rumours and Research

There's a lot of potentially useful information player characters might uncover about events surrounding the Snake Cult, either by researching in temples or libraries, asking around in taverns and marketplaces, or even leaning on contacts or paying informers.

We've described the information as the results of assessments (see *Legends of Anglerre* page 61), where each shift on a Mediocre (+0) difficulty Academics, Contacting, Investigation, or another appropriate skill check provides an additional piece of information.

THE MADMAN

Common Knowledge: He's a crazy old man—been here about a month. He's not local. Some people seem to be listening to him.

Rumour and Research: The Madman was shipwrecked on a mist-covered island off the south western coast of Simris and saw terrible things which drove him mad. It was the Isle of the Sirens.

THE ISLE OF THE SIRENS

Common Knowledge: It's an island in the Silver Sea...

Rumour and Research: the island lies in the Silver Sea, off the coast of Simris—the southwest coast—where the magical songs of Sirens lure sailors to their doom. It's an evil place, cursed by ancient sorcery, and some say the lair of evil fish-men. Some say the Sirens aren't a lure—they're a warning to stay away!

THE SNAKE CULT

Common Knowledge: Sorry – never heard of it. Is it some kind of religion?

Rumour and Research: the Snake Cult is very old, and surrounded strange practises. It's been around forever—it's a Nithian thing—but recently it's been getting stronger, especially in the cities around Igraphon, Manepshut, and Karzeen. The name of the Nithian snake god is "Shash". It's an evil cult practising human sacrifice.

THE STATUETTE

Common Knowledge: I wouldn't even touch that if I were you. It looks evil. And probably cursed, too.

Rumours and Research: it's probably Nithian, and probably represents the Snake God, Shash. Maybe it protects you from snakes? (*Resulting from magical research, including Divination:*) there's a foul sorcery about the statuette, maybe a curse or the presence of evil spirits. It seems to be almost hypnotic. It comes from an ancient ruined temple to the Snake God on an island in the south of the Silver Sea—the Isle of the Sirens!

PLAYING THE ADVENTURE

We've structured *The Sirens of Simris* in episodes, each containing multiple scenes, some optional. Episodes and scenes are presented loosely in the order they're likely to happen, but be prepared to play fast and loose, changing their order and modifying them depending on how your game unfolds. Familiarize yourself with the information below, and judge how your players' actions involve them in events.

The Sirens of Simris is designed for four Good (+3) characters, although it can be played with more or less, or even more powerful characters, with minor adjustments. We've provided pregenerated characters on page 81; otherwise, feel free to use your usual characters, or create new ones for this scenario.

PROLOGUE: ATTACKED AT SEA!

This option thrusts your players into the plot *in media res*. It takes place during the sea voyage before the characters arrive at the Silver Sea port where the adventure begins, as two mysterious ships suddenly attack. With ragged sails, damaged and decaying, the ships are crewed by bizarre-looking sailors—unkempt, blank-eyed—who behave like zombies. They attack until repelled, whereupon they attempt to flee.

For stats, use those on page 79. There are 2 uncanny galleys (Good (+3) Initiative—Water Manoeuvre), each with 4 groups of 5 minions lead by an Ensorcelled Officer. The encounter begins at 1 zone distance; to disengage, the player characters' ship must get 2 or more zones away.

Ship Combat—Example Turn Sequence

Legends of Anglerre games can slip smoothly from ship-to-ship combat to individual-level combat and back again—often so smoothly it isn't always obvious it's happening at all. Here's an example of how this encounter might unfold, using the construct conflict turn sequence (*Legends of Anglerre* page 219). Remember this is just a guide—your game will vary!

FIRST EXCHANGE—RAMMING SPEED!

A. **Special Actions Phase:** none.

B. **Movement and Ramming Phase:** the attacking ships try to get in the same zone as the player characters' ship. Normally this would be a simple Manoeuvre roll against Mediocre (+0) difficulty to determine the number of zones: as they're only 1 zone away, the minimum 1 zone move is enough. They then make Ramming attacks using their Good (+3) Water Manoeuvre against the player characters' ship's Water Manoeuvre, or a character's Pilot skill, whichever is higher. See *Legends of Anglerre* page 222 for ramming damage. The characters' ship is then 'engaged' in combat—it can try and move away, but can't declare a disengage until Phase D.

C. **Attack Phase:** neither ship has combat skills, so nothing happens here. However, the player characters can make individual ranged attacks, jump aboard the enemy ships, etc.

D. **Evasion & Escape Phase:** the characters may try to disengage and flee. If they're a sufficient distance away this phase next exchange, they've successfully escaped.

SECOND EXCHANGE—STAND BY TO REPEL BOARDERS!

A. **Special Actions Phase:** the enemy ships grapple the player characters' ship, a Fair (+2) Grappling System check against the player characters' ship's Water Manoeuvre (or a character's Pilot skill). The ships must be in the same zone.

The characters' ship may take the Special Action 'Stand By to Repel Boarders', providing a +2 defence bonus against the next boarding attack.

B. Movement and Ramming Phase: if the enemy ships are grappling, they make another Ramming attack, this time with a +2 attack bonus for their Grappling System skill (*Legends of Anglerre* page 222). Otherwise they won't move; if they're not grappling, they'll try and get (or stay) in the same zone as the characters' ship. The player characters' ship may try and break the grapple (if grappled)—this is a Water Manoeuvre (or Pilot) check against the enemy ship's Grappling System—but it can only do this against one ship at a time!

C. Attack Phase: as above

D. Evasion & Escape Phase: as above.

THIRD EXCHANGE AND AFTER—REPEL BOARDERS!

A. Special Actions Phase: if an enemy ship's grappling attempt succeeded (and hasn't been broken) the previous exchange, the enemy ship now sends boarders to attack using its Fair (+2) Troop Facilities; the player characters' ship defends with Water Manoeuvre or Pilot. If you want to keep everything at construct level, resolve this attack now; see 'Attack Phase' below for how to switch to character level now.

B. Movement and Ramming Phase: as Second Exchange above.

C. Attack Phase: at this point, the enemy are probably swarming all over the decks of the player characters' ship, and there's great scope to switch to character level action. If you want, instead of rolling the Troop Facilities attack in Phase A, above, play out one or more exchanges of character level combat here. How many? As many as feels right, to be honest; if the ship-to-ship combat is fast, furious, and fun, maybe run 2 or 3 exchanges of character-level combat and then (if anyone's left standing...) switch back to another exchange of ship-to-ship combat. If, on the other hand, the ship-to-ship combat was a prelude to the boarding action, and everyone's swinging on the rigging and generally chewing on the scenery, stay at character level now until the bitter end.

D. Evasion & Escape Phase: if, during character level combat, the player characters want to flee, that's a cue to switch back to ship combat level and use the Evasion & Escape rules.

EPISODE ONE: THE MADMAN AND THE SNAKE

This is likely to be the first main episode in the adventure. It either directly follows the Prologue, when the player characters' ship limps into port, or starts directly *in media res* with the characters already in the city.

LOCATION

A city on the western shores of the Silver Sea; you can use Manepshut, Igraphon, or Karzeen from the chapter 'Cities of the Silver Sea' (page 40), or create one of your own.

PLOT

The player characters encounter the shipwrecked survivor of an ill-fated vessel which fell prey to the Sirens of Simris. They discover the Snake Cult he represents, probably in a violent encounter, and realize it's far more sinister than anyone thought.

Scene 1: The Madman

"I preach the blessings of the snake. Lose your fear. Lose your hate. Lose the emotions which cause us so much pain. Embrace the wisdom of the snake!"

The player characters encounter the Madman (see page 65 for stats), preaching the "cult of the Snake" in one of the city squares. Many passers-by are shaking their heads or making warding gestures; others are stopping to listen.

This can be a combat encounter, or a more mysterious investigative encounter—the choice is yours.

- In a combat encounter, the Madman is attacked by a group of local toughs (see page 65 for statistics), trying to steal the Madman's strange statuette; the player characters may intervene, or simply observe.
- In an investigative encounter, the Madman is turning people to his will (this could also happen after the player characters have saved him from the toughs). Characters may make perception checks (Alertness, Investigation, or even Empathy or Deceit) to see the Madman's words at work; magical perception using Divination or other power skills reveal the Madman's persuasive powers aren't simply mundane—there is magic here, possibly linked to the snake statuette.

Scene 2: The Statuette

This optional scene should be used if the Snake Cult statuette comes into the characters' possession. It may be the starting point of the adventure, or perhaps the characters have seized it from the local toughs or even the Madman himself.

About the Statuette

The Snake Cult statuette is a Snake Demon, bound into the statuette (*Legends of Anglerre* page 145). It has the Independent advance, meaning it can act on its own and use any of the powers available to its wielder.

Anyone picking up the statuette gains a temporary *Snake Cult Statuette* aspect, giving them weird, disconcerting dreams and visions of snakes—things out the corner of their eye seem to move and writhe, slither out of view. Additionally, the wielder feels an affinity with serpents, and may select the Creatures (Snake) power skill as an advancement (in which case he must take a corresponding aspect like *Cold Dry Skin*, *Forked Tongue*, or *Affinity for Snakes*).

Little by little, the Statuette uses its Good (+3) Domination power to start its owner preaching the Snake Cult. This is just a suggestion to start with, a temporary aspect, but then gets stronger. The Statuette bides its time, waiting several days or weeks as it dominates its victim. It tries to do so before the victim realizes what's happening and discards the Statuette. It's slow, subtle, and cunning—like a snake.

A close examination of the Statuette using Academics or other research identifies the statuette as Shash, an ancient Nithian god of snakes and darkness. See the following page for statistics for the Statuette.

Scene 3: The Snake Cult

A night or two after the encounter with the Madman, there's an obvious movement of people, as some kind of gathering is taking place somewhere, either outside the city walls or in the undercity beneath. Characters may use Rapport, Deceit, Intimidation, etc. to question people: this is a religious cult thing, and everyone's close-mouthed and indeed frightened. It is connected with the Madman and the Snake Cult statuette.

In this scene, the characters come directly up against the Snake Cult. It's up to them what they do; one possibility is to defeat the local cult members and free the cityfolk who've fallen under their spell—incurring the enmity of the Cult.

The Gathering

See the adjacent zone map. Depending on your game, the gathering could be outside the city in the hills, in a deserted valley somewhere, deep in a forest, or even underground in a cave or undercity.

Cool Locations

Here are some ideas for where the gathering might take place:

The Vale of Damatar: a deserted valley beyond the city walls.

The Cave of Quaggaras: a cave in a grotto beneath the city or just outside.

The Black Pit of Undercroft: part of the undercity beneath a forbidding building.

Tamberan Field: an ancient battlefield outside the city where skulls and rusted weapons are sometimes found.

The Gathering Zone Map



The characters may be surprised to see the priest of the Snake Cult is the Madman—and he doesn't look at all mad. He's being controlled by the Snake Demon in the statuette—effectively possessed for the duration of this encounter. If the Madman is dead or indisposed, replace him with another priest, or run the encounter with one of the Snake Cultists standing in.

Order of Play

The gathering is a worship ceremony to Shash the Snake God, culminating in a human sacrifice on the altar and casting the body into the flames. The worshippers are cityfolk under the influence of the Snake Cult statuette's Command power (see below for how to counter this). Towards the ceremony's climax, the Snake Priest controls one of the worshippers, forcing him or her onto the dais to be bound for sacrifice. If the player characters are in disguise in the congregation, the priest may even try and control them!

Snake Priest Tactics

In combat, the Snake Priest holds back, sending Cultists and Followers into melee while he uses his Snake power to enhance them with "snake aspects" (see below) or Domination to terrify the characters.

Aftermath

If the characters defeat the snake cultists, they subsequently discover the Cult is bigger than they thought. At some point

they'll be attacked by Snake Cult assassins from another city (such as Igraphon, Manepshut, Karzeen, or even the Isle of the Sirens), arriving on a weirdly silent ship crewed by frightening, zombie-like sailors. The cult is everywhere!

By the end of this episode, the player characters may have uncovered the existence of a foul Snake Cult in the cities of the Silver Sea, and perhaps fought its minions. With luck or persistent research, they may have traced the cult's resurgence to a sorcerer operating out of a ruined temple to the Snake God on the feared Isle of the Sirens. What will they do with this knowledge?

STATISTICS

This section contains statistics for adversaries encountered in this episode.

Scene 1 Statistics

The Madman

The madman dresses in rags, with wild hair, eyes, and beard. He uses Snake magic in manoeuvres to enhance his Athletics or Stealth, or even to attack (by biting!). The Snake Cult statuette provides his Domination and Snake magic powers—if he loses it, he'll be hysterical with worry. He's learned the Area Effect and Duration Casting stunts himself.

The Madman isn't evil—just deranged. The characters may even pity him, especially if they rescue him from the toughs. He still won't voluntarily part with the Snake Cult statuette, though.

Sometimes the Statuette controls him—at such moments he becomes terribly cold and inhuman. See **Scene 2: The Statuette** for more details.

The Madman (Great Extra)

Physical Stress:		□□□□□□
Composure Stress:		□□□□□□□□
Fate points: 6		Scale: Small (2)
Consequences: 3		-
Skills	Great (+4)	Rapport
	Good (+3)	Pilot Resolve
	Fair (+2)	Athletics Intimidation Endurance
	Average (+1)	Survival Deceit Fists Stealth
Aspects	Driven Mad by the Snake Cult Once a Master Sailor “Splice the Mainbrace!”	

I Preach the Snake Cult
Hehe... I know things... Hehe
Domination aspect: Moments of Terrible Coldness

Stunts	<p>◆ Magical Ally: <i>Snake Cult Statuette:</i> see description below.</p> <p>◆ Duration Casting: <i>Extend spell duration by 1 step per shift.</i></p> <p>◆ Area Effect: <i>Pay a Fate point to effect all targets in a single zone + 1 zone per point of spin.</i></p> <p>◆ Five-Minute Friends: <i>pay a Fate point to make a steadfast friend in just five minutes.</i></p>
Equipment	The Snake Cult Statuette

The Snake Cult Statuette (Good Companion)

Physical Stress:		□□□□
Composure Stress:		□□□□
Fate points: 7		Scale: Tiny (1)
Consequences: 1		-
Skills	Good (+3)	Domination
	Fair (+2)	Snake
	Average (+1)	Stealth
Aspects	I am the Snake—worship me! Bound Snake Demon in Statuette Strange Dark Stone Oddly... Compelling... When Touched Serpentine Sympathies Visions of Ancient Glories	
Stunts	◆ Command: +1 <i>Domination bonus for temporary aspect or Composure attack.</i> ◆ Enslave: +2 <i>Domination bonus to enslave target (aspect or Composure conflict).</i> ◆ Control: <i>Composure conflict to completely control target's actions for duration.</i>	
Advances	Quality x 2 Independent Stunts x 3	

The Local Toughs

This is a gang of local toughs you can find in pretty much any rough area of a city on the Silver Sea.

Local Tough Leader (Good Extra)

Physical Stress:		□□□□□□□
Composure Stress:		□□□□□
Fate points: 7		Scale: Small (2)
Consequences: 3		-
Skills	Good (+3)	Melee Weapons
	Fair (+2)	Deceit Intimidation

	Average (+1)	Endurance Might Athletics
Aspects	This is my Neighbourhood! You looking at me? Thuggish and Brutal Hard to Put Down No One Laughs at the Dead Gate Carvers! Pent-up Explosion	
Stunts	♦ Thick-skinned: +1 <i>Physical stress</i> . ♦ Combat Dodge: +1 <i>Athletics defence in combat</i> . ♦ Takes One to Know One: use <i>Deceit</i> instead of <i>Empathy</i> to ascertain if someone's lying as a quick check.	
Equipment	Club (+2 damage; <i>Unwieldy</i>)	

Gang of Local Toughs (Average Minions)

Four vicious-looking bullies—Average (+1) minions—swagger in the street before you. “You want some trouble?”

Aspects: Bullies and cowards

Boisterous bully boys (+2 bonus) (Melee Weapons +3)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Attached cronies (+2 bonus)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Aspects	Fanatical Cultist Insane Strength Sinewy and Serpent-like <i>Plus possible temporary aspect from the Snake Priest's magic, such as:</i> Constricting Embrace Poisoned Fangs Tough Snakelike Skin
Stunts	♦ Scary: use <i>Intimidation</i> to resist <i>Intimidation</i> attacks. ♦ The Promise of Pain: if you do 1+ damage on an <i>Intimidation</i> attack, pay a Fate point to cause an appropriate consequence instead. ♦ Gang Fighter: +1 <i>Melee Weapons</i> defence when outnumbered: +1 <i>Melee Weapons</i> damage versus two or more minions.
Equipment	Machete (+2 damage bonus) Self bow (+1 damage bonus, range 1)

Snake Cult Fanatics (Fair Minions)

Four evil-looking cultists—Fair (+2) minions—hiss and coil, jabbing and swiping with dripping machetes.

Aspects: Fanatical Snake Cultists

Hissing Hordes (+2 bonus) (Melee Weapons +4)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Attached Serpentine Servitors (+2 bonus)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Scene 3 Statistics

The Snake Cultists

In combat, Snake Cultists happily accept any “snake aspects” cast by the priest using the statuette’s Snake power skill, such as *Constricting Embrace*, *Poisoned Fangs*, *Tough Snakelike Skin*, etc. Use these statistics for any Snake Cultists encountered throughout *The Sirens of Sirens* (for example in the Sorcerer’s Stronghold in **Episode Three: The Isle of the Sirens**).

Snake Cultist (Good Extra)

Physical Stress:		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Composure Stress:		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Fate points: 7		Scale: Small (2)
Consequences: 3		-
Skills	Good (+3)	Melee Weapons
	Fair (+2)	Ranged Weapons Intimidation
	Average (+1)	Stealth Fists Athletics

Brainwashed Cityfolk

While the priest and cultists are fair game, the player characters shouldn’t really be wiping out hordes of innocent cityfolk, even if they are brainwashed and trying to kill them. They’re the victims here, too!

Astute player characters may try and dispel the Command spell affecting the cityfolk. The Madman achieved a total of 10 shifts on his Domination roll against the cityfolk, which using his Area Effect and Duration Casting stunts translates to a *Follower of the Snake Cult* temporary aspect for 50 cityfolk for a few days. A dispel attempts to remove this aspect in the same manner it was placed. The Madman didn’t use any of those 10 shifts as spin to increase the dispel difficulty, which remains at the default of the Snake Cult statuette’s Domination skill level, ie Good (+3), +2 if the dispeller doesn’t have the Command power stunt. Characters without the Multicast or Area Effect stunts may have to target individual groups of cityfolk minions if their power skill isn’t good enough to handle multiple target reductions (see *Legends of Anglerre* page 174). Note that the Madman isn’t stupid—if he sees someone trying to dispel his Command, he’ll direct attacks at them to disrupt their magic.

Dispel Example

Semiramis, Priestess of Ardeste (see page 82), is using Countermagic (Warding power) to dispel the ensorcelment affecting the cityfolk. The Story Teller rules that as it's a different power skill and she doesn't know the spell involved (Command), she can try, but at a +2 difficulty.

The total dispel difficulty is Superb (+5). Semiramis has Fair (+2) Warding; she rolls zero, and spends two Fate points to invoke her *Who Else Will Protect the Weak?* and *I Will Find a Way to Heal the World!* aspects—expensive, but it gets her to +6, just enough to succeed and removing the *Follower of the Snake Cult* aspect from the targets. Semiramis gasps with relief as a group of 10 cityfolk minions suddenly come to their senses!

There may be up to 50 cityfolk in total—five groups of ten minions each.

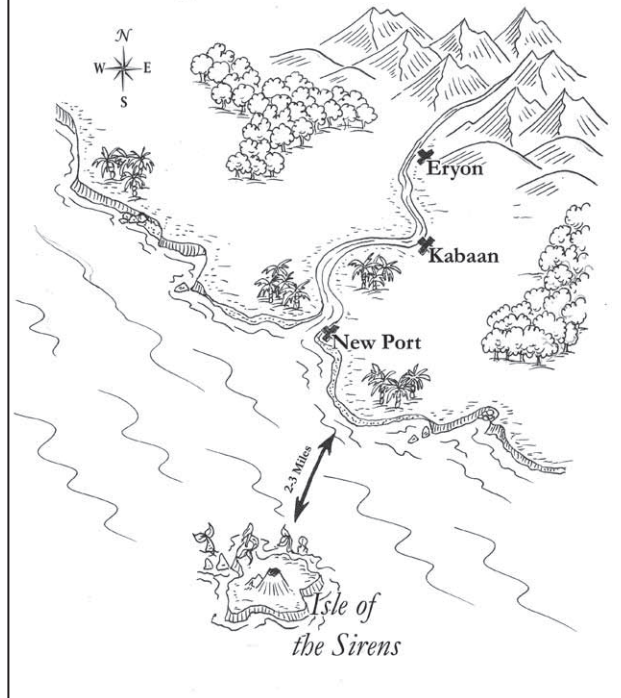
Brainwashed Cityfolk (Average Minions)

Ten blank-looking cityfolk—Average (+1) minions—advance zombie-like towards you, urged on by the cries of the snake priest!

Aspects: Followers of the Snake Cult

Stumbling cannon fodder (+4 bonus) (Fists +5)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Brainwashed slaves (+4 bonus)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Simris The Cursed Quarter



The New Port

Evil Cultists Led by Khomeses the Bald

This village is so new it doesn't even have a name—the locals call it the “New Port”, though it hardly deserves such a grand appellation. It has been built by the Snake Cult using slave labour pressed from the local population, a makeshift settlement with slave pens and a constant flow of food from the plantations upriver towards the Isle of the Sirens. About one hundred and fifty people live here, most of them slaves. With effort, the player characters can retake this village and free its inhabitants (who will promptly up sticks and head upriver back home).

The New Port is led by a terrifying ex-slaver from Manepshut (page 40) called Khomeses; bald, tattooed, covered in scars and piercings and wielding a cruel scimitar with a sharp and serrated blade (Good (+3) Extra; Intimidation; *Cruel ex-Slaver, Serrated Scimitar*).

EPISODE TWO: SAILS ON THE SIMRIS SEA

This episode deals with the player characters' voyage to the Isle of the Sirens. As before, not all scenes need be used.

LOCATIONS

A voyage to the Isle of the Sirens involves travelling across open sea, either by ship or using some other, possibly magical form of transportation. Further details of key locations are given below.

The Cursed Quarter

Even the Pirates of Karzeen avoid the southwestern quarter of Simris Isle—it has a bad reputation. The Sirens have made it a fell place, and now Lord Slay the Sorcerer has enslaved the locals.

The player characters might travel here on their way to the Isle of the Sirens; they may even detect ships travelling between the Isle and the New Port (below). If they're circumspect, they may travel overland across Simris Isle to New Port in secret.

Short-hand Statistics

It's not always necessary to provide full stat blocks for an extra. Sometimes a name, a quick description, and a couple of distinguishing aspects are enough. We've used this convention in several places in the *Legends of Anglerre Companion*, including peak skill and other useful information where appropriate. If you need to expand on these short-hand stats, simply assume 5 stress boxes and 3 consequences, and you're good to go!

The New Port (Construct)

Structural Stress:		□□□□□
Morale Stress:		□□□□□□
Fate points: n/a		Scale: Large (4)
Consequences: 3		Armour Cons: 1 Minor, 1 Major
Skills	Good (+3)	Warehousing
	Fair (+2)	Troop Facilities Armour
	Average (+1)	Systems Docks Barracks
Aspects	Rapidly-built Village Hive of Activity Evil Cultists led by Khomeses the Bald Slave Labour	
Stunts	♦ Moat: +2 defences against melee attacks. ♦ Elite Quality Troops: +1 Morale stress.	

Eryon, the Free Village

Free Farmers Wary Behind their Stockade

This Simrisite farming village of a couple of hundred inhabitants grows corn and legumes and various local livestock. They're peaceable people, but have recently built a stockade. They know about the new arrivals on the shore and the evil from the Isle of the Sirens.

Kabaan, the Subject Village

Half-empty Village of Terrified Farmers

This Simrisite village has lost half its population (one hundred souls), marched off to the New Port by the snake cultists.

Travel Times

The *Sirens of Simris* contains many opportunities for overland and sea travel. In rules terms this is handled in terms of **zones** (*Legends of Anglerre* pages 157 and 216), but for story detail the following guide indicates roughly how long such travel takes.

Overland Travel

Overland travellers average 15 miles per day, broken down as follows:

- On Foot: 12 miles / day
- Horseback (Normal Travel): 30 miles / day
- Military March: 15-18 miles / day

People can of course travel faster: a horse rider at full gallop on decent roads and changing horses regularly might cover up to 10 miles per hour, as much as 80-100 miles per day—and even more if you change riders, too.

These travel times assume decent roads. Halve the speed for difficult terrain such as forests, swamps, bad roads, mountains, etc, and halve again for very difficult terrain (forested mountains, mountains with no roads, etc).

Sea and River Voyages

Travel by ship depends on whether you're using sails or oars, and whether you're at sea (where you can continue to travel at night), or on a river (where you usually anchor or moor at night). This breaks down as follows:

- By Sail (12 hour period): 80 miles per day
- By Sail (24 hours period): 150-160 miles per day
- By Oars (12 hour period): 40 miles per day

Speeds may be decreased by half or even more if travelling upstream or against the tide, depending on the current, and increased by half or even more if travelling downstream or with the tide.

PLOT

The following scenes describe possible events on the way to the Isle of the Sirens. They're numbered sequentially, but you needn't use all of them, nor in the order they're presented.

Scene 1: Finding a Ship

It's simplest if the player characters have their own ship, and perhaps even their own crew; maybe they have an aspect or stunt. You can even use the stats for Captain Braga below as a player character.

Failing that, they'll have to "acquire" transport in some way. If you don't want to get involved in waterborne adventures, just use the simple travel rules on *Legends of Anglerre* page 203 to get the player characters directly to the Isle of the Sirens.

Otherwise, use Rapport, Contacting, or Resource checks on the waterfront to find a ship willing to embark upon this risky venture—a sample ship is provided below. It's +2 difficulty for the danger, and you can make a Rapport or Leadership (or even Domination!) check against the sailors' Resolve for a temporary aspect on the main roll (*Inspired by a Stirring Speech, Mollified by the Promise of Much More Money, etc*).

Any ship the characters do acquire has a *Superstitious and Fearful Crew* aspect—the characters are going into dangerous, pirate-infested waters in search of an island of dreadful sorcery where sailors go missing, never to reappear again! Be sure to tag or compel this aspect whenever there's trouble—these sailors are jumpy!

Captain Braga (Good Extra)

Physical Stress:		□□□□□□
Composure Stress:		□□□□□□
Fate points: 6		Scale: Small (2)
Consequences: 3		-
Skills	Good (+3)	Pilot
	Fair (+2)	Leadership Melee Weapons
	Average (+1)	Endurance Resolve Intimidation
Aspects	Blistering Barnacles! Tough as Old Boots Harsh but Fair She's a Hard Mistress, the Seal! Follow Me, Lads! This Ship'll Find Her Way	
Stunts	<p>♦ Flawless Navigation: <i>never gets lost at sea normally, nor incurs more than a -2 Pilot penalty to avoid getting lost under bizarre circumstances.</i></p> <p>♦ Corsair's Instincts: <i>+2 Pilot bonus in ship-to-ship manoeuvres; Pilot complements any allied Ranged Weapons attacks.</i></p> <p>♦ Sea Legs: <i>use Pilot instead of Athletics when at sea.</i></p>	
Equipment	Cutlass (+2 damage bonus) Spyglass (+1 to detection checks and range)	

The Coy Mistress (Construct)

Structural Stress:		□□□
Morale Stress:		□□□
Fate points: n/a		Scale: Medium (3)
Consequences: 3		-
Skills	Fair (+2)	Water Manoeuvre
	Average (+1)	Troop Facilities Cargo Hold
Aspects	Sail on My Bonny Lass! Loves the wind in her sails Turns on a sixpence	
Stunts	<p>♦ Oars: <i>+2 on ship-to-ship combat manoeuvres.</i></p> <p>♦ Burst of Speed: <i>+2 zone move once per scene.</i></p> <p>♦ Hit and Run: <i>+1 attack if moving more than 2 zones.</i></p>	

Scene 2: Pirates!

Travellers on the Silver Sea anywhere near Simris Isle—and especially its western reaches—stand every chance of encountering the infamous **Pirates of Karzeen**. Treat this as a Good (+3) difficulty Water Manoeuvre check to avoid; expert pilots can complement their roll with Stealth. See the

statistics for Captain Kells, also known as Bloodblade, and his crew on page 58.

Scene 3: The Snake Cult

The Snake Cult is still a very small organization, but growing; if the player characters don't stop it, it will develop Influence skills in various cities and expand its scale. Its Scope (3) refers to the countries of Nith, Mytos, and the city states of Simris Isle. If Shash is freed (see page 80 below), the Snake Cult will gain the Divine Protection stunt.

If the player characters defeated the Snake Cult at the end of **Episode One: The Madman and the Snake**, the cult will send assassins to harry and kill them. The player characters may follow leads to the Snake Cult in cities such as Igraphon, Manepshut, or Karzeen, trying to find its headquarters.

The Snake Cult (Organization)

Physical Stress:		□□□□□□
Composure Stress:		□□□□□□
Fate points: 8		Scale: Small (2)
Consequences: 3		Scope: 3
Skills	Fair (+2)	Lore (Snake God)
	Average (+1)	Assassination Unity Secrecy
Aspects	Sssnaaaakessss! Our god must be free!	
Stunts	<p>♦ Figurehead: <i>+1 Unity bonus.</i></p> <p>♦ Demons: <i>+1 Assassination bonus.</i></p>	
Holding	Isle of the Sirens: <i>Fortified, Isolated, Ancient, Big × 2 (Holding is scale 4)</i>	

Scene 4: The Cursed Quarter

The player characters may approach the Isle of the Sirens from the landward side, by landing somewhere on Simris Isle and trekking overland. This takes them through the Cursed Quarter, a region of grim reputation where the Snake Cult has recently established a settlement and started enslaving the locals.

Use the Cursed Quarter location details above; for a greater challenge, reinforce the New Port headman Khomeses the Bald with a third naga, Bizabor, and one group of snake cultists (page 66) for each player character. Player characters with good leadership or persuasion may even raise the downtrodden unfortunates in revolt!

Scene 5: The Ghost Fleet

This scene can occur at sea or in port. A strange fleet of motley rotting ships appears, manned by zombie-like crews—1-4 ships from the Ensorcelled Fleet (page 79). The characters are attacked, chased, taken prisoner, or track the fleet back to the Isle of the Sirens.

Scene 6: Finding the Island

The characters may be several days at sea before reaching the vicinity of the Isle of the Sirens. The first sign is the coast of Simris Isle—big, craggy, and hard to miss. From there it's simply a matter of following the coast.

You can place the Isle of the Sirens using a declaration (*Legends of Anglerre* pages 62); a successful Pilot, Survival, Alertness, Investigation or Academics check can lead the ship there in appropriate ways. A character with Divination may find it, perhaps with the Sixth Sense or Find Object trappings.

As the characters approach the Isle, they hear the song of the sirens (a Great (+4) manoeuvre, resisted by Resolve, etc, creating fear and dread and a *We Must Get Away from this Terrible Place!* aspect). They may also see the sirens' "light". The effect is likely the opposite of what the characters are expecting: the sirens' song seems to be driving them away from the island, rather than luring them to land!

Scene 7: Shipwrecked!

The characters are shipwrecked on the Isle of the Sirens! This scene may occur if the characters are defeated at sea; or to plunge them directly into the action. Go directly to **Episode Three: The Isle of the Sirens**.

EPISODE THREE: THE ISLE OF THE SIRENS

The Isle of the Sirens is the headquarters of the infamous Snake Cult, and the dwelling-place of its new self-appointed high priest, Lord Tenebrus Slay. If the characters are serious about destroying this nascent cult, they'll end up here.

LOCATIONS

The isle is the location of a ruined city, now partially submerged, dating from the ancient Empire of Nith, and a once mighty temple to the Snake God, Shash. The sunken city is now the home of foul fish men known as *kataw* (see pages 77 and 121); the aboveground complex is the stronghold of an evil orcish sorcerer named Lord Tenebrus Slay, who came here seeking magic and power, and uncovered the ancient temple of Shash and its slumbering deity. Slay is rebuilding the Snake Cult, raising an army of ensorcelled sailors to invade the mainland.

How Many Defenders?

If the characters are total combat monsters and their reasoned strategy is a full frontal attack on the stronghold to wipe out every living (or kind of...) thing, they'll eventually run out of things to slaughter. The following is a rough roster of bad guys on the Isle of the Sirens—feel free to tweak the numbers if you feel they're too high or too low.

Lord Slay's Forces

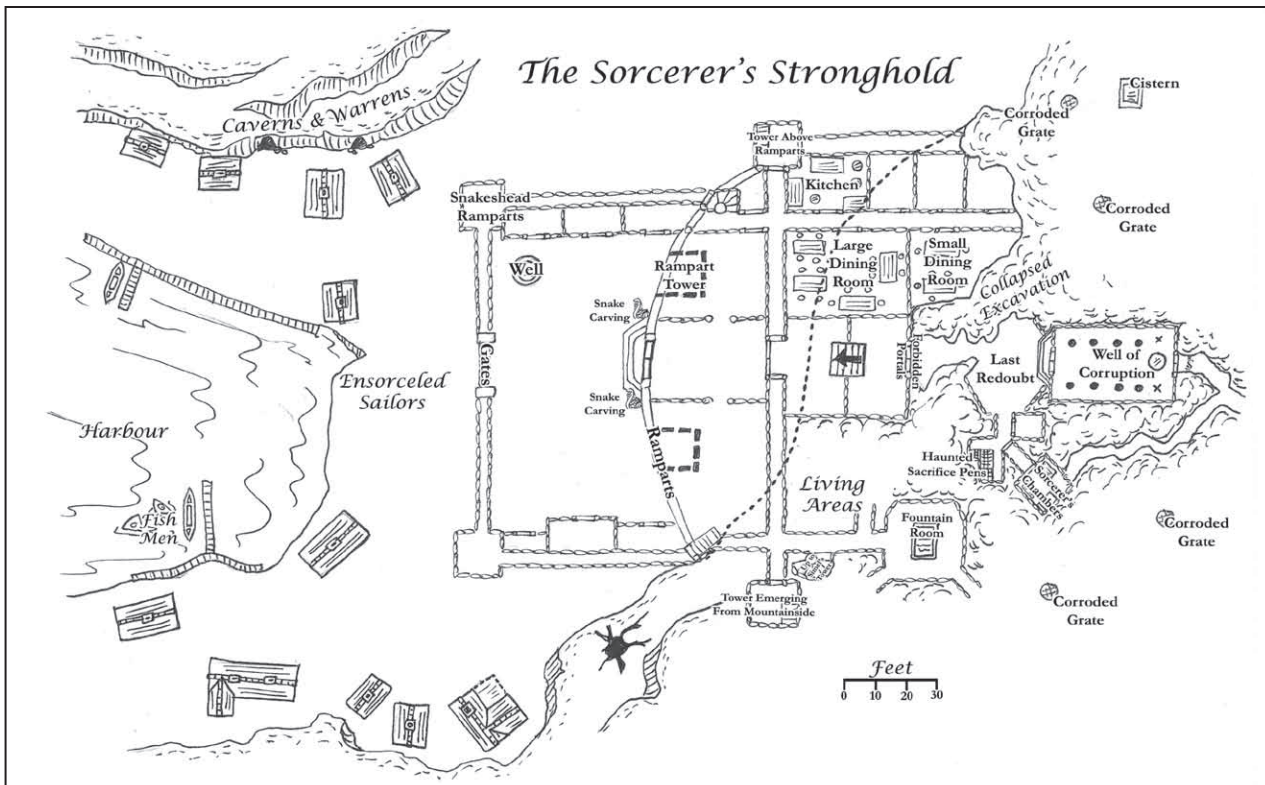
Creature	Total Complement
Lord Tenebrus Slay	1 orcish sorcerer
Jagesh and Toomla, the Nagas	2 nagas
Persepela and Serpone, the Lamias	2 lamias
The Starspawn	4 starspawn
Snakes	1 large serpent and 50 minion snakes
The Snake Cultists	5 snake cultist leaders and 20 snake cultist minions
Ensorcelled Sailors	100
Fish Men Lieutenants	4 Kataw raiders (page 122)
Fish Men	100 Kataw thrall minions (page 122)

Attacking the Sorcerer's Stronghold

In addition to exploring the ruined city and Lord Slay's stronghold at character level, characters may attack the stronghold directly, either by ship, or by using powerful magic capable of affecting large scale constructs. The following stat block describes the Sorcerer's Stronghold at construct level.

Sorcerer's Stronghold (Construct)

Structural Stress:		□□□□□□□
Morale Stress:		□□□□□□
Fate points: n/a		Scale: Large (4)
Consequences: 3		Armour Cons: 1 Minor, 1 Major, 1 Severe
Skills	<i>Good (+3)</i>	Armour
	<i>Fair (+2)</i>	Hardened Structure Melee Combat
	<i>Average (+1)</i>	Systems* Troop Facilities Docks & Barracks
Aspects	Ruined Fortifications of Ancient Nith Hidden Warren of Ancient Tunnels Outer Gates are Made of Ships Silent Walls Hide Secrets	
Stunts	♦ Elite Quality Troops: +1 Morale stress. ♦ Magical Attacks: +2 Melee Combat bonus. ♦ Boarding Gigs: can deploy one boarding gig. ♦ Anti-personnel Armour: ignore character-level attacks.	
Notes	*Stronghold detection range is enhanced by the sirens' Divination skill to 4 zones.	



The Harbour

Loathsome Stygian ruins slick with slime and seaweed

No one knows who built this harbour, but Cyclopean stones rise out of the water covered in seaweed and barnacles and partly cover the shore, part of the ancient Nithian city now inhabited by the foul kataw fish men. Characters entering the harbour pass over these ruins, and the fish men will likely emerge and swarm over their ship! (See page 77.)

Assessments using Academics or even the Time power skill can date the sunken city to before the First Alliance—it's been here for thousands of years, its original inhabitants unknown.

Once alerted, Lord Slay posts guards and observes the characters' approach; the Outer Stronghold gates will be closed, and if there's time galleons from the harbour may even put out to meet the characters before they land.

The Ships

Rotting and creaking galleons with dead-eyed and blank-faced crew

Galleons and merchant ships are docked in the harbour, their sails lank and unfurled, timbers rotting and unwashed. These belong to sailors ensorcelled by Lord Slay, who languish on-board or in the buildings and warrens along the shore.

There are as many ships in the harbour as you, as Story Teller, need; figure four or five as a baseline. The characters may encounter these at construct or character level; if given sufficient warning, the ships will head out of the harbour to attack the player characters' ship at sea. Otherwise they'll be in dock when the characters arrive, their crews unprepared.

Use the statistics on page 79; each ship has a single "unit" of crew, either stated as a construct (page 79), or at character level as an Ensorcelled Sea Captain and a crew of 10 sailor minions (page 79).

Optionally, a ship from the New Port (page 67) may be docked at the harbour, providing "recruits" and supplies for Slay's ensorcelled army, crewed by 10 Average (+1) sailor minions and captained by the cruel and rapacious Xiagone, the She-Devil of Simris; blood-red hair, tattooed and pierced, wielding cruel tiger claws coated with a Good (+3) Paralysis poison (Good (+3) Extra; Melee Weapons, Intimidation; *Cruel and Rapacious, Bloodthirsty She-Devil*).

Alerting the Stronghold

Lord Slay's stronghold isn't usually on high alert, and stealthy player characters may creep up on it unawares. However, the hellions of the Sirens' Tower (page 74) act as an effective "early-warning system" of vessels approaching the island, singing forth and shining their light to warn away anyone approaching Shash's prison.

This means it's much harder to creep up on the island by ship than overland. Overland, characters must make opposed Detection rolls (at group character level) or Stealth vs Alertness rolls (at character level) to trek across the Isle of the Sirens from a hidden anchorage elsewhere; by sea, the characters' vessel must make a Detection roll against the Great (+4) Divination skill of the sirens instead of the stronghold's usual Average (+1) Systems. This works for range, too: the hellions may detect intruders at 4 zone range, and attempt to warn them away—thereby alerting the stronghold.

The Ramshackle Buildings

The landward side of the harbour is bounded by rows of ramshackle buildings of driftwood and rotting timbers. Player characters exploring are attacked by ensorcelled sailors—2 Ensorcelled Sea Captains (page 79), plus one group of ten sailor minions per two player characters (page 79).

Caves and Warrens

Many of these natural caves have been extended back into the bedrock, used for dwellings and storage. Currently they're occupied by ensorcelled sailors—characters will encounter one minion group per player character.

The Outer Stronghold and Keep

This ancient stronghold is built against the mountainside itself. It has formidable defences, walls and ramparts towering above the harbour. The Snake Cultists live here.

Snakeshead Ramparts

Like a Rearing Cobra

The northernmost tower of the Snakeshead Ramparts rears like a cobra over the harbour. If attacked, the evil orcish sorcerer Lord Slay (page 77) makes magical attacks from here before retreating to the Well of Corruption (page 75). These include: Area Effect Darkness attacks; Serpent Sceptre poison attacks; Domination attacks (Sleep, Fear); and so on. Slay's attacks have a minimum of 1 zone range, and the sorcerer enjoys a -1 cover due to the battlements.



At other times, when the stronghold isn't under attack, this is where Lord Slay periodically recasts the Domination spells which keep the ensorcelled sailors in thrall. Stealthy player characters may witness this; those within range may even have to resist its effects, a Fair (+2) difficulty! Failure results in the victim incurring an *Ensorcelled by Lord Slay* aspect for a day; the effect is Superb (+5) difficulty to dispel.

How does Lord Slay ensorcel the sailors?

To cast and maintain the Ensorcelment affecting the sailors on the Isle of the Sirens, Slay casts a Superb (+5) Enslave spell (Domination power skill) against an Area Effect base difficulty of Mediocre (+0). He rolls +1, with a +2 bonus for the Enslave spell, and invokes three aspects for a total of +14 shifts.

Slay uses 9 of these shifts via Duration Casting to increase the duration to "a day", and then a further 2 shifts for a Fair (+2) area effect. That's an all-or-nothing effect which everyone in the area has to resist: fail, and the target incurs a temporary *Ensorcelled by Lord Slay* aspect; succeed, and nothing happens. Fair (+2) is enough to ensorcel the Average (+1) sailor minions.

That leaves 3 shifts from the original 14, which Slay converts to 1 point of spin using the Area Effect stunt, affecting everyone in his current zone and also the zone around it—sufficient to cover all the sailors. He has no shifts left so can't increase the dispel difficulty, which remains at the default level of his Domination power—Superb (+5).

Outer Gates

Recent and Rudimentary Repair

The original gates rotted away centuries if not millennia ago. These are obviously new, clearly made from ship's timbers. They're nevertheless effective, although they lack the iron or bronze bindings they once had.

Normally the gates are left open, though they're quickly closed if the stronghold is on alert or under attack. Climbing the gates is Good (+3) difficulty; they're twenty feet tall, covered with barnacles. They're Legendary (+8) difficulty to break (*Legends of Anglerre* page 98), though a person scaling them could easily open them from within.

Courtyard

Constant Feeling of Being Watched

Anyone making it past the Outer Gates probably ends up in here. There are walls on all four sides, including the massive convex wall of the Inner Stronghold, and windows, arrow-slits, and ramparts all look down on what's effectively an enclosed killing zone.

If the characters have reached this point unobserved, they'll feel like someone is watching them; otherwise, someone actually will be watching, and they'll find themselves shot at from the ramparts—see the Rampart Towers and Battlements below.

Well***Drink from it if you dare!***

This contains potable water partly fed by the water cistern up on the mountain. Enterprising characters may find (or declare!) the tunnel between the two! See page 74.

Outbuildings***Ramshackle and Rat-infested, Good Cover***

The north and south walls of the courtyard are faced with ramshackle remnants of outbuildings. Once storehouses, stables, or guardposts, they're now roofless, or covered with sailcloth for shelter. Usually empty, they're a good place to find miscellaneous equipment like cloth, rope, or tools.

The Bastion and Portal***Huge and Intimidating Snake Gods of Stone***

An imposing staircase sweeps up from the Courtyard to two huge portals of stone providing access to the bastion and inner stronghold. The portals are richly carved with serpentine patterns, flanked by huge columns in the shape of rearing snakes.

The portals are usually closed, although they open at least once a day for the evening meal provided for the ensorcelled sailors in the Large Dining Hall (page 74). Astute player characters disguised as filthy, zombie-like sea dogs (probably not too much of a stretch...) may sneak into the inner stronghold.

Otherwise, these portals can only be bypassed by breaking or opening. They're +10 difficulty to damage, and have 5 stress points and 1 consequence; they're barred from within.

The Rampart Towers and Battlements***Crenellations like Broken and Jagged Teeth***

Walkways run inside the entire curtain wall of the Keep, allowing defenders to shoot both outside the stronghold and down into the Courtyard. If the stronghold is on alert, 2 Snake Cultist leaders (page 66) and 2 groups of 4 Snake Cultist minions (page 66) will man these ramparts.

The Bastion and Inner Stronghold***Ancient Nithian Fastness, Deathly Silent and Still, Strange Slithering Sounds***

Once past the Snake Portals, the stronghold enters enclosed chambers of monolithic stone, then to tunnels and rooms hewn from living rock. The inner stronghold is in the Nithian style, with clean corners, geometric shapes, and lots of serpentine iconography. Some tunnels extend under the mountain; others have collapsed and are impassible without a great deal of clearance work.

The inner stronghold is the lair of the orcish sorcerer Lord Slay, who dwells here with his henchmen and serpentine servitors. It's also the resting place of the deity Shash, the Snake God. Much weakened from its days of glory millennia ago, it is gradually regaining its strength as the Snake Cult spreads under the leadership of Lord Slay.

Entrance Hall***Shadowed Hall Lit by Braziers***

This first chamber beyond the Snake Portals holds two Snake Cultist leader guards (page 66). If the stronghold is on alert, the guards are reinforced by Jagesh and Toomla, Lord Slay's servitor nagas (see page 77), each with two groups of 4 cultist minions (page 66). If necessary they'll make a fighting retreat towards the Last Redoubt (page 75).

Antechambers***Dark and Shadowy***

These empty vaulted chambers are sometimes used by reinforcements if the stronghold is under attack.

Tower above Ramparts***See For Miles, Smoke Sometimes Billows***

This three-storey tower is higher than those on the ramparts, a superb lookout over the seaborne approaches to the harbour and the northern approaches to the stronghold. Passageways to east and southwest lead to ramparts on the first floor, and on the ground floor a door to the south leads into the inner stronghold.

A Snake Cultist guard (page 66) is sometimes stationed here (definitely if the stronghold is on alert), although he may patrol the ramparts. If under attack, one or more guards make missile attacks from arrow slits on the open top floor (Barrier Value: 2). From here the area around the foot of the tower is 1 zone distant; the keep, courtyard, and ramparts are 2 zones away; and the shore around the harbour is 3 or more zones away.

When someone is cooking in the stronghold, the smoke finds its way out here. Characters observing from the outside may make of this what they will.

Tower emerging from Mountainside***Lone Tower on the Mountainside***

This tower is actually the companion to the tower above the ramparts; due to its position, from the outside it appears to rise directly from the mountainside rather than the stronghold ramparts. Otherwise it serves the same purpose, overlooking the southeast, south, and west and southwest approaches, and a Snake Cultist guard (page 66) may be stationed here.

The tower is a weak point in the inner stronghold's structure (a Burglary or Casing roll will ascertain this); only its third storey emerges from the mountainside, and the open top floor is only 10-15 feet above the (admittedly rugged and steep) ground—a mere Fair (+2) difficulty climb to the base of the tower, then another Fair (+2) difficulty climb up the tower to the roof. From there, it's a simple matter to enter the stronghold.

Food Prep and Stores***Sacks and Bales of Wormeaten Grain and Foul-smelling Fish***

If you're interested in the logistics of how a hundred ensorcelled sailors, a score of insane cultists, and a twisted orc sorcerer all survive in an ancient Nithian ruin miles from anywhere, look no further. It all happens here—supplies from the New Port, stinking stores from captured ships, jerked meats of dubious provenance, lots and lots of fish

brought by the kataw, and other, far less savoury substances. At a push, and if they have strong stomachs, the player characters can replenish their supplies here.

Large and Small Dining Halls

Smoke-filled and Stinking

Whenever there's cooking to be done, these chambers and surrounding corridors fill with stinking smoke, and the Snake Cultists open the door to the tower above the ramparts for ventilation. Once per day, all sailors and cultists eat here, sailors in the Large Dining Hall, cultists in the Small. The "cooking" is done at a firepit in the Large Hall.

Unless the stronghold is on alert, this leaves only a couple of guards still on duty. Astute characters may take advantage of this to sneak in.

Living Areas, including the Fountain Room

Snake Cultists Everywhere!

This part of the stronghold complex is left undefined—it's an area where tunnels and chambers extend deep under the mountainside. Most are abandoned, but those nearest the main complex have been re-occupied by Snake Cultists, and are filled with bric-a-brac and detritus.

Use this area for declarations; characters can find sought-after pieces of equipment, or discover specific chambers. There may be shrines, boltholes, oubliettes, secret stores, unexplored for centuries and occupied by who knows what!

The fountain room, the hub of this part of the complex, contains a dry fountain whose pipes lead to the cistern (see below), and possibly other parts of the stronghold.

The Stair to the Sirens' Tower

Clockwise Spiral Stairs Almost Impossible to Assault, Combat Advantage to the Person Above

Spiral staircases are difficult to fight up—not only does the clockwise twist make it difficult for an ascending right-handed fighter to wield a weapon, but the narrowness of the steps means only one person can fight abreast.

If Lord Slay is trying to break the wards in the tower above, his henchmen make a stand here—probably at least one naga and a Snake Cultist minion group (page 66). The nature of the staircase means that no matter how much damage you do in melee, you can only slay one minion per exchange.

The Sirens' Tower

Sanctuary of the Sun God, Protected by Elven Wards

This edifice towers high over the mountainside, twice the height of the rampart towers. It's exceedingly old, and key to the stronghold's final purpose after the fall of Nith.

Millennia ago, after the fall of the evil Nithian Empire, the Snake God Shash was bound to this stronghold with mighty magics, maintained by four powerful Light Elementals sacred to the Sun God. Known as **hellions**, they are still here, in this tower, their magic keeping the Snake God prisoner and warning away visitors with their haunting song and bright light.

The hellions are protected by seven powerful elven wards dating from the First Alliance (Academics or other appropriate skill check or Elven aspects to identify this). In his labours here, Lord Slay has been attempting to breach these wards and destroy the elementals; he has already broken five of the seven. If the hellions are destroyed, not only will ships no longer be driven away, but Shash the Snake God will be freed to roam the Hither Kingdoms, and his cult greatly strengthened.

Breaking the Wards

Breaking the wards isn't easy: they must be "unmade" using very powerful dispels. Each ward is associated with a different element: Air, Earth, Fire, Water, Light, Darkness, and Starlight. So far, Lord Slay has broken the Fire, Water, Light, Darkness, and Starlight wards—only Air and Earth remain.

Breaking a ward is a Secrets stress conflict using an Elements power skill against a difficulty of +15—this was a powerful enchantment! The wards attack back with the same strength, doing Physical stress damage. You can use the same or an opposing element; thus, Darkness can be unmade by Light or Darkness, but not by Fire.

Lord Slay is summoning demons and elementals and forcing them to attack the wards, and trying to command ensorcelled elementalists.

Repairing the Wards

Repairing the wards uses the magical item creation rules, effectively binding a new elemental of the required type into the ward (see *Legends of Anglerre* page 145). It's unlikely the player characters can achieve a +15 strength ward: that took the First Alliance a Fantastic (+6) skill level and nine points of spin (27 shifts!), plus binding the elemental into the ward forever. In the short-term, persistent player characters may shore up the wards to prevent Lord Slay from doing further damage.

Water Cistern high on Mountain

Hard to Find

This cistern is obscured by vegetation and the mountain slopes, and hard to find (though great to locate by declaration...). There are tunnels from the cistern into the stronghold; declarations may indicate where they lead, but be careful—they may be inhabited!

Covered Grates

Snake-infested Ventilation Shafts

Again best located by declaration or assessment, these ancient shafts and tunnels providing air to the deeper underground areas of the stronghold are covered by corroded grates, overgrown and filled with debris. They're also a great place to find snakes—as desired, the Story Teller can place a large serpent or a group of serpent minions (see *Legends of Anglerre* page 353), in these tunnels. Declarations can also determine where you emerge.

Upper Inner Chamber

Open and Empty

The chamber beyond the Entrance Hall is divided into higher and lower parts: this is the upper, western half. If the player characters are forcing their way into a stronghold already on alert, then the remaining Snake Cultists led by one or both nagas (page 77) will cut off their retreat here.

Lower Inner Chamber and Forbidden Portals

Ancient Elven Sigils

This lower half of the chamber ends in two huge stone doors—the Forbidden Portals. Covered in ancient elven sigils warning people away, their ancient seals are broken and the doors easily opened.

Last Redoubt

Lots of Rubble and Partly Collapsed

This area was once cut off from the outside world by collapse—the tunnel to the west is relatively recent (sometime in the last century!). If Lord Slay (page 77) and the Snake Cultists (page 66) are being pushed back by the player characters, this is where the guards make their final stand as the sorcerer and his forces prepare themselves by the Well of Corruption.

Haunted Sacrifice Pens

Ice Cold and Spooky

These ancient cages, with bars of stone and corroded bronze, are haunted by ghosts of hapless slaves and prisoners sacrificed on the Snake God's altar. Even Lord Slay avoids the area. There are one or two ghosts and one group of spectral shadow minions here (*Legends of Anglerre* page 331).

The Sorcerer's Chambers

Lord Slay's Lair

These chambers were once ablution and preparation rooms for the priests of Shash, and still have sacred carvings on the walls. Lord Slay now uses them as his personal chambers.

If the player characters make it this far undetected, Lord Slay is here, with Persepela and Serpone, his two lamia servitors (page 77), within earshot.

Slay keeps two spell books here: one older, darker, with a sorcerous feel; one newer, and somewhat soaked in salt water. Both contain magics allowing readers with appropriate aspects to purchase any of the sorcerer's power skills they don't know, and "swap out" spell stunts for the ones in the book. Beware of Corruption!

Tomes of Magic and Mystery

The first spell book belongs to Lord Slay himself; the second was seized from a wizard on a captured ship who died before Slay could enslave him. Slay has been studying this second book, as it contains Earth Magic he needs to unravel the final two wards at the Siren's Tower (page 74).

He's not there yet. He wants to summon a gnome to batter the wards down for him; so far he hasn't even learned the Earth Magic power skill. However, on an Extreme plot stress consequence Slay swaps out one of his Average (+1) skills for the Earth Magic skill, and tries to break the final two wards himself. It's unlikely to work, and a mark of his desperation—but it might!

The Well of Corruption

Shadows and Sibilant Snakes, Aura of Ancient Evil

This vaulted columned chamber is filled with echoes and creepy shadows. At its eastern end stands a huge statue of Shash the Snake God, before which is a circular hole in the floor, three metres in diameter and surrounded by a low wall carved with writhing serpents—the Well of Corruption, the prison of the Snake God Shash.

If the stronghold is on alert, Lord Slay and his surviving servitors make their last stand here.

Although the body of Shash is imprisoned in the Well of Corruption, and may not leave while the hellions remain in the Sirens' Tower (page 74), his influence extends throughout the temple complex as far as the Forbidden Portals. This means he can send his avatar—black tendrils of snakelike smoke—through the chambers to attack intruders; to defeat this, Shash must be pushed back into the Well. See page 79 for his attacks.



Can I worship Shash?

Yes—but Shash is an evil serpent god and possibly an aspect of the Dark Lord of Despite, so worshipping him for his Domination and Fate power will rapidly give you Corruption aspects. However, someone will doubtless want to try (especially vile and evil extras!), so here are some details of his cult.

Aspects: Affinity for Serpentkind, Hypnotic Gaze, Venomous Bite, Sinuous and Seductive, Cursed with the Foulest Evil, Harbinger of Inhuman Darkness

Power Skills: Creatures (Snake), Domination, Elements (Darkness), Fate

Forbidden: Life, Elements (Light), Glamour

PLOT

The following scenes describe getting to the sorcerer's stronghold, getting inside, and overcoming Lord Slay and the avatar of the Snake God. Whilst it's likely all these scenes will be played, there are many different ways they can be resolved: this section deals with the main ones.

Scene 1: Infiltrating the Stronghold

If the characters aim to remain undetected when approaching the sorcerer's stronghold, they must succeed at the following Stealth checks; difficulties assume the stronghold hasn't been alerted, otherwise increase difficulties by +2. These checks are in addition to the Detection rolls required if approaching by ship (see page 71).

Method of Approach	Difficulty of Stealth check required
Land in the harbour undetected	Fantastic (+6); characters receive bonuses for swimming, using a rowboat under cover of darkness, etc.
Land undetected elsewhere on the island	Fair (+2)
Get from harbour to main gate undetected	Roll Average (+1) Alertness of ensorcelled sailors.
Reach the Snake Portals undetected	Roll Fair (+2) Alertness of Snake Cultists; Athletics rolls (such as for climbing) are restricted by Stealth.

Don't forget the cisterns and shafts on the mountainside above the stronghold—there are stealthier ways in other than the front door...

Day-to-Day Life in the Sorcerer's Stronghold

The Sorcerer's Stronghold isn't a static place, simply waiting and primed for the player characters to rack up and attack it. It's a living place, albeit a pretty hellish one, and the hundred or so ensorcelled sailors and several dozen cultists and servitors have their own lives and routines which go on, day in, day out, largely unchanging.

Astute characters may take advantage of this. Khomeses' men from the New Port on Simris Isle often bring new recruits for Slay's Ensorcelled Army, so characters with decent Deceit checks may pass as such; likewise, the gates to the Outer Stronghold are usually open, and even the Snake Portals to the Inner Stronghold open at least once a day, so subtle characters may sneak or bluff their way through.

Let your players use their imaginations. They can make declarations (particularly with Burglary) to identify holes in the stronghold's "security", infiltrate the sailors or cultists, climb the mountain and sneak into the stronghold via the "back door". Any sufficiently audacious or cool plan should always have a good chance of success.

Scene 2: Inside the Stronghold

Once ashore, the player characters must penetrate the sorcerer's stronghold. There they discover Slay is raising his own army and fleet, and trying to destroy the Sirens to free the imprisoned Snake God, Shash!

Defenders' Tactics

Defending the sorcerer's stronghold gets more efficient the further you get. On the waterfront, attacks are random, and easily avoided; in the courtyard, a body of troops defends the stair; inside the complex the nagas provide intelligent and adaptable defence to surround intruders and wear them down before finally confronting them in the Well of Corruption antechamber. Only if necessary will battle be joined by the Well itself; this is an all-out desperate defence with *everybody* involved.

Scene 3: The Final Battle

In the final battle, the player characters have hopefully penetrated the sorcerer's inner stronghold and confronted Lord Slay in his temple with his starspawn, lamias, and nagas, and any surviving ensorcelled sailors and Snake Cultists.

There are a couple of possible twists to this scene: first, if the battle is going badly, the avatar of Shash will rise from the Well of Corruption to join the fray; second, Lord Slay may flee to the Sirens' Tower, to break the remaining wards and free Shash from his bonds.

Plot Stress

You can use Plot Stress (*Legends of Anglerre* page 258) to determine the pace of events.

Plot Stress Events	Plot Stress Incurred
The characters set off the sirens' call	+2
The characters encounter an ensorcelled ship before arriving at the island which escapes back to the isle	+2
The characters approach the harbour openly	+2
The characters make lots of noise	+1
For each failed Stealth roll	+1
For each combat lasting more than 1 exchange	+2
Each time someone raises the alarm	+2

Plot Stress Consequence	Description
□□ - Minor	The stronghold is on alert. Stealth attempts are +2 difficulty.
□□□□ - Major	The stronghold is expecting an attack. Kataw fish men swarm aboard the characters' ship (one leader, plus 1 minion group per player character); at least 1 ensorcelled ship is defending the harbour; the sorcerer is on the ramparts; and the nagas and cultists make their stand at the next good station.
□□□□□□ - Severe	The stronghold is on the offensive! The player characters are pursued by <i>everyone</i> , and Shash is loose in his inner chambers.
□□□□□□□□ - Extreme	In desperation, Lord Slay uses the Earth Magic (page 75) to try to destroy the Earth and Air wards on the Sirens' Tower (page 74) to free Shash!

STATISTICS

Kataw

Rumours of the dreaded *kataw* fish men abound around the Silver Sea; they attack lone ships, torturing and devouring their crew. But no one would have guessed there was an entire city of them off the shores of the Isle of the Sirens!

The kataw haven't been ensorcelled by Lord Slay, but rather have allied with him, united by their hatred of the "Surface Folk". See page 122 for statistics for kataw raiders and minions.

Jagesh and Toomla

Jagesh and Toomla are nagas, snakepeople who take both humanoid and serpentine form. Jagesh is male, while Toomla is female; they are servants of Lord Slay who lead his Snake Cultists into combat when defending the stronghold. See page 129 for statistics for nagas.

Persepela and Serpone

Persepela and Serpone are lamia "snake-centaurs", with the heads and upper torsos of beautiful women and the lower bodies of giant snakes. They are Lord Slay's soothsayers—but like all lamias may only prophesy after first removing their eyes! See page 124 for statistics for lamias.

The Sirens

The "sirens" of the Isle of the Sirens are not true sirens at all, but hellions, also known as light elementals. They are bound to the ancient Nithian city to imprison the Snake God Shash, and warn away sea voyagers from the isle. Over the centuries, this purpose has been forgotten, and nowadays many associate their unearthly singing and uncanny glow with true sirens (page 129), who lure sailors to their deaths. See page 120 for statistics for light elementals.

The Starspaw

Lord Slay can summon starspaw, also known as "star demons" or "starlight elementals"; he can summon a single Greater Starspaw, or a clutch of three Lesser Starspaw. See page 130 for starspaw statistics.

Tenebrus Slay, Lord of the Snake, aka "The Nithian"

Tenebrus Slay is a foul orc sorcerer and corrupted former elf once known as Asteron Star-Guard. He uses ancient Nithian paraphernalia—decorations, headdresses, etc—and carries the evil-looking Serpent Sceptre.

The Infamous Lord Slay?

Selantine elves, wizards, and those knowledgeable in Selantine history or even just fond of good stories may know the Tale of Tenebrus Slay. Use Academics, Art (Stories, Songs), etc, for assessments, or allow characters with appropriate aspects to spend a Fate point to know something about this infamous sorcerer who rebelled against the Leopard Empress a century ago.

Long ago, Asteron Star-Guard was an elf of Selantium. Seeing the world had fallen and Selande was beset, he resolved to return the City of the Moon to its former greatness. He quested through the Hither Kingdoms for power, ever aware of the temptations of the Dark Lord. In the ruins of Ancient Nith he found remnants of a magic which could give him the power he sought—and its source was not the Dark Lord.

In Selantium, Asteron Star-Guard used his new-found power to push back the forces of Darkness and restore the city's greatness. But the City Elders warned him he was on the dark path of domination, and must cease for the sake of his soul. When he did not, the Elders of Selantium exiled him!

Though he had only ever acted to the city's good, the Elders raised an army to resist his rise to power. So Asteron Star-Guard resolved to seize the throne. At this point of no return, overcome by Corruption, Asteron Star-Guard became an orc, and his horrified followers abandoned him, naming him Lord Slay, after what he did that day. In despair, he fled the city.

Now, after years of wandering, Lord Slay has found the ancient temple of Shash. Seeing its potential, he has settled here, to build an army to invade the mainland and restore his lost homeland to its rightful place as ruler of the Hither Kingdoms!

Slay may be an excellent recurring enemy for your player-characters, so use him wisely. He's very old, and calculating, and won't throw his life away needlessly.

Tenebrus Slay (Superb Elite)

Physical Stress:		□□□□□□
Composure Stress:		□□□□□□
Fate points: 4		Scale: Small (2)
Consequences: 3		-
Skills	Superb (+5)	Domination
	Great (+4)	Resolve Snakes
	Good (+3)	Darkness Endurance Dimensions
	Fair (+2)	Deceit Alertness Leadership Academics
	Average (+1)	Might Athletics Art Stealth Melee Weapons
Aspects	Foul and Twisted Orc Once a Noble Elf Priest of Shash the Snake God Torn between Dominance and Despair The Leopard Empress is a Traitor to her Kind! Selantium Must Be Great Again! They Cast Me Out! Steeped in Nithian Sorcery	
Stunts	♦ Summon Lesser Star Spawn: <i>summons three Lesser Starspawn (page 130).</i> ♦ Summon Greater Star Spawn: <i>summons a single Greater Starspawn (page 130).</i>	

- ♦ **Become Snake Man:** +1 manoeuvre bonus to place temporary "Snake Man" aspect on self or other, or Composure conflict for more significant changes.
- ♦ **Command:** +1 Domination bonus for temporary aspect or Composure attack.
- ♦ **Enslave:** +2 Domination bonus to enslave target (aspect or Composure conflict).
- ♦ **Control:** Composure conflict to completely control target's actions for duration.
- ♦ **Create Portal:** create portal to or from the Otherworld.
- ♦ **Duration Casting:** you can extend your spell durations by one step per shift.
- ♦ **Area Effect:** pay a Fate point to affect all targets in current zone + 1 zone per spin with actual effect or area and force 1 area attack.
- ♦ **Multicast:** power skills affect one additional target per shift generated.

Equip- ment

Serpent Sceptre (poisons target with a Great (+4) Potency, Mediocre (+0) subtlety damaging venom on a successful Melee Weapons strike, provides a +1 bonus for controlling snakes) Has a Fate refresh of 14.

Slay's Combat Tactics

In combat, if there's time, Lord Slay casts his two Starspawn summonings in consecutive exchanges, commanding them to attack. He does this while his henchmen (such as the lamias or nagas) press the attack.

After the summoning he hangs back, casting ranged Disruption spells (Dimensions power skill) or Domination attacks (if the targets look weak-willed enough). If forced into melee, Lord Slay shifts into a Snake Man and attacks using his Snake power skill or his Serpent Sceptre; however, he'd rather plunge the area into darkness and make good his escape.

Shash the Snake God

Shash is an ancient and evil Nithian Snake God, blasted almost to non-existence over a millennium ago during the time of the First Alliance. His remnant was imprisoned here, on the Isle of the Sirens, and wardings set to keep people away. Shash is an ancient and malevolent force, but a shadow of his former self, and waits brooding and plotting his revenge.

Shash is statted as a **hazard** (*Legends of Anglerre* page 143). If you come across him unawares, he can attack and kill; he's very difficult to find and counter himself, and the best recourse may be to flee.

Shash is imprisoned in the Well of Corruption. Although he must remain there, he's capable of extending his influence like tendrils of black, snakelike smoke into the complex as far as the Forbidden Portals. While the hellions remain in the Sirens' Tower (page 74), he can't go any further; if the hellions were to be destroyed, he would be freed.



Avatar of Shash (Epic Quality Hazard)

Physical Stress:		□□□□□
Secrets Stress:		□□□□
Fate points: 3		Scale: Large (4)
Consequences: 3		-
Skills	<i>Epic (+7)</i>	Darkness
	<i>Superb (+5)</i>	Stealth
	<i>Great (+4)</i>	Poison
Aspects	I Will Have My Freedom! How they will suffer for what they did to me! You puny mortals... what can you do? Evil Serpent God of Darkness Imprisoned Avatar Terrifying Venomous Tendrils Blinding and Suffocating Darkness	
Notes	Force Shash back into the Well of Corruption with magical attacks (he's immune to normal physical attacks) – only Sunlight / Aether / Light elemental attacks harm him. Warding, Dimensions, etc, push him back, causing Secrets stress resisted by Darkness. Shash's own Darkness attacks cause fear and eventually madness.	

Ensorcelled Bireme (Construct)

Structural Stress:		□□□□□□
Morale Stress:		□□□□□
Fate points: n/a		Scale: Large (4)
Consequences: 3		-
Skills	<i>Good (+3)</i>	Water Manoeuvre
	<i>Fair (+2)</i>	Troop Facilities Grappling System
	<i>Average (+1)</i>	Systems Repair System Hardened Structure
Aspects	Uncannily Silent Blank-faced Oarsmen Bedraggled Bireme with Tattered Sails Broad Bottom, Shallow Draft	
Stunts	♦ Oars: +2 on ship-to-ship combat manoeuvres. ♦ Oar Swipe: +2 on ramming manoeuvres against oared vessels. ♦ Ram: +1 bonus to ramming attacks. ♦ Boarding Ramp: +1 bonus to boarding actions.	

Unit of Ensorcelled Sailors (Construct)

Structural Stress:		□□□
Morale Stress:		□□□
Fate points: 7		Scale: Medium (3)
Consequences: 3		-
Skills	<i>Fair (+2)</i>	Melee Combat
	<i>Average (+1)</i>	Land Manoeuvre Ranged Combat

Ensorcelled Ship and Sailors

We've provided stats for ships and sailors at construct as well as character level. Player characters fighting aboard an ensorcelled ship will find one or more groups of 10 minions, plus one or more extras leading them.

Aspects	Unit of Zombie-like Attackers No Concern for their Own Safety Bestial Savagery
Stunts	<p>◆ Point Defence: <i>attack the attacking construct's attack skill; if successful, disable 2 attacks (skill levels).</i></p> <p>◆ Concentrated Attack: <i>ignore armour if less than your attack skill and incur Minor consequence "Overstretched in melee".</i></p> <p>◆ Battering Ram: <i>+1 to ramming attacks.</i></p>

Snapping the Sailors Out of It

See page 67 for an example of how to use dispels to snap the ensorcelled sailors out of their enthrallment. Doing so is a Superb (+5) difficulty.

Enthralled Sailor (Good Extra)

Physical Stress:	□□□□□						
Composure Stress:	□□□□□						
Fate points: 6	Scale: Small (2)						
Consequences: 3	-						
Skills	<table> <tr> <td><i>Good (+3)</i></td><td>Pilot</td></tr> <tr> <td><i>Fair (+2)</i></td><td>Intimidation Melee Weapons</td></tr> <tr> <td><i>Average (+1)</i></td><td>Athletics Might Deceit</td></tr> </table>	<i>Good (+3)</i>	Pilot	<i>Fair (+2)</i>	Intimidation Melee Weapons	<i>Average (+1)</i>	Athletics Might Deceit
<i>Good (+3)</i>	Pilot						
<i>Fair (+2)</i>	Intimidation Melee Weapons						
<i>Average (+1)</i>	Athletics Might Deceit						
Aspects	Lumbering Limbs of Lead Not in Control You Are Not Of Us! Anguished Soul Trapped Behind His Eyes Possessed of an Unholy Strength Wildly Slashing Cutlass						
Stunts	<p>◆ Sea Legs: <i>use Pilot instead of Athletics on board ship.</i></p> <p>◆ Sea Dog: <i>use Pilot instead of Melee Weapons on board ship.</i></p> <p>◆ Scary: <i>resist Intimidation attacks with Intimidation.</i></p> <p>◆ Steely Gaze: <i>during an Intimidation conflict, the target is rooted to the spot.</i></p>						
Equipment	Cutlass (+2 damage bonus)						

Ensorcelled Sailor Rabble (Average Minions)

Ten ragged sailors with deadened eyes—Average (+1) minions—advance like zombies to attack.

Aspects: Feel no pain

Ragged Rabble (+4 bonus) (Melee Weapons +5)	□ □ □ □ □ □ □ □ □ □
Stumbling Seadogs (+4 bonus)	□ □ □ □ □ □ □ □ □ □

EPILOGUE

This section discusses some possible conclusions for *The Sirens of Simris*.

SHASH IS FREE!

If Lord Slay (or anyone else!) destroys the remaining two wards on the Sirens' Tower and dispatches the four bound hellions, Shash the Snake God will be freed from his millennia-long imprisonment. He'll instantly leave the stronghold, emerging from the Well of Corruption like a vast, smokelike serpent of solid darkness, expanding and becoming more diffuse until he vanishes. Short of extremely powerful sorcery, there's little the player characters can do once the hellions are slain to keep Shash imprisoned.

Once he escapes, Shash works tirelessly with the Snake Cult to gain more worshippers. His priests find it easier to access his powers, and the Snake Cult as an organization automatically reaches an advancement milestone (10 skill points) which it uses to grow in size and acquire the Divine Protection skill and Avatar and Incarnation stunts. Other advances are up to the Story Teller, who may want to involve the players...

LORD SLAY ESCAPES...

If Lord Slay escapes from the player characters, regardless of the fate of Shash the Snake God, the characters gain a temporary *Cult Leaders Driven Into Hiding!* aspect for the next organization attack against the Snake Cult. If they've heavily damaged the stronghold, this aspect will be sticky.

THE PLAYER CHARACTERS ARE DEFEATED!

In this case, we're assuming one or more characters survive. At least one character (or group character) should gain a *Defeated by the Snake Cult* aspect, which will remain until appropriate action is taken to remove it.

LORD SLAY IS DEFEATED!

If Lord Slay is defeated but not killed, the player characters gain a +4 bonus to the next organization attack against the Snake Cult. If Slay is dead, this is replaced by an automatic Major consequence *Cult Leaders Slain!*

SHASH IS DESTROYED!

If, by some quirk of fate or dint of great heroism, Shash is destroyed, the Snake Cult incurs an automatic Extreme consequence such as *Our God Is Dead!* Without extreme efforts by the Snake Cultists (possibly involving quests into the Underworld (or is it the Overworld?) to resurrect the dead god), the Snake Cult will never recover.

PREGENERATED CHARACTERS

This section provides pregenerated characters to get playing *The Sirens of Simris* straight away. Use these characters in the adventure *Dreams on Dragon Island* (page 90), too.

GREY DRU, THE WISE OLD WOLF

Phase One – Times Long Past: Grey Dru is a wolf wildering, so old even he doesn't remember when he was born. He has seen a lot of sunsets, and once knew the Old Queen. He tells stories from so long ago that everyone assumes he's making them up. He's not immortal, but even he doesn't know why he's still alive. He bears a secret shame he dare not mention.

Phase Two – The Final Battle: The one thing he remembers vividly from all those years is the Final Battle, where he and all like him stood against the darkness, protecting all the Old Queen stood for, and failed. He was a general then, in charge of great Wildering armies, and as a result of his failure, the Imperials ravaged his lands.

Phase Three – Lone Wolf: Grey Dru fled from his defeat into the wilderlands. For years he avoided the world, fearful for his life for the first time. Gradually, he came to accept his life, befriending the non-sentient wolves who came to his cave to pay homage.

Phase Four – The Wolf Boy: For years Grey Dru lived in his cave, judge and oracle for the creatures of the wild. One day, a boy raised by wolves came to his cave seeking guidance. Something made Grey Dru stay his claws, and he let the boy live. Since then, he has left his cave and ventured into the world once more. He loves the boy like he loved the world of the Old Queen; maybe that world is still there—if only he can find it.

Grey Dru (Great PC)		
Physical Stress:	□□□□□□	
Composure Stress:	□□□□□	
Fate points: 6	Scale: Small (2)	
Consequences: 3	-	
Skills	Great (+4)	Leadership
	Good (+3)	Teeth & Claws Divination
	Fair (+2)	Fate Wolf Athletics
	Average (+1)	Endurance Investigation Alertness Stealth
Aspects	You wouldn't believe the things I've seen Ageless and timeless wolf Wildering My war will never end	

	I lost because I refused to retreat Humans can't be trusted I hide myself in shame because I failed to protect the Queen This human is different! I see the Shadows of things to come!
Stunts	♦ Shared Destiny: <i>Use one another's Fate points—both sides pay a Fate point.</i> ♦ Understand Languages: <i>use Divination as a knowledge skill.</i> ♦ See Into Person's Heart: <i>use Divination instead of Empathy.</i> ♦ Battlefield Veteran: <i>Once per scene, for a Fate point, shifts equal bonuses distributed to allies' combat actions.</i>
Equipment	None

PENTER VULPULUS, "LITTLE WOLF"

Phase One – Kidnapped: Penter grew up in a village on the edge of the wilderness. One day, out playing, he was taken by a pack of wolves.

Phase Two – The Great Flight: The villagers mobilized to hunt the wolves but, filled with a child's curiosity, Penter didn't want to be rescued, and fled with the wolves. He gained the nickname Vulpulus—"Little Wolf".

Phase Three – The Oracle in the Cave: The wolves took Little Wolf to meet an ancient wolf which talked! The child had never met a wildering, thinking them fairy tales, but listening to the old wolf's tales of the Old Queen, he became devoted. Now the pair travel together in search of a place both can call home.

Penter Vulpulus – "Little Wolf" (Good PC)		
Physical Stress:	□□□□□□	
Composure Stress:	□□□□□	
Fate points: 7	Scale: Small (2)	
Consequences: 3	-	
Skills	Good (+3)	Creatures (Woodland)
	Fair (+2)	Survival Athletics Sling
	Average (+1)	Fists Alertness Burglary Sleight of Hand Leadership Endurance
Aspects	Talks to animals Raised by wolves Pack-leader Runs faster than any wolf I have found my real father! There must be a place for us...	

Stunts	<ul style="list-style-type: none"> ♦ Fast as a Wolf: +2 <i>Athletics</i> bonus on sprint actions. ♦ Faster than a Wolf: move 1 zone with no supplemental action penalty, move 2 at a -1 only. ♦ Call Woodland Creatures: +1 to call creatures from 1+ zones away.
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Equipment	Sling (+2 damage, range 1: <i>Highly Accurate</i>)
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RUDDIGAR REDBEARD, DWARVEN ARTIFICER

Phase One – The Red Dwarves of Igraphon: Ruddigar was born in the city of Igraphon, part of its Red Dwarf community (page 48). From childhood he shared the great love of working metal and stone common to his kind, and their innate ability to control fire.

Phase Two – Master of His Craft: Ruddigar became a master weaponsmith and famous Red Dwarf artificer.

Phase Three – The Western Wastes: Ruddigar took part in a trading expedition seeking ingots and ore in the western wastes. The Old Alliance ruins he saw there awed him. Fighting his way free of the ghoulish ruins, he rescued the wandering healer Semiramis. Since then, Igraphon has seemed a mean, mediocre place, compared with the lost glories of the Old Alliance.

Ruddigar Redbeard (Good PC)

Physical Stress:	□□□□□□
Composure Stress:	□□□□□□
Fate points: 6	Scale: Small (2)
Consequences: 3	-
Skills	<i>Good (+3)</i> Artificer
	<i>Fair (+2)</i> Might Melee Weapons Endurance
	<i>Average (+1)</i> Contacting Resources Alertness Intimidation Resolve Fire
Aspects	The spirits of metal and fire are my friends Red Dwarven artificer from Igraphon Everyone knows Ruddigar's work! I owe my life to Ghoul-Biter my axe! Our world is a shadow of its former glory Family Future Aspect: Seeker of the Soulforge Lore
Stunts	<ul style="list-style-type: none"> ♦ Access to Restricted Equipment: may use Resources to buy restricted equipment. ♦ Military Training: +1 damage bonus. ♦ The Ties That Bind: +1 Resources, Contacting or Rapport using connections. ♦ All for One (Family Stunt): call on family members to help in social or physical conflict once per month.

Equipment	"Ghoul-Biter", Great Axe (+4 base damage bonus, 2H: Heavy, Cumbersome, Poor in Close Combat) Chain Armour (-1 armour bonus, 1 Minor and 1 Major consequence: Noisy, Hot, Heavy)
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SEMIRAMIS, PRIESTESS OF ARDESTE

Phase One – The Orphan: The orphan Semiramis was raised by the Temple of Verdant Bounty in the Mytos Heartlands. She grew up with a profound love of all living things.

Phase Two – The Protector of the Weak: Her duties blessing crops and tending the sick showed her how the world had fallen into ignorance and darkness. She found herself forced to protect the weak—often with violence.

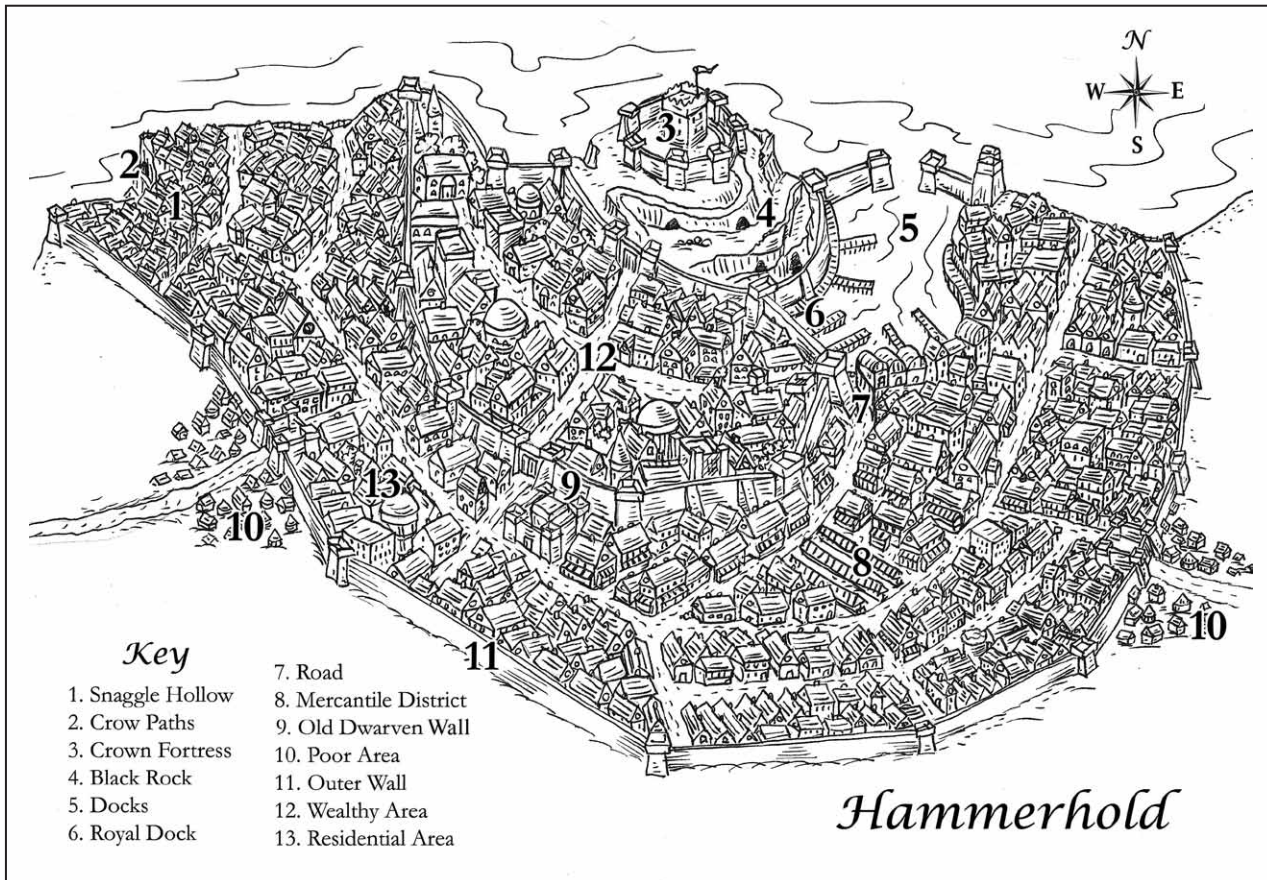
Phase Three – The Exile: One day, Semiramis tried too hard to help. Accused of witchcraft and sorcery, she was driven from the very communities she would have died to protect. Fleeing south, she nearly met her death in ghoulish ruins of an Old Alliance city, but was rescued by the Red Dwarven artificer Ruddigar Redbeard. Since then she has not returned to her Temple, knowing there are no answers for her there.

Semiramis (Good PC)

Physical Stress:	□□□□□
Composure Stress:	□□□□□□
Fate points: 6	Scale: Small (2)
Consequences: 3	-
Skills	<i>Good (+3)</i> Life
	<i>Fair (+2)</i> Nature Warding Rapport
	<i>Average (+1)</i> Empathy Resolve Academics Quarterstaff Investigation Science
Aspects	Orphan raised by the Temple of Verdant Bounty Profound love of all living things Geas Aspect: Who else will protect the weak? I only wanted to help! Future aspect: I will find a way to heal the world! Help me, Ruddigar!
Stunts	<ul style="list-style-type: none"> ♦ Circle of Protection: +1 to block attacks or magic, also make Knockback manoeuvre. ♦ Initiate: +1 to Life and Nature rolls. ♦ Major Healing: heal consequences. ♦ Draw Power: For a Fate point, the earth, livestock, or plants can take a consequence for you.
Equipment	Quarterstaff (+2 damage: Rapid, Long Weapon)

CHAPTER SEVEN

HAMMERHOLD



OVERVIEW

Hammerhold is a city state on the wild northern coast of the Hither Kingdoms, built on the remains of an ancient dwarven outpost. Together with the city-state of Trollgard, it's one of the only two cities of ancient Wintermarch, the northernmost extent of the Old Empire of the First Alliance, still in human hands today. It's a grim, heroic place, where the light of civilization still burns against the encroaching darkness of Angrim.

HISTORY

During the First Age the Gruff Kin founded the fortress of *Karak Anguz* within a great black rock on the shores of the Dragons' Run. Though not lovers of the sea, the fortress provided a sturdy base from which their ever-vigilant warriors could watch the perilous North.

During the First Alliance, when humans, elves, and dwarves held the Dark Lord at bay, the Gruff Kin slowly abandoned the fortress, concentrating their forces in their

stoneholds to the south, and trusting the men of the Alliance to watch over the seas in their stead. Over the years *Karak Anguz* became the city of Hammerhold—a translation of the dwarven name into the Common tongue.

Not all the Gruff Kin left Hammerhold. One company—the Dwarf Guard—remained as an honour guard, and is there still, though what exactly they're guarding is unknown, even to Hammerhold's rulers (and the Gruff Kin aren't saying). By tradition the Stone Table, Hammerhold's council, always includes one dwarven member—usually (but not always) the captain of the Guard.

As the Old Empire fell and the Second Age of Struggle began, Wintermarch became an independent kingdom. But neither Selantium nor the barbarians who had overrun the eastern reaches of the Old Empire had much interest in this troubled land, and under pressure from Angrim and political intrigue to the south, the Kingdom of Wintermarch began to crack until, two hundred years ago, it finally shattered. The only beacons of civilization today are Trollgard and Hammerhold, at the extremities of what was once a thriving kingdom. The rest is wilderness, abandoned to the forces of darkness.

THE PRESENT DAY

In the days of the kings of Wintermarch, Hammerhold's ruler held the title of duke, a title still used today. Today's Duke of Hammerhold, however, has a power exceeding that of his ancient counterpart, and is technically ruler of the eastern old kingdom, and warden of the roads east and south from his realm. Hammerhold is a city state, and includes all lands within two days' march. The duke maintains order and protects the city from the surrounding chaos.

Tragically for Hammerhold, the city's peril and the danger from the north is less apparent to those living in the south. Ten years ago the Marcher Wars saw the Holy Empire defeated in the Northern Marches, since when there has been little aid from the Empire or Selantium. Many fear the end is near, yet there is no shortage of heroic warriors to hold the line against the dark.

Hammerhold ekes out a precarious existence in several ways.

- **Sea Trade:** Though the Wintermarch is blasted and the seas of the Dragons' Run dangerous, merchants still trade to and from Trollgard, the Trolltooth Mountains, the Ice Dwarves of Dragonshold to the west, and Cormath and the Dimris Vale to the east. Hammerhold has a good harbour, a navigable river nearby, and a decent road for transporting goods further south.
- **Furs:** Wintermarch and the North offer the best furs in the Hither Kingdoms, and though hunting and trapping here is dangerous, tough individuals are drawn to it because of the potential profits. The Midsummer Fur Fair at Hammerhold is a lively occasion.
- **Local Agriculture and Fishing:** Though not considerable, surrounding farms—if undisturbed by enemies—supply Hammerhold with a modest food supply.

This commercial activity isn't enough for Hammerhold to afford its mercenaries, and the duke clearly has another source of gold. Lots of people would love to know what it is....

LAYOUT AND DISTRICTS

Hammerhold's heart is the Black Rock which originally drew the dwarves. The entire region is stony, high limestone cliffs descending to the sea, but the Black Rock is a basalt pinnacle towering five hundred feet. The sea has eroded the surrounding rock so that half the pinnacle protrudes into the ocean, leaving a sheltered harbour in its lee.

1. SNAGGLE HOLLOW

The poorest and roughest area of Hammerhold. People from outside the Hollow rarely venture here, and only then in armed groups.

2. CROW PATHS

Limestone cliffs criss-crossed by paths cut into the rock, the "Crow Paths" were originally parapets, part of an unfinished plan to strengthen the fortress' seaward defences. They're accessed via the sprawling network of tunnels known as the Warrens, which extend into the Black Rock itself and house most of Hammerhold's Dwarven population. Over the years, buildings have been added, or carved into the rock, now occupied by fisherfolk, oystermen, and those with a love of unusual homes.

3. CROWN FORTRESS

A circular ring of walls with a keep and great tower at its heart tops the Black Rock like a crown, hence its name. Incredibly well-fortified, the fortress extends deep into the rock.

4. BLACK ROCK

The Black Rock contains caves dug by the original Dwarven colony, since which further construction has left it covered in impressive architecture. It rises three hundred feet above the city proper.

5. DOCKS

A sheltered, substantial bay, used as a harbour since Hammerhold was first settled. Surrounded by cliffs, the dwarves hewed the docks into the rock and constructed buttressed walkways; since then it has been extended in wood, and wharves added. Harbour access is by the Dwarven tunnels, large enough for a small wagon to pass, or by the Dwarf Road, controlled by the Stevedores' Guild. Both are steep, and an inexperienced driver can easily block the way with a crashed wagon.

6. ROYAL DOCK

This part of the dock contains the moorings of the ducal galley and other naval vessels, and is where the dwarf tunnel enters the Black Rock.

7. DWARF ROAD

The Dwarf Road is a tremendous feat of engineering cut into the rock, a 1-in-4 incline from sea level up to the city. It extends into the New Town, where several bridges cross the cutting overhead.

8. MERCANTILE DISTRICT

Part of Hammerhold's "New Town" between the Dwarven and Outer Walls. Much of Hammerhold's mercantile business is concentrated here.

9. OLD DWARVEN WALL

A huge imposing wall of Dwarven construction some sixty feet high forms the city's inner defences. It has strong forts at each corner, and a huge gatehouse.

10. POOR AREAS

The town extends outside the walls into desperately poor shantytowns, always the first to be damaged in battle and always the first to reappear.

11. OUTER WALL

A later, human construction, thirty feet high and a far cry from the monolithic Dwarven Wall. It also has substantial towers along its length.

12. WEALTHY AREA

The area inside the Dwarven Wall is the best-built and wealthiest in the city. Most civic buildings are located here, the wealthiest and grandest nearest to the Black Rock.

13. RESIDENTIAL AREA

Hammerhold's main residential area lies in the "New Town" between the Dwarven and Outer Walls.

CITY GOVERNANCE

Duke Florian Holt is the current duke of Hammerhold, an aged but strong leader respected by peers and foes alike. Though no longer in his physical prime, his mind is as sharp as ever, and he is a sound strategist and a careful planner. He surrounds himself with wise advisors, and makes no major decisions without an expert at hand.

One of Holt's greatest problems is his succession. He has raised his eldest son, Colran Holt, as his heir as tradition demands, but although Colran is a brave fighter and competent administrator, many judge him prone to fits of rage and serious misjudgements. The duke fears his son's temper may be his undoing, and perhaps that of the city, too. Though the succession laws dictate Colran should be duke after his father's death, many believe his younger sister, Lady Lyssa Holt, is a superior candidate. While not a great battlefield leader, she is an accomplished horsewoman, and has demonstrated she is careful, intelligent, and cunning, and with the ruthlessness to make tough decisions when required.

Duke Florian maintains a council to enact his will and provide advice. Known as the Stone Table, it comprises:

- The Ducal Treasurer
- Bearhold Tessen, Patriarch of the Temple of the Sun.
- Ulfir Ironheart, Captain of the Dwarf Guard.
- Ilona Andard, Master Warden of the Wardens of Wintermarch, with responsibility for the Hammerhold area.
- Sir Borin Hengistson, Commander of the Military of Hammerhold.
- Sir Thebald Dansten, Commander of the Hammerhold Fleet.
- Yanek Straan and Magdena Ruffild, guildmasters of the Masons' and Merchants' Guilds.
- Alderic Shadow, the duke's spymaster.
- Rappanuk the Younger, the duke's court mage.
- Other guildmasters by invitation.

The council meets in a chamber in the Crown Fortress around a large stone table of Dwarven origin, hence its name.

THE THUNDERSPHERE

This six-foot diameter stone sphere is a powerful artefact wrought with weather magic. Legend says it fell from the sky during a terrible storm a year after Hammerhold's founding. It's a potent weapon, and one reason Hammerhold defends itself so effectively.

The Thundersphere is kept in a secret location in the Black Rock. When the city is threatened and the elders decree, it's brought to a specially constructed plinth atop the Black Rock, where mages work a ritual to activate it and pour thunder, ice, and wind on their foes.



The Thundersphere has a Fantastic (+6) Weather skill, and all related trappings and stunts, plus the aspects *Power of the Storm*, *In Time of Great Crisis*, and *Blood Sacrifice*. Rumour says it has greater powers still in the right hands.

STATISTICS

Hammerhold (Small City)

Population	Good (+3)
Organizations	<i>Medium (scale 3)</i> Merchant Adventurers' Guild (sub) <i>Small (scale 2)</i> The White Corsairs (sub) Guardians of the Black Rock (sub) <i>Tiny (scale 1)</i> The Dwarf Guard (sub) The Stone Table (ruling) Mages of the Thundersphere (sub)
Aspects	Hammer of the North Warriors Drink and Sing in its Halls Besieged Fortress of Wintermarch The Light of Civilization Still Burns Grim and Heroic Built on Ancient Dwarven Foundations Concentric City Walls Free City of Hammerhold East Mercantile District Snaggle Hollow Tenderloin District The Warrens Artisan District
Features	City Walls Market District Tenderloin District Artisan District

The Stone Table Ducal Council (Ruling Organization)

Physical Stress:	□□□□□
Composure Stress:	□□□□□□□
Fate points: 6	Scale: Tiny (1)
Consequences: 3	Scope: 6
Skills	<i>Fair (+2)</i> Control (Hammerhold) <i>Average (+1)</i> Reputation Administration
Aspects	Enacts the Will of Duke Florian Holt
Stunts	♦ Strongholds: +1 Control bonus in stronghold's area. ♦ Propaganda Network: scope is 7 for Reputation rolls. ♦ Dictator: pay a Fate point to ignore a Composure consequence for one exchange. ♦ Bureaucracy: +1 Administration bonus.

The Thundersphere Mages (Subordinate Organization)

Physical Stress:	□□□□□□
Composure Stress:	□□□□□
Fate points: 6	Scale: Tiny (1)
Consequences: 3	Scope: 2
Skills	<i>Fair (+2)</i> Ancient Technology <i>Average (+1)</i> Security Secrecy Lore (Air)
Aspects	Guardians of the Thunder Magic
Stunts	♦ Artefact: <i>the Thundersphere (page 85).</i> ♦ Magical Support: +1 bonus when using Security to attack. ♦ Wheels Within Wheels: +1 Secrecy bonus. ♦ Loremasters (Air: Thunder): +1 Lore.

Merchant Adventurers' Guild (Subordinate Organization)

Physical Stress:	□□□□□□
Composure Stress:	□□□□□□□□
Fate points: 3	Scale: Medium (3)
Consequences: 3	Scope: 5
Skills	<i>Good (+3)</i> Trade <i>Fair (+2)</i> Sway (Hammerhold) Resources <i>Average (+1)</i> Arms (Land) Information (Hammerhold) Communication Diplomacy Assassination
Aspects	Highly Adaptable Widespread Network of Contacts and Agents The Web Which Holds Everything Together
Stunts	♦ Trade Network: <i>you may send two trade missions per month instead of one.</i> ♦ Market District: <i>use Resources instead of Contacting within district; complement Control with Trade.</i> ♦ Tenderloin District: <i>characters with crime-related aspects complement Contacting with Burglary, Sleight of Hand, or Intimidation; Population is considered +5 when establishing details.</i> ♦ Artisan District: <i>characters with craft aspects can use Artificer instead of Contacting or Rapport in the district; +1 Resources bonus in district for organization.</i> ♦ Communications Network: +1 Sway bonus. ♦ Network of Spies: +1 Information bonus for information of interest to spies. ♦ Special Messengers: <i>pay a Fate point for a short message (less than 10 words) with a +5 Communication bonus.</i>

THE GUARDIANS OF THE BLACK ROCK

Many warriors come to Hammerhold: mercenaries seeking gold; fighters proving their prowess; and idealistic souls who believe the war against the King Over The Ocean is the defining conflict of their lifetimes. Some years ago a small company of sellswords led by one Jothran of Kobos came to Hammerhold; with no particular name or reputation, they were absorbed anonymously into the city's army, and Jothran proved a competent if unimaginative leader. For a few years they performed mundane tasks, guarding the gates and undertaking duties required in a fortress city. They saw skirmishes and, though they had a few chances to distinguish themselves, did not stand out from others in Hammerhold's service.

That was before the Great Storm Siege of the year 613, named for storms which battered Hammerhold for its whole duration. When siege finally gave way to assault, Jothran's company showed its promise, fighting the waves of orcs, trolls, and other creatures of darkness thrown against the city. Jothran proved himself an inspired leader. In the final assault, disaster struck. While Jothran's company was manning Hammerhold's seaward walls, panic-stricken cityfolk emerged from the undercity, followed by a horde of goblins, tunnel rats, trolls, and beasts—the tunnels had been breached! Acting swiftly, Jothran led his one hundred and twenty men against the enemy onslaught. Leaving forty to hold the entrances to the Warrens, he led the rest through the tunnels with the help of a one-legged one-eyed dwarf engineer named Kagraz, breaking through where the goblins had tunnelled into the caverns beneath the Black Rock. There he and his men made their stand, beset from the front by invading ogres and ratlings, and from behind by the foul creatures which had already broken through.

None of Jothran's company expected to survive. Each thought the city had fallen, and resolved to sell their lives dearly. However, this proved the decisive battle of the entire siege, the last throw of the dice for an enemy who had already sustained considerable losses, calculated to throw Hammerhold's defenders into disarray with a rear attack as the final assault began. With Jothran's company blocking ways in and out, the goblin forces in the city began to panic, and flood back into the tunnels to escape. Jothran's company suffered terrible losses, but dealt greater damage to their foes. When the Dwarf Guard relieved them, the breach was secured: Hammerhold's walls had held, and the siege was broken.

Following the battle Jothran was awarded the Freedom of the City, and his company formally enrolled in the city's lists as the Guardians of the Black Rock. Since then it has returned to rather more than its original full strength, and is considered among the finest units in the city. Jothran gets the pick of recruits, and membership is an honour. The Guardians serve the city full-time and, though technically still a mercenary company, none of its members would ever consider serving anywhere else.

In times of crisis, the role of the Guardians is to act as they did that day—as a mobile reserve of heavy infantry. The company expects its members to have a comprehensive

knowledge of the city's layout—both aboveground and below. Kagraz the Dwarven engineer still serves with the Guardians as trainer and advisor.

The Guardians of the Black Rock (Organization)

Physical Stress:		□□□□□□
Composure Stress:		□□□□□□
Fate points: 5		Scale: Small (2)
Consequences: 3+1		Scope: 1
Skills	<i>Fair (+2)</i>	Arms (Land) Unity
	<i>Average (+1)</i>	Technology (Quality Weapons) Reputation Security
Aspects	Victors of the Storm Siege! Mercenaries in Name Only	
Stunts	♦ City Walls: +2 bonus for any organization defending the city.	
	♦ Mighty Defences: +1 Technology bonus in Security conflicts, or when defending against attacks.	
	♦ Personality Cult: absorbs 1 additional Composure consequence; takes corresponding aspect.	
	♦ Elite Forces: +1 in army-level conflicts.	
	♦ Figurehead: +1 Unity bonus.	
Holdings	Fortress on the Black Rock (Fortified)	

THE WHITE CORSAIRS

Although Hammerhold and Trollgard are both ports, since the fall of the Kingdom of Wintermarch neither has had the wherewithal to maintain a fleet of their own. Not only are ships expensive, but the increasing strength of the King Over The Ocean and the Angrim Fleet mean the northern seas now largely belong to the Dark Lord.

To maintain some semblance of sea travel, both Hammerhold and Trollgard maintain a handful of warships to patrol their immediate waters. Where more vessels are required, their rulers employ mercenaries and freelance merchants. These sea captains have reputations for insane streaks; the pay is not great and the risks high, but still there are plenty of volunteers. Perhaps the real cause lies in the Letters of Marque the cities offer, valued by sea captains often little better than pirates for their aura of roguish respectability, and in theory for the great rewards they promise if battle against Angrim ever ends. The bearers of these letters call themselves the White Corsairs; though at times rivals, they can always count on each other in a crisis.

The White Corsairs hail from all the coasts of the Hither Kingdoms, drawn by a myriad motivations, the possibility of great renown, and vast riches should they capture a juicy prize. The Corsairs are valued by the people of the North as the only force able to cross the sea in the face of the dangers from Angrim.

Interestingly, no White Corsair ship has been lost to dragon attack for over ten years. The reasons for this are unknown—though speculation is rife.

The White Corsairs (Organization)

Physical Stress:		□□□□□□
Composure Stress:		□□□□□□
Fate points: 8		Scale: Small (2)
Consequences: 3		Scope: 1
Skills	Fair (+2)	Arms (Sea) Trade
	Average (+1)	Resources Communication Influence (Dragon Coast) Information (Dragons' Run)
Aspects	Swift Ships on Stormy Seas! Slightly Unhinged! The Dragons Leave Us Alone...	
Stunts	♦ Freebooter: +2 Resources bonus for easily-portable resources. ♦ Free City: complement Contacting checks with Population; Population is Great (+4) for establishing details.	

THE DWARF GUARD

The Gruff Kin of old made one stipulation when leaving Hammerhold to human rule—that the Dwarf Guard remain, and continue their ancient duties in perpetuity. Hammerhold's new rulers were in no position to refuse—indeed, the requirement that a hundred sturdy dwarven warriors remain to garrison the city was a boon! Since then the Dwarf Guard has always served as part of the city's army, and often a strong one.

The Gruff Kin's demand remains a mystery. It was first assumed to be dwarven pride—as a Dwarven outpost, the Gruff Kin would want a presence for posterity's sake. However, in subsequent years the Dwarf Guard's behaviour has been at times puzzling, guarding apparently random tunnels or demanding certain works be cancelled or moved. Some believe the dwarves aren't simply guarding the city—they are guarding something in the city. The inscrutable dwarves are not telling.

The Dwarf Guard comprises one hundred and eight warriors. Most members stay for life, but whenever one leaves, dies, or falls in battle, a replacement arrives shortly after. While generally part of Hammerhold's army, they insist no more than half their number be outside the city at any one time. Additionally, at seemingly random intervals the whole Dwarf Guard is recalled to the city, and refuses to set forth again for a subsequent period—again, seemingly random.

The Dwarf Guard (Organization)

Physical Stress:		□□□□□□
Composure Stress:		□□□□□□
Fate points: 7		Scale: Tiny (1)
Consequences: 3		Scope: 3
Skills	Fair (+2)	Arms (Land)
	Average (+1)	Security Control (Hammerhold)
Aspects	Resolute and Indomitable Dwarves	
Stunts	♦ Elite Force: +1 in army-level conflicts. ♦ Traditions: +2 Control bonus when acting according to tradition. ♦ Strongholds: +1 Control bonus in stronghold's area.	
Holdings	Barracks of the Dwarf Guard (Fortified)	

OTHER ORGANIZATIONS

The following organizations are active in Hammerhold and the North. Player characters may belong to them, or you can use them for assistance, points of conflict, or background and spurs to adventure!

THE WARDENS OF WINTERMARCH

The disintegration of the Old Empire hit the Hither Kingdoms hard, but perhaps the Northern Marches fared worst of all. Today only Trollgard and Hammerhold remain; elsewhere the land has fallen to wilderness, bandits, and darker forces. Here and there fortified villages, isolated farmsteads, and old keeps of former nobles eke out a precarious existence, but each spring there are fewer such places.

The Wardens of Wintermarch began in these flickering remnants of civilization. Originally trackers and scouts, they carried messages between settlements and maintained patrols to keep the roads safe. Two centuries ago, a wood-elf maiden named Mercilla arrived in the North as a scout from the realm of Celebrand, and realized the lack of cooperation between these communities was their greatest weakness. She recruited the most experienced scouts and trackers into a network that became the Wardens of Wintermarch—though today their influence extends far beyond the old kingdom's borders. Mercilla disappeared some years ago—no one knows her fate, but the Wardens are now an established presence in the North.

The Wardens are a loose organization of independent-minded individuals, mostly Northmen, but with a smattering of wilderlings and elves. They divide the Wintermarch into Wards, each boasting a Master Warden with responsibility for the wardens in his area, who investigate rumours, maintain patrols, and keep communications open. The Wardens ensure information flows to Hammerhold, Trollgard, and the elven realms of Celebrand and Canaspire, and petition for assistance from these places.

The Wardens' remit (scope 3) ranges from Trollgard in the west, and along the Dragons' Run to Cormath in the east. They're not numerous, but with their survival and tracking expertise can field a small yet potent force of raiders or skirmishers.

The Wardens of Wintermarch (Organization)

Physical Stress:		□□□□□□
Composure Stress:		□□□□□□
Fate points: 8		Scale: Small (2)
Consequences: 3		Scope: 3
Skills	<i>Fair (+2)</i>	Communications Information (Dragon Coast)
	<i>Average (+1)</i>	Sway (Dragons' Run) Information (Troll Shore) Arms (Rangers & Scouts) Secrecy
Aspects	We Know this Land—it's Ours! Paths Less Trodden	
Stunts	◆ Network of Spies: +1 <i>Information where of interest to spies.</i>	
	◆ Communications Network: +1 <i>Sway.</i>	

THE ORDER OF THE SILVER PHILOSOPHERS

The origin of the Order of the Silver Philosophers is a mystery to outsiders. It was formed before the Arrival of the Elves by a man named Thanaron the Old, of whom little is known except for his discovery of *the Great Silver Walls*, from which the order takes its name—a series of thirty-foot high slabs of silver, each intricately covered in writings and diagrams. It's said the writings are in tongues both ancient and modern, and speak of events past and yet to come. Although some call them prophecies, the writings seem rather to be a history of the Hither Kingdoms written in the future—by a madman!

The Great Silver Walls are hard to read: they switch between languages seemingly at random, mixing together, and are often worn, despite being rigorously protected. Even deciphered they are cryptic. However, they have always proved accurate, as much as can be understood from those events which have already come to pass, although many of the writings speak of times and places as yet unknown. The Great Silver Walls are the focus of the order's activities, and their location is a closely guarded secret.

The Great Silver Walls contain arcane secrets, and have allowed the Silver Philosophers to master several fields of magic. The Order includes thinkers, linguists, and wizards, and sends envoys to the courts of the Hither Kingdoms as advisors and guides, although they're not always trusted. The Order does publicize the most important prophecies from the Walls, which on occasion have averted disaster. Rumours that the writings on the Walls sometimes change are vehemently denied.

The Order's advice is not always used as the Silver Philosophers would like, and as a result they have begun to take a more direct hand in matters, in particular establishing a

subsidiary organization called the Silver Daggers, comprising the wizards they have trained, with carefully selected warriors, assassins and thieves, to carry out missions on the Order's behalf. Meanwhile, the Order manipulates king and priest alike from behind the scenes, apparently for the good of the Hither Kingdoms—whatever the Philosophers perceive that to be. Their ability to seemingly think ahead of the King Over The Ocean makes their advice much sought after.

The Order is based in the mysterious Castle of Script, which lies in a secret location somewhere in the Wintermarch, and whose caverns and dungeons hold the fabled Great Silver Walls. Membership gives characters access to the Divination and Fate power skills, and many other arcane disciplines if they show aptitude (such as an appropriate aspect).

The Silver Philosophers (Organization)

Physical Stress:		□□□□□
Composure Stress:		□□□□□□□
Fate points: 8		Scale: Medium (3)
Consequences: 3		Scope: 5
Skills	<i>Good (+3)</i>	Ancient Technology (The Great Silver Walls)
	<i>Fair (+2)</i>	Secrecy Diplomacy Lore (Arcane)
	<i>Average (+1)</i>	Influence (Novolanda) Influence (Selantium) Influence (The Northlands) Unity
Aspects	The Silver Walls Speak the Truth! Knowledge is a Two-Edged Sword An Advisor in Every Court...	
Stunts	◆ Artefact: <i>The Great Silver Walls.</i>	
	◆ Loremasters (Arcane Divination): +1 to <i>arcane divinations and predictions.</i>	
Holdings	The Castle of Script (<i>Hidden, Secure</i>)	

The Silver Daggers (Organization)

Physical Stress:		□□□□□□
Composure Stress:		□□□□□
Fate points: 8		Scale: Tiny (1)
Consequences: 3		Scope: 5
Skills	<i>Fair (+2)</i>	Assassination
	<i>Average (+1)</i>	Arms (Dagger Teams) Security
Aspects	Subordinate to the Silver Philosophers	
Stunts	◆ 'Ninjas': +2 <i>vs opponent's Security.</i>	
	◆ Path to Power: <i>pay a Fate point to use Assassination instead of another skill.</i>	

CHAPTER EIGHT

DREAMS ON DRAGON ISLAND



THE DRAGONS' RUN AND THE NORTHERN SEAS

The Hither Kingdoms are under siege. Slowly, often subtly, the King Over The Ocean is extending his reach. In the wild Northern Marches his minions are everywhere, harrying the isolated communities of the Wintermarch. Meanwhile, the Orc Islands of Rift, Way and Angor spawn fleets that ravage the coasts from the Dragons' Run as far south as Novolanda.

The cities of Trollgard and Hammerhold still stand against the darkness. Constantly harassed, they are small dominions with limited reach, beyond which chaos rules. The coast is rugged, the sea wild, and cold winds blow from Angrim and the Sea of Stars, complex tidal rips and currents making passage hazardous for even the most experienced mariner.

The Dragons' Run is well named—great serpents lair on its isolated isles, in the coastal cliffs, and the mountains of the Trolltooth. North of the Dragons' Run, smoke billows from the pits of Angrim, hordes muster, and ships bearing the emblem of the Bloodied Claw sail forth to bring terror to the Hither Kingdoms.

Between the two, deep in the Dragons' Run and out of sight of land, sits Dragon Island, now the prey of covetous eyes...

DRAGON ISLAND

Dragon Island lies one hundred and fifty miles from Hammerhold and a similar distance from the Orcish isle of Way. Ten miles by seven, low lying at its southern end and rising to a sharp peak in the north, it's a place of rugged beauty, strong in the spirits of earth in contrast to the sea around it.

The island is little touched by civilization, although a corrupt sorcerer named Malfastus once dwelt here, many years ago. Whatever he did here tainted the natural elemental forces of the island, and finally destroyed him: only the sorcerer's tower remains, a symbol of his hubris, decaying with the years.

In the years since, an earth dragon named Only One Eye Waking has made his lair on Dragon Island, drawn by its strong earth magic, and has diluted the sorcerer's taint. The dragon has no love for the orcs of Angrim, and little even for humankind and its allies; nevertheless, his presence on Dragon Isle has been a boon to Trollgard and Hammerhold, as it has denied the forces of Angrim respite for their black ships.

INTRODUCTION

Dreams on Dragon Island is an introductory scenario for four to five Good (+3) or Great (+4) characters. It's set in the cold northern seas of the Dragons' Run in the Hither Kingdoms, but could easily be moved to any coastal location. In the adventure, the player characters are charged with investigating mysterious happenings on Dragon Island, a harsh and rugged speck of land in the perilous Dragons' Run, reputedly the home of a great dragon.

This adventure contains statistics for running parts of the scenario at group character level (see *Legends of Anglerre* page 228). Whether you do so or not is up to you—if your players are enjoying chewing on the scenery and interacting with the island at character level, run with that. In some cases, though, you might want to abstract things slightly, perhaps having the player characters square off against a unit of goblins or even a couple of ships, or explore the island in a series of short scenes each lasting a day—in which case group character level may be more appropriate.

You can use the pre-generated characters provided in the "Sirens of Simris" scenario (page 61) to get started right away (we've provided group character statistics on page 81), or you can use pre-existing characters or create new ones when you start play.

Until recently. Black ships bearing the emblem of the Bloodied Claw and crewed by orcs, goblins, and worse have once again begun to raid ships in the vicinity of Dragon Island and the Hammerhold coast. A brave sea captain skilfully traced the ships back to Dragon Island—clearly a base for the forces of darkness again. What has happened to the dragon? How can the forces of Angrim be driven away? Someone must find out...

STORYTELLER'S OVERVIEW

Only One Eye Waking is, like most of his kind, an avaricious creature, and has accumulated a hoard of treasure over the years. Perhaps the greatest is the gem called the Dragon's Eye, a magical artefact which allows its bearer to see and enter the Otherworld—either in his dreams, or in his physical body. For centuries the Dragon's Eye has rested in the dragon's single blind eye socket, and he has used it to explore the Otherworld and create for himself an Otherworldly lair—the Enchanted Garden.

The Dark Lord and his minions covet the lands of the North, watching for opportunities to weaken their foes. One such minion—a hobgoblin shaman named Kakajab—watched Dragon Island from afar; using sorcery, he realized that Only One Eye Waking was not always present on the island, although he never appeared to leave. The shaman divined that the dragon was in possession of the Dragon's Eye, and laid plans to steal it.

Arriving on the island with a warband of goblin braves, Kakajab the Shaman found the dragon's lair empty. Working an arcane ritual, he broke through the barrier separating mortal lands from the Otherworld, and discovered Only One Eye Waking's Enchanted Garden. There, he laid a trap for the dragon, weaving an illusion to disguise a poisoned phial as a huge and priceless ruby. Unable to resist his avaricious urges, Only One Eye Waking found the ruby and seized it, and was instantly poisoned. The hobgoblin shaman struck, and snatched the Dragon's Eye from the earth dragon's socket. Roaring with agony, Only One Eye Waking fled, and hid inside the Weeping Pagoda as the poison took hold. The shaman has since locked the dragon inside.

Now, Only One Eye Waking lies poisoned, unable to recover unless he returns to the real world, which he cannot do without the Dragon's Eye. The hobgoblin shaman, Kakajab, moves between the worlds, unlocking the Eye's powers, loosing *seemings* on the world, and searching for the magical Dragon's Tears. Dragon Island has become his playground, and his minions ply the seas looting and pillaging. Soon Kakajab will have mastered the Eye, and will leave the island to rise to greatness in the dark fanes of Angrim.

Meanwhile, with the dragon gone, the old taint is returning to Dragon Island. A wasting disease affects the vegetation, the rock formations that so charmed One Eye Waking become twisted and sinister, and less savoury inhabitants have returned.

The Dragon's Eye

The Dragon's Eye is a powerful magical artefact, a fist-sized ruby allowing its wielder to perceive the Otherworld, and to physically enter the Otherworld when asleep. It also has the side-effect of causing the wielder's dreams to physically manifest in the real world.

A wielder of the Dragon's Eye may spend a Fate point for a single use of the Astral Sight stunt (see *Legends of Anglerre* page 117). The wielder may also spend an adventure advancement to purchase the Astral Sight stunt permanently, usable whenever he is wielding the Eye.

Manifested dreams are treated as *seemings* (see *Legends of Anglerre* page 131), substantial illusions. They can be created by way of a compel, with the Story Teller creating a seeming which embodies the negative side of one of the wielder's aspects. So, a character with the aspect *Ladies' Man* would call forth an extremely energetic satyr, and have to fend it off! One with an aspect like *All the Treasure in the World must be Mine!* might call forth a covetous little homunculus which will try to steal something of value—maybe even abilities! The dreamer may pay a Fate point to have a benign manifestation instead.

Examples of seemings are included for Kakajab's and Only One Eye Waking's aspects: see page 92.

The manifestations created by the Dragon's Eye need not be creatures, but can be places or even events. The Enchanted Garden is one such, dreamed by Only One Eye Waking and corrupted by Kakajab's evil.

To combat a manifestation, you can attack its Physical stress, though most seemings simply reappear if dispatched. A surer way is to attack its Composure stress, getting bonuses for manoeuvres which counter the aspect the manifestation is derived from. For example, you could combat the Horny Satyr by using your Resolve, getting bonuses for manoeuvres displaying abstemiousness, chivalry, or self-control towards the object of your affections. Other characters can do the same, even if they haven't conjured the manifestation themselves.

The Poisoned Ruby

This is the trap which Kakajab used to poison Only One Eye Waking. It looks like a fist-sized uncut ruby with a white flaw in the shape of a dragon. In fact it's a Good (+3) glamour cast by Kakajab, hiding a hollow glass sphere with projecting spikes. Touching it carelessly exposes the target to a Good (+3) Potency damaging injection poison with Fair (+2) Subtlety, and the aspects *Destroy the Element of Earth* and *Dragonbane*.

The glamour on the ruby lasts a week.



TODAY ON DRAGON ISLAND

With Only One Eye Waking trapped in the Otherworld, Kakajab's goblin braves have the run of the island, using it as a base for piracy and coastal raids in the Dragons' Run. The goblin presence is centred on the southern bay, where they have built a rough camp in a sheltered gully above the shingle beach, and are using the refuge (see page 95) as further shelter. There are two goblin longships in the bay, one damaged and careened on the beach, the other at anchor. A hundred goblins crew the ships, currently scattered over the island, mostly in camp or on the beach near the ships, but also at lookouts on the mountain and the island's north. They are busy foraging and hunting, and repairing the careened ship, while their captains—a pair of salty hobgoblin pirates named Jagnar and Gjazzh—plan their next expedition.

Kakajab the Shaman spends most of his time in the Enchanted Garden in the Otherworld, trying to open a portal to Angor, avoiding a tiresome sea journey and giving access to the forces of Angrim. As the hobgoblin bears the Dragon's Eye, the former paradise of the Enchanted Garden is becoming twisted.

The goblins aren't alone on Dragon Island. A family of wilderings—the Beavers—are in hiding, both from the goblins and the island's returning taint, which seems to be centred on a strange tar pit at the foot of the island's peak, and which has attracted a group of harpies to Only One Eye Waking's abandoned lair. In the dragon's absence, a dream drake circles the mountaintop, a shade summoned by his dreams in the Otherworld.

The wilderings are hiding in the caves at the foot of the mountain, anxiously awaiting the dragon's return. They forage and spy on the goblins, using their knowledge of the island to move unseen; so far the goblins don't even suspect they're not alone. The beavers' home is a dam at the southern end of the lake in the centre of the island; it has been ransacked by the goblins.

The Seemings

There are several ghostly—or illusory—denizens of Dragon Island created by the magic of the Dragon's Eye. These seemings may be encountered anywhere, even offshore; in addition to the Treasure Eater in the dragon's cave (page 98), they include the Brain Stealer, the Speaker of Truths, and the Dream Drake, presented below. They may be encountered either as a result of Plot Stress (page 107), or simply at the Story Teller's discretion.

The Brain Stealer

Created from Kakajab's Knowledge is Power! aspect

The Brain Stealer is a gaunt, hungry humanoid with enormous claws and distended jaws dripping with ichor. It bites its victim's head, stealing knowledge and skills directly from its brain!

The Brain Stealer (Good Extra)

Physical Stress:		□□□□□□
Composure Stress:		□□□□□□
Fate points: 6		Scale: Small (2)
Consequences: 3		-
Skills	<i>Good (+3)</i>	Domination
	<i>Fair (+2)</i>	Fists Bite Athletics
	<i>Average (+1)</i>	Endurance Resolve Alertness Investigation
Aspects	I can feel it eating my brain! Gaunt, ghoulish creature Hungry! Ichor-dripping maw	
Stunts	<p>◆ Command: +1 <i>Domination</i> bonus for temporary aspect or Composure attack.</p> <p>◆ Enslave: +2 <i>Domination</i> bonus to enslave target (aspect or Composure conflict).</p> <p>◆ Steal Knowledge: each consequence drains 1, 2, 3 or 4 levels of knowledge or power skill; Brain Stealer gains the skill until the consequence is removed!</p> <p>◆ Jaws: +2 damage bonus.</p>	
Notes	Bite (+2 damage; allows immediate second Steal Knowledge (Domination) attack on victim)	

The Speaker of Truths

Created from Kakajab's Nothing will keep me from the Secrets of the World! aspect

The Speaker of Truths is a six-foot tall humanoid of indeterminate race, unarmed and wearing a hooded brown robe. It approaches the player characters in a friendly manner, fabricating a convincing reason for its presence. Exuding calm and confidence, its engages the characters in conversation.

The Speaker's conversation is poisoned, and it uses Empathy (and the Cold Read and Heart's Secret stunts) to find the characters' weaknesses. Whatever it knows, Kakajab knows too, and uses the knowledge to his advantage when he meets the characters.

If the Speaker of Truth's hood is removed or spied into, it will be seen to be a creature of only shadow, with two pinpricks of blue for eyes.

The Speaker of Truths (Good Extra)

Physical Stress:	□□□□□
Composure Stress:	□□□□□□
Fate points: 6	Scale: Small (2)
Consequences: 3	-
Skills	<i>Good (+3)</i> Empathy <i>Fair (+2)</i> Deceit Resolve <i>Average (+1)</i> Rapport Investigation Alertness
Aspects	I know you better than you know yourself I hate you more than you hate yourself Mundane appearance Self-possessed
Stunts	♦ Cold Read: 2 time increments less to get a read on someone. ♦ Heart's Secret: the target of your read must reveal an important aspect. ♦ Inner Strength: +2 Resolve bonus to resist someone getting inside your head. ♦ The Right Questions: may use Rapport instead of Contacting.
Equipment	Nondescript robe

The Dream Drake

Created from Only One Eye Waking's One-eyed Brown Dragon aspect

This seeming lingers as an after-image of Only One Eye Waking's stewardship of the isle, although it has become sickly and started to fade. It circles the mountain, and may approach the party and attempt to communicate, or even turn up as a reinforcement if the player characters find themselves facing defeat.

The Dream Drake (Good Extra)

Physical Stress:	□□□□□□□
Composure Stress:	□□□□□
Fate points: 7	Scale: Medium (3)
Consequences: 3	-
Skills	<i>Good (+3)</i> Wing Buffet <i>Fair (+2)</i> Athletics Intimidate <i>Average (+1)</i> Might Endurance
Aspects	Terrifying ghostly dragon Semi-substantial body Weak and sickly from poison I must get out of here! The dragon's cave is mine! No one leaves!
Stunts	♦ Immunity: pay a Fate point to negate stress from all attacks this exchange. ♦ Flight: use Athletics for aerial movement and manoeuvres. ♦ Oversized: +2 Intimidation checks, +1 Physical stress, -2 Rapport.

INTRODUCING THE PLAYERS

The player characters have been summoned to the hall of Florien, Duke of Hammerhold. Recently, raiders from the Orc islands have been threatening Hammerhold itself, and a skilled sea captain of the White Corsairs has tracked them to the fabled Dragon Island.

Dragon Island has long been known as the lair of a great earth dragon named Only One Eye Waking. For years, the dragon's presence has limited the Dark Lord's reach in this part of the Dragons' Run; now this no longer appears to be the case. Something has happened to the dragon.

The duke wants the situation resolved. He wants to know what has happened to Only One Eye Waking, and if anything can be done to restore the status quo. He knows the player characters by reputation, and asks them to travel to Dragon Island on his behalf. This great service to Hammerhold will gain them honour and reputation, and, for the more mercenary-minded, the duke will also arrange financial reward (a Good (+3) treasure to them or their representatives). The duke provides a ship and crew if the player characters don't have their own (see Captain Braga and the *Coy Mistress* on page 69).

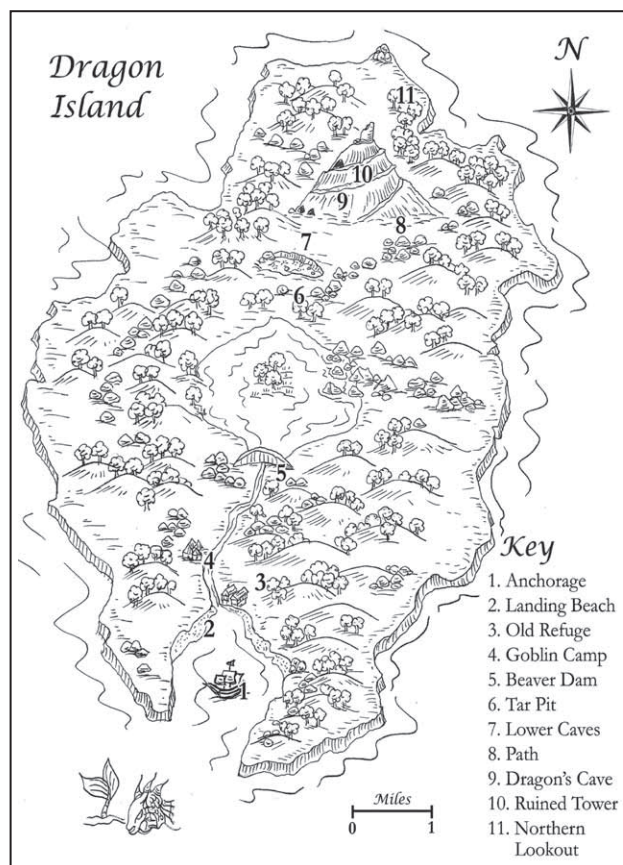
The Dragon's Isle Fellowship

If you're using the group character rules, the following statistics represent the pregenerated characters provided on page 81. Each character also brings his own strengths to the group; assume Melee Combat and Ranged Combat are both Good (+3). You'll need to update the statistics appropriately if using your own characters.

The Dragon's Isle Fellowship (Group Character)

Physical Stress:		□□□□
Composure Stress:		□□□□□
Fate points: 7		Scale: Medium (3) Adv
Consequences: 3		-
Skills	Fair (+2)	Systems Advanced Sensing
	Average (+1)	Land Manoeuvre Armour Troop Facilities (ship's crew)
Aspects	Red Dwarf Warrior Priestess of Ardeste Ancient and Mystic Wildering Feral Wolf Boy	
Stunts	♦ Magical Attacks: +2 <i>Melee Combat</i> . ♦ Rangers and Scouts: +2 <i>Watches range</i> (total 4). ♦ Elite Quality Troops: +1 <i>Morale stress</i> .	

ISLAND LOCATIONS



Asking about Dragon Island

The player characters may investigate Dragon Island before leaving Hammerhold. The following information is available:

- A Fair (+2) Contacting check tells them about the Refuge and the unusual price that must be paid to use it.
- A Good (+3) Contacting check reveals Dragon Island has a decent anchorage at its southern end and a mountain at the north.
- A Good (+3) Academics check uncovers the tale of Malfastus the Exile, and the taint he left on Dragon Island.

Scene Aspects

Many of the locations below are full of potential scene aspects. We've listed the more obvious ones below the location's title: feel free to invent your own!

Anchorage

Sheltered Anchorage, Contrary Winds

The bay on the south side of Dragon Island provides sheltered anchorage, though getting in is hazardous in contrary winds. It has a shingle beach and fresh water stream.

Two goblin longships occupy the bay, one at anchor and manned by a squad of goblin warriors (one brave and six minions); the second careened on the beach for repairs, with a Major consequence *Shattered Timbers on the Port Bow* and the Minor consequence *Close Encounter with the Shingle* (the goblins aren't very good at careening...). Three goblin braves and three squads of goblin minions are working or lazing around (see *Legends of Anglerre* pages 338-339 for statistics), commanded by hobgoblin corsair Captain Jagnar. There's a skiff tied to the ship at anchor, and another on the beach. The goblins' readiness depends on whether the player characters' approach has been detected.

Jagnar and Gjazzh, the Hobgoblin Corsairs

These two tough-looking hobgoblins are captains of the ships in the bay, and dress in colourful clothes over strong leather armour, with flashy jewellery, and evil-looking Angrim blades. Each carries a horn to summon help and issue commands. Jagnar has gold false teeth; Gjazzh has lost an eye, and sports a flashy eye patch decorated with cheap gems.

Jagnar and Gjazzh (Great Named Characters)

Physical Stress:	□□□□□□								
Composure Stress:	□□□□□□								
Fate points: 5	Scale: Small (2)								
Consequences: 3	Armour Cons: 1 Minor								
Skills	<table> <tr> <td>Great (+4)</td><td>Pilot</td></tr> <tr> <td>Good (+3)</td><td>Melee Weapons Leadership</td></tr> <tr> <td>Fair (+2)</td><td>Alertness Endurance Might</td></tr> <tr> <td>Average (+1)</td><td>Ranged Weapons Resolve Athletics Intimidation</td></tr> </table>	Great (+4)	Pilot	Good (+3)	Melee Weapons Leadership	Fair (+2)	Alertness Endurance Might	Average (+1)	Ranged Weapons Resolve Athletics Intimidation
Great (+4)	Pilot								
Good (+3)	Melee Weapons Leadership								
Fair (+2)	Alertness Endurance Might								
Average (+1)	Ranged Weapons Resolve Athletics Intimidation								
Aspects	Captain of the Red Talon Corsairs Twisted Parody of a Man A Pirate's Life for Me! Give 'em a Taste of the Lash! Razor-sharp Angrim Blade Golden Grin (<i>Jagnar</i>) One-eyed Pirate (<i>Gjazzh</i>)								
Stunts	<ul style="list-style-type: none"> ◆ Corsair's Instincts: +2 Pilot bonus in ship-to-ship battles, and Pilot complements allies' Ranged Weapon attacks. ◆ Weapon Specialist: +2 damage with a cutlass. ◆ Personal Vessel: goblin longship. ◆ Minions: they always seem to have a few goblins around. 								
Equipment	Wicked Angrim Cutlass (+5 damage, including Weapon Specialist stunt: <i>Wicked Angrim Blade</i>) Reinforced Leather Armour (absorbs 1 Minor consequence) Signalling Horn Flashy jewellery Cat-o-Nine-Tails Coins and gems (+4 Treasure)								

Player characters seizing one of the corsair's cutlasses could take it as an aspect such as *Blade of the Angrim Corsair*—good for combat or as a trophy!

Goblin Pirate Ships

The goblin ships are swift vessels built in the Orc Islands, with ragged sails stained with the sign of the Red Talon. They've been at sea for some time, and are not well maintained. They mount a ram and have a large crew of vicious goblin warriors with which to overwhelm their foes.

Goblin Pirate Ship (Construct)

Structural Stress:	□□□□□□						
Morale Stress:	□□□□□						
Fate points: n/a	Scale: Large (4)						
Consequences: 3	-						
Skills	<table> <tr> <td>Good (+3)</td><td>Troop Facilities</td></tr> <tr> <td>Fair (+2)</td><td>Water Manoeuvre Grappling System</td></tr> <tr> <td>Average (+1)</td><td>Troop Facilities Systems Hardened Structure</td></tr> </table>	Good (+3)	Troop Facilities	Fair (+2)	Water Manoeuvre Grappling System	Average (+1)	Troop Facilities Systems Hardened Structure
Good (+3)	Troop Facilities						
Fair (+2)	Water Manoeuvre Grappling System						
Average (+1)	Troop Facilities Systems Hardened Structure						
Aspects	Scourge of the Seas! Bloody-clawed Angrim Raider Wolf-headed Ram Sails Hard to the Wind						
Stunts	<ul style="list-style-type: none"> ◆ Open Ocean: can travel the open ocean. ◆ Ram: +1 on ramming attacks. ◆ Lashed Vessels: +1 on boarding actions. ◆ Forecastle: +1 bonus to resist boarding actions. 						
Equipment	10 crew + 40 warriors						

Goblin Camp

Makeshift Lean-tos on the Gully Walls

The goblins have a camp in a gully a quarter of a mile from the beach, comprising six makeshift lean-tos either side of a stream, and the beginnings of a goblin longhouse. There are three groups of goblins here, each of a goblin brave and six minions (*Legends of Anglerre* pages 338-339).

Old Refuge

Ancient Refuge from the Storm, Goblin-Haunted

This rough stone-walled building was for a long time the only sign of habitation on Dragon Island. Constructed many years ago by a ship's crew forced to take refuge from a storm, it's still occasionally used by mariners trapped by bad weather or shipwreck. Only One Eye Waking permits the Refuge, but demands a price from any who use it, varying arbitrarily from a sack of gemstones to a loved one's lock of hair. No one knows what happens if the price isn't paid.

Characters may make knowledge rolls to know about the Refuge and its conditions of use. Currently the goblins use it for storage and shelter; with Only One Eye Waking trapped in the Otherworld, there's no one to levy the toll.

Beavers' Dam

Well-stocked Beavers' Dam

A large beavers' dam blocks the stream an hour's walk from the shore. Clearly the work of intelligent beings, it has a large and well-stocked fish pool upstream. Its residents—a family of wilderings—are nowhere to be seen. The interior of the dam is cosy, with several low rooms filled with hand-made

furniture and decorated with flotsam and jetsam. However, it has been looted by the goblins: at the Story Teller's discretion, they may still be here, smoke rising from a hidden chimney in the dam.

Tar Pit

Sticky and Sickly Taint

A curious pit lies at the foot of Dragon Island's peak. It has three sheer sides, although the northern approach is a steep but manageable climb. At the bottom is a pool of a thick, sticky, tar-like fluid of unfathomable depth. Anyone approaching will experience a sickly feeling; a Mediocre (+0) Alertness roll reveals there's no vegetation in the vicinity.

For each exchange spent near the tar pit, each character is targeted by a Good (+3) Composure manoeuvre; any success bestows an automatic Nauseous aspect, which becomes a consequence if not dealt with promptly (see "Special Effects", *Legends of Anglerre* page 168).

The tar pit is a manifestation of the ancient taint affecting Dragon Island; it's a good location for related knowledge checks and declarations—perhaps it's even the taint's origin.

Lower Caves

Hidden Subterranean Refuge

A partly hidden (Good (+3) difficulty to spot) series of caves runs along the base of the mountain's western slopes. Irregular and narrow, they are the hideout of the beaver wilderings from the Beavers' Dam.

Seamus and Eoin Beaver (Good Extras)

Physical Stress:		□□□□□□
Composure Stress:		□□□□□□
Fate points: 7		Scale: Small (2)
Consequences: 3		-
Skills	Good (+3)	Survival
	Fair (+2)	Athletics Alertness
	Average (+1)	Endurance Resolve Stealth
Aspects	Wildering Beaver I Know this Island like the Back of my Paws! Not Obviously Brave Natural in the Water My Family is Everything to Me The Dragon Must Return and Cleanse the Island!	
Stunts	◆ Aquatic: +2 to <i>Athletics</i> check in water; treats water as a natural environment. ◆ Hunter's Grace: use <i>Survival</i> instead of <i>Stealth</i> in natural environments. ◆ Signature Aspect: invoke I Know this Island... once per scene for free.	

Equip- ment

More than enough fish

Notes

Seamus and Eoin are father and son. They are accompanied by mother Niamh and daughter Orlah.

Anyone approaching is spotted by the beavers unless attempting to remain hidden (opposed Stealth check against the beavers' Fair (+2) Alertness). The wilderings know Dragon Island like the backs of their paws; they'll be cautious at first, but might be won over if the player characters behave in a reassuring and friendly manner, and can provide information and assistance. They aren't brave, but do want the goblins gone, and Only One Eye Waking restored. If this proves impossible, they may try to leave the island.

There are several other caves in addition to the beavers' hideout, which may be inhabited by wandering goblins or other creatures. These caves are good subjects for player declarations, too—maybe one of them leads to caverns further within the mountain, possibly even the Dragon's Cave (see below)?

Mountain Path

Ancient Path of Unknown Origin

The path up the mountainside dates from Malfastus' day. It clings to the slope, switching back and forth; in places it seems ready to collapse, and at each bend stand weathered statues of unidentifiable creatures.

The path gives clear views over the southern part of the island, and climbers will glimpse the Tower and Dragon's Cave as they ascend. They may also be spotted by the harpies, or by the goblins in the camp to the south—this is a Detection roll at construct level, or a Stealth vs Alertness check for characters.

Northern Lookout

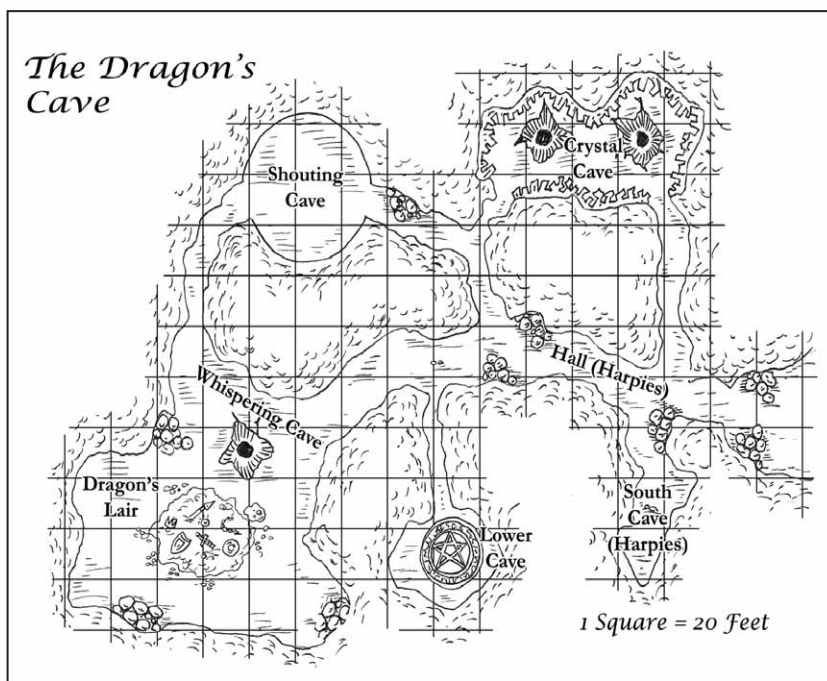
Superlative Vantage Point

The goblins maintain a lookout on the northern tip of Dragon Island, usually a group of six minions (*Legends of Anglerre* page 339) who've annoyed Jagnar or Gjazzh. It's little more than a canvas shelter and a bunch of fairly miserable goblins.

Tower

Ancient and Ominous, See for Miles

A ruined tower of curious angular design sits at the top of the path overlooking the island and looming over the entrance to the Dragon's Cave. Kakajab the Shaman has ordered a lookout be kept here at all times, although its effectiveness is questionable. Nevertheless, there's a signal fire, and pitch ready to light if approaching sails are seen.



The harpies leave the goblins alone, ever since they first ran into Kakajab. Groups of adventurers are completely fair game, however...

Lower Cave

The Walls of the World Are Thin

This small cave is located at the bottom of a sloping passage extending 120 feet from the main hall. All but unused by Only One Eye Waking, Kakajab discovered the walls between this world and the Otherworld are particularly thin here, and that it was easy to slip into the Enchanted Garden. He inscribed a magic circle to aid his work, which transports anyone who unlocks its secrets directly to the Garden, but is booby-trapped against intruders who don't use the correct chant (treat this as a Hazard—see *Legends of Anglerre* page 273).

The Dragon's Cave

Sacred to the Earth, Dragon's Lair, Close to the Otherworld

Part of the path leads to the Dragon's Cave. Its entrance is carved in the likeness of a huge dragon's head, and is in surprisingly good condition. Over forty feet high, it looms over the path and the island below, almost as if a real dragon were tearing itself from the mountain. Until recently, the cave was the lair of the earth dragon, Only One Eye Waking.

Only One Eye Waking, as a creature of the earth, by his nature brought out the natural beauty of the caves. The walls are striated with elaborate patterns; strange clusters of crystals hang from ceilings; and the floors glisten with rocks of many colours.

Enterprising characters may detect precious minerals here: a Fair (+2) to Superb (+5) difficulty Science or Engineer (Artificer) check (depending on the mineral's rarity) locates a seam of silver, gold, or even rarer minerals—see the "Mining Equipment" section of *Legends of Anglerre* (page 206). Exploiting the caves will mar their beauty, and incur other, less tangible consequences, including an *Angered the Spirits of the Earth* aspect, which lasts until suitable recompense is made (Story Teller's discretion as to what this is—see Future Aspects and Plot Points on *Legends of Anglerre* page 21 for ideas).

The Dragon's Cave contains several areas.

The Outer Caves – South Cave and Harpies' Hall

Vaulted Cathedral Cave, Flock of Stinking Harpies!

The two outer caves are occupied by a group of harpies. The naturally vaulted hall has a cathedral-like feel; the southern spur narrows as it progresses, its walls a smooth black rock.

There are fifteen harpies: three leaders and three groups of four minions (see *Legends of Anglerre* page 343 for statistics). One or two groups flap lazily around outside the cave; the rest are squabbling within.

Magic Circle (Good Hazard)		
Physical Stress:		n/a
Secrets Stress:		□□□□□
Fate points: 0		Scale: Large (4)
Consequences: 1		-
Skills	Good (+3)	Stealth
	Fair (+2)	Domination
Aspects	Close to the Otherworld* Worked by Dark Magic It seems to lead somewhere...	
Notes	Divine the circle's secrets using Dimensions or Warding, or another power skill (such as Divination) if you also tag the Close to the Otherworld aspect. Success attacks the Secrets stress track. Each attempt, the Domination power in the circle attacks back; consequences leave attackers befuddled and confused. Reducing the Secrets stress track to zero allows the attacker (and allies) to pass into the Enchanted Garden. *Assessed by the Dimensions "Walls of the World" trapping, etc.	

The Dragon's Lair

Littered with Glittering Treasure!

Only One Eye Waking slumbered in this magnificent chamber. Now it's empty—with the exception of the Treasure Eater (see below)—although gems and coins litter the floor. Much of the treasure lines the pouches of the goblins, although a significant amount remains. Quickly grabbing some gems and gold nets each player character a Great (+4) Treasure

(see *Legends of Anglerre* page 261); a Fair (+2) Investigation check and half an hour to cherry pick the best items yields a Superb (+5) Treasure. Methodically filling a backpack yields a Fantastic (+6) Treasure for each character, but weighs a couple of hundred pounds (an Average (+1) burden, WF 2—see *Legends of Anglerre* page 99).

Stealing the dragon's treasure is not without its problems. Even with Only One Eye Waking out of the picture, the earth spirits know they're being plundered; anyone stealing from the dragon's treasure will be cursed with a permanent aspect such as *Stole the Good Treasure of the Earth* (see the Fortune or Bestow Curse stunts on *Legends of Anglerre* pages 130-1). Devious Story Tellers may hide this aspect from its victims, requiring them to find out gradually as the curse takes effect. The curse can be removed by making recompense to the earth spirits, probably involving a sacrifice of a treasure at least one point more valuable than that which was stolen. Cursed characters are automatically treated as foes by Only One Eye Waking. If the lure of the loot gets too strong, characters may have to contend with failure of their mission—and trouble from the people of Hammerhold.

The Treasure Eater occupies this chamber (see below). This bizarre creature is a *seeming*, a manifestation of Only One Eye Waking's aspect *The Treasures of the Earth are Mine!* It sits quietly, remaining invisible using its Glamour skill, only attacking if threatened or if someone steals "its" treasure. Shrewd characters may obtain clues from the Treasure Eater, as it is a distorted reflection of Only One Eye Waking's mind.



The Treasure Eater (Good Extra)

Physical Stress:		□□□□□
Composure Stress:		□□□□□
Fate points: 6		Scale: Small (2)
Consequences: 3		-
Skills	Good (+3)	Divination
	Fair (+2)	Earth Power Bite
	Average (+1)	Might Glamour Athletics
Aspects	Seeming—illusory insubstantial creature Voraciously hungry Huge chomping maw Blind “Sees” by sense of smell Dreamed by Only One Eye Waking Minor Weakness: Water	
Stunts	♦ Smell Treasure: +2 Divination bonus to find treasure (Mediocre (+0) base difficulty). ♦ Invisibility: pay 1 Fate point for an “Invisible” aspect lasting the whole scene. ♦ Devour Earth: includes gems, metals, minerals; Bite roll consumes damage in value. ♦ Jaws: +2 damage to Bite attack.	

The Treasure Eater is an odd parody of a dragon, with a huge belly topped by a skinny neck and a head which is all mouth. It has two tiny atrophied arms and vestigial wings, knobbly, dun-coloured skin, and no eyes: it “sees” by an uncanny sense of smell. It hungers for any treasure extracted from the earth, such as metal, minerals, and gems, which it has the magical ability to “eat”! Since it's derived from Only One Eye Waking's aspects, it ignores his treasure, although it pursues anything else (armour, swords...) with a voracious appetite!

The Crystal Cave

The Earth Spirits are Strong Here!

The chamber is dominated by a spectacular array of crystal beds, and the earth spirits are strong here. Walking across without damaging the crystals requires a Good (+3) Athletics, Stealth, or similar skill check; breaking the crystals incurs an *Angered the Earth Spirits* aspect, which remains until sufficient recompense is made (such as a Fair (+2) Treasure sacrificed in the room, or a ritual of appeasement (a Good (+3) Elements (Earth) check), or the offender leaves the island.

Whispering Cave

Weird Echoes and Acoustic Effects

The impressive vaulted hall continues to the west. In this section there is an odd acoustic effect; any sound is muffled, and spoken voices can barely be heard.

Shouting Cave***Every Sound is Deafening!***

This strange cave is perfectly spherical, as if a bubble had formed in the earth and then solidified. The entrances appear half way up the sphere, requiring Fair (+2) Athletics (climbing) checks to reach in a hurry (ie if pursued). Any sounds are amplified—a whisper becomes a shout—although no sounds carry beyond the cave more than a few feet. This enhances intimidation or sonic attacks if tagged as an aspect.

The Enchanted Garden***Corrupted Growth, Peaceful Night Garden***

The Enchanted Garden is part of the Otherworld, and also a seeming. Originally dreamed by Only One Eye Waking (see “The Dragon’s Eye”, above), it’s being twisted and deformed by the mind of the hobgoblin shaman Kakajab who now possesses the Eye. It’s a strange, ethereal place; one moment it appears beautiful and sinister, its colours and shapes so much stronger and vibrant than the real world; then, when you look more closely, its flowers, paths, and bowers seem to dance under your gaze, becoming insubstantial, as though your eye slides off anything you try to look at directly.

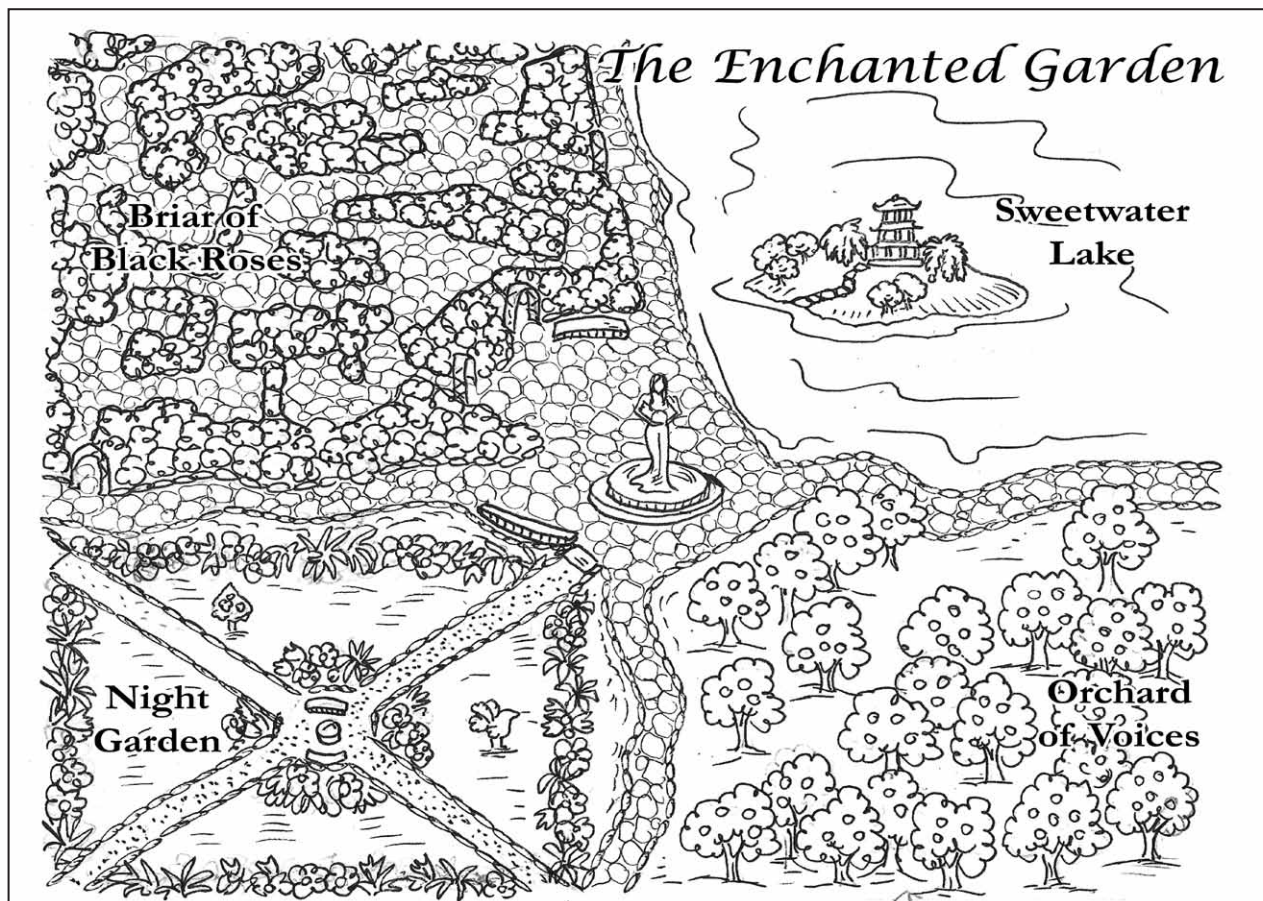
Time passes strangely in the Enchanted Garden. For one thing, it always appears to be night, with a bright moon and vivid bright stars above. But the moon and stars look oddly dead, and the constellations are not readily identifiable. When characters leave the Enchanted Garden, look up the

time they spent on the Time Table to the nearest increment (“A Few Hours”, “A Day”, etc); then, make a simple die roll (d6-d6), and modify the time increment by the result.

For example, the characters have been in the Enchanted Garden for a day. Upon their exit, they make a simple die roll and get a result of Fair (+2). The Story Teller looks up the entry on the Time Table which is two increments greater than “A Day”, and informs the party that a whole week has passed in the real world. If the effort had been a -5 (the minimum under normal conditions), the time elapsed would have been a mere fifteen minutes!

The Story Teller may allow characters with special skills or aspects to use them in manoeuvres to modify the simple die roll. For example, characters may use Dimensions, Fate, Time, or Wild Magic, or invoke aspects like *Knows the Ways of the Otherworld*, to manipulate the result.

The Enchanted Garden contains five zones, separated by ethereal barriers, and the garden is surrounded by a zone called “the Fade”, where the garden dissolves into the nebulous stuff of the Otherworld. Crossing between zones is difficult at any place other than the Shifting Statue (see below); the character is pushed back by an unknown force with a barrier value of 3. If the character has already encountered a challenge in either of the two zones, this can be tagged as an aspect when trying to pass between the zones. Failure means the character is gently pushed back, and can’t make it through.



Zone 1: The Briar of Black Roses***Muddle-headed Scent of Roses***

This thicket of dense thorny rose hedges bears unearthly black blooms on every stem. The air is thick with the cloying perfume, and the briar becomes increasingly difficult to penetrate the further you go. It's very quiet—observant characters (an Average (+1) Alertness roll) notice even birds asleep on the ground. Every exchange spent here, characters must resist a Good (+3) Composure attack, using Resolve or anything else that would allow them to stay awake. Characters taken out fall into a magical slumber, and the roots of the hedges creep slowly over the victim to leech his life force away.

**Briar of Black Roses
(Good Hazard)**

Physical Stress:		□□□□□
Secrets Stress:		□□□□□
Fate points: 2		Scale: Huge (5)
Consequences: 2		-
Skills	<i>Good (+3)</i>	Ranged Weapons Stealth
	<i>Fair (+2)</i>	Melee Weapons
Aspects	Rows of Tough Thorny Hedges It's Like a Maze in Here Cloying Sweet Fragrance	
Notes	Escape the maze using Survival or Divination, or other skills as appropriate, opposed by the Briar's Stealth. Each exchange, the Briar's Ranged Weapons attacks the characters' Composure stress with its drug-like fragrance, making victims sluggish, euphoric, and ultimately comatose. Comatose characters die in less than a day if not removed from the briar. Hacking at the briar's Physical stress using Melee Weapons is possible if the characters cooperate as a Group Character (see <i>Legends of Anglerre</i> page 228); the briar is simply too large to affect individually. The briar resists using Melee Weapons and attacks back with the same, <i>as well as</i> the Composure attack from the fragrance.	

Zone 2: The Orchard of Voices***Whispering Ghosts of the Trees***

Moonlight shines on neat rows of gnarled trees, twisted trunks and scrawny branches, devoid of leaves but heavy with fruit. The characters hear whispered voices; an Alertness or Investigation roll reveals the voices come from the fruit hanging from the trees, each of which bears the tiny face of a human, dwarf, elf or goblin—and indeed other races. The heads taunt listeners, playing off their fears and speaking uncomfortable truths (and lies) to destroy their confidence. Player characters may see the faces of loved ones, slain foes, and imaginary friends. This is a Composure attack.

**Orchard of Voices
(Great Hazard)**

Physical Stress:		□□□
Secrets Stress:		□□□
Fate points: 3		Scale: Huge (5)
Consequences: 1		-
Skills	<i>Great (+4)</i>	Intimidation
	<i>Good (+3)</i>	Empathy
	<i>Fair (+2)</i>	Domination
Aspects	Many Voices, Many Thoughts Heads of Friend and Foe Sly Speaker of Painful Truths You Can't Fight Us—We Are Everywhere!	
Notes	Resist the orchard's Intimidation attack using Resolve; any consequences result in compels. The orchard initially makes Empathy manoeuvres (against Resolve or Deceit) to determine the characters' weaknesses, then tags those freely on its Intimidation attacks. Characters resisting with spin successfully block the voices from their minds. Due to the orchard's Huge (scale 5) scale, characters must act as a group character or use special stunts to attack. Physical attacks don't work—each apple-head struck bursts, but regrows elsewhere immediately. Composure and Secrets attacks work, however; and consequences usually drive the orchard into quiescence.	

Kakajab the hobgoblin shaman uses the orchard for magical workings; it amuses him to see the faces of his foes. He has created two stone benches and a stone pedestal, fifteen feet across with a magic circle carved into it. Unless the Story Teller determines otherwise, he will be encountered here.

Kakajab T'zorien – the Hobgoblin Shaman

Tall and thin, Kakajab displays many of the traits of his race, though he is somewhat less primitive. He learned his sorcery the hard way—in the temples of the Dark Lord and the forges of Angrim, and the process has left him scarred in body and mind. He sports elaborate tattoos of arcane characters across his body and face and is completely hairless. He wears a surprisingly elegant black robe and carries a staff topped with a giant rat skull, and a bag for his magical accoutrements.

Kakajab has a weakness for talking, engaging victims in riddles and taunts, bragging about his plans. He's smart, however, and if things get tough uses his Dimensions power to escape. In combat he uses Dimensions to summon six Pyroclastic Imps (see *Legends of Anglerre* page 325) or three Spine Demons (see the adjacent box) to aid him.

Kakajab the Hobgoblin Shaman (Superb Named Character)

Physical Stress:		□□□□□
Composure Stress:		□□□□□□□
Fate points: 5		Scale: Small (2)
Consequences: 3		-
Skills	Superb (+5)	Dimensions
	Great (+4)	Glamour Resolve
	Good (+3)	Stealth Deceit Domination
	Fair (+2)	Melee Weapons Leadership Academics Alertness
	Average (+1)	Ranged Weapons Rapport Athletics Intimidation Earth (from Dragon's Tear)
Aspects	Dedicated Servant of the Dark Lord But First Let Me Tell You My Master Plan! Nothing Must Keep Me From the Secrets of the World! Dark and Twisted Body Sadistic Cannibal Tattooed Grey-green Hide Savage and Evil Dedicated to Darkness Master of Deceit	
Stunts	◆ Create Portal: <i>create a dimensional portal to another place.</i> ◆ Great Casting: <i>affect +1 scale per point of spin.</i> ◆ Distance Casting: <i>cast over great distances.</i> ◆ Summon Lesser Planar Inhabitant: <i>summon a pack of six pyroclastic imps.</i> ◆ Summon Greater Planar Inhabitant: <i>summons a group of three spine demons (see below).</i>	
Equipment	The Dragon's Eye 3 Dragon's Tears (see page 109) Shamanic staff and fetishes Key to the door on the pagoda A pouch of coins (+3 Treasure)	

Spine Demons

These unpleasant denizens of the Underworld are used for dirty work by Kakajab. Small, dark, red, and hunched, they're slightly larger than a mastiff, run on all fours for speed, and rear up when attacking. Their backs and sides are covered in sharp spines. They sneak up on the weakest member of any group, and rush them in a frenzy of claws, teeth, and tearing spines.

Spine Demon (Good Extra)

Physical Stress:		□□□□
Composure Stress:		□□□□
Fate points: 6		Scale: Small (2)
Consequences: 3		-
Skills	Good (+3)	Frenzied Attack
	Fair (+2)	Athletics
	Average (+1)	Stealth
Aspects	Demon! Pack Hunter Covered in Razor-sharp Spines Weak Eyesight Excellent Sense of Smell Skitter of Running Claws	
Stunts	◆ Razor Sharp Spines: +3 damage bonus	
Advances	★ Summonable ★ Quality x2 ★ Stunt ★ Consequences x2 ★ Strength in Numbers	

Zone 3: The Night Garden

Deathly Silence

This beautiful moonlit garden is dominated by a manicured lawn artfully broken by surreally-shaped shrubs and flowerbeds and divided by diagonal gravel paths. In the centre a circular area contains a few stone benches and an ornate bronze sundial, with a slender gnomon throwing a moonlight shadow from ten to midnight. In the quarter facing the Briar of Black Roses half a dozen ghostly figures play croquet, initially ignoring the player characters. They bear the marks of death, and (Investigation check) resemble foes the characters have recently slain (otherwise they're all goblins). If anyone dies anywhere in the Enchanted Garden, a seeming of them joins their number. There's a small gazebo near the garden's edge, with a hedge maze behind it leading into the Fade.

The garden is tended by *the Reaper*—a seeming dreamed by Only One Eye Waking—who sweeps his scythe over the greensward. Wraithlike and insubstantial, he also initially ignores the player characters.

The hedge maze requires a Great (+4) difficulty Alertness or Survival check to find a way through: successful characters find themselves in a peaceful glade in the maze's centre, and gain a temporary *Insight into the Otherworld* aspect; failure results in the character stumbling back out onto the lawn.

The sundial is the arbiter of time in the Enchanted Garden; anyone touching it must make a Good (+3) difficulty Academics, Divination, or Time check to fathom its secrets. Successful characters gain access to a Fair (+2) Time power skill and the Temporal Glimpse and Déjà Vu power stunts for as long as they're in contact with it; failure results in the character vanishing for a minute and incurring a *Temporally Confused* Minor consequence.

Player character actions in the Night Garden incur plot stress (see *Legends of Anglerre* page 258), as shown on the tables below.

Plot Stress Event	Plot Stress Incurred
Each 15 minutes spent in the garden	+1
Player characters explore the maze	+1
Player characters make a mess of the gravel paths	+2
Player characters examine the sundial	+1
Player characters use the power of the sundial	+1
Player characters get close to the Reaper	+2
Player characters are disrespectful	+2
Player characters make a loud noise	+1
Player characters interfere with the croquet players	+2
Player characters interact with the Reaper	+3
Player characters vandalize anything!	+4
Any battle within the Night Garden	+3

Plot Stress Consequence	Description
<input type="checkbox"/> - Minor	The Shifting Statue turns to face the player characters (see Zone 5).
<input type="checkbox"/> <input type="checkbox"/> - Major	The Reaper takes a solid form.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> - Severe	The croquet players begin to follow the player characters.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> - Extreme	The Reaper comes to judge the player characters.

The Reaper's Judgement

On an Extreme plot stress consequence, the Reaper leaves his gardening and approaches the character responsible, demanding he submit to the scythe as his time has come. The goblin croquet players line up next to the offending character and look on sorrowfully as the Reaper uses his Fate power to judge the character (see below).

If the Shifting Statue has come to life (see Zone 5, below), it acts as advocate for or against the character, depending on its nature. Other characters may help plead the target's case, but will share the defendant's fate...

If the characters flee the Reaper, he stops his pursuit at the border of the Night Garden, and makes a final Fate manoeuvre against his target to impose a *Marked by the Reaper* aspect, which remains until the Reaper is defeated or the character leaves the Enchanted Garden.

The Reaper (Superb Named Character)

Physical Stress:		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Composure Stress:		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Fate points: 5		Scale: Small (2)
Consequences: 3		-
Skills	Superb (+5)	Death Magic
	Great (+4)	Fate Melee Weapons
	Good (+3)	Resolve Alertness Art
	Fair (+2)	Athletics Empathy Endurance Might
Aspects	Servant of a Greater Power Literally-minded Force of Nature If the Grass is Ready, I Must Mow! Slow but Inexorable A Humble Man Treads Not the Paths Lightly Razor-sharp Scythe	
Stunts	♦ Immunity: <i>pay a Fate point to negate stress from all attacks this exchange.</i> ♦ Drain Life: <i>a successful Death attack causes an automatic consequence.</i>	
Equipment	Scythe (+2 damage: <i>Unwieldy</i> , <i>Razor-sharp</i>)	

The Reaper always “judges” a victim before claiming his soul, a Composure conflict using the Fate power skill and resisted by the victim's Resolve, Deceit, or other appropriate skill. The victim may attack back using this skill, or another appropriate skill, justifying his own behaviour before the Reaper and refusing the judgement.

The first consequence incurred by the victim is *Judged and Found Wanting!* This allows the Reaper to press the attack with his Death magic, using his scythe to claim the victim's soul. If the Reaper incurs a consequence, it should be something like *This Mortal's Time Has Not Yet Come*, causing him to break off his attack. A wise victim will quickly make himself scarce!

Zone 4: Sweetwater Lake

Peaceful Natural Beauty

This part of the garden is dominated by a lake of placid water so black that light seems to vanish into it. Characters looking in may become lost in its depths, as though the waters contain answers to many mysteries.

Characters can cross the water by swimming, or by using the small rowboat in the summerhouse at the water's edge.

Sweetwater Lake (Good Trap)

Physical Stress:		n/a
Secrets Stress:		□□□□□
Fate points: 0		Scale: Huge (5)
Consequences: 1		-
Skills	<i>Good (+3)</i>	Domination Stealth
	<i>Fair (+2)</i>	Divination
Aspects	Secrets of the Void Beguiling Don't look too deep!	
Notes	Sweetwater Lake is a trap for the mind—and a source of knowledge. Characters looking into the water suffer a Domination attack each exchange; any consequence leaves them staring into the water seeking unfathomable truths. A Severe consequence has them struggling to return to the lake until the magic is lifted. If someone unravels the lake's secrets (using Awareness, Divination, etc, against its Secrets track, opposed by the lake's Stealth), then they gain knowledge from the experience, including a temporary <i>Insight into the Void</i> aspect and access to the lake's Divination power as long as they're in contact with its water. Characters unravelling the lake's secrets in this way suffer a Domination attack each exchange (unravelling the lake's secrets involves looking into its waters!).	

A small island sits in the lake a hundred yards from the shore, dominated by a white marble pagoda surrounded by a wildflower-swept greensward. The island doesn't seem touched by the corruption affecting the rest of the Garden.

Observant visitors notice (on a Good (+3) difficulty Alertness, Divination, or Investigation check, or possibly Academics or Science) that the night sky above is familiar—the stars are as they appear in the real world. The island has a *Close to Reality* aspect which may be tagged in efforts to escape the Enchanted Garden.

There are two incongruous notes to this otherwise peaceful picture; the large iron padlock on the pagoda door, and the fist-sized ruby on the ground below (both requiring a Good (+3) Alertness check to notice by chance). The jewel is the poisoned ruby Kakajab used to trick Only One Eye Waking (page 91).

The pagoda is Only One Eye Waking's prison—he hid himself here, and the goblin shaman has locked him in. Kakajab has the key to the padlock; picking the lock is Good (+3) difficulty.

Only One Eye Waking (Superb Named Character)

Physical Stress:		□□□□□□
Composure Stress:		□□□□□
Fate points: 5		Scale: Medium (3)
Consequences: 3 (2)		-
Skills	<i>Superb (+5)</i>	Earth Magic
	<i>Great (+4)</i>	Athletics Domination
	<i>Good (+3)</i>	Bite Claws Divination
	<i>Fair (+2)</i>	Fire Magic Might Endurance Alertness
Aspects	One-eyed Brown Dragon Keeper of the Dragon's Eye The Treasures of the Earth are Mine! I remember Brass Mountain before the Fall... Domination aspect: You Mortals Mean Nothing to Me! Minor Weakness: Water <i>Major Consequence: Poisoned!</i>	
Stunts	<ul style="list-style-type: none"> ♦ Flight: use Athletics for aerial movement and manoeuvres. ♦ Earthquake: for a Fate point, target suffers Earth magic attacks for the power's duration. ♦ Control Para-Elements: control lava. ♦ Create Lava: creates lava out of nowhere. ♦ True Sight: overcome difficulty to perceive invisible, camouflaged, shapeshifted, or transmuted targets. 	
Equipment	The Dragon's Eye (currently missing)	



Only One Eye Waking is an Earth Dragon with only one eye—his other is a magical gemstone called the Dragon's Eye, stolen by the hobgoblin shaman Kakajab. Only a gaping socket remains.

Zone 5: The Shifting Statue

Uncanny Divine Statue

This statue stands at the heart of the Enchanted Garden. Formerly a statue of Selantia, the Moon Goddess, it shifts form to resemble whichever force is imposing itself on the garden (possessing the Dragon's Eye, or otherwise making major changes); it's currently shifting form to a tall, straight-backed hobgoblin. The change isn't complete, and the statue looks odd—part Selantia, part hobgoblin.

As the characters explore the Enchanted Garden, the statue shifts to their forms, too; eventually it may even animate. Use the following plot stress tables.

Plot Stress Event	Plot Stress Incurred
Each half an hour spent in the garden	+1
Each zone of the garden entered	+1
Each major hazard of a zone faced and defeated	+2
The player characters do battle	+2

Plot Stress Consequence	Description
<input type="checkbox"/> - Minor	The Shifting Statue visibly changes shape.
<input type="checkbox"/> <input type="checkbox"/> - Major	The Shifting Statue seems to look at the last character to affect it, turning if necessary.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> - Severe	The statue takes on a malign or benevolent look, depending on the positive / negative influences on it.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> - Extreme	The statue comes to life!

For each point of plot stress, the statue 'warps', or changes its shape, to adopt characteristics from one or more characters. For each warp, select the aspect of any character which has been most recently invoked, tagged, or compelled; if it's generally positive, the statue resembles the character in a positive way; otherwise, it adopts a darker, more demonic appearance, but again to more closely resemble the character. For example, the statue may appear to be wearing one character's boots, or have elven ears. Track the number of positive and negative aspects causing the warp.

On an Extreme plot stress consequence, the statue comes to life; if most of its warps are positive, it adopts the protecting divine character of Selantia; if negative, it appears as a malevolent demon. The statue engages the characters in a Composure conflict, in the form of a

spiritual debate: warm and friendly if the statue has the form of Selantia ("Are you sure your cause is just?"); harsh and vitriolic if it has the form of a demon ("You are self-centered and greedy; you lie to yourself if you think your cause is just!"). If the characters inflict a consequence on the statue, they gain a temporary *Confident the Cause is Just* aspect, and the statue returns to its place in the centre of the garden.

If the characters face the Reaper of the Night Garden after the statue has animated, it intervenes as an advocate for or against them during the Reaper's judgement.

The Shifting Statue (Good Extra)		
Physical Stress:		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Composure Stress:		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Fate points: 6		Scale: Small (2)
Consequences: 3 (2)		-
Skills	Good (+3)	Academics
	Fair (+2)	Rapport Resolve
	Average (+1)	Melee Weapons Investigation Alertness
Aspects	Changeable as the Moon Animated Statue Insightful Religious Debate! Questions Everything You Are <i>And either</i> Wise and Serene <i>Or</i> Malignant Intelligence	
Stunts	♦ Walking Library: <i>considered to have a +3 library on religious matters to hand.</i> ♦ Scholar (Religion): <i>+1 to knowledge rolls about the war between the Celestial Powers and the King Over The Ocean.</i>	

Zone 6: The Fade—Walk too far from the Garden...

Shifting Mists and Mystery

Walk into the mists at the edge of the Garden and you enter the Fade—where the Enchanted Garden gives way to the Otherworld. The Enchanted Garden is dreamed from the stuff of the Otherworld, and the Otherworld surrounds it; walking (or swimming) directly away from the Shifting Statue in any direction causes the garden to "fade", leaving the characters in the strange, ethereal Otherworld. From there they may travel to other parts of the Otherworld, or (more likely) become horribly lost. The characters may also encounter the Otherworld's strange and often dangerous denizens.

The Fade (Fantastic Hazard)

Physical Stress:	n/a	
Secrets Stress:	□□□□□□□□	
Fate points: 3	Scale: Huge (5)	
Consequences: 1	-	
Skills	<i>Fantastic (+6)</i>	Stealth
	<i>Good (+3)</i>	Dimensions
Aspects	Vast Planar Void Doors to Many Places Disorientation Distance has no Meaning Flux in Time Mysterious Denizens	
Notes	Characters venturing into the Fade must roll Dimensions, Divination, or even an uncanny Survival skill against the Fade's Stealth to find a destination. It's a Secrets stress conflict; a taken out result means the characters exit back into the Garden, the island, or even somewhere else in the real world. Each exchange, the Fade attacks with Dimensions, representing the characters becoming lost (Composure stress), or having to face Otherworld denizens such as Demons, Chaos Hordes, Astral Dragons, Ghosts, or Psychovores (Physical or Composure stress). Characters taken out are slain or lost forever in the Fade. Characters conceding may find themselves somewhere utterly different—even another plane of existence! Roll on the tables in Chapter Twenty Two: Other Worlds, Other Realities (see <i>Legends of Anglerre</i> page 265). Finally, due to the scale of the Fade, the characters will likely have to employ special stunts such as Great Casting (see <i>Legends of Anglerre</i> page 38) or attack as a group character (page 228) to affect the Fade.	

doesn't affect the range); the goblins roll at Average (+1). The goblins may tag a *Mountain Lookout* aspect if it's manned; player characters may have their own aspects, including manoeuvres creating aspects like *Obscuring Fog* (using the Weather power skill), *Furled Sails* (approaching using oars only), etc.

If the goblins win the Detection roll, they attack the player characters at sea, or ambush them when they land; either way they have initiative. See page 62 for an example of ship combat.

KEY SCENE 2: GETTING ASHORE

The most obvious way of landing on Dragon Island is via the bay, despite the goblins. If the player characters won the Detection roll, they may surprise the goblins; otherwise they'll be lying in wait, leaving a suspiciously empty camp... See page 106 for the disposition of the goblins.

Daring players may row the ship directly onto the beach, in a classic "Viking attack". This is a Great (+4) difficulty Water Manoeuvre or Pilot check; success means the player characters make swashbuckling leaps from the ship and immediately attack (still with initiative if they succeeded on the Detection roll); failure does Structural stress to their ship equal to the shifts the roll failed by, and the characters lose the initiative if they had it, or suffer attacks if they didn't.

Alternatively another landing site can be located. The island is surrounded by cliffs, but they're far from sheer all the way round, and in many places steep but passable draws lead to the top. Player characters may find these with a Fair (+2) Watches or Survival check, or on a declaration. They're rocky, maybe with a narrow shingle beach at the base; getting ashore requires navigating the hazardous rocks close to shore.

KEY SCENES

KEY SCENE 1: APPROACHING THE ISLAND

From a distance the shape of Dragon Island is clear—a rugged peak sticking out of the sea, surrounded by cliffs apart from a bay at the southern end. A Fair (+2) Alertness check reveals a shape circling the mountain; gaining spin reveals a ghostly, draconic form.

As the player characters approach, they may spot or be spotted by the goblins. This is a Detection roll (see *Legends of Anglerre* page 220), likely at 1 zone distance (the Systems or Advanced Sensing skills of the player characters and goblins, or even Divination if using magic). Player characters with better Alertness or similar skills than their ship's Systems skill may roll that instead (although it

Rocky Reef (Good Hazard)

Physical Stress:	n/a	
Secrets Stress:	□□□□□	
Fate points: 0	Scale: Huge (5)	
Consequences: 1	-	
Skills	<i>Good (+3)</i>	Stealth
	<i>Fair (+2)</i>	Melee Combat
Aspects	Jagged Rocks Beneath the Waves Whimsical Currents	
Notes	Guide the ship through the rocks using Water Manoeuvre or Pilot against Stealth. Success attacks the Secrets stress track; failure triggers the hazard, and the rocks attack the ship's Structural stress. A consequence against the reef may help when next passing through, maybe even resulting in a valuable map in the pilot's log book!	

KEY SCENE 3: EXPLORING THE ISLAND

Rugged and Wild Landscape: Treacherous Underfoot (+3); Disorienting (+3); Creeping Corruption (+4)

Characters exploring the island find a rugged and wild landscape of weathered grey stone breaking through a thin topsoil supporting brambles and briar and patches of meagre grass. The island is a maze of small canyons and valleys, with few landmarks. Depending on how much emphasis the Story Teller wishes to place on exploration, the difficulty levels given above can be for simple checks using skills such as Survival or even Alertness or Investigation whenever the player characters try to get anywhere; or you can use them in a 5-stress box extended contest at group character level.

For example, the party have just dispatched the goblins on the beach, and decide to head directly to the foot of the mountain. The Story Teller decides this is a 5-stress conflict at group character level; the characters pit their Fair (+2) Survival skill against the landscape's Treacherous Underfoot (+3) difficulty. If the characters succeed, the Story Teller describes a positive encounter on the way (possibly with the beaver wilderings, see page 96); on a negative roll, she describes a negative encounter, as the characters possibly become enmired in the tar pit or even encounter one of the more dangerous seemings. On a Taken Out result, the characters make it through to the path at the foot of the mountain.

If the Story Teller wanted a simpler alternative, she could just require a Good (+3) Survival check to make it through, with a negative encounter occurring on a failure.

KEY SCENE 4: ENCOUNTERING THE GOBLINS

There are plenty of places to encounter goblins on Dragon Island: on the beach at the southern anchorage; at the goblin camp; at the mountaintop lookout; or at any number of places between. There are a hundred goblins on Dragon Island (the crews of two goblin longships), distributed as follows when the player characters arrive:

- 21 goblins plus Captain Jagnar on the beach (page 94);
- 21 goblins in camp (page 95);
- 7 goblins on the ship in the bay (page 94);
- 7 goblins in the Old Tower (page 96);
- 6 goblins at the North Lookout (page 96);
- 8 dead goblins in the Otherworld (the croquet players on page 99);
- 28 goblins and Captain Gjazzh moving around the island, encountered as required.

Assume each group of 7 goblins comprises 1 goblin brave and 6 goblin minions (Legends of Anglerre pages 338-339), attached or unattached as the Story Teller sees fit. Captains Jagnar and Gjazzh travel with one attached minion group. One in three minion groups are 'cloud makers' (archers); the rest are 'blades'.

Goblins too tough?

You may find that the statistics on *Legends of Anglerre* pages 338-339 make your goblin groups too tough for characters who aren't buffed for combat. In such a case, tone them down by reducing the goblin braves' consequences from 3 to 1, and the number of minions per group from 6 to 4.

KEY SCENE 5: ENTERING THE ENCHANTED GARDEN

The Enchanted Garden exists only in the Otherworld, and can only be reached by magical means. There are several ways to do so.

- Only One Eye Waking has been using the Dragon's Eye to travel there for many years; the characters may do the same (page 91).
- Characters with the Dimensions power skill may travel to the Enchanted Garden on their own, a Fair (+2) difficulty.
- Any part of the island with an appropriate aspect (*Close to the Otherworld*, etc) has a 'dimensional portal' which may be detected and manipulated to get into the Garden. Characters may also create their own using the Create Portal and Dimensional Casting stunts.
- Characters with other powers may step through into the Enchanted Garden from the Dragon's Cave, either using the *Close to the Otherworld* aspect or by working out Kakajab's magic circle (page 97).
- Finally, the fabric separating the island from the Otherworld may weaken. Characters sensitive to magic may glimpse the garden or the Fade, and cross over to the garden. See the "Otherworld" plot stress track on page 108.

KEY SCENE 6: CONFRONTING KAKAJAB

Kakajab has been enjoying his sojourn in the Enchanted Garden. He has found a number of crystals—Dragon’s Tears—and has been investigating how to return directly to Angor. He’s been using the Dragon’s Eye to send seemings to gather information.

If the characters have encountered the Speaker of Truths (page 93), Kakajab knows of their entry into “his realm”. He remains hidden, hoping the environment will weaken them, before striking.

If the characters catch Kakajab by surprise, they find him in the Orchard of Voices (page 100). He uses any distraction from the voices to slip away and prepare properly for a confrontation. See page 101 for Kakajab’s statistics.



RESOLVING THE ADVENTURE

The characters’ mission for Duke Florien of Hammerhold is to discover Only One Eye Waking’s fate, expel the goblins, and restore the status quo. There are several ways this mission may turn out.

First, **if Kakajab realizes he can’t defeat the characters**, he uses his Dimensions power skill to escape, leaving the Garden or the whole island in the characters’ hands.

If the characters free Only One Eye Waking and return the Dragon’s Eye, he transports everyone to the real world, where he quickly recovers and assists the characters in making short work of any remaining goblins. Grateful and gracious to the characters, he rewards them with their choice of the following:

- A personal favour from the dragon, to the character in question or the city of Hammerhold.
- Coins and gems from Only One Eye Waking’s hoard—a Great (+4) treasure.
- A Dragon’s Tear—see page 109.
- A special item from his treasure hoard, amounting to a free adventure advancement in the form of a new item-related aspect or stunt.

If the characters keep the Dragon’s Eye for themselves, Dragon Island becomes gradually more tainted, and eventually a base for the Dark Lord’s minions once again. The player characters have not only failed in their mission, but have also betrayed the honour and trust of Hammerhold, and should take a corresponding aspect.

If Kakajab escapes with the Dragon’s Eye, the characters may be stranded in the Otherworld, and must find some way back, or perhaps journey into the Fade (page 105). If freed, Only One Eye Waking advises them on navigating the Otherworld, providing a *Draconic Counsel* temporary aspect. Who knows where his advice may lead them—but that’s another story...

PLOT STRESS

This adventure utilizes two plot stress tracks: the first of which tracks the player characters’ actions against the goblins; as it fills, the goblins become increasingly aware of the characters’ presence, and more organized, eventually culminating in the senior surviving goblin gathering its remaining hordes for a concerted attack on the characters or their ship in the bay!

The second stress track follows the player characters’ magical activities and their investigation into the island’s mysteries. As it fills, the characters encounter more seemings (page 92), and ultimately may be drawn into the Otherworld against their will.

Plot Stress Event	Stress Track	Plot Stress Incurred
Characters' ship sighted by goblin lookouts	Goblin	+2
Hobgoblin corsair sounds an alert on his horn	Goblin	+2
Characters battle 1-2 squads of goblins	Goblin	+1
Characters battle 3+ squads of goblins	Goblin	+2
Characters battle 3+ squads of goblins	Otherworld	+1
Each 3 goblin squads which mysteriously go missing	Goblin	+1
Characters are sighted on the mountain path	Goblin	+2
Characters are sighted elsewhere on the island	Goblin	+1
Characters burn the goblin ship(s)	Goblin	+3
Characters enter the Dragon's Cave	Otherworld	+1
Characters interfere with Kakajab's magic circle	Otherworld	+2
Characters use a Summoning stunt	Otherworld	+1
Characters encounter a seeming not as a result of this stress track	Otherworld	+2
Characters battle the harpies	Otherworld	+2
Characters enter the Enchanted Garden	Otherworld	+3
Characters investigate the Tar Pit	Otherworld	+1
Characters investigate the Ruined Tower	Otherworld	+1
Characters sleep on the island	Otherworld	+2

Plot Stress Consequence (Goblins)	Description
<input type="checkbox"/> - Minor	The goblins become nervous, though they don't know what's going on. They're alert, and post lookouts.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> - Major	The goblins become agitated, small groups hiding and larger groups moving around the island. The adventure gains a <i>Paranoid Goblins</i> aspect.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> - Severe	The senior surviving goblin gathers all goblins either at the beach or the foot of the mountain by the path.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> - Extreme	The gathered goblins begin to actively search for the characters and / or their ship.

Plot Stress Consequence (Otherworld)	Description
<input type="checkbox"/> <input type="checkbox"/> - Minor	The Brain Stealer seeks out the characters (page 92).
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> - Major	Kakajab deduces that intruders are on the island and sends the Speaker of Truths (page 93) to find out more.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> - Severe	A portal to the Enchanted Garden spontaneously opens at the magic circle, the Tar Pit, or close to the characters (Story Teller's discretion).
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> - Extreme	Kakajab works his magic to draw the characters into the Enchanted Garden. He deposits them in the Briar of Black Roses.

CHAPTER NINE

CORNUCOPEIA

OVERVIEW

The world is filled with magical and exotic devices. This chapter describes those in the scenarios and character descriptions in this book, as well as some new items for your campaign. These items are constructed according to the rules in *Legends of Anglerre* Chapter Ten: Devices, Artifacts, & Magical Items.

SPECIAL DEVICES AND MAGICAL ITEMS

BLACK WATER SKULL STAFF

Personal Magical Item

Made from the skull of a drowned shaman, the Black Water Skull Staff is used as a Death or Nature power talisman.

Black Water Skull Staff Personal Magical Item

Improvements

- ★ **Death Power Amplifier:** +1 bonus to Death power skill.
- ★ **Pre-casting:** +1 bonus on all Prepared Casting attempts.
- ★ **Power Battery:** once per scene, +2 shifts on a successful power skill check; also once per day, +1 spin on a successful check.
- ★ **Power Stunt (Raise Lesser Undead):** raise lesser undead with Summonable + 3 advances.
- ★ **Power Stunt (Plant Warrior):** animate scale 2 plant minion with Summonable + 3 advances.

BLIGHT POISON

Ad Hoc Magical Item

When cities grow unchecked, the spirits of the land they are built upon grow corrupted. The resulting spiritual contagion is known as **the Blight**. Evil alchemists can distil this Blight into a foul **Blight Poison**, afflicting victims with a disease called Blight Fever. Blight Poison can be spread on weapons or simply imbibed.

Any weapon smeared with a dose of Blight Poison gains a temporary *Blight Weapon* aspect. Any target injured by such a weapon or imbibing the poison must make an Endurance roll against the poison's Potency or contract Blight Fever.

Blight Fever is a disease (see *Legends of Anglerre* page 178) with a skill level equal to the shifts by which the initial Endurance roll was failed. It has a time period of a week, and its attacks cause Composure stress damage, manifesting as

irritability and maliciousness. Any consequences are physical, ranging from *Blight Boils and Scars* (Minor), through *Rending Claws and Biting Teeth* (Major), to *Blight Abomination* (Severe and Extreme). Victims taken out by the disease become **Blighted** (see page 117).

THE DEADHEART BLADE

Magical Artefact

This magical artefact is a family heirloom of Brassbeard, Pirate King of Karzeen (page 57). It's a magical rapier, with the following six improvements.

The Deadheart Blade

Magical Artefact

Improvements

- ★ **Armed x2:** provides an additional +2 damage bonus (for total +4).
- ★ **Armoured x2:** provides wielder with a magical -1 armour bonus.
- ★ **Intimidation Upgrade:** provides a +2 Intimidation bonus when brandished in combat.
- ★ **Leadership Upgrade:** provides a +2 Leadership bonus when leading in combat.

DRAGON TEARS

Ad Hoc Magical Item

Dragon Tears are magical crystals providing their wielder with a single aspect (such as *Magical Earth Dragon Tear*, etc) and unlocking the ability to wield draconic magic; those created by Only One Eye Waking in the *Dreams on Dragon Island* adventure (page 103) provide access to Earth Magic. Possessing a Dragon Tear unlocks a specific Elements power skill, allowing the wielder to use advancements to develop that skill and its stunts. If the character loses the Dragon Tear, he loses access to the power skill (though he retains the skill level should he subsequently regain the same or a similar Dragon Tear).

KRIS

Spirit Binding

The kris is a large dagger in common use among island-dwelling humans in tropical seas. It has a pistol-like hilt and a wavy blade designed to aggravate the injuries it inflicts. It has the following statistics:

Kris Dagger: +2 bonus; Weight: 2lbs; Cost: Good; Complementing Skill: Athletics; Aspects: *Close Combat Weapon, Easy to Untangle, Vicious Stab Wounds*

Some island communities with close ties to the spirit world enchant kris daggers by binding spirits into them; the spirit determines which activities the kris has potency in. For example, a tree spirit bound into a kris dagger grants a bonus when the wearer fights magical earth creatures such as earth elementals, earth dragons, and even shaassignaa. The bound spirit communicates with its wielder in dreams, subtly urging him to fulfill the kris dagger's purpose.

The examples below are for a kris dagger with a bound trickster spirit and one with a bound fire spirit.

Fire Kris Fair (+2) Bound Fire Spirit

Physical Stress:		n/a
Composure Stress:		n/a
Fate points: n/a		Scale: Tiny (1)
Consequences: n/a		Scope: Physical
Skills	Fair (+2)	Fire
	Average (+1)	Alertness
Advances	★ Summonable: <i>default advance for any summonable creature.</i> ★ Quality: <i>one Quality advance to Fair (+2).</i>	
Stunts	♦ Create Fire: <i>the spirit or wielder may cause the kris to burst into flame.</i>	
Notes	With a total of 4 advances, the wielder may use the spirit's Fair (+2) Fire power skill by default, and the Create Fire stunt as an advance. He may not use the spirit's Alertness skill without spending further advances.	

Trickster Kris Good (+3) Bound Trickster Spirit

Physical Stress:		n/a
Composure Stress:		□□□□
Fate points: n/a		Scale: Tiny (1)
Consequences: 1		Scope: Physical, Mental
Skills	Good (+3)	Fate
	Fair (+2)	Melee Weapons Deceit
	Average (+1)	Telekinesis Alertness
Advances	<ul style="list-style-type: none">★ Summonable: <i>default advance for any summonable creature.</i>★ Quality: <i>two Quality advances to Good (+3).</i>★ Intelligent: <i>the trickster spirit has its own Composure stress track, and may gain additional Companion advances.</i>★ Independent: <i>trickster spirit can act independently at no Fate point cost, and use the wielder's Fate points and two relevant aspects.</i>★ Scope: <i>the trickster spirit has both Physical and Mental scopes, allowing it to both attack as a dagger and to use its Fate power.</i>★ Skilled: <i>the trickster spirit has two skill columns.</i>	

Notes

With 7 advances, a new wielder of a trickster kris may only use the spirit's Good (+3) Fate power skill by default, or command the kris to use the Fate power skill independently. The wielder may use advancements to unlock the spirit's other skills, causing the dagger to levitate and attack independently, etc.

RAT FLUTE

Personal Magical Item

This common-looking wooden flute is blessed by a powerful faerie spirit. Playing a certain tune on it attracts all rats in a 3-zone range (maybe an entire village or wilderness area). Playing a different tune extends the effects to weak-willed humans.

Rat Flute Personal Magical Item (2)

Improvements

- ★ **Domination Power Skill:** gives the wielder a Mediocre (+0) Domination skill.
- ★ **Extend Range:** while playing the flute, the range of the Domination power and the wielder's other power skills is increased by 2.
- ★ **Augment Alteration:** +1 bonus to power use to create aspects.
- ★ **Additional Skill Usage:** while playing the flute, the wielder may use his Art skill instead of Domination.

SAILOR'S PANOPLY

Set of Personal Magical Items

This set of magical items was manufactured for ships of the sorcerer-admirals of a lost sea empire. Since so many were made, encountering one or two items is uncommon, but not unheard of. It's rare to find a complete set, however, and its owner is most likely a ship captain or owner.

Each item in a Sailor's Panoply can be purchased as a Personal Magical Item (3 advances), or a Good (+3) Resources roll if found for sale. They're also Good (+3) treasure items.

- **Boots of Water Walking:** with the Rugged, Power Skill (Telekinesis), and Extend Duration improvements, these boots give the wearer a Mediocre (+0) ability to walk on water while worn (though choppy seas may make this difficult).
- **Bracelet of Spider Rigging:** with the Rugged and Specific Enchantment improvements, this bracelet gives the wearer a +2 Athletics bonus when climbing rigging.
- **Ear Clasp of Captain's Orders:** with the Rugged, Special Effect, and Augment Alteration improvements, this provides the wearer with access to the Group Combo stunt while under captain's orders, and a +1 bonus to any attempts to create aspects.

SEVEN SKULL SCEPTRE

Magical Ally

This fearsome magical sceptre harbours the twisted souls of seven legendary sorcerers. It bestows many powers, including the ability to resist mental attacks and other forms of mind control. For a Fate point, the sceptre may initiate mental attacks on its own.

The Seven Skull Sceptre Superb Magical Ally

Physical Stress:		n/a
Composure Stress:		□□□□□□
Fate points: n/a		Scale: Tiny (1)
Consequences: 1		Scope: Mental
Skills	<i>Superb (+5)</i>	Intimidation
	<i>Great (+4)</i>	Deceit
	<i>Good (+3)</i>	Domination
	<i>Fair (+2)</i>	Telekinesis
	<i>Average (+1)</i>	Stealth
Aspects	Terrifying to Behold Whispers Promises of Wealth and Power Harbinger of Lies and Disaster Wreathed in Shade The Icy Touch of Death!	
Advances and Improvements	<p>★ Quality: <i>four Quality advances to Superb (+5).</i></p> <p>★ Power Tap: <i>wielder may tap the Sceptre's stress track when using Power Drain.</i></p> <p>★ Power Battery: <i>add +2 shifts to successful power skill use once per scene; and +1 spin once per day.</i></p>	
Stunts	<p>◆ Power Drain: <i>gain bonuses to power skill use in return for incurring stress or damage: +1 / stress; +2 / Minor consequence; +3 / Major; +4 / Severe; +5 / Extreme.</i></p>	

SPIDER CLIMB KIT

Personal Device

Commissioned by the 'Thieves' Guild, this harness and backpack combination contains tools to scale a wood or stone building and break in safely. It has the following three improvements.

Spider Climb Kit Personal Device

Improvements

- ★ **Upgrade (Expertly-designed):** *provides a +2 Athletics bonus to climb stone or wooden buildings.*
- ★ **Upgrade (Climbing spikes):** *provides a +2 Athletics or Might bonus to manoeuvres placing Climbing Handholds-type aspects on a sheer wall.*
- ★ **Upgrade (Pry bar and grapple):** *provides a +2 Burglary bonus for attempts to break into stone or wooden buildings. The pry bar can also be used as a club in a fight.*

SPIRIT SIGHT INCENSE

Potion

This alchemical powder is formed into sticks, which when burned give off a smoke which immediately coats any invisible or insubstantial creature, giving anyone in the zone a Fair (+2) ability to perceive it, as per the Astral Sight stunt. Spirit Sight Incense purchased as a stunt is usable once per scene; purchased as an item at Good (+3) cost, it's only usable twice.

Spirit Sight Incense Potion

Improvements

- ★ **Quality:** *provides a +2 Alertness ability to detect spirits.*
- ★ **Stunt (Astral Sight):** *gives those in the zone a Fair (+2) ability to see spirits and insubstantial creatures.*

TURTLE SHIELD

Personal Magical Item

The first turtle shields were made after a sea spirit revealed to a tribe of merfolk the secret of treating a sea turtle shell so that it would become supernaturally strong. Now even kataw (page 121) and humans use them. However, their additional protection is ineffective against fire.

Turtle Shield: -2 armour bonus (only -1 against fire attacks); Weight: 3lbs; Absorbs 1 Minor (and 1 Major consequence against non-fire attacks); Aspects: *Lightweight, Manoeuvrable, Slippery.*

VOID GAUNTLET

Magical Artefact

The void gauntlet is a mysterious artefact not native to this world. It oozes with otherworldly energies, sometimes giving off a kind of "unlight" similar to that of the legendary void elementals. Powerful void mages drain the life energies of those around them to power the gauntlet's unholy abilities.

The Void Gauntlet Magical Artefact

Improvements

- ★ **Armoured x3:** *provides wielder with magical -1 armour bonus, and absorbs 1 Minor consequence.*
- ★ **Dimensions Power Amplifier:** *provides a +1 bonus to all uses of the Dimensions skill.*
- ★ **Special Effect:** *a wielder with the Power Drain stunt can use the stunt on other characters; he still receives the bonus himself.*



WATERBREATHING POTION

Potion

This alchemical potion gives imbibers the ability to breathe underwater for a period of at least 15 minutes, and possibly longer. Taken as a stunt, it may be used once per scene; purchased as an item of Good (+3) cost if available, it can be used only once.

Waterbreathing Potion Potion

Improvements

- ★ **Extend Duration x2:** gives the potion a base duration of 15 minutes.
- ★ **Stunt (Gills):** allows the imbibor to breathe underwater for 15 minutes, plus 1 step per shift gained on an Athletics or Endurance check.

WEB SHIELD

Ad Hoc Magical Item

This exotic shield is made from magically-reinforced and extremely sticky webs. A wielder with the Shield Training stunt who succeeds in a manoeuvre or gains spin on his defence roll may place a *Stuck to Shield* aspect on his opponent's weapon. Natural weapons are also affected (mind your head!). A weapon stuck to a web shield may be pulled free with an appropriate Might manoeuvre.

Web Shield: -1 armour bonus; Weight: 4lbs; Absorbs 1 Major consequence; Aspects: *Sticky Side, Cumbersome, Magical Webs.*

NEW TRAPS

SMOKE TRAP

This trap fills an area with thick smoke, making it impossible to see. Not only are Alertness or Investigation checks affected, Story Tellers should also compel the trap's *Inky Black Smoke* aspect for effect whenever anyone tries a complex action (such as attacking a foe) in the affected zone. This trap is most effective when combined with other hazards or opponents.

Smoke Trap (Fair Trap)

Physical Stress:		n/a
Secrets Stress:		□□□□
Fate points: 0		Scale: Tiny (1)
Consequences: n/a		-
Skills	<i>Fair</i> (+2)	Stealth Elements (Air)
Aspects	Inky Black Smoke Hard to Detect	
Notes	When triggered, the trap makes an Elements (Air) manoeuvre to place an <i>Inky Black Smoke</i> aspect on the zone. It also uses Elements (Air) to block any Alertness rolls to see through it. The trap resists detection and disarming with its Stealth skill; its Secrets stress must be reduced to zero to disarm or disable the trap.	

CALTROPS TRAP

This is the “trap” of choice for footpads evading pursuit, and takes a single action to deploy. It fills an entire zone with small sharp objects designed to pierce the feet of men and horses.

Caltrops Trap (Average Trap)

Physical Stress:		n/a
Secrets Stress:		□□□
Fate points: 0		Scale: Small (2)
Consequences: n/a		-
Skills	<i>Average</i> (+1)	Melee Weapons
Aspects	Moving Quickly Gets Your Foot Pierced!	
Notes	When scattered, the caltrops first make a Melee Weapons manoeuvre to place a <i>Littered With Sharp Objects</i> aspect on the zone. Each exchange thereafter the trap attacks anyone moving in the zone with its Melee Weapon skill, tagging the <i>Littered With Sharp Objects</i> the first time for free. Characters attack with Alertness, Athletics, or Investigation to reduce the caltrops' Secrets stress to zero to escape the affected zone.	

CROSSBOW CORRIDOR TRAP

You'll find this trap in thieves' dens or ancient ruins, usually built into one end of a long corridor. Its triggering mechanism is tied into an elaborate pattern of tiles covering the corridor floor; anyone who doesn't know the proper sequence of tiles steps on a pressure plate, triggering the trap. The trap involves a clockwork swivel mounted crossbow which shoots a bolt at whatever is on the triggering floor tile.

Crossbow Corridor Trap (Good Trap)

Physical Stress:		n/a
Secrets Stress:		□□□□□
Fate points: 0		Scale: Tiny (1)
Consequences: n/a		-
Skills	<i>Good (+3)</i>	Ranged Weapons
	<i>Fair (+2)</i>	Stealth
Aspects	Hidden Floor Tile Sequence Sophisticated Clockwork Device Shoots Only At Areas Which Are Pressed	
Notes	When triggered, the trap attacks with Good (+3) Ranged Weapons and a +2 damage bonus. It can attack every exchange until it runs out of bolts (Story Teller's discretion—figure an average of a dozen bolts).	

NEW SHIPS

TRADE GALLEY

Unlike its cousin the war galley, this 80-foot long, 12-foot wide vessel is designed for trade. With two masts and square-rigged sails and a single row of oarsmen either side, trade galleys are a common sight along seashores and rivers, hauling goods, grain, and even troops during times of war.

Trade Galley (Good Construct)

Structural Stress:		□□□□□
Morale Stress:		□□□□□
Fate points: n/a		Scale: Large (4)
Consequences: 3		-
Skills	<i>Good (+3)</i>	Cargo Hold
	<i>Fair (+2)</i>	Systems Water Manoeuvre
	<i>Average (+1)</i>	Grappling System Repair System Melee Combat

Aspects She Ain't Pretty But She's Sturdy
Handles Best in the Shallows
Laden with Valuables
Canny Foul-Mouthed Captain

Stunts ♦ **Oars:** +2 on ship-to-ship combat manoeuvres.
♦ **Guest Quarters:** up to 90 cabins.
♦ **Livestock Area:** up to 150 livestock.
♦ **Expert Packing:** increases storage capacity by 50%, allowing 15 Good (+3) units rather than 10, in return for an Overloaded temporary aspect.

COASTAL RAIDER

The coastal raider is a small ship designed for speed and stealth. Designed with one bank of oars, a single sail, and shallow draft, it can be hauled ashore or hidden in shallow streams. It's a favourite of small time pirates plaguing coastal communities.

Coastal Raider (Fair Construct)

Structural Stress:		□□□
Morale Stress:		□□□
Fate points: n/a		Scale: Medium (3) Adv
Consequences: 3		-
Skills	<i>Fair (+2)</i>	Water Manoeuvre Troop Facilities
	<i>Average (+1)</i>	Grappling System Cargo Hold Ranged Combat (Bows)
Aspects	Built for Naval Ambushes Glides Across the Shallows Greedy Pirates	
Stunts	♦ Oars: +2 on ship-to-ship combat manoeuvres. ♦ Lashed Vessels: +1 to boarding actions. ♦ Rudderbreaker Shot: +2 to Ranged Combat aimed at crippling an enemy vessel's Water Manoeuvre.	

DEEPWATER NAVIGATOR

This small two-masted sailing ship is fast and manoeuvrable, equipped with the latest navigation aids to travel the open oceans out of sight of land. Designed for range and versatility, it's the ideal vessel for explorers of new lands. Its main drawback is that it can only accommodate a small crew and cargo.

Deepwater Navigator (Fair Construct)

Structural Stress:		□□□
Morale Stress:		□□□
Fate points: n/a		Scale: Medium (3) Adv
Consequences: 3		-
Skills	Fair (+2)	Water Manoeuvre Advanced Sensing
	Average (+1)	Grappling System Cargo Hold Salvage System
Aspects		Sails Beyond Sight of Land Advanced Navigation Systems Hardy Crew that has seen exotic lands
Stunts		<p>♦ Open Ocean: <i>vessel is robust enough to travel open ocean without coast-hugging.</i></p> <p>♦ Self-Sufficient: <i>operate for long periods without reprovisioning.</i></p> <p>♦ Salvage Mysterious Artefacts: <i>can salvage skills from ruins of ancient or inhuman civilizations or structures using unknown science or sorcery.</i></p>

BOMBARD WARSHIP

This heavily-modified trireme provides fire support to other warships in a fleet. Its massive aft tower allows banks of archers to engage enemy targets, and acts as a siege tower when attacking coastal cities; it also carries a top-mounted Greek Fire projector. The broad foredeck has three catapults hurling flaming shot, and while the warship doesn't have a ram, it has a massive front-mounted ballista to punch holes in enemy ships at the waterline. Its focus on fire support means the bombard warship has few marines, and must depend on other ships if boarded.

Bombard Warship (Good Construct)

Structural Stress:		□□□□□
Morale Stress:		□□□□□
Fate points: n/a		Scale: Large (4) Adv
Consequences: 3		-
Skills	Good (+3)	Ranged Combat (Greek Fire) Ranged Combat (Catapults & Ballistae)
	Fair (+2)	Armour Systems Ranged Combat (Bows)
	Average (+1)	Water Manoeuvre Repair System Manufactory Melee Combat

Aspects	Burning Death rains down from the Tower Unrelenting Volleys of Projectiles Aim for the Waterline Trained to Attack Multiple Ships at Once
Stunts	<p>♦ Oars: <i>+2 on ship-to-ship combat manoeuvres.</i></p> <p>♦ Siege Weapon: <i>punch through armour less than Ranged Combat skill, incurring an Exposed to Counterattack Minor consequence.</i></p> <p>♦ Greek Fire: <i>imposes On Fire aspect and inflicts damage every exchange until extinguished.</i></p> <p>♦ Split Attack: <i>split Ranged Weapon attacks between multiple targets.</i></p>

TROOP BARGE

This large flat-bottomed single-sailed boat ferries troops from port to port, and can even be used as an awkward amphibious landing craft if the beach is flat enough. They handle poorly and are usually towed by other vessels. No other ship carries troops as efficiently as a troop barge, making them an integral part of any army's sea strategy.

Troop Barge (Good Construct)

Structural Stress:		□□□□□
Morale Stress:		□□□□□
Fate points: n/a		Scale: Large (4)
Consequences: 3		-
Skills	Good (+3)	Cargo Hold
	Fair (+2)	Armour Systems
	Average (+1)	Water Manoeuvre Troop Facilities Grappling System
Aspects		Huge Barge with a Shallow Draft Carries Fighting Men She Doesn't Turn Easily Steel-Plated Sides
Stunts		<p>♦ Guest Quarters: <i>up to 300 soldiers per ship.</i></p> <p>♦ Livestock Area: <i>for cavalry mounts.</i></p> <p>♦ Anti-Personnel Armour: <i>character-level attacks can't affect the ship.</i></p>

SLOOP

An advanced modern ship design, sloops bear two or three triangular sails angled to sail against the wind, making them faster and more manoeuvrable than almost any other sailing ship. Sloops are often deployed as fast couriers or blockade runners.

Sloop (Fair Construct)

Structural Stress:		□□□
Morale Stress:		□□□
Fate points: n/a		Scale: Medium (3) Adv
Consequences: 3		-
Skills	<i>Fair (+2)</i>	Water Manoeuvre Melee Combat (Crew)
	<i>Average (+1)</i>	Cargo Hold Advanced Sensing Ranged Combat (Archers)
Aspects	Can Sail Against the Wind Outmanoeuvres Larger Ships Gutsy Daredevil Crew	
Stunts	◆ Uncanny Propulsion: <i>see below.</i> ◆ Burst of Speed: +2 <i>Water Manoeuvre once per scene, with a minimum 3 zones travelled.</i> ◆ Hit and Run: +1 <i>attack bonus if moving at least 2 zones while attacking a target. Must move away on its next movement.</i> ◆ Point Defence: <i>make a Ranged Combat attack against an attacker's skill level; reduce that skill level by the Ranged Combat skill level.</i>	

New Construct Stunts

◆ Uncanny Propulsion

Water Manoeuvre stunt

Like the Unusual Propulsion stunt (*Legends of Anglerre* page 210), except it's non-magical and can't absorb consequences, but it does allow sailing close to the wind.

◆ Rudderbreaker Shot

Ranged Combat stunt

The ship is equipped with ranged weapons firing missiles aimed at breaking or crippling an enemy vessel's rudder. Provides a +2 Ranged Combat bonus when targeting an enemy's Water Manoeuvre.

◆ Expert Packing

Warehousing / Cargo Hold stunt

The staff or crew of the warehouse or cargo hold use every available storage space, increasing capacity by 50% (eg a Good (+3) cargo hold can accommodate 15 units of Good (+3) value instead of 10). The construct gains an *Overloaded* temporary aspect until the excess cargo is unloaded, which Story Tellers should compel to represent accidents, leaks, thefts, etc.

CHAPTER TEN

UNDERCITY CREATURES AND ISLAND INHABITANTS



OVERVIEW

This chapter looks in detail at some of the new threats and opponents your adventurers may encounter in the darkened undercities and lost islands of the world.

CREATURES

BAKUNAWA, THE DEMON SEA DRAGON

Bakunawa the Demon Sea Dragon appeared at the dawn of the world when seven moons lit the night sky as bright as day. Desiring a world of endless benighted ocean, he began devouring the moons and the islands on the endless sea. Six moons were devoured and hundreds of islands lost before the gods imprisoned Bakunawa beneath an ancient volcano, where he lies still, forever chasing a silver sphere tied to the end of his tail. In every age of the world Bakunawa has tried to free himself and consume the moon and sun and all the remaining land; each time heroes have thwarted his plans. One such attempt created the *minonawa* (page 128), the terrible sea serpents, and the latest spawned the *katav* fish men (page 121).

Bakunawa appears as a huge sea serpent the colour of tarnished silver. Large whiskers the size of tree trunks erupt from his hard scaly snout, and his eyes are clear reflective disks; anyone looking into them sees himself as a twisted reflection of his inner soul. His maw opens taller than the highest tower of any castle, revealing row upon row of diamond hard teeth. Finally, three huge fins run the length of his body and move him along the ground, gouging huge trenches the shape of a snake. Though he cannot fly, Bakunawa can make prodigious leaps fully twice his mile-long length.

Bakunawa is a master of water magic, spewing torrents of water from his maw and shaping them into whatever he desires. He can also change his own shape, and call and quell storms.

Bakunawa (Legendary Sum of Parts Creature)

Body Part	Physical	Composure	Attack
Head	□□□□ □□□□	□□□□ □□□□	
R. Fin	□□□□ □□□□		Fantastic Bite & Claws
L. Fin	□□□□ □□□□		
Chest	□□□□ □□□□		
Belly	□□□□ □□□□		
Tail	□□□□ □□□□		

Fate points: 6

Scale: Enormous (6)

Consequences: 3 for each part

Skills	Legendary (+8)	Might
	Epic (+7)	Endurance Water
	Fantastic (+6)	Bite & Claws Athletics Transmutation
	Superb (+5)	Awareness Weather Intimidation Resolve

Aspects The Demon Sea Dragon
Appetite Knows No Bounds
Imprisoned in an Ancient Volcano
Desires to Escape his Prison
Tempts Mortals with Power
Fated to be Foiled by Heroes
So Huge!

Master of Water Magic
Commands Weather Spirits through Ancient Pacts
Diamond Hard Teeth
Spiritual Shapeshifter

Stunts

- ◆ **Dispersed Body Structure:** *creature is a Sum of Parts creature.*
- ◆ **Modify Landscape:** *perform manoeuvres to create temporary scene aspects.*
- ◆ **Hard to Hurt:** *pay a Fate point to negate stress from all attacks this exchange.*
- ◆ **Area Attack:** *pay a Fate point to attack all targets in zone with Water power skill.*
- ◆ **Monstrous Might:** *pay a Fate point to manipulate Huge (scale 5) or Large (scale 4) objects.*
- ◆ **Destroy Everything:** *pay a Fate point to make a Bite & Claw area attack against target zone and all adjacent zones.*
- ◆ **Transmute Self:** *for a Fate point, a successful Transmutation roll causes an automatic consequence.*
- ◆ **Weakness: Always Hungry:** *-2 penalty to resist food-related manoeuvres.*
- ◆ **Weakness: Huge Target:** *+1 attack bonus to strike Bakunawa.*

He's a mover and a shaker behind your campaign's events; perhaps the bad guys are trying to free him at last, and it's up to the heroes to stop them.

Having said that, eventually your heroes may come up against him directly. That should be the culmination of a great, high-powered campaign, with the heroes making their way into Bakunawa's prison and attempting to defeat him. That kind of epic battle is the stuff of legends!

THE BLIGHTED

The spiritual corruption of crowded pestilential cities often curses their inhabitants with a taint known as **The Blight**. Poisoned by frustration and rage, undernourished and diseased, intelligent creatures and beasts become twisted and monstrous, hiding away in sewers and labyrinths beneath the streets in a strange mad ecosystem parodying the surface world.

The Blight is more common in cities with substantial ambient magic, where the barrier between physical and magical worlds is thin. Such cities often have elaborate rituals to ward off the Blight and keep their citizens happy and healthy; cities where these rituals have failed, and their populations have succumbed to the Blight, are legendary.

Blighted creatures do not reproduce, but instead infect others with their madness (page 109). They're sustained and supported by the spiritual decay that spawned them; Blighted creatures removed from their environment initially try to re-create the Blight by causing misery and suffering, but if thwarted rapidly succumb to self-destructive urges, doing as much damage as possible before being destroyed or (rarely) cured of the Blight.

Using Bakunawa

Bakunawa is a demi-god, a demonic kraken as old and apparently as eternal as the world. He's not your run of the mill villain, someone to defeat in a fair fight. Rather, he's more likely the boss of one of your major villains—perhaps of an evil Dragon Cult, a Sea Sorcerer, or even a perfidious colony of Fish Men intent on enslaving one of the great sea ports of your campaign.



Blighted creatures have access to the following stunts:

- The special Fists stunts (*Legends of Anglerre* page 119) Claws/Jaws, Go for the Throat, Tail, Tentacles.
- The special Athletics stunts (*Legends of Anglerre* page 118) Flight, Glide, Gills, Jump, Lightning Fast, Spider Feet, Swims like a Fish.
- The special General stunts (*Legends of Anglerre* page 119) Immunity and Protection, used against any attacks sustained within a zone with a *Blighted* aspect. Outside such a zone, all attacks are considered weakness attacks, and neither stunt can be used.

Blight Fish

Blight Fish (Fair Minions)

This pack of five mutated carrion fish—Fair (+2) minions—scavenges the sewers for pieces of meat, living or dead!

Aspects: Sensitive to Movement, Quick Darting Bites, Blight Creature

Unattached Carrion Eaters (+2 bonus) (Bite +4)	□□ □□ □□ □□
Attached Snapping Servitors (+2 bonus)	□□ □□ □□ □□

Blight Hound

This medium-sized dog was probably someone's neglected pet. Now it skulks in the shadows, attacking and devouring the unwary. Because it has consumed so much corrupted flesh, it is difficult to kill.

Blight Hound (Good Extra)

Physical Stress:	□□□□						
Composure Stress:	□□□						
Fate points: 4	Scale: Tiny (1)						
Consequences: 3	-						
Skills	<table> <tr> <td><i>Good (+3)</i></td><td>Bite</td></tr> <tr> <td><i>Fair (+2)</i></td><td>Stealth Athletics</td></tr> <tr> <td><i>Average (+1)</i></td><td>Alertness Endurance Intimidation</td></tr> </table>	<i>Good (+3)</i>	Bite	<i>Fair (+2)</i>	Stealth Athletics	<i>Average (+1)</i>	Alertness Endurance Intimidation
<i>Good (+3)</i>	Bite						
<i>Fair (+2)</i>	Stealth Athletics						
<i>Average (+1)</i>	Alertness Endurance Intimidation						
Aspects	Lone Skulker Blight Creature Diseased Rage Survive at Any Cost						
Stunts	<ul style="list-style-type: none"> ♦ Go for the Throat: pay a Fate point to attack a target 3 scales larger rather than two. ♦ In Plain Sight: searchers don't get a +2 Alertness or Investigation bonus as long as you remain silent. ♦ Solo Combo: pay a Fate point to place an aspect and attack in the same exchange. ♦ Blight Protection: pay a Fate point to reduce total stress taken this exchange in a Blighted zone by 2. ♦ Diseased Bite: any target bitten must check for exposure to Blight Fever (page 109) at the end of the scene. 						

The Sewer Blighted

The Sewer Blighted are men and women brought low by rage and oppression. They have bargained their souls and free will to avenge themselves on the society that cast them down.

Gangs of Sewer Blighted terrorize the poor and unfortunate of the city, filling them with despair and eventually swelling their ranks.

Sewer Blighted (Good Extra)

Physical Stress:	□□□□□□□						
Composure Stress:	□□□□□□						
Fate points: 5	Scale: Small (2)						
Consequences: 3	Armour Cons: 1 Minor						
Skills	<table> <tr> <td><i>Good (+3)</i></td><td>Endurance</td></tr> <tr> <td><i>Fair (+2)</i></td><td>Might Fists</td></tr> <tr> <td><i>Average (+1)</i></td><td>Survival Resolve Intimidation</td></tr> </table>	<i>Good (+3)</i>	Endurance	<i>Fair (+2)</i>	Might Fists	<i>Average (+1)</i>	Survival Resolve Intimidation
<i>Good (+3)</i>	Endurance						
<i>Fair (+2)</i>	Might Fists						
<i>Average (+1)</i>	Survival Resolve Intimidation						
Aspects	My Fists Tell You To Obey! Blight Abomination Gang Runner He Just Won't Go Down!						
Stunts	<ul style="list-style-type: none"> ♦ Blight Protection: pay a Fate point to reduce total stress taken this exchange in a Blighted zone by 2. ♦ Blight Immunity: pay a Fate point to negate stress from all attacks taken this exchange in a Blighted zone. ♦ Unbound: +2 bonus to break bonds. ♦ Savage Fighter: use Might instead of Melee Weapons with two-handed weapons. ♦ Group Combo: pass on spin from manoeuvres to a combo finisher. 						
Equipment	Improvised Club (+2 damage: Diseased*) Thick leather jacket (-1 armour bonus, 1 Minor consequence)						
Notes	*Any consequences inflicted by a Sewer Blighted's physical attacks exposes the victim to Blight Fever (see page 109).						



Sewer Blighted Leader

Some enterprising humanoids make pacts with evil spirits dwelling within the Blight, becoming vessels for them in exchange for power. This leader of the Sewer Blighted did just that, merging with a Rage Spirit to take control of a whole gang of Sewer Blighted. He's a growing threat to the city above.

Sewer Blighted Leader (Superb Elite)

Physical Stress:	□□□□□□
Composure Stress:	□□□□□□
Fate points: 4	Scale: Small (2)
Consequences: 3	Armour Cons: 1 Major + 2 Minor

Skills	Superb (+5)	Creatures*
	Great (+4)	Leadership Might
	Good (+3)	Endurance Resolve Resources
	Fair (+2)	Intimidation Deceit Fists Melee Weapons

Aspects	Pact with a Blight Rage Spirit The Spirit is my Partner, not my Master Blight Abomination Gang Leader Terrifying Inhuman Strength The Blight is Freedom for the Oppressed Brutal Unarmed Fighting Style Only the Mighty Deserve to Rule Feared by the City The Blight Recognizes Its Own
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Stunts	<ul style="list-style-type: none"> ♦ Blight Protection: pay a Fate point to reduce total stress taken this exchange in a Blighted zone by 2. ♦ Blight Immunity: pay a Fate point to negate stress from all attacks taken this exchange in a Blighted zone. ♦ Group Combo: pass on spin from manoeuvres to a combo finisher. ♦ Become Beastman: place a Blight Creature consequence on a target. ♦ Command Blight Creature: +1 bonus to command Blight creature against its will or instincts. ♦ Brawler: +1 Fists defence when outnumbered: +1 Fists damage versus two or more minions. ♦ Frenzy: opponents attempting a full defence don't get a +2 bonus. ♦ Minions: Six sewer blighted.
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Equipment	Wicked chain-wrapped leather gloves (+2 damage**) Blighted thick leather jacket (-1 armour bonus; 1 Major and 2 Minor consequences)
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Notes	<p>*As part of the Blight Pact aspect, Creatures is limited to Blight creatures.</p> <p>**Any consequences inflicted by the Sewer Blighted Leader's physical attacks exposes the victim to Blight Fever (see page 109).</p> <p>Fate refresh is 12</p>
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GIANT MANTA RAY

Giant manta rays are often used as mounts by merfolk and kataw. Far more intelligent than normal manta rays, they can be tamed by a pungent mixture of underwater herbs they find irresistible. Tamed giant mantas wear halters, and are controlled by pressure points on their backs and by means of certain scents carried in a special pouch on the rider's belt. A common tactic for those ready to ride a giant manta is to release some of the pungent herbs into the water, and grab the halter and swim away with the manta as it passes by.

Giant Manta Ray (Fair Extra)

Physical Stress:	□□□□□
Composure Stress:	□□□□□
Fate points: 5	Scale: Medium (3)
Consequences: 1	-

Skills	Fair (+2)	Athletics
	Average (+1)	Survival Alertness

Aspects	Keen Sense of Smell Graceful Underwater Gliders Long, Spindly Tail Doesn't Fight Unless It Has To
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Stunts	<ul style="list-style-type: none"> ♦ Heightened Smell: +1 Alertness bonus for up to an hour after target's departure. ♦ Distance Swimmer: +2 Athletics bonus when swimming a long way; normally you don't need to roll at all.
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GIANT OCTOPUS

Giant octopi are peaceful creatures dwelling in the deepest sea. However, vengeful ocean spirits and certain sorcerers know a ritual to summon a giant octopus to wreak havoc on ships or even small island communities.

A summoned giant octopus is a **chase creature** (see *Legends of Anglerre* page 184) with the following tactics: it first attacks with a single tentacle; then, when that is defeated, the rest of the tentacles attack all at once; and finally, once the tentacles have taken two consequences, the head comes into play with its razor-sharp beak. Only when the head is taken out is the octopus itself defeated.

Giant Octopus (Great Sum of Parts Creature)

Body Part	Physical	Composure	Attack
Head	□□□□□	□□□□□	
Tentacle	□□□		Avg Smash
Tentacles	□□□□		Fair Grapple
Fate points: 5		Scale: Large (4)	
Consequences: 3 for each part			
Skills	Great (+4)	Might	
	Good (+3)	Survival Endurance Athletics	
	Fair (+2)	Awareness Stealth Grapple	
	Average (+1)	Smash	
Aspects	Confusing Mass of Grasping Tentacles Vice-like Grip Stays Underwater Attacks with Tentacles First Peaceful in its Normal State Easily Compelled by Magic Blinding Cloud of Black Ink Chameleon Colour Change Weak Spot: Eyes Monstrous Weakness: Huge Target		
Stunts	◆ Dispersed Body Structure: <i>creature is a Sum of Parts creature.</i> ◆ Run for your Life! <i>creature is a Chase creature.</i> ◆ Monstrous Might: <i>pay a Fate point to manipulate Medium (scale 3) or Small (scale 2) objects.</i> ◆ Body Attack: <i>pay a Fate point to use Grapple against all targets in the same or adjacent zone, causing 4 Physical stress.</i> ◆ Unbound: <i>+2 Might bonus to break out of physical restraints.</i>		

HAMALKATI

Hamalkati are giant sexless humanoids formed of living coral. Twice human height, they're guardians and "gardeners" of coral reefs. They're a peaceful race, only violent when their reefs are threatened. Some hamalkati near trade routes have gathered treasures from sunken ships, and use these trinkets to buy protection and favours so their reef can thrive while other races exploit the seas. Some unscrupulous types see such hamalkati as easy prey for the treasure they possess.

Hamalkati (Good Extra)

Physical Stress:		□□□□□□
Composure Stress:		□□□□□
Fate points: 7		Scale: Medium (3)
Consequences: 3		Armour Cons: 1 Major
Skills	Good (+3)	Nature
	Fair (+2)	Life Might
	Average (+1)	Rapport Contacts Resources Creatures
Aspects	Gardener and Guardian of the Reef Like a Statue of Living Coral Secreter of Hidden Treasure Peaceful and Bucolic Terrifying when Enraged Trades Treasure for Favours	
Stunts	♦ Coral Armour: +1 Physical stress, absorbs 1 Major consequence. ♦ Treasure Hoard: secret cache of gold and jewels; once per session, you get a +2 Treasure to use before the session's end. ♦ Call Creature: +1 bonus to call creatures of the reef from outside the current zone.	

HELLION

Hellions are Light Elementals, sacred to the Sun God. Appearing as shining globes or humanoid beings of light too bright to look at, they attack with blinding light lances and awesome and terrifying song.

Hellions are often used as guardians, either in the temples of the Sun God, or to keep people away from places of ancient darkness or evil. Sun Priests and Wizards of Light sometimes bind hellions as servitors, either as familiars or allied spirits bound into sceptres or staves.

Hellion Guardian (Superb Elite)

Physical Stress:		□□□□□□
Composure Stress:		□□□□□□
Fate points: 5		Scale: Small (2)
Consequences: 3		-
Skills	Superb (+5)	Light
	Great (+4)	Art (Song) Divination
	Good (+3)	Intimidation Warding Glamour
	Fair (+2)	Fists Alertness Resolve Might

	<i>Average (+1)</i>	Rapport Endurance Leadership Athletics Telekinesis
Aspects	Mysterious Magical Creature of Light Beware and Keep Your Distance! Dreadful and Terrifying Song Ageless and Timeless Servitors Too Bright to Look At Proud Courtiers in the Palace of the Sun Bright Lances of Light Shimmering Myriad of Shapes Irresistible Voice of Command Blinding Ball of Sun Fire OR Humanoid Shape Blazing Like the Sun	
Stunts	◆ Invisibility: for a Fate point, a successful Glamour check bestows an Invisible aspect for the rest of the scene. ◆ Virtuoso (Song): +1 Art bonus with song; create musical works 1 step faster. ◆ Levitate: use Telekinesis instead of Might to lift things, including yourself and other people. ◆ Create Light: create light in darkness. ◆ Blinding: for a Fate point, a successful Light attack causes a Blinded automatic consequence.	

	<i>Fair (+2)</i>	Stealth Resolve Investigation Alertness
Aspects	Hideous Amalgam of Bodies and Limbs Embodiment of Eternal Hunger Sucks the Life from its Prey Constantly Shifting Form Benign Spirit Corrupted by the Blight Lurks in the Shadows and Dark Places Looks Like a Pile of Offal or Trash Insane Spirit of Consumption One Day I Will Cleanse The World! Come... Add Your Life Force to Mine!	
Stunts	◆ Drain Life: successful Death attack causes an automatic consequence. ◆ Transmute Self: for a Fate point, successful Transmutation check causes an automatic consequence. ◆ Horrific: pay a Fate point to force victim of Intimidation attack to flee number of zones equal to shifts, or take Minor consequence. Other targets in zone are affected at -2. ◆ In Plain Sight: ignore environmental difficulties when using Stealth. Once hidden, active searches don't get the +2 bonus. ◆ Immunity: pay a Fate point to negate stress from all attacks this exchange.	

HUNGER AMALGAM

Trying to fight the curse of the Blight (see above), well-meaning yet arrogant wizards proposed creating a self-reproducing “Spirit of Consumption” to devour the Blight taint and cleanse corrupted cities. They underestimated the Blight’s virulence, which corrupted the benign spiritual being they sent against it into a creature of its own. The Hunger Amalgam is not a creature of the Blight itself, but has been driven mad by exposure to it, and now desires only to consume living things, adding their life forces to its own in a sick parody of the task it was created to perform. The creature escaped its creators’ control before the wizards could dispel it, and now haunts the fringes of undercities, consuming everything alive, dreaming of the day it grows large enough to consume the Blight it was made to destroy.

Hunger Amalgam (Superb Elite)

Physical Stress:	□□□□□□□□
Composure Stress:	□□□□□□
Fate points: 5	Scale: Small (2)
Consequences: 3	-
Skills	<i>Superb (+5)</i> Endurance
	<i>Great (+4)</i> Death Might
	<i>Good (+3)</i> Intimidation Transmutation Fists

KATAW

The kataw are a race of aquatic fish men descended from the followers of Sukdal the Wavebreaker, a mad prophet who forced his entire congregation into an unholy pact with the demonic sea dragon Bakunawa. They are a hideous fusion of man and fish, with long tapering fish heads, bulging red eyes, and gills where a man’s jaw should be. They have the arms and legs of men, but also great fins connecting their underarms to their sides extending like wings when the kataw swims at full speed. Their finned feet allow them great manoeuvrability under water, yet also to walk on land. They are hairless, with scaled skin ranging from dull brown through yellow to brilliant red and orange, depending on clan and caste. Kataw breathe both air and water, though they sicken if they stay away from the ocean too long.

Kataw society is steeped in ritual, members tattooing their scales to reflect caste and status. Their society is vicious, with clans fighting for hunting rights and raiding merfolk and shore-dwelling humans. At an early age, kataw ingest a parasitic sea worm allowing them to secrete a powerful narcotic from their mouths and gills, with which they enslave other races beneath and by the sea. The narcotic fills its victims with euphoria, deluding them into believing they are serving honourable lords and ladies. They live in a waking dream, feeling no pain or suffering, even during battle. Legend says kataw thralls die smiling.

Water magic runs in the kataw blood, and raiders learn to enchant captives to breathe underwater, which also renders them unable to breathe air normally, making it difficult for

prisoners to escape. Like Bakunawa, the kataw despise the surface lands which pollute the perfection of the sea, desiring nothing more than to sink them beneath the waves.

Kataw Thralls

Kataw thralls are land or sea beings captured in raids, sometimes even including members of enemy kataw clans. Addicted to the kataw narcotic, they fight without fear, although often befuddled. Kataw raiders see them as little more than cannon fodder.

Kataw Thralls (Average Minions)

A motley collection of six captured sea and land creatures—Average (+1) minions—hopelessly addicted yet fighting without fear or pain.

Aspects: Befuddled, Life is a Painless Dream, It's a Pleasure to Serve

Unattached Knife Thralls (+2 bonus) (Knife +3)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Attached Club Thralls (+3 bonus)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Kataw Raider

The raider is the most commonly encountered kataw caste, experts with trident, net, and fin-blade. Their tactics focus on surprise and quickly incapacitating enemies rather than killing them, swimming back and forth before a target with lightning speed, inflicting terrible slashing wounds with their fin-blades until their foes are incapacitated by blood loss.

Kataw Raider (Good Extra)

Physical Stress:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>						
Composure Stress:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>						
Fate points: 7	Scale: Small (2)						
Consequences: 2	Armour Cons: +1 Minor						
Skills	<table> <tr> <td><i>Good (+3)</i></td><td>Melee Weapons</td></tr> <tr> <td><i>Fair (+2)</i></td><td>Athletics Might Fists</td></tr> <tr> <td><i>Average (+1)</i></td><td>Intimidation Endurance Stealth Survival Alertness Water Magic</td></tr> </table>	<i>Good (+3)</i>	Melee Weapons	<i>Fair (+2)</i>	Athletics Might Fists	<i>Average (+1)</i>	Intimidation Endurance Stealth Survival Alertness Water Magic
<i>Good (+3)</i>	Melee Weapons						
<i>Fair (+2)</i>	Athletics Might Fists						
<i>Average (+1)</i>	Intimidation Endurance Stealth Survival Alertness Water Magic						
Aspects	Chosen of Bakunawa Hideous Fish Man Captives are the Currency of Honour Deadly in the Water Underwater Ambusher Ensnaing Embrace of the Depths						

Stunts

- ◆ **Weapon Specialist:** +2 damage bonus with trident, net, or fin-blade (choose one).
- ◆ **Fin Strike:** a kataw who gains spin on a defence roll may immediately make a fin-blade attack using Fair (+2) Fists.
- ◆ **Subduing Strike:** the kataw inflicts 1 subdual consequence if it gains spin on its specialist weapon attack. This may not kill the target.
- ◆ **Water Breathing:** successful Water Magic manoeuvre bestows Water Breather aspect; target loses the ability to breathe normally.

Equipment

Trident (+2 damage: Long Weapon, Poor in Close Combat)
 Net (+0 damage: Entangling, Subdual Weapon, Poor Defence)
 Fin Blade (+3 damage: Bleeding Wounds, Close Combat Weapon, Needs Movement to Be Effective)
 Fish Scale Armour (-0 armour bonus; absorbs 1 Minor consequence)

Kataw Swarm (Fair Minions)

Five scaly fish men—Fair (+2) minions—emerge from the water, waving tridents menacingly.

Aspects: Scaly-skinned

Unattached Shark Men (+2 bonus) (Bite +4)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Attached Scaly School (+2 bonus)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

New Weapons

NET

As an entangling melee weapon:

Bonus: 0

Weight: 3

Cost: Mediocre

Complementing Skill: Might

Aspects: Entangling, Subdual Weapon, Poor Defence

As a ranged weapon:

Bonus: 0

Range: 1

Cost: Mediocre

Aspects: Entangling, Subdual Weapon

FIN BLADE

Bonus: +3

Weight: 9

Cost: Good

Complementing Skill: Athletics

Aspects: Bleeding Wounds, Close Combat Weapon, Needs Movement to be Effective

WHIP

Bonus: +1

Weight: 2

Cost: Mediocre

Complementing Skill: -

Aspects: Entangling, Painful Hits

Kataw Slaver

Kataw slavers specialize in keeping and managing captives, and produce a wide variety of narcotic secretions, from those that burn with a single touch, to concentrations that leave a victim writhing in ecstasy for hours. They often accompany raiders, coating raiders' blades with their special secretions.

Kataw Slaver (Good Extra)		
Physical Stress:		□□□□□
Composure Stress:		□□□□□
Fate points: 6		Scale: Small (2)
Consequences: 1		Armour Cons: 1 Minor
Skills	Good (+3)	Domination
	Fair (+2)	Athletics Melee Weapons Science
	Average (+1)	Intimidation Might Rapport Empathy Alertness Ranged Weapons
Aspects	Chosen of Bakunawa Hideous Fish Man Gut-dwelling Narcotic Parasite Narcotic Mind Control* The 108 Ways of Bliss Surrounded by Thralls	
Stunts	♦ With a Single Drop: +1 Science bonus to create poisons, +2 with exotic secretions. ♦ Enslave: +2 Domination bonus to enslave target (aspect or Composure conflict). ♦ Venomous Spit: Good (+3) Composure attack against Resolve every exchange for rest of scene; range 1.	
Equipment	Whip (+1 damage: Entangling, Painful Hits) Net (+0 damage: Entangling, Subdual Weapon, Poor Defence) Fish Scale Armour (-0 armour bonus; absorbs 1 Minor consequence)	
Notes	*locks out the Read Mind, Speak Mind and Mind Shield trappings of Domination, but adds the Command stunt as a trapping. Requires the kataw slaver intoxicate the victim with secretions.	

Kataw Hydromancer

Hydromancers are kataw priests and shamans, bending water to their will, summoning waves to crush enemy ships, and turning water into air and back again to operate on land away from water for extended periods. Because of the violence they do to the waters and the demonic taint in their blood, sea spirits loathe hydromancers above all kataw, and kill them on sight.

Kataw Hydromancer (Good Extra)		
Physical Stress:		□□□□□
Composure Stress:		□□□□□
Fate points: 7		Scale: Small (2)
Consequences: 1		Armour Cons: 1 Minor
Skills	Good (+3)	Elements (Water)
	Fair (+2)	Athletics Survival Science
	Average (+1)	Intimidation Might Rapport Empathy Alertness Academics
Aspects	Chosen of Bakunawa Hideous Fish Man Unholy Magic that Blights the Sea Tamer of the Wrath of the Waves Anathema to Sea Spirits Keeper of the Kataw Traditions	
Stunts	♦ Create Sea Water: able to create sea water from thin air. ♦ Water Walk: use Water for near-instantaneous sprint actions between contiguous areas of water. ♦ Quickfire: cast a spell and perform one other full action, both at -2 penalty. If one action fails, so does the other.	
Equipment	Trident (+2 damage: Long Weapon, Poor in Close Combat) Orb (required casting focus) Pouch of Ritual Materials Conch horn	

LAMIA

Lamias are female snake-centaurs, with the upper bodies of women and the lower bodies of hideous serpents. They love to feast on human flesh, and are found in the ruins of the evil Hither Kingdoms empire of Nith, as well as other desert lands. They have the gift of prophecy, but must remove their eyes in order to see the future.

Lamia (Great Extra)

Physical Stress:		□□□□□
Composure Stress:		□□□□□□
Fate points: 6		Scale: Small (2)
Consequences: 3		-
Skills	Great (+4)	Fate
	Good (+3)	Divination Melee Weapons
	Fair (+2)	Alertness Deceit Intimidation
	Average (+1)	Athletics Stealth Resolve Constriction
Aspects	Evil Snakewoman Able to Remove her Eyes Gift of Prophecy Cannot Close her Eyes Eats Human Flesh, especially of Children Secret Dweller of the Desert Wastes	
Stunts	♦ Fortune: <i>pay a Fate point to place a permanent aspect of good or bad luck.</i> ♦ Bestow Curse: <i>pay a Fate point to place a permanent aspect physically, mentally, or socially cursing the target.</i> ♦ Scrying: <i>use Divination instead of Investigation.</i> ♦ Scary: <i>resist Intimidation attacks with your own Intimidation skill.</i>	
Equipment	Scimitar (+3 db)	

THE MANUK

Manuk are bird-spirits, brilliantly plumed peacocks with iron-hard bills, who endlessly travel the skies over the world's oceans. They are shape-changers, often appearing as tall attractive humans with hair streaked with three colours and white, dark-tipped seabird's wings. A third form, adopted when the manuk mean to kill, is a mixture of both, with a bird's head and wings and a human body.

Manuk Sojourner

Sojourners are the most encountered manuk. Descending on seashore communities in groups of 10-20 individuals, sojourners carry messages and act as guides to distant lands.

Manuk Sojourner (Good Extra)

Physical Stress:		□□□□□
Composure Stress:		□□□□□□
Fate points: 7		Scale: Small (2)
Consequences: 1		-

Skills	Good (+3)	Athletics
	Fair (+2)	Survival Rapport Beak and Claws
	Average (+1)	Deceit Empathy Artificer Creatures Contacting Resolve
Aspects	I May Have Been There Before... Messengers between Mortals and Gods Loyal to the Flock Secrets Are Always Worth Something! I Bring News—For a Price! Bird Spirit Shapechanger	
Stunts	♦ Become Beast: <i>spend a Fate Point to transform into the bird form or battle form.</i> ♦ Due North: <i>always finds North, +2 Survival bonus to navigate, with no difficulty penalties.</i> ♦ Well-Travelled: <i>no penalties or increased difficulties with unfamiliar customs.</i>	

The Court of Manaul

The Court of Manaul is a powerful spirit court. Manaul, the God of Ocean Feathers, and his courtiers do not demand fealty like a human lord would, but instead work with mortals to gain worship and fulfil their divine purpose.

The Court gathers knowledge to spread throughout the world. Manaul is a curious spirit—some creation myths say he was responsible for “hatching” humanity from the bamboo stem they grew from—and his progeny, the **manuk**, share this trait.

The Court is organized into four **houses**, one for each of the four winds. Each comprises several **septs**, each of which comprises half a dozen to two dozen **flocks** of up to 50 manuk individuals headed by a leader known as a **sarimanuk**. A manuk often uses his position in the Court in his formal names, as in “Tiaw of the Eleventh Flock of Sept Layin, of the House of the East Wind”. Manuks generally only have a single personal name.

Flocks of manuk fly on fixed routes, starting in Manaul's home in the world of the Gods, and crossing the demesnes of other deities. This makes them valued by mortals and gods alike as great messengers, and manuk carry messages between settlements and even from human worshippers to their gods, for a price. Being half spirit, manuk often request strange things in exchange for their services: sometimes, they ask for a long-lost secret, other times for small portable symbols of mortal wealth like gold or gems. No two requests are alike, and the manuk's arcane rules governing the price of their services remains unfathomable.

Manuk also act as guides. Since they fly through many skies, flocks know the way to many places. The price is usually higher than for a message, as the manuk guide is unlikely to return to his flock right away.

Sarimanuk Noble

Each manuk flock has 4-8 sarimanuk nobles acting as leaders, navigators, and priests. Unlike sojourners, sarimanuk know the hidden Sky Paths which lead to the Internection.

Sarimanuk Noble (Good Extra)

Physical Stress:		□□□□□
Composure Stress:		□□□□□
Fate points: 7		Scale: Small (2)
Consequences: 1		-
Skills	<i>Good (+3)</i>	Athletics
	<i>Fair (+2)</i>	Survival Leadership Flight
	<i>Average (+1)</i>	Deceit Empathy Dimensions Creatures Contacting Rapport
Aspects	Knows the Hidden Sky Paths Messenger between Mortals and Gods For House, Sept, and Flock Knowledge is Power Priest of the God of Ocean Feathers Bird Spirit Shapechanger	
Stunts	<p>◆ Become Beast: spend a Fate point to transform into the bird form or battle form.</p> <p>◆ Create Portal: create portal to or from the Otherworld.</p> <p>◆ Respected Leader: when your reputation benefits you, use Leadership instead of Rapport in social situations.</p>	

Manual, the God of Ocean Feathers

Manual, the God of Ocean Feathers, resembles a giant sarimanuk 18 feet tall. His stronghold, the Palace of White Feathers, sits on its own demi-plane of the Internection, moving from world to world and plane to plane in an apparently pre-set pattern. Intensely curious about the Internection's worlds, Manual quizzes every visitor to his palace, often rewarding those who withstand his exhaustive questioning with items such as feathers bestowing the power of flight or shards of his beak which can be made into spear points that will pierce almost any armour.

Manual (Epic Named Character)

Physical Stress:		□□□□□□□□
Composure Stress:		□□□□□□□
Fate points: 5		Scale: Medium (3)
Consequences: 3 + 1 Major Physical		
Skills	<i>Epic (+7)</i>	Air
	<i>Fantastic (+6)</i>	Leadership Creatures
	<i>Superb (+5)</i>	Athletics Endurance Dimensions
	<i>Great (+4)</i>	Beak & Claws Rapport Artificer Empathy Might Ranged Weapons
	<i>Good (+3)</i>	Deceit Fists Art Academics Alertness Resolve Melee Weapons
Aspects	Sage of the Hidden Sky-Paths Immortal Bird God Curious About Everything Piercing Beak God and King of the Manuk Creature of the Internection Spirit Shapechanger "One More Question" Lord of the Palace of White Feathers	
Stunts	<p>◆ Become Beast: spend a Fate point to transform into the bird form or battle form.</p> <p>◆ Create Portal: create portal to or from the Otherworld.</p> <p>◆ Jaws and Claws: +3 damage bonus.</p> <p>◆ Call Birds: +1 Creatures bonus to call birds from outside the current area.</p> <p>◆ Command Birds: +1 bonus to command birds against their will or instincts.</p> <p>◆ Dimensional Sanctuary: use Dimensions to hide instead of Stealth.</p> <p>◆ Great Casting: affect 1 additional point of scale per spin.</p> <p>◆ Distance Casting: pay a Fate point to affect long distances; each additional range at Organization scale reduces skill level by 1.</p> <p>◆ Dimensional Casting: pay a Fate point to extend power effects to another dimension.</p> <p>◆ Create Air: create breathable air from nothing.</p> <p>◆ Wind Storm: for a Fate point, target suffers Air / Wind attacks for duration.</p> <p>◆ Martial Artist: use Fists to place Martial Arts aspect on target which can be tagged for a +3 bonus.</p> <p>◆ Lethal Weapon: if you inflict a Minor or Major consequence, pay a Fate point to worsen it by 1 step.</p> <p>◆ Solo Combo: pay a Fate point to chain two actions (ie manoeuvre and attack, etc) in a single exchange.</p>	
Notes	Fate refresh is 19	

MERFOLK

Merfolk are an intelligent sea-dwelling people with the upper bodies of humans but the lower bodies of fish. There are as many varieties as there are humans, with skin and scales of varying hues and combinations, but all are roughly as tall (or long) as a man, with human fingers, heads, and torsos. Their torsos gradually change from flesh to fish-scale, and most merfolk are fully fish from the hips down.

Merfolk breathe air and water, but prefer water. Too much time spent out of the water is damaging to their fishy halves, causing them to become ill. Merfolk dwell in small tribes not far from shore, led by a chief and a shaman, often a husband and wife pair. Merfolk hunt fish, harvest sea plants, and make tools and weapons from coral, bone, and stone. Their tribes migrate to follow the movements of fish.

Each merfolk tribe worships its own pantheon of sea spirits, and two adjacent tribes may follow radically different spirits and have conflicting customs and taboos. Sometimes these spirits are powerful entities that come to the tribe's aid in time of need, but just as often tribes worship spirits long gone, compelled only by habit and tradition.

Merfolk relationships with humans are complicated. They believe humans are children of earth spirits who have been infected by a madness called "civilization", causing them to turn from the spirits that birthed them. This madness makes humans subjugate the Sea Children, destroying or dislocating whole tribes; the trust which merfolk once had for the "Earth Children" is now replaced by fear and hatred. Nevertheless, in the heart of every Sea Child there's a sense of kinship with humans, as if humans were distant relatives who have lost their way. Unfortunately, humans don't share this kinship, and view the Sea Children as another monster to exploit or subdue.

Merfolk are great singers, although for them it's a sacred rite, reserved for spirits and solemn occasions. Merfolk spirit talkers often sing to spirits in soothing voices to entice them to obey.

Merfolk Tiderunner

Tiderunners are merfolk scouts, able to swim long distances and fast and agile underwater. They wield spears, and those dwelling near humans also carry bows.

Merfolk Tiderunner (Good Extra)

Physical Stress:		□□□□□□
Composure Stress:		□□□□□□
Fate points: 7		Scale: Small (2)
Consequences: 1		-
Skills	Good (+3)	Athletics
	Fair (+2)	Melee Weapons Survival Fists

	Average (+1)	Stealth Endurance Rapport Alertness
Aspects	Child of the Sea Spirits Half-man Half-fish Eyes and Ears of the Tribe Beyond the Next Shoal... Swim For Days The Land is a Curious Place	
Stunts	<p>◆ Distance Swimmer: +2 <i>Athletics</i> bonus when swimming a long way; normally you don't need to roll at all.</p> <p>◆ Gills: breathe underwater for time period equal to shifts on an Endurance roll (base is a few moments).</p> <p>◆ Due North: always finds North, +2 <i>Survival</i> bonus to navigate, with no difficulty penalties.</p>	
Equipment	Sea spear (+2 damage: Underwater Cutting Attack) Knife (+1 damage: Small, Close Combat Weapon, Poor Defence) Self Bow (+1 damage; range 2) Talismans (may be magical)	

Merfolk Spearhand

What the tiderunners spot, the spearhands hunt. Merfolk spearhands use long spears with modified spear throwers for use above water: they hunt prey found near the surface of the sea. When fighting underwater, spearhands move in formation, strafing targets and darting away before the enemy can react. They carry large shell shields which ensnare their opponents' weapons.

Merfolk Spearhand (Good Extra)

Physical Stress:		□□□□□□
Composure Stress:		□□□□□□
Fate points: 6		Scale: Small (2)
Consequences: 2		Armour Consequences: 1 Minor and/or +1 Major*
Skills	Good (+3)	Melee Weapons
	Fair (+2)	Athletics Endurance Fists
	Average (+1)	Intimidation Survival Stealth Leadership Ranged Weapons
Aspects	Child of the Sea Spirits Half man, half fish Fights to Protect the Tribe Deadly with the Sea Spear Entangle and Disarm Tactics Death From Below!	

Stunts	<ul style="list-style-type: none"> ◆ Military Training: +1 damage bonus. ◆ Weapon Specialist (Sea Spear): +2 damage bonus with spear. ◆ Shield Training: shield's armour bonus becomes a defence bonus; accepts 1 additional consequence; acts as aspect in full defence or block actions; if you get spin on your attack, opponent's shield is ineffective. ◆ Gills: breathe underwater for time period equal to shifts on an Endurance roll (base is a few moments).
Equip-ment	Sea spear (+2 damage, range 1: <i>Underwater Cutting Attack, Balanced for Throwing</i>) Turtle Shell Shield* (+2 defence bonus, absorbs 1 Minor and 1 Major consequence: <i>Lightweight, Manoeuvrable, Slippery</i>) OR Seaweed Shield (+1 defence bonus, absorbs 1 Major consequence: <i>Entangles Weapons, Works Only When Wet</i>)
Notes	*against fire attacks, provides only +1 defence bonus and absorbs only 1 Minor consequence.

Merfolk Spirit Talker

Spirit talkers maintain a merfolk tribe's link with the sea spirits, and retain tribal lore. They often have sea spirit minions or companions.

Merfolk Spirit Talker (Good Extra)		
Physical Stress:		□□□□□
Composure Stress:		□□□□□□
Fate points: 5		Scale: Small (2)
Consequences: 2 + 1 extra Major Composure consequence		
Skills	Good (+3)	Domination
	Fair (+2)	Science Rapport Leadership Resolve
	Average (+1)	Athletics Survival Stealth Artificer Alertness Investigation
Aspects	Song Compels the Sea Spirits Child of the Sea Spirits Half man, half fish “I will guide you, child” Attended by Sea Spirits Keeper of the Tribe's Secrets	
Stunts	◆ Sooth: use Domination instead of Science to heal Composure stress damage and consequences. ◆ Command (Spirits only): +1 Domination bonus for temporary aspect or Composure attack. ◆ Minions: six Fair (+2) merfolk minions with Summonable advance.	

	<ul style="list-style-type: none"> ◆ Gills: breathe underwater for time period equal to shifts on an Endurance roll (base is a few moments). ◆ Smooth Recovery: +1 additional Major Composure consequence.
Equip-ment	Sea spear (+2 damage, range 1: <i>Underwater Cutting Attack, Balanced for Throwing</i>). Magical Conch Horn (enchanted to work under water, +1 Domination bonus) Pack of Underwater Herbs Spirit focuses for dealing with sea spirits

Merfolk Chieftain

A Merfolk chieftain is first among equals, speaking for the tribe in all worldly matters, deciding upon hunting grounds, and judging disputes. They may not be the best fighters, but everyone in the tribe looks towards them for leadership, especially in battle.

Merfolk Chieftain (Great Extra)		
Physical Stress:	□□□□□□	
Composure Stress:	□□□□□□	
Fate points: 4	Scale: Small (2)	
Consequences: 3 + 1 Major Physical consequence.		
Armour Consequences: 1 Minor + 1 Major*		
Skills	Great (+4)	Leadership
	Good (+3)	Melee Weapons Empathy
	Fair (+2)	Athletics Alertness Survival Resolve
	Average (+1)	Endurance Artificer Science Might Ranged Weapons
Aspects	Child of the Sea Spirits Half man, half fish Tribal Chieftain Veteran War Captain Violence is Not the Only Answer The Ancestral Spirits Guide Me!	
Stunts	◆ Lawspeaker: +2 Leadership when making stirring speeches; negotiate tribal tradition / etiquette one step faster. ◆ Respected Leader: when your reputation benefits you, use Leadership instead of Rapport. ◆ Battlefield Veteran: once per scene, for a Fate point, shifts equal bonuses distributed to allies' combat actions. ◆ Shield Training: shield's armour bonus becomes a defence bonus; accepts 1 additional consequence; acts as aspect in full defence or block actions; if you get spin on your attack, opponent's shield is ineffective.	

	<p>♦ Weapon Specialist (Sea Spear): +2 damage bonus with spear.</p> <p>♦ Gills: breathe underwater for time period equal to shifts on an Endurance roll (base is a few moments).</p>
Equipment	<p>Sea spear (+2 damage, range 1: <i>Underwater Cutting Attack, Balanced for Throwing</i>).</p> <p>Turtle Shell Shield* (+2 defence bonus, absorbs 1 Minor and 1 Major consequence: <i>Lightweight, Manoeuvrable, Slippery</i>)</p> <p>Tattoos of Authority (+2 bonus on appropriate skill checks when dealing with other Merfolk as superior).</p>
Notes	*against fire attacks, provides only +1 defence bonus and absorbs only 1 Minor consequence.

	Average (+1)	Awareness Stealth Survival
Aspects	<p>Cursed Remnant of Bakunawa</p> <p>Eats Anything</p> <p>Swarm of Predators</p> <p>Changed by Silver</p> <p>Always Reforms</p> <p>Dissolves into Small Fry When Slain in Water</p>	
Stunts	<p>♦ Giant Swarm: may be statted as a Swarm creature.</p> <p>♦ Area Attack: pay a Fate point to attack all targets in zone with Bite skill.</p> <p>♦ Silver Growth: when exposed to silver, school gradually transforms into a Minonawa Threat.</p>	

MINONAWA

Minonawa are the progeny of Bakunawa the Demon Sea Dragon, and resemble a hideous sea serpent with snake-like head and eel-like body and fins. They were born when Bakunawa tricked a sorcerer into giving him his power, in an attempt to destroy his prison by outgrowing it. A group of heroes foiled the attempt by concentrating the sorcerer's power into a growth on Bakunawa's back, which they then severed, and thousands of minonawa swam out.

Most minonawa are foot-long, miniature replicas of Bakunawa, preying on fish and other small sea creatures. Most minonawa schools are harmless. However, if even one minonawa consumes a small amount of silver (usually by fishing through sunken wrecks), it remembers its past as part of the great Demon Sea Dragon, and immediately starts to devour the other minonawa in its school, adding their mass to its own until it has transformed the school into a large, ten-foot sea serpent. This sea serpent hunts other minonawa schools or silver deposits, and grows larger and larger, eventually becoming large enough to devour whole islands.

When a minonawa reaches the size of a longboat, it attracts the attention of local merfolk and coast-dwelling humans, who hunt it down before it gets any bigger. When slain, such a minonawa spawns thousands of tiny fry which scatter in all directions; eventually, some begin the whole process again. Because of this, many who hunt minonawa try to slay them on land, or in rock pools with no access to the sea.

Minonawa School (Good Swarm Creature)		
Physical Stress:	□□□□□□	
Composure Stress:	□□□□□	
Fate points: 7	Scale: Small (2)	
Consequences: 3	-	
Skills	Good (+3)	Bite
	Fair (+2)	Athletics Endurance

Minonawa Threat (Superb Extra)

Physical Stress:	□□□□□□□	
Composure Stress:	□□□□□	
Fate points: 4	Scale: Large (4)	
Consequences: 3	-	
Skills	Superb (+5)	Bite
	Great (+4)	Athletics Endurance Water
	Good (+3)	Awareness Stealth Might Survival
Aspects	<p>Breath Weapon: Water Jet</p> <p>Eats Anything</p> <p>Survivor of the Swarm</p> <p>Giant, Rocky Hide</p> <p>Devours Until It Is Bakunawa Once More</p> <p>Dissolves into Small Fry When Slain in Water</p> <p>Smashes What It Can't Eat</p> <p>Attracted to Silver</p>	
Stunts	<p>♦ Hard to Hurt: pay a Fate point to negate all stress from attacks this exchange, except weaknesses.</p> <p>♦ Body Attack: pay a Fate point to use Bite against all targets in the same or adjacent zone, causing 4 Physical stress.</p> <p>♦ Monstrous Might: pay a Fate point to manipulate Medium (scale 3) or Small (scale 2) objects.</p> <p>♦ Bakunawa Growth: minonawa threat has a 5-box Growth track (□□□□□). Whenever it spends a scene gorging, it takes 1 point of Growth stress; whenever it incurs a consequence, subtract 1 point. When the stress track is full, the minonawa grows to the next size scale, and the stress track is reset.</p> <p>♦ Weakness: Always Hungry: -2 penalty to resist food-related manoeuvres.</p> <p>♦ Weakness: Huge Target: opponents gain a +1 bonus to attack.</p>	

NAGA

Nagas are magical sea serpent spirits. Initially they take human form, but with bulging eyes and a forked tongue, though strangely beautiful; they can then transform into huge intelligent serpents with human-like scaly faces.

Naga (Great Extra)		
Physical Stress:	□□□□□□	
Composure Stress:	□□□□□	
Fate points: 5	Scale: Small (2)	
Consequences: 3	-	
Skills	Great (+4)	Snake
	Good (+3)	Bite Water
	Fair (+2)	Alchemy Alertness Domination Glamour
	Average (+1)	Deceit Endurance Athletics Stealth Might
Aspects	Evil Serpent with Human Head Poisonous Sea Snake Very Curious Knows the Nectar of Immortality Can take Human Shape Serpentine Water Spirit Precious Gem in Forehead Bestows Invisibility	
Stunts	♦ Invisibility: for a Fate point, a successful Glamour check bestows an Invisible aspect for the rest of the scene. ♦ Poison: Good (+3) attack against Endurance every exchange for rest of scene. ♦ Create Water: may create water from nothing. ♦ Call Snakes: +1 Snake bonus to call a creature (or swarm) from more than 1 zone away. ♦ Become Snakeman: +1 manoeuvre bonus to place temporary "Snakeman", "Serpent Folk" aspects, etc, or Composure conflict for more significant changes.	

SIREN

Of all merfolk, none are more misunderstood by humans than the sirens. A spirit cult embracing the kinship all merfolk feel for humans, their mission is to guide humans back to worship of the spirits.

The sirens use merfolk songs to influence humans, compelling those who hear to return with the siren to the sea. Those who do return gain the ability to breathe underwater, and live enchanted lives of peace with the merfolk and sea spirits, refusing to leave unless physically forced.

The lords of human lands find this intolerable, especially when the sirens succeed in relocating whole villages to their

watery realms. Sirens are branded demons, to be hunted and slain, and most land folk believe that even to hear the siren's call is to fall into the sea and drown.

Sirens hardly ever engage in battle with humans, although they defend themselves if attacked. Their song, however, is a powerful Composure attack calling all who hear to join them beneath the sea.

Siren Songmistress (Great Extra)		
Physical Stress:	□□□□□	
Composure Stress:	□□□□□□	
Fate points: 4	Scale: Small (2)	
Consequences: 3 + 1 Major Composure consequence		
Skills	Great (+4)	Leadership
	Good (+3)	Domination Art (Singing)
	Fair (+2)	Science Rapport Investigation Resolve
	Average (+1)	Athletics Survival Stealth Water Alertness
Aspects	Listen to the Song Sing Follow Me! Sea Spirit Cultist Half man, half fish Humans are Happy as long as They're Safe Happiness Lies Only in Safety Alluring Voice Man and Merfolk Will Be One Again! Adventure Leads to Sadness	
Stunts	♦ Virtuoso: +1 Art bonus with song; create musical works 1 step faster. ♦ Moving Performance: any Art scene aspects on audience remain from scene to scene for up to a day. ♦ Gills: breathe underwater for time period equal to shifts on an Endurance roll (base is a few moments). ♦ Command (Spirits, Merfolk, and Humans only): +1 Domination bonus for temporary aspect or Composure attack. ♦ Enslave: +2 Domination bonus to enslave target (aspect or Composure conflict). ♦ Water Breathing: roll Elements (Water) to enchant an air breather to breathe water for a few days, +1 time increment per shift. ♦ Multicast: power skills affect one additional target per shift generated. ♦ Area Effect: pay a Fate point to affect all targets in current zone + 1 zone per spin with actual effect or area and force 1 area attack. ♦ Duration Casting: you can extend your spell durations by one step per shift.	
Equipment	Various spiritual foci for dealing with sea spirits and humans (+1 Domination and Art (Singing) bonus). Fate refresh is 14	

STARSPAWN

These servitors of the Dark Lord are Star Demons, sometimes called “Starlight Elementals”, although strictly speaking they’re not elementals. Their Darkness attack causes terrible cold and fear. The following Starspawn is summoned using the Summon Greater Starspawn stunt.

Starspawn (Good Extra)		
Physical Stress:		□□□□
Composure Stress:		□□□□
Fate points: 7		Scale: Small (2)
Consequences: 2		-
Skills	Good (+3)	Starlight
	Fair (+2)	Darkness
	Average (+1)	Dimensions
Aspects	Snakelike Patch of Starlight and Darkness Servitor of the Dark Lord Blinding Blast of Star Fire Exduces a Cold from Between the Stars Alien and Inimical The Terror of the Elves!	
Stunts	♦ Create Starlight: <i>able to shine with starlight even in dark places away from the sky.</i> ♦ Blinding: <i>for a Fate point, a successful Starlight attack also causes a Blinded special effect.</i> ♦ Dimensional Sanctuary: <i>use Dimensions to hide instead of Stealth.</i>	
Advances	Quality x 2 Stunts x 3 Consequences x 1 Summonable	
Notes	Attacks are Starblast (Physical attack), Blinding (special effect), Fear / Cold (Composure attack).	

The following starspawn minions are summoned with the Summon Lesser Starspawn stunt (Summonable, Quality x 2, Strength in Numbers).

Lesser Starspawn (Good Minions)		
Three sinister starspawn – Good (+3) minions – gleam in evil darkness.		
Aspects: Gleaming with evil starlight		
Unattached Stellar Soldiers (+1 bonus) (Starlight +4)	□□□ □□□	□□□
Attached Spatial Servitors (+2 bonus)	□□□ □□□	□□□

THANATOSPHINX

Thanatosphinxes are undead creations combining the body of a lion and the upper torso and head of a powerful warrior or priest, often rotting and cadaverous or swathed in bandages. They often assume the roles of war leaders or guardians of temples, palaces, or other important buildings.

Thanatosphinx (Fantastic Elite)		
Physical Stress:		□□□□□□□
Composure Stress:		□□□□□□□
Fate points: 3		Scale: Small (2)
Consequences: 3		-
Skills	Fantastic (+6)	Divination
	Superb (+5)	Fate Death
	Great (+4)	Claws Leadership Intimidation
	Good (+3)	Alertness Athletics Resolve Endurance
Aspects	Undead Hybrid of Lion and Man Guardian of the Mysteries Ever-Watchful Finely-honed Senses Rotting and Cadaverous Master of Fate Wise and Inscrutable Resistant to Stabbing Weapons Access to Secret Places Beloved of Morgos	
Stunts	♦ Scary: <i>use Intimidation to resist Intimidation attacks.</i> ♦ Claws: <i>+4 damage bonus.</i> ♦ Control Undead: <i>+1 Death bonus to control undead. You must share a common language.</i> ♦ Horrific: <i>pay a Fate point to force victim of Intimidation attack to flee number of zones equal to shifts, or take Minor consequence. Other targets in zone are affected at -2.</i> ♦ Bestow Curse: <i>for a Fate point, a successful Fate attack bestows a curse as a permanent consequence.</i> ♦ True Sight: <i>overcome difficulty to perceive invisible, camouflaged, shapeshifted or transmuted targets.</i> ♦ Scrying: <i>use Divination instead of Investigation on any location within range; locations you can't physically see are hidden targets.</i>	
Notes	Raking claws (+4 damage bonus)	

CHAPTER ELEVEN

RANDOM ADVENTURE GENERATOR

OVERVIEW

Ever have one of those days? You know, when you're supposed to run a game, but can't think up an adventure to save your life? Does it feel like everything's been done a hundred times over and you're just recycling adventure ideas? Worse, do your players feel that way? Character aspects can go a long way toward alleviating this common issue, since it's usually easy to gin up a plot by combining a few aspects, but for the terminally burnt-out it's often not enough.

This chapter provides inspiration-starved Story Tellers with that legendary standby, the random adventure generator. Since the dawn of role-playing games, Man has used random generation tables to determine how long that ten-foot wide corridor is, or what monster is behind Door #3. *Legends of Anglerre*, being a significantly more abstract game than many of its beloved Disco-Era progenitors, won't delve into quite that much gruesome detail. Instead, this chapter will provide inspiration and spark ideas.

Sometimes you'll get a result that raises an eyebrow and makes you go "Huh?" You're under no obligation to stick with a result you don't like—these tables are your tools, not your master. Feel free to skip the dice altogether, and just pick options and run with them. However, those moments of uncertainty could be the beginning of something great: if a result doesn't make sense at first, roll it around a little and see what happens. Don't let niggling concerns like "reason" and "logic" stop you from churning out a gonzo adventure worthy of the ages.

These tables generate cinematic adventures. While some consideration has been given to real-world concerns, they aren't geopolitical or socio-economic simulators, so don't get caught up in the unlikelihood of a city on a volcano. Think fantasy. Think swords and sorcery. Think adventure.

THE PROCESS - SUMMARY

STEP ONE-ADVENTURE SEEDS

The **dilemma** and any **complications**—using **Table 1: Dilemmas and Complications**, below—form the core of your scenario: its chief objective, and side-quests and tangents. Is the party guarding a caravan? Hunting a dragon? Assassinating a foreign ruler?

STEP TWO-LOCATIONS

Your adventure has two to six **locations**, determined using **Table 2: Number of Locations**. Each location is the setting for a scene.

STEP THREE-ZONES

Each location has one or more zones.

STEP FOUR-DETERMINE THE ENVIRONMENT FOR EACH LOCATION

Does the adventure take place indoors or outdoors? In a sun-beaten desert, steamy tropical jungle, or subterranean lair or abandoned mine? Is there civilization here—or its ruins—or is the party hacking through unexplored wilderness?

STEP FIVE-ENCOUNTERS

Determine the challenges or opposition in each location. This could be anything from a perilous chasm to a ravenous hell-beast to a surly innkeeper or gossiping wizard. The generator can't possibly account for *everything* and still fit in this book, but by the time you get this far it should be pretty clear what works.

STEP SIX-FINISHING TOUCHES

Interpret your results and make the beginnings of a story out of them. This is the most important step, because it turns a bunch of random scenes and problems into something the player characters can fold, spindle, and mutilate to their hearts' content.

STEP ONE-ADVENTURE SEEDS

Make a roll or three on the following table, depending on how complicated you want your adventure to be. Pick one result to be the **dilemma** or focus of the adventure—the reason why the party got into this mess in the first place. The other results (if any) are **complications**—subplots the party deals with over the course of the adventure.

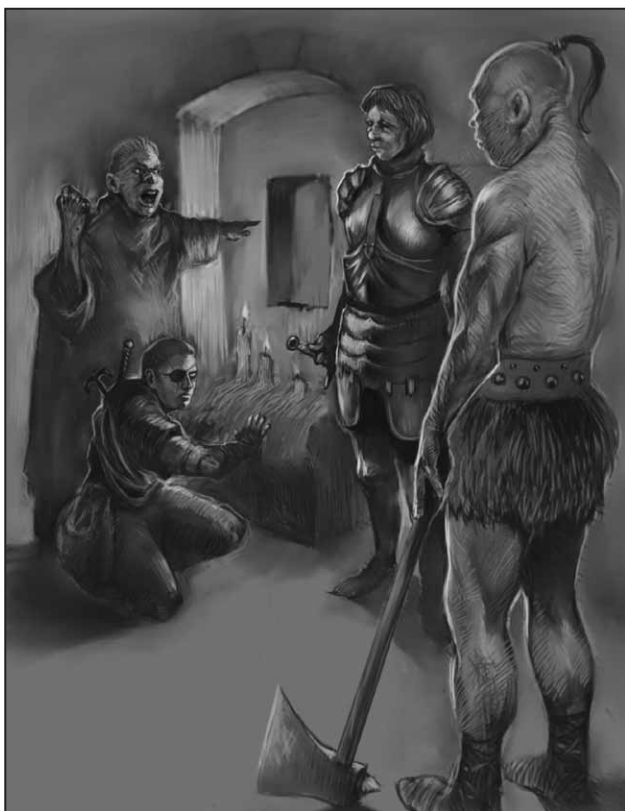
Table 1: Dilemmas and Complications

Roll	Dilemma / Complication
-5	Event
-4	Social
-3	Mystery
-2	Exploration
-1	Enemy
+0	Material
+1	Delivery
+2	Rescue
+3	Mystery
+4	Social
+5	Event

Next, roll once on the following table for each dilemma and complication for more detail.

Table 1a: Nature of Dilemma / Complication

Roll	Material	Enemy	Exploration	Rescue	Delivery	Social	Mystery	Event
-5	Retrieve	Betrayal	Clear	Village	Goods	Coerce	Attack	Nature
-4 to -3	Win	Invade	Search	Person	Treasure	Negotiate	Missing	Magical
-2 to 0	Win	Hunt	Search	Person	Treasure	Diplomacy	Murder	Magical
+1 to +2	Steal	Defend	Scout	Group	Person	Diplomacy	Murder	Ritual
+3 to +4	Steal	Escape	Map	Group	Person	Compete	Theft	Ritual
+5	Protect	Capture	Survival	City	Message	Spy	Weird	Dying



EXPLANATION OF TERMS:

Delivery

The party is charged with ensuring someone or something gets to its destination intact.

- **Goods:** The delivery is trade goods like cloth, grain, medicinal herbs, or some other commodity possibly with immediate value, like a shipment of weapons.
- **Message:** The delivery is intangible, like a key bit of strategic information or a message from the queen.
- **Person:** The party is escorting an important individual (or small group of them). This person is almost always a non-combatant who desperately needs the party's protection.
- **Treasure:** The delivery is gold, jewels, or some other shiny thing with obvious, inherent value.

Enemy

The party's motivation stems from fighting an opposing party. Defeating the antagonist is an end in itself, as opposed to a necessary risk.

- **Betrayal:** Someone the party thought an ally turns out to be an enemy. This often works better as a complication, but depending on the nature of the betrayal (for example, a trusted servant stealing a priceless heirloom) it can be a solid dilemma in itself. The party might even be the traitors themselves, opening up a whole can of adventurer worms.
- **Capture:** The party's main objective is to capture one of the enemy, usually a leader or otherwise influential figure.
- **Defend:** The enemy is bringing the fight to the party, putting them on the defensive.
- **Escape:** The party has been captured by the enemy and must escape.
- **Hunt:** The party's goal is to find and defeat a formidable enemy, like a dragon, goblin king, or evil sorcerer.
- **Invade:** The party is taking the fight to the enemy's home turf to conquer their territory.

Event

Something is *going* to happen at a prescribed time, and the party must prevent it, facilitate it, mitigate its consequences, or otherwise respond. This should be a race against the clock (or moon, tide, or whatever). Events often work better as complications than as dilemmas.

- **Dying:** Someone or something is about to die, and the party must save them or carry out a last request. As a dilemma, this is an impetus for nearly any adventure, as long as the characters buy into it (a dying wish from a stranger won't carry much weight); as a complication, like a friendly extra (or player character!) being poisoned and having only a short time to live, it can kick nearly any dilemma into high gear.
- **Magical:** This is a regularly-occurring magical or supernatural event, like a castle which only appears at the full moon, a portal to another world which opens on the king's birthday, or a lycanthropic episode.

- **Nature:** This is a dangerous natural phenomenon, like a flood or raging forest fire. The party must stop it or lessen its impact.
- **Ritual:** This ritual—conducted by a zealous individual, or group thereof—must be stopped, or allowed to continue, depending on your point of view. For example, the party would probably want to stop a ritual to summon a demon lord, but if that fails and another ritual is required to banish him, they'd probably support that wholeheartedly. Maybe someone in the party conducts the ritual, or maybe the extras do it.
- **Murder:** A dead body turns up and the party needs to find out whodunnit. In fact, they may be suspects themselves.
- **Theft:** Something valuable (or at least meaningful) has been stolen. Who did it? Why? Where is it now?
- **Weird:** Some sort of phenomenon—a magical plague, series of earthquakes, the sudden disappearance of the duke's manor house—occurs, and nobody knows why. The party is tasked with sorting it out.

Rescue

The party is coming to the aid of someone or something that's in trouble.

Exploration

The dilemma or complication involves exploration or survival in an untamed wilderness.

- **Clear:** The party has been tasked with making an area safe for soft, non-adventurer types, no doubt including evicting some local denizens.
- **Map:** The party's going into the wild to make an accurate map of unknown territory.
- **Scout:** The party's being sent to scout an area, either ahead of some sort of expansion or just to find out what's there.
- **Search:** There's something in the wilderness the party needs to find, like a lost city, rare herb, or passage through the mountains.
- **Survival:** The party is stranded in a harsh wilderness and must make it back to civilization (or just survive).

- **City:** As Village, but a larger settlement (more than 1,000 inhabitants) facing a proportionately greater threat.
- **Group:** As Person, but with a number of individuals—for example, a survey crew, enslaved battalion, or adventuring party.
- **Person:** An individual is under assault, trapped, or stranded in a remote location. The party is given the person's last known whereabouts or other information to point them in the right direction.
- **Village:** A small settlement (less than 1,000 inhabitants) is under attack, afflicted by plague or otherwise threatened, and the party has been called in to save them.

Social

The party is involved in a social conflict, usually in a population centre. Physical combat isn't out of the question, but key scenes more likely involve words rather than swords.

Material

The party is motivated by material interests like gold or other valuable items.

- **Protect:** The flip side of Win and Steal—the party has been charged with preventing someone from taking the treasure.
- **Retrieve:** Something has been stolen and the party must get it back.
- **Steal:** The party's goal is to covertly “acquire” the treasure without alerting its owner or guardian.
- **Win:** A treasure sought by the party is protected by a guardian or series of obstacles. Examples include a dragon's treasure hoard or a golden idol hidden in a deadly trap-filled tomb.
- **Coerce:** The party is being blackmailed or coerced against their will. This involves a choice between two equally undesirable options, at least one of which has some sort of societal fallout, like revealing a damaging secret about one of the characters.
- **Compete:** The party gets involved in a competition—eating, fencing, scavenger hunting, etc.
- **Diplomacy:** The party must make a good impression on somebody important.
- **Negotiate:** The party is tasked with mediating a dispute in which they may or may not be involved.
- **Spy:** The party must discreetly obtain information, either literally spying or just getting someone to reveal a secret.

Mystery

Something mysterious has happened, and it's up to the party to figure out what, why, and how.

- **Attack:** Suddenly, without provocation, the party, their associates or community, or even another community is attacked. Who by? And why?
- **Missing:** Someone important has been abducted or otherwise disappeared. Where did they go? Were they kidnapped? If so, by whom? If not, why the vanishing act?

For example: Mike rolls twice on Tables 1 and 1a, obtaining the following results: Rescue (Person) and Social (Diplomacy). One obvious interpretation is to make the Social (Diplomacy) result the adventure's dilemma, with a Rescue-oriented complication spinning off from that. For example, the characters could be a diplomatic envoy sent to negotiate a trade agreement, but during the proceedings are called on to rescue the local magistrate's child.

Or the adventure could begin in the wilderness when the party come across a bedraggled traveller. She tells the party that she escaped after she and her wealthy merchant husband were taken captive by a local warlord, and begs their help in freeing him. While the warlord's forces are formidable in a straight-up fight, it turns out the warlord himself is surprisingly shrewd and willing to negotiate for the prisoners' release. Both good options; Mike decides he needs more info from the generator before he can pick one.

STEP TWO—LOCATIONS

A **location** contains one or more zones. Indoors, it could be a room or whole network of caverns and tunnels; outdoors, it could be a clearing, forest, city quarter, or river ford. A location is the setting for a scene: things can happen between locations (travelling, seeking a sage's counsel, buying armour in a bazaar), but locations are the initial focus for the adventure. If the players want to "create" a new location by getting into trouble somewhere else, great—go with it!

Table 2: Number of Locations

Roll	Locations	Base Zones per Location
-5	2	3
-4 to -2	3	2
-1 to +1	4	1
+2 to +4	5	1
+5	6	1

For example: Mike rolls a +4: five locations for the adventure. That will involve at least five scenes, and probably a good deal of travel.

STEP THREE—ZONES

Many Story Tellers wing it when it comes to zones, making up whatever works on the fly; others prefer to plan in advance with graph-paper precision. The tables below determine how large or varied each location is; if you only want a general idea, use the results from this step as a guide.

Each location may contain additional zones above the base number: add +1 to the roll for every roll after the first on the tables below. For example, if your adventure has three locations, roll on Table 2a three times and consult the "Three Locations" column for your results; your first roll is a straight 1d6, your second roll is 1d6+1, and your third is 1d6+2. These rolls are cumulative—if you roll the same location twice, that location has two additional zones instead of one.

Each location is likely to have more zones than the one before; as the adventure progresses the locations become more expansive, involved, tactically significant, and (if all goes well) more epic.

If a location ends up with several zones (say, three or more), consider staging a combat there: zones are usually most relevant (and interesting) in combat. Zones don't have to be contiguous; you can repurpose them as "significant areas" instead. For example, if your city location has 4 zones, one could be the blacksmith's, two could cover the inn, and the fourth could be the South Gate.

Be liberal in your interpretation of zones. If a location has 3 zones and takes place in a tower, each zone could be one floor, or all of them could be in the top floor, because the other floors aren't interesting enough to detail.

Don't be afraid to add zones on the fly if the players' actions (or yours) warrant it. For instance, if a player wants his archer to move back one zone and fire on the guards at the city gate, so be it—the location now has another zone.

Table 2a: Additional Zones

Roll	If the adventure has...				
	Two Locations	Three Locations	Four Locations	Five Locations	Six Locations
	...then add another zone in the:				
1	1st Location	1st Location	1st Location	1st Location	1st Location
2	1st Location	2nd Location	2nd Location	2nd Location	2nd Location
3	2nd Location	2nd Location	3rd Location	3rd Location	3rd Location
4	2nd Location	3rd Location	3rd Location	4th Location	4th Location
5	2nd Location	3rd Location	4th Location	5th Location	5th Location
6+	2nd Location	3rd Location	4th Location	5th Location	6th Location

For example: five locations means five rolls on the fourth column of Table 2a. Mike's adjusted rolls (after adding +1 for each location after the first) are 5, 6, 5, 9, and 8. This means the adventure's fifth location has six zones, while the others only have one apiece. Already, Mike sees the fifth location's conflict is probably combat-oriented, though he won't know more until he determines the location's environment.

STEP FOUR—ENVIRONMENT

It's now time to figure out where those locations are. Is this a desert adventure? Or does it take place in lush forest and pleasant climes?

1. Determine the Outdoor Environment using **Table 3: Outdoor Environments**, **Table 4: Additional Outdoor Environments**, and **Table 5: Outdoor Terrains**.
2. Determine whether the locations you've created are indoors or outdoors (you could have a cave in a desert, for example). Do this for each location (see below for creating entire adventures indoors).
3. Determine if any location is inhabited, using **Table 6: Location Civilization**.

OUTDOOR ENVIRONMENTS

These tables assume a fairly standard fantasy setting. If your game is set in a desert or frozen wasteland, adjust them accordingly.

Table 3: Outdoor Environments

Roll	Environment
-5	Frigid
-4	Frigid
-3	Tropical
-2	Tropical
-1	Tropical
0	Temperate
+1	Temperate
+2	Temperate
+3	Coastal
+4	Coastal
+5	Desert

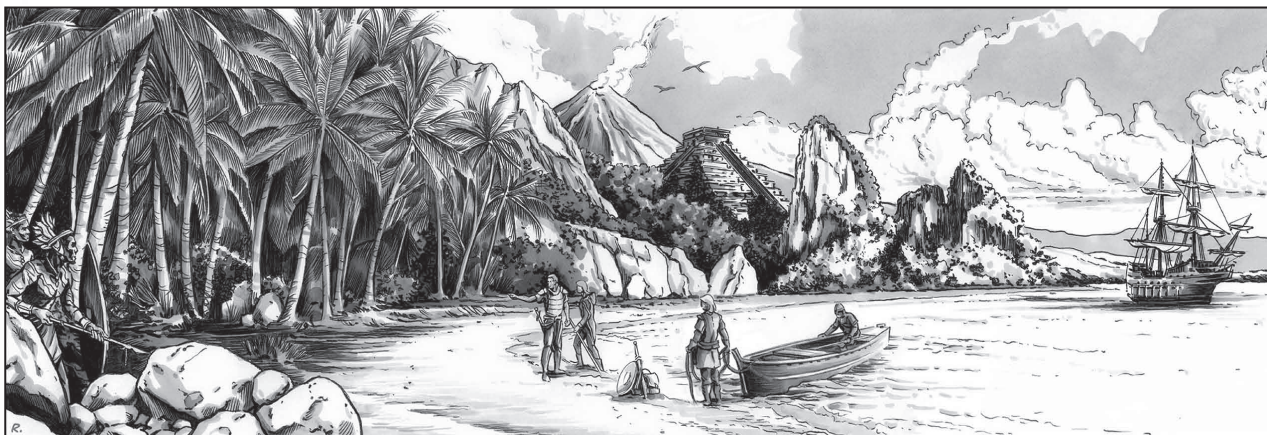
Once you have an environment, apply it to every location, or (for a change of scenery) roll on **Table 4: Additional Outdoor Environments** for each location. Regardless, each location gets a roll on **Table 5: Outdoor Terrains**.

Table 4: Additional Outdoor Environments (optional)

Roll	If current environment is...				
	Frigid	Tropical	Temperate	Coastal	Desert
	...then next environment is:				
-5	Frigid	Tropical	Frigid	Frigid	Temperate
-4	Frigid	Tropical	Tropical	Tropical	Temperate
-3	Frigid	Tropical	Tropical	Tropical	Coastal
-2	Frigid	Tropical	Temperate	Tropical	Desert
-1	Frigid	Tropical	Temperate	Temperate	Desert
+0	Frigid	Tropical	Temperate	Temperate	Desert
+1	Frigid	Temperate	Temperate	Coastal	Desert
+2	Temperate	Temperate	Temperate	Coastal	Desert
+3	Temperate	Coastal	Coastal	Coastal	Desert
+4	Coastal	Coastal	Coastal	Coastal	Desert
+5	Coastal	Coastal	Desert	Desert	Desert

Table 5: Outdoor Terrains

Roll	Frigid	Temperate	Tropical	Coastal	Desert
-5	Glacier	Thickets	Swamp	Rocky Beach	Oasis
-4	Tundra	Meadow	River	Sandy Beach	Dry Riverbed / Lakebed
-3	Tundra	Meadow	River	Sandy Beach	Dry Riverbed / Lakebed
-2	Taiga	Forest	Jungle	Marsh	Dunes
-1	Taiga	Forest	Jungle	Marsh	Dunes
+0	Snowdrifts	Forest	Jungle	Dunes	Dunes
+1	Snowdrifts	Hills	Jungle	Dunes	Dunes
+2	Snow-Covered Mountains	Hills	Rift	Cliffs	Arid Mountains
+3	Snow-Covered Mountains	Forested Mountains	Rift	Ocean	Canyon
+4	Frozen River/Lake	Valley	Plateau	Ocean	Canyon
+5	Crevasse	River/Lake	Volcano	Ocean	Badlands



While it's maybe not *realistic* to go adventuring atop a volcano, in a crevasse, or on (or under) the ocean, it's more exciting. We're not concerned with nearby areas that aren't being visited by the party—we just want the interesting bits. And given the choice between situating our ruined temple on a volcano or a nondescript mountain, we'll take the volcano!

Think of these terrains as aspects, or the beginnings of them. What *aspects* can you introduce to emphasize the terrain as a storytelling device? If the terrain is "Cliffs", perhaps there's a *Precipitous Fall*, *High Winds*, or *Crashing Waves Below* scene aspect. Scene aspects make the terrain come alive, so go nuts—and encourage your players to do the same.

For example: Mike's roll for the first location's environment is +3: Coastal. That's an ideal jumping-off point for travel, so for the second location he rolls on Table 4 and Table 5 and gets Coastal (Ocean).

So it's an ocean-going adventure! Only having one zone for that location now makes perfect sense: everything happens on the deck of a ship. The first of his two concepts for the adventure, where the characters are diplomats, seems well-suited here. The next rolls on Tables 4 and 5 are -1 and -5: Temperate (Thickets). The fourth location is Temperate (Hills), but the fifth is Tropical (Jungle). Mike's getting a good idea of what the scenario looks like: the party board a ship, face a conflict at sea, make landfall (without incident, since he didn't get a second Coastal location), head inland into thickets and then hills (presumably their destination), with a final climactic encounter in a nearby jungle to rescue the kidnapped child.

Next, determine whether the locations are indoors or outdoors. Flip a coin, roll a die (odds inside, evens outside), or just go with what feels right. You can mix and match locations: the adventure needn't happen in just one type. The party could start in a forest, enter a secret door in a tree trunk, fight through a location or two underground, and emerge outdoors in a bandit camp for a fight in the open air.

Alternatively, you might want the *entire adventure* to be indoors—say, in an ancient tomb full of undead and treasure, or as a murder mystery with everyone trapped inside a mansion, or breaking into a wizard's tower to rob him blind. It's up to you.

Dilemmas and complications can be a guide. An adventure with a dilemma of Social (Diplomacy) and complications of Mystery (Murder) and Enemy (Betrayal) might naturally lend itself to interior scenes: a nobleman's audience chamber, a sophisticated ball, a series of investigative interviews in a manor house, and so on. Or it could all be outdoors: the tribe's Speaking Stone, a welcoming ceremony around a bonfire, a chase through the jungle. You get the idea.

Part of this is determining whether or not there are inhabitants in the location. By “inhabitants”, we mean “creatures you could have a conversation or argument with”, not “dire wolves”. That doesn't mean you couldn't get into a fight with them, or that they must be friendly, but it does mean there are huts, castles, and / or a lot of “people”. Ruins, despite being ruined, are usually inhabited, too, but by something unpleasant that you probably wouldn't be able (or want) to reason with. Even totally uninhabited locations are likely to be plagued by wild animals or bandits.

Remember, this is an *adventure*: every location should have an imminent danger, a mystery to be solved, or something of critical importance to be learned. If it doesn't, you, as the Story Teller, are probably giving your players too much time to breathe and think. A meadow doesn't mean it's time for a picnic—it means lack of cover. Keep them on their toes and the action moving!

Table 6: Location Civilization

Roll	Frigid	Temperate	Tropical	Coastal	Desert
-5	Ruins	Ruins	Ruins	Ruins	Ruins
-4	Ruins	Ruins	Ruins	None	Ruins
-3	None	None	Ruins	None	Ruins
-2	None	None	None	None	None
-1	None	None	None	None	None
+0	None	None	None	Village	None
+1	None	Village	Nomads	Village	Nomads
+2	Nomads	Village	Village	Village	Nomads
+3	Village	Village	Village	City	Nomads
+4	Village	City	City	City	Village
+5	City	City	City	City	City

Explanation of terms

City: An active settlement of 1,000 or more inhabitants.

Nomads: Roving inhabitants of the region with an established culture and means to communicate.

None: No sentient inhabitants, but wild animals, magical beasts or other dangerous denizens which make the party's lives difficult.

Ruins: Abandoned structures, preferably home to inhabitants who don't like the characters being there. For random ruins, roll on the following table:

Table 6a: Ruins

Roll	Ruins
-5 to -4	Village
-3 to -1	City
0 to +3	Temple/Shrine
+4 to +5	Tomb

Village: An active settlement of up to 1,000 inhabitants.

For example: for civilization, Mike decides the party begins in a coastal city, eventually progresses to a second city in the hills, and then to a jungle for the rescue. He's already decided the second location, in the ocean, is a conflict with either a sea-dwelling beast or the elements, but the fourth location (the thickets) could occur in ruins or a full-on city. His roll of +4 on Table 6 confirms there is indeed a city there—what a twist!

INDOOR ENVIRONMENTS

Roll to see whether the indoor environment is above or below ground, or simply choose.

Table 7: Surface / Underground Environments

Roll	Village	City	Nomads	Ruins	None
1	Surface	Surface	Surface	Surface	Surface
2	Surface	Surface	Surface	Surface	Underground
3	Surface	Surface	Surface	Underground	Underground
4	Surface	Surface	Underground	Underground	Underground
5	Surface	Underground	Underground	Underground	Underground
6	Underground	Underground	Underground	Underground	Underground

An indoor Location usually stays indoors—don't feel compelled to move outside for each new location (though you can if you want).

Table 8: Indoor Environment

Roll	Surface	Underground
-5	Castle / Fort	Mine
-4	Castle / Fort	Mine
-3	Tower	Caverns
-2	Tower	Caverns
-1	Dwelling	Caverns
+0	Dwelling	Lair
+1	Dwelling	Lair
+2	Temple	Lair
+3	Temple	Temple
+4	Tomb	Temple
+5	Tomb	Tomb

For example: Mike has no idea what this thicket city is all about, so he rolls on Table 7: a 5. Turns out it's a subterranean city. Interesting! But with only one zone, should it be the scene of a combat, or some other conflict? The result of Table 8 is a -2, Caverns. So... an underground city in or near caverns. Perhaps the only passage through those dense thickets is a tunnel, but to get through safely the party must evade patrols from the nearby city of deep elves.

It's a brief, tense encounter, with the possibility of further complications, so he goes with it.

The jungle encounter is above ground. Mike rolls twice on Table 8, according to which one zone is in a Dwelling and one in a Tower. Perhaps the hostage is being held in the tower, and the confrontation with the kidnappers occurs in their home?

Indoor Scene Aspects come in three varieties:

Objects

Physical "things" and pieces of architecture. For each such aspect, roll once on Table 9a and once on Table 9b. Combine the resulting adjective and noun to make the aspect. Some results may be a little weird, like *Swirling Idol* or *Unholy Machine*: reject any result you don't like, but an odd combination may inspire you to think of something that wouldn't have occurred to you otherwise. Just what is a *Translucent Chest*, anyway?

Visibility

Lighting and clarity of air, or lack thereof. Roll 1d6 for general visibility (the top row), then again for the specific aspect (reading down the column). For example, a 2 on the first die indicates *Poor Visibility*; a 4 on the second die gives a result of *Glowing Embers*.

Atmosphere

Drafts, smells, sounds, and unspecific feelings. Roll no more than once for each category per zone, lest you end up with a room that's simultaneously *Pitch Black* and *Bright as Day*.

Table 9a: Object Adjectives

	1	2	3	4	5	6
1	(Un)Holy	Charred	Emerald	Hidden	Oily	Slimy
2	Alluring	Crimson	Enchanted	Horrific	Ornate	Smelly
3	Amber	Cursed	Esoteric	Humming	Poisonous	Swirling
4	Ancient	Demonic	Forbidding	Indigo	Rusty	Translucent
5	Bony	Dusty	Frigid	Metallic	Shifting	Trapped
6	Broken	Ebony	Golden	Mist-Shrouded	Silvery	Violet

Table 9b: Object Nouns

	1	2	3	4	5	6
1	Altar	Cauldron	Dais	Jar	Pillar	Tapestry
2	Anvil	Chandelier	Door	Machine	Pit	Throne
3	Arch	Chest	Fireplace	Mosaic	Pool	Vase
4	Barrel(s)	Circle	Fountain	Painting	Portcullis	Vegetation
5	Bench	Column(s)	Fresco	Passage	Stairway	Wall
6	Bottle(s)	Cracks	Idol	Pedestal	Statue	Well

Table 9c: Visibility

	1 (None)	2-3 (Poor)	4-5 (Adequate)	6 (Excellent)
1	Unlit Torches	Dying Torchlight	Burning Torches	Torches Everywhere
2	Obscuring Smoke	Light Mist	Blazing Braziers	Brilliant Light
3	Stygian Gloom	Flickering Candles	Guttering Oil Lamps	Magical Sunlight
4	Palpable Darkness	Glowing Embers	Raging Bonfire	Nowhere to Hide
5	Pitch Black	Shadows Everywhere	Clear Air	Bright as Day
6	Magical Nightfall	Luminous Lichen	Magical Lanterns	Blinding Radiance

Table 9d: Atmosphere

	1	2	3	4	5	6
1	Slight Breeze	Acrid Smell	Faint Laughter	Absolute Silence	Slime-Slicked	Cobwebs
2	Damp Draft	Mouldy Smell	Soft Whispering	Buzzing Sounds	Scattered Rubble	Clouds of Gnats
3	Warm Draft	Putrid Smell	Metallic Clanking	Hissing Noise	Bloodstains	Stinging Insects
4	Cold Air Current	Stench of Decay	Scratching Sounds	Splashing Water	Clinging Fog	Spider-Covered Walls
5	Hot Air Current	Nauseating Stench	Distant Howling	(Un)Holy Ground	Acrid Mist	Swarming Vermin
6	Strong Breeze	Fragrant Air	Pounding Drums	Vague Sense of Foreboding	Difficult to Breathe	Squeaking Rats

For example: Mike rolls for the fourth location's zone aspect and gets *Silvery* and *Passage*, reinforcing the idea of a hidden avenue through the thicket taking the party into the outskirts of an underground city.

For the fifth location's tower and dwelling, Mike rolls twice on the aspect tables. For one of the dwelling's zones he gets *Indigo Pedestal*. Sounds ominous and occultish... perhaps this is more than a straight-up kidnapping. For one of the tower's zones, he gets *Swirling Chandelier*. That doesn't mean much, so he rolls again: *Hidden Stairway*. That's more like it! So there's a stairway hidden behind a secret door that circumvents a couple of floors of the tower and goes straight to the top, where the hostage is. For the tower's other zones, he rolls *Cobwebs*, *Unholy Mosaic*, and *Unholy Ground*. Yeah—these guys are definitely up to more than just a quick payday. The ransom is just a ruse—they mean to sacrifice the child on the tower's roof in the name of a malevolent spider deity that lives in the jungle!

STEP FIVE—ENCOUNTERS

Now you know where the adventure takes place, it's time to figure out the opposition. By now you probably have a good idea; some locations lend themselves more readily to physical or combat encounters rather than mental or social ones, or vice-versa. Keep in mind that every location detailed by this generator is an encounter with an opposing force.

The word “conflict” broadly refers to anything from navigating a storm to slaying a dragon to outfoxing a wily horse trader. Combat-oriented encounters are dealt with below, but for everything else, determine the opposition's strength by rolling on Table 10; for every location after the first, add +1 to the roll. For example, if you're determining the opposition strength in the third location, add +2 to your roll.

Opposition strength is an abstract measure of how challenging the obstacle is. For a living being, usually treat it as a skill rating; otherwise, it's a static difficulty number.

Table 10: Non-Combat Opposition Strength

Roll	Strength
-5 to -3	Fair (+2)
-2 to +2	Good (+3)
+3	Great (+4)
+4	Superb (+5)
+5	Fantastic (+6)

For example: the first location in Mike's adventure is the coastal town where the party gets the job from the Merchants' Guild. The conflict is between the party and a guild advisor who'd rather see the job go to his associates; he argues the party isn't capable of negotiating a trade agreement of this magnitude. A roll on Table 10 puts his Rapport skill at Good (+3), assuming it's his best skill. The Guildmaster is partial to the party, though, so even if they lose this conflict they'll still get the job—just at a much lower rate of pay.

The second location's conflict is in the middle of the ocean, and Mike is intrigued by making this a conflict versus the environment itself, such as navigating rough seas in a bad storm. Rolling on Table 10 (and adding +1 for the second location of the adventure) yields Good (+3) opposition strength for the storm.

The third location is the thicket, the hidden tunnel entrance, and the underground city of deep elves. Finding the silvery passage requires a Superb (+5) Survival or Investigation effort, and the deep elf patrol has Good (+3) Alertness. If the party's caught, it'll probably turn into a combat encounter, but Mike can sort that out with Tables 11a and 11b if it comes to that.

The fourth location is the negotiation with the foreign Guildmaster, who has a peak skill of Superb (+5)—whether that's Resolve, Empathy, or something else that can be decided on the fly. The point is, he's going to be a challenging non-combat opponent.

COMBAT OPPOSITION STRENGTH

Roll once on the following table for each location containing a combat encounter; a single roll determines how formidable and how numerous the foe is, based on the skill and number of player characters. Average the player characters' peak skills: that's the opponent's quality. The “Quantity” column indicates how many more or less opponents there are than the player characters. So, if the result is +2 and there are four player characters, then there are six opponents; if -1, then there are only three. There's always a minimum of one opponent of the indicated quality, even if the Quantity column suggests a negative number. If the number in the Quantity column isn't preceded by a + or a -, it simply indicates the total number of opponents. If the “Notes” column indicates “Minions”, each opponent is actually a group of three minions of the indicated Quality. All others are extras; some come with optional minions, but only include these if it fits the situation you have in mind.

As before, add +1 to the roll for each location beyond the first. For example, for the adventure's third location, add +2 to the roll.

Table 11a: Combat Encounter Size and Quality

Roll	Quality	Quantity	Notes
-5	-3	+3	Minions
-4 to -3	-2	+2	Minions
-2 to -1	-1	+1	Minions
+0	+0	+0	Roll 1d6: 1-4: Minions, 5-6: Extra
+1 to +2	+1	-3	2 Consequences; 3 Average Minions per player character
+3 to +4	+2	-4	3 Consequences; 4 Average Minions per player character
+5	+1	-2	2 Consequences; 3 Fair or 5 Average Minions per player character
+6	+2	-2	3 Consequences; 4 Fair or 6 Average Minions per player character
+7	+3	1	4 Consequences; 3 Good or 5 Fair Minions per player character
+8 and up	+4	1	5 Consequences; 4 Good or 6 Fair Minions per player character

OPPONENT SKILLS

The following table gives you an opponent's top three skills for combat-oriented opponents. For minions of Average quality, only one skill will be relevant.

Table 11b: Opponent Key Combat Skills

Roll	Top 3 Skills
-5 to -4	Fists, Might, Endurance
-3 to -2	Melee Weapons, Athletics, Endurance
-1 to 0	Melee Weapons, Athletics, Alertness
+1 to +2	Ranged Weapons, Athletics, Alertness
+3 to +4	Power Skill, Resolve, Athletics
+5	Power Skill, Power Skill, Resolve

For example: everything's building up to the fifth location's rumble in the jungle. Mike likes the whole spider-god angle and thinks it'd be cool if the party arrived just in time to interrupt the ceremony and sacrifice. With any luck, the spider-god will show up anyway.

Mike's roll on Table 11a is +3, but with the +4 bonus for being the adventure's fifth location he gets a +7: a single powerful opponent with a bunch of minions. Sounds like a pretty good spider-god. The party's average peak skill is Great (+4), which gives the spider-god a top skill rating of Epic (+7). There are four player characters, so the cultists themselves are 20 Fair (+2) minions.

According to Table 11b, the spider-god's top skills are Melee Weapons, Athletics, and Alertness. Melee Weapons seems an odd one; after consulting the bestiary in *Legends of Anglerre*, Mike decides to change it to Bite. The minions' top skills are Melee Weapons, Athletics, and Endurance, which seems appropriate.

STEP SIX—FINISHING TOUCHES

Now the pieces are in place, it's time to connect the dots and smooth out the rough edges; name important people and places, assign a few stunts, and confirm everything kind of makes sense!

Part of this is coming up with aspects for significant extras. This can be daunting, especially if the extras are just ciphers without clear personalities. Rolling on the following tables can help snap them into focus.



PERSONALITY

Roll two dice and take the first die as column number and the second as row. Roll two or three times if you want, but not more than once on any given column.

Table 12a: Named Character Personality

	1	2	3	4	5	6
1	Honourable	Soft-Hearted	Brave	Cheerful	Genius	Pure-Hearted
2	Mostly Truthful	Forgiving	Fearless	Diplomatic	Cunning	Virtuous
3	Scrupulous	Sensitive	Foolhardy	Friendly	Well-Spoken	Altruistic
4	Opportunistic	Selfish	Energetic	Hostile	Suspicious	Hot-Tempered
5	Manipulative	Vengeful	Lazy	Rude	Prejudiced	Sadistic
6	Deceitful	Malicious	Cowardly	Morose	Dim-Witted	Bloodthirsty

OCCUPATION

Combine this with the result from Table 12a to get a summary of the character. For example, a roll of 4+6 on Table 12a and a roll of 4+1 on Table 12b gives the extra an aspect of *Morose Soldier*.

Table 12b: Named Character Occupation

	1	2	3	4	5	6
1	Armourer	Woodsman	Miner	Soldier	Assassin	Mercenary
2	Bowyer	Jeweller	Sailor	Thief	Sorcerer	Sage
3	Farmer	Swordsman	Shipwright	Beggar	Priest	Scholar
4	Fisherman	Mason	Merchant	Artist	Guard	Horseman
5	Gambler	Carpenter	Burglar	Labourer	Con Artist	Blacksmith
6	Orator	Painter	Tailor	Wizard	Thug	Archer

APPEARANCE

As with Table 12a, you can roll on this table more than once, but not more than once on any given column. If a roll seems inappropriate, feel free to swap column and row, use the roll for a different table, or just roll again. The idea is to inspire, not constrain.

Table 12c: Named Character Appearance

	1	2	3	4	5	6
1	Diminutive	Frail	Emaciated	Youthful	Filthy	Facial Scar
2	Short	Delicate	Thin	Mature	Rough	Noticeable Limp
3	Runt	Wiry	Lanky	Middle-Aged	Unkempt	Piercing Eyes
4	Broad-Shouldered	Athletic Frame	Well-Fed	Aged	Well-Dressed	Bloodshot Eyes
5	Tall	Muscular	Corpulent	Venerable	Foppish	Hook Hand
6	Towering	Powerfully Built	Morbidly Obese	Ancient	Immaculate	Eyepatch

For example: Mike wants to know more about this foreign guildmaster: apart from being a superb negotiator, he's a total mystery. His first roll on Table 12a is *Dim-Witted*—but that can't be right. So he applies that roll to Table 12c instead, for an aspect of *Immaculate*. Perfect. Another roll on Table 12a yields *Well-Spoken*, and Mike already knows the guy's a merchant, so there's no need to roll on Table 12b. However, *Well-Spoken Merchant* and *Immaculate* doesn't really provide a fresh angle on the character, so Mike keeps rolling.

A few rolls later, the guildmaster is also *Diminutive*, *Corpulent*, *Energetic*, and *Mostly Truthful*. Mike now has an image of a portly little guy who talks fast and persuasively, rarely sits down, dresses to the nines, and finds ways to get what he wants without compromising his ethics too much.

CHAPTER TWELVE

ASPECTS-ONLY PLAY

OVERVIEW

The *Legends of Anglerre* rules provide a rich and detailed set of mechanics handling pretty much any situation. Sometimes, though, you may not want that degree of detail: maybe you're playing a more abstract scene, maybe a flashback or an encounter that takes place in the lands of Dream or Faerie, where you want a more ethereal or uncanny feel. Or maybe it's just a situation where character and personality is foremost, and a character's skills and stunts fade into the background. For those occasions, we present the "Aspects-only Rules".

Aspects-only play is just what it says on the tin: you play your *Legends of Anglerre* game using only your character's aspects. You don't use skills, stunts, or stress tracks (in fact, if you create an aspects-only character, he doesn't have any skills, stunts, or stress tracks); instead, everything you do involves your aspects in some way.

This still allows you to do most of the things you do in a standard *Legends of Anglerre* game. You still make dice rolls for simple actions, contests, and conflicts; you still generate shifts and spin; you still inflict consequences; and you can still perform manoeuvres, gain experience, select occupations, and apply advancements.

THE CORE MECHANIC

In aspects-only play, the *Legends of Anglerre* core mechanic remains unchanged: you roll d6-d6 and compare it to a difficulty level, which is either the result of another dice roll, or a static number. As a result, you still have effort, effect, shifts, overflow, and spin. You still have Fate points (more on those below), and they still do the same thing.

THE TASK ROLL

Instead of a "skill check" or "skill roll", the standard dice roll in aspects-only play is called a **task roll**. It's the roll you make to determine the success of an action whose outcome is uncertain, and uses d6-d6.

Some task rolls can be made by anyone: throwing a rock at a target, searching a pile of garbage for a hidden weapon, or trying to jump across a pit-trap require no specific training or ability. You simply make a task roll against the difficulty set by the Story Teller.

To make a task roll to do something requiring a degree of ability, however, you have to have an aspect you can use, even if it's stretching it a bit. So, you can't pick a lock unless

you have an aspect which suggests you have even the vaguest chance of doing so. If you do have an aspect appropriate to the action, you can attempt the task roll; this doesn't cost a Fate point and doesn't give you any bonus other than permitting the roll, as you're simply **narrating the aspect**.

It's very important not to start treating aspects as skills here: a *Thief* aspect is perfectly adequate to justify picking a lock or pocket or to stealthily burgle a house. You don't need a specific *Lockpicker*, *Pickpocket*, or *Catburglar* aspect (however, see the section below on broadly-defined aspects).

In addition to narrating an aspect (which just lets you attempt a tricky task roll in the first place), you can always invoke your aspect as normal. This costs a Fate point, and either gives you a +2 bonus, or allows you to re-roll the dice.

EQUIPMENT

Equipment such as armour, weapons, magical items, and so on, operate similarly in the aspects-only rules, providing bonuses to your task roll. Often you'll need to narrate roughly what the bonus applies to, such as +2 *Running Fast*, or +1 *Fighting with Swords*. Weapon and armour bonuses and aspects operate as normal.

For example: Ruddigar Redbeard has acquired the legendary Fire Axe of Ashkagard on his latest adventure. It's a magical item with the following 3 improvements:

- +1 *Axe Fighting* (1 improvement): Ruddigar gets a +1 bonus on his task roll whenever fighting with the Fire Axe.
- *Fire Magic* (2 improvements): Ruddigar gets a broadly-defined ability to use fire magic whenever he's holding the Fire Axe. He'll probably use this mostly in combat manoeuvres.

Ruddigar's player opts to take a Fire Axe of Ashkagard aspect, which the Story Teller rules is a narrowly-defined aspect. He'll probably narrate a lot of his attacks with this, and add his +1 Axe Fighting bonus.

TASK ROLL RESULTS AND CONSEQUENCES

The base results of a task roll are measured just as in standard *Legends of Anglerre* play: the number of shifts you generate (the *effect*) determines the extent of your success. In a conflict, however, where you'd normally be applying stress damage to your target, in the aspects-only rules you apply consequences directly.

The shifts you generate on a successful attack indicate the size of the consequence you cause (2 shifts = Minor, 4 = Major, 6 = Severe, 8 = Extreme). This means a success

of 1 shift doesn't actually damage your opponent; instead, and with the Story Teller's approval, you may put a fragile aspect (*Legends of Anglerre* page 163) on the opponent or scene which you can tag the next exchange. This isn't a consequence: it doesn't count as one of the target's allowed consequences, doesn't last for more than an exchange, and is a minor form of combat advantage you might be able to exploit. Something like *Momentary Advantage*, *Hail of Arrows*, or *Dazzling Swordplay* might be appropriate.

Assuming you've generated enough shifts to cause a *consequence*, however, that consequence must then be applied to one of the target's aspects. In other words, the consequence directly and explicitly affects (or damages) the aspect, and can be tagged in terms of the aspect it's affecting. The first tag, as usual, is free.

For example: you have the aspect Swashbuckling Musketeer! If you take a Major consequence against it, the consequence must be something which compromises your ability to be a swashbuckling musketeer in some way. It could be a physical injury (Blood in My Eyes!), or a shameful dishonour (Made to Look Stupid), depending on the attack. Either way, it can be tagged for free on the next action, or tagged for a Fate point, or compelled.

The target decides which aspect suffers the consequence; an aspect may incur only one consequence at a time, and is designated a **damaged aspect** until the consequence is removed. A character may incur a maximum of three consequences at any one time; on the fourth consequence, he is taken out.

COMPELLING DAMAGED ASPECTS

A character with a damaged aspect is obviously suffering a consequence (everyone can see it—it doesn't need assessing), and his ability to perform tasks relating to the damaged aspect (including invoking the aspect) are compromised. Whenever the character attempts an action on which the damaged aspect has any bearing, the Story Teller may compel the consequence affecting it. Likewise, opponents in the conflict may tag the consequence.

For example, Sir Richard D'Yvane's Swashbuckling Musketeer! aspect has been damaged by a Blood in My Eyes! Minor consequence, imposed by his nemesis Baron Solovyoff. In the next exchange, Baron Solovyoff laughs evilly, tagging the Blood in My Eyes! consequence for free to gain a +2 bonus in his attack on the partially-blinded musketeer.

Later, having by dint of luck escaped the Baron's clutches, D'Yvane finds himself lost in the tunnels beneath the Baron's castle, searching for the secret trapdoor to escape. As the Blood in My Eyes! consequence clearly affects D'Yvane's perceptions, the Story Teller compels it, offering D'Yvane's player a Fate point if he'll accept the impact of his impaired vision on his search.

REMOVING CONSEQUENCES

Consequences clear or are removed in accordance with the standard *Legends of Anglerre* rules (see *Legends of Anglerre* page 163). Likewise, characters with healing-related abilities represented by an aspect can narrate that aspect to allow task rolls to accelerate the recovery (see *Legends of Anglerre* page 107).

DEFINING ASPECTS

Always bear in mind that aspects aren't skills and stunts, no matter how they may seem to be used in the aspects-only rules. They're aspects, and should be defined as such: you can't have an aspect called *Sword Attack*, but you can have one called *Swordsman* (though it's a bit bland...). There always needs to be a narrative justification for your aspects, as you can't have multiple racial aspects, occupation aspects, etc, without such a justification (ie you'd normally have to develop these during play). That means you'll normally have only one racial and occupation aspect, though you'll probably also have aspects relating to rank and social standing, maybe magic use, special items you own, things you're passionate about, notable friends and enemies, and so on.

USING MAGIC—THE BROADLY-DEFINED ASPECT ISSUE

Magic is a very good way to focus on the aspects you want for your character in aspects-only play, and what they can do. Let's say your character has a *War Wizard* aspect. Can you cast fireballs? Your story teller would probably say not—though you probably could cast something like *War Bolts*, using your *War Wizard* aspect as the narrative support to your attack on a foe. *War Wizard* doesn't imply any degree of magical elemental control, so you can't use that when you narrate its effects. Likewise, can you magically open locked doors with your *War Wizard* aspect? No, you can't.

So, why not just take the *Wizard* aspect? Surely that doesn't pin you down to any particular type of magic, so can you magically cast fireballs or open locked doors now? Again, probably not—at least not directly. This time, you've defined your aspect so *broadly* that you've no real idea what it can do. If you have a broadly-defined aspect like this, your Story Teller will probably limit you to using your *Wizard* aspect (or whatever) only in *manoeuvres*, to place aspects to assist a separate roll in a subsequent exchange, in this case to pick a lock. So, she might let you place a *Magic Fingers* aspect on another character, who *does* have an appropriate aspect (such as *Master of the Thieves' Guild*).

In this way, whether or not your aspect is "broadly-defined" or "precisely-defined" gives you some idea of how it may be used. Leave it broad to make it usable for manoeuvres in a wide range of situations, or narrow it down to use it in direct task rolls such as attacks or

defences. It's even possible some aspects might be broadly-defined when used in one way, and precisely-defined when used in another.

Using an Aspect Directly

If an aspect is clearly, precisely defined, and it's narratively appropriate, you can use it directly to “colour” the narration of a task roll. So, with a *Fire Mage of Gedna* aspect, you can make fireball attack rolls, defend with shields of fire, or carry out fire-related manoeuvres. For a Fate point, you can also invoke that aspect for a bonus or re-roll.

Using an Aspect Indirectly

If an aspect is too vague or broadly-defined to be used like this, you can only use it in a manoeuvre to place a temporary aspect for use in a subsequent task roll. What's the difference? Well, the subsequent roll (say, picking a lock) normally requires another aspect to justify it. So, you could use your *Wizardly Thief* aspect to directly open a locked door, but not your *Wizard* aspect. In the latter case, you'd have to use it in a manoeuvre, say to “grease the lock” or something, and then use another aspect—such as your *No Lock Can Hold Me!* aspect, to unlock the door, tagging the *Greased Lock* temporary aspect from the previous manoeuvre.

Generally speaking, it's better to have precisely-defined aspects than broadly-defined ones, although it may be useful for a have a few of the latter for general use.

Manipulating Magic

In the standard *Legends of Anglerre* rules, the duration, range, and targeting of magical effects are subtracted from the power skill level. In the aspects-only rules, such manipulations are done by incurring corresponding penalties to your roll.

For example: you want to cast fireball at a goblin 2 zones away. You narrate your Fire Mage of the Second Circle aspect to attack, and apply a -2 penalty to the result to represent the increased range.

See “Using Spin” below for more on manipulating magic.

CREATING AN ASPECTS-ONLY CHARACTER

You can create an aspects-only character using the rules in *Legends of Anglerre* Chapter Three: Character Creation. The main difference is that in choosing the competence of your character, you're not choosing your peak skill, but rather the number of aspects you begin with. A Good character therefore begins with six aspects; a Great character with eight; and a Superb character with ten aspects. You also begin with a number of Fate points: ten, minus the number of aspects you have. This means Superb characters begin with 0 Fate points:

this is intentional, and such characters must receive tags or compels to increase their Fate points before they can use them. For that reason, we recommend only experienced players begin play with Superb characters (although it's absolutely cool to achieve a Superb character through advancements during play!).

Because aspects are all your character has to define him, it's important to pay attention to the phases of character generation, as this is where your aspects are most clearly defined. Remember you'll probably want at least one aspect describing your occupation, and maybe even your race, before you start play.

ADVANCEMENTS

The advancement system is used as described in *Legends of Anglerre* (see page 27), with the caveat that only those advancements affecting aspects and Fate refresh apply. So, a session advancement allows you to swap out or change an aspect; an adventure advancement allows you to add a new aspect, or to increase your Fate Refresh by 1.

HEROIC, EPIC, AND MYTHIC ASPECTS

Obviously without the skill pyramid and your stunt selection, you need another method of determining how powerful your character is in comparison with others. In aspects-only play, there are three separate **tiers** of aspects to help you do this: **heroic**, **epic**, and **mythic**.

Any given character can have a maximum of ten aspects. Once you reach that number, you can use your session advancements to change them, but the next adventure advancement you get gives you the option of “upgrading” one of your aspects to the next tier. When you begin aspects-only play, all of your aspects are heroic aspects; once you reach ten heroic aspects, you can use your next adventure advancement to upgrade one of those heroic aspects to an **epic aspect**. You can do this with every adventure advancement you get, until all ten of your aspects are epic aspects; at that point, you can start transforming them into **mythic aspects**. As usual, all advancements must come with story-level justifications.

UPPER TIER FATE POINTS

Fate points are calculated differently for epic and mythic aspects. For the purposes of Fate point calculation, each epic aspect counts as two heroic aspects, and each mythic aspect counts as four heroic aspects. You subtract your aspect total from your Fate refresh as normal to calculate your Fate points.

For example, let's say Count Brandon has just gained his first epic aspect, Warlord of Illondre. He still has ten aspects, but that tenth, epic aspect counts double. Therefore, his Fate points equal his Fate refresh minus eleven. If Count Brandon wanted to have any Fate points as he becomes an epic-tier character, he'd want to make sure his Fate refresh was at least 12.

ADVANCING THROUGH THE TIERS

When you have an aspect belonging to a given tier, you're considered to belong to that tier. So, a character with even just one epic aspect belongs to the epic tier.

So how quickly does your character advance in aspects-only play? Well, assuming you finish one adventure every four sessions (and therefore gain one adventure advancement to use in buying either an aspect upgrade or an increase in Fate refresh), you'll advance at roughly the following rate:

- You'll need 20 adventure advancements to convert all your heroic aspects to epic, and increase your Fate refresh by 10 to make sure you still have Fate points. This takes about 80 sessions of play.
- You'll need another 30 adventure advancements to convert all your epic aspects to mythic and increase your Fate refresh by 20 to make sure you still have Fate points. This takes about 120 sessions.
- Assuming you start with a Good character with 6 aspects, it'll take you just over 200 sessions to progress from lowly commoner to a god-like creature of myth. Better get started!



EFFECTS OF HEROIC, EPIC, AND MYTHIC ASPECTS

As the name implies, higher tier aspects are qualitatively better than lower tier ones—they represent facets of your character which are “epic” or “mythic” and therefore far beyond what normal folks are capable of. Characters with higher tier aspects defeat those with lower tier aspects more easily. Concretely, the rules for tiered aspect use are as follows:

- A character of a given tier can affect multiple targets of a lower tier, meaning you can treat lower tier opponents like minions. You can divide your shifts between multiple targets, use overflow to move from one target to the next, and so on.
- An epic aspect (*Epic Swashbuckling Musketeer*) **doubles** the shifts generated on a roll it is used to narrate. ie, if you generated 2 shifts on your roll, they become 4 shifts. This doesn't cost a Fate point.
- Invoking an epic aspect provides double the normal bonus, or a re-roll as usual. ie, you can invoke an epic aspect for a +4 bonus. This does cost a Fate point.
- A mythic aspect (*Mythic Avatar of the War God*) **quadruples** the shifts generated on a roll it is used to narrate. ie, if you generated 2 shifts on your roll, they become 8 shifts. This doesn't cost a Fate point.
- Invoking a mythic aspect provides quadruple the normal bonus, or a re-roll as usual. ie, you can invoke a mythic aspect for a +8 bonus. This does cost a Fate point.

This produces some very high shift numbers if you're a mythic tier character, up to a maximum of 72 shifts—easily enough to wipe out several lesser mortals in a single exchange!

USING SPIN

The *Legends of Anglerre* rules on heroic spin still hold: you get 1 point of spin per 3 shifts. At higher tiers, spin also allows you to reproduce some of the effects previously unlocked by stunts, as follows:

Epic spin allows you to:

- Take out as many groups of lower-tier minions in combat as you have spin.
- One point of spin allows you to affect an additional point of scale above your normal maximum.
- For a Fate point, you can affect all lower-tier targets in a single zone, plus one additional zone per point of spin. This is an area attack.
- Extend the range of a power effect by one per point of spin.
- Extend the duration of a power effect by one step per point of spin.

Mythic spin allows you to:

- Impose 1 automatic consequence on a lower-tier target per point of spin.
- Two points of spin allows you to affect two additional points of scale above your normal maximum.
- You can affect targets (such as constructs) which can't usually be affected by individual-level attacks, causing 1 point of damage per point of spin.
- For a Fate point, you can affect targets at supernatural distances; each additional range on the Organization Scale Table (*Legends of Anglerre* page 187) costs 1 point of spin.
- Make one minor supernatural declaration per point of spin, as if you were spending a Fate point. The declaration must be related to the task you've just completed.
- Make a supernatural manoeuvre per point of spin in the same exchange as your successful task roll. *For example, you gain 20 shifts on your Mythic Avatar of the War God attack against the Lord of the Seventh Hell; you decide to use 1 point of spin to place a Magically Sharpened Swords temporary aspect on your followers, plus 1 point to make the aspect affect all followers in your zone, plus 3 shifts to make the aspect sticky (ie it lasts for the rest of the scene). The remaining 11 shifts you apply as damage to the demon lord.*
- Use spin to attempt to escape from the Otherworld (see the Rapid Escape stunt on *Legends of Anglerre* page 255).

MANOEUVRES

Manoeuvres can be used to place temporary aspects on yourself or another target, or a location or scene. The resulting aspect belongs to the same tier as the aspect you used to narrate the manoeuvre. So, if you use an epic aspect to place a temporary *Quake Before Me!* aspect, that aspect itself is an epic aspect.

EXTERNALIZING ASPECTS

When your character gains an adventure advancement allowing him to create a new aspect, he can create that aspect on an external target, such as a castle, ship, or boat. This is the same as the construct and organization advancement rules (*Legends of Anglerre* pages 199 and 227).

This **external aspect** is created at the same tier as the character. So, to create an external epic aspect on your castle (*Impregnable Walls Built by Garga the Giant!*), your character must have at least one epic aspect.

USING THE ASPECTS-ONLY RULES

While you can play a complete *Legends of Anglerre* game using only the aspects-only rules, you can also incorporate them into your standard game at key moments. Here are some ideas.

FLASHBACKS

Characters in *Legends of Anglerre* often have rich backstories, usually a result of the phased character generation process. Sometimes it may be dramatically appropriate to examine part of a character's backstory in more detail—using a **flashback**.

A flashback is part of a game session where you role-play events which occurred in your character's past. This is usually done to shed some light on things happening in the present—in your current game. The aspects-only rules are perfect for this kind of play: first, they focus almost exclusively on aspects, which are the essence of your character's backstory; second, they allow you more freedom to narrate the details of the events you're playing through, so you can ensure they fit neatly with what you know about the character in the present day.

If you're playing through a flashback, try to give it a concrete goal. What are you trying to achieve? Are you trying to show how two characters met? Or are you trying to work out the results of a particular event in your character's past which has a direct bearing on what's happening in your game today? See if you can give this goal a concrete manifestation you can use in your current game.

For example: we know Semiramis and Ruddigar Redbeard met in the ghoul-baunted ruins of the Old Alliance in the Western Wastes, and that Ruddigar rescued Semiramis from the ghouls' clutches. However, we don't know much more than that: what were Semiramis and Ruddigar doing there? In what state did Ruddigar leave the ghoul colony?

*In the current game, the party (including Semiramis and Ruddigar) are approaching the same ruins. Before they enter, they decide to play through a flashback of the scene when Ruddigar and Semiramis met, using the aspects-only rules. As the goal of the flashback is to determine what Semiramis and Ruddigar were doing there, and what state the ghoul colony was in when they left, the Story Teller determines that as soon as the duo are able to escape from the ruins, the flashback will be over and they'll return to using the standard *Legends of Anglerre* rules in the present day.*

ALIEN ENVIRONMENTS

Legends of Anglerre provides opportunities for visiting otherworldly environments, whether it's the Enchanted Garden in the Sirens of Simris scenario (page 99), the other-planar home of some demon lord, or even the Land of Dreams, the Internection, or the Faerie-like Lost Lands of the Hither Kingdoms. One of the key requirements for playing in the "Otherworld" is that it should feel "otherworldly"—perhaps the laws of physics are different, or don't work at all, perhaps the sky is a dome of burnished bronze and the sea an ocean of flame-swept molten brass. The aspects-only rules are a great way of emphasizing the otherworldly nature of such places: focussing on aspects can give play a larger-than-life, more archetypal feel, where it's more about who

a character is than whether he knows how to pick a lock or repair a piece of armour.

In particular, otherworlds can be the home of very powerful denizens, up to and including the gods themselves. Using epic and mythic aspects for the opponents your players encounter is a very simple and yet easily understandable way of showing just when the characters are completely outclassed!

Scenario Hook: The Enchanted Garden

The Enchanted Garden in the scenario “The Sirens of Simris” (page 99) is located in the Otherworld, and is an alien and malleable environment. For an otherworldly atmosphere, you can play that entire episode using the aspects-only rules.

THRESHOLDS

The *Legends of Anglerre* rules suggest a rough division of play styles into heroic, epic, and mythic (see **Chapter Eighteen: Epic and Mythic Gaming**, for more ideas). In the aspects-only rules this same division is reflected in the heroic, epic, and mythic tiers.

If it suits your game, you can combine these two approaches. For example, you could introduce the concept of tiered aspects into your standard *Legends of Anglerre* game. Or, you could require a character to have at least one epic aspect before he can select an epic occupation. Further, you could make a major story element out of that event—gaining an epic aspect and epic occupation—for example by playing through a **threshold scene** or even a full session using the aspects-only rules in an otherwise standard game.

In this case, a threshold scene represents some kind of trial or otherwise transformative moment in your character’s story, where he gains the new aspect and occupation and progresses to a new style or tier of play.

*For example: after many sessions of play, Grey Dru has finally acquired ten epic aspects, and is ready to move on to the mythic tier of play. He travels deep into the forests of Celebrand, seeking the Great Wolf Spirit’s blessing. The Story Teller decides this is a “spirit-quest”, loosely following the Copy Myth stunt on *Legends of Anglerre* page 255, where Grey Dru will enter the Otherworld and try to emulate the deeds of the Great Wolf Spirit. The quest will use the aspects-only rules, and if successful Grey Dru will gain the Avatar of the Great Wolf Spirit mythic aspect and select the Promethean Hero mythic occupation.*

SWITCHING BETWEEN STANDARD AND ASPECTS-ONLY PLAY

As we’ve seen above, you can combine aspects-only play with the standard rules. But how do you move smoothly from one to the other? What do you do if you have, say, a mythic aspect gained in aspects-only play, and want to move back to using the standard *Legends of Anglerre* rules?

One possibility is to keep that mythic aspect, and use the mythic aspect rules in *standard* play. This allows you to keep the aspects-only rules separate, and providing unique benefits for your characters, and also reflects the fact that something extraordinary has happened to the character—a transformative experience—allowing him to break the normal rules.

If you’re uncomfortable about using tiered aspects in standard play, you can attempt to convert that mythic aspect into appropriate standard advancements. This requires some eyeballing—in the above *Avatar of the Great Wolf Spirit* example, perhaps you’d keep that aspect as a standard aspect, and also maybe give Grey Dru the Raid the Godworld stunt and maybe even the Divine Aura stunt. This gives you the advantage of being able to fine-tune what the advantages gained in aspects-only play translate into, but on the downside it requires double-bookkeeping: you’ll need one character sheet for Grey Dru using the standard rules, and another for aspects-only play.

DEALING WITH THE OPPOSITION

When using the aspects-only rules, your characters will want some bad guys to fight, some ships to sail, and some castles, cults, and kingdoms to bring to their knees! Here’s how to represent them.

MINIONS AND EXTRAS

Minions are very simple in the aspects-only rules: they have one aspect for each point of quality, which can be narrated in their current scope. A bunch of three Average goblins might simply be statted as *Bloodthirsty Drooling Knifestickers*; a group of six Fair gnomes might be *Grizzled Yet Tiny* and *Pummeling Fists and Well-Thrown Rocks*.

Because the aspects-only rules don’t use stress points or skills, all minion groups have only a single consequence, and they gain no bonus to their task rolls from their quality (so an Average goblin minion group doesn’t get an automatic +1 to its rolls, for example). However, they do gain a group bonus based on their number, as usual, which obviously augments their defences as well as their attacks. The three Average goblins above would gain a +1 bonus to any general rolls or rolls narrated using the *Bloodthirsty Drooling Knifestickers* aspect, or a +2 bonus when attached (and the extra they were attached to would also gain an additional consequence); the six Fair gnomes gain a +2 bonus, or a +3 bonus if attached, and again only a single consequence.

Extras are defined in accordance with the *Legends of Anglerre* rules, with the proviso that they only have a certain number of aspects and consequences. Most major villains in your campaign will want plenty of good aspects, attached minions, and useful magical items and other equipment.

CREATURES

In most cases you can use the creatures from the *Legends of Anglerre* bestiary without modification: simply use the aspects, consequences, scale, and equipment as written. In some cases, however, you may want to define one or more of their aspects as epic or even mythic aspects.

In many cases this is obvious: the Velanke'en and Myrdan the Eternal are clearly described in mythic terms, and have peak skills of Legendary (+8), so it makes sense to define one or more of their aspects as mythic, and the rest epic. A good rule of thumb is to add one top-tier aspect for each skill level above Superb (+5), and each stunt above 5 the character has: in this case, the Velanke'en would have seven mythic aspects and three epic aspects, and Myrdan would have somewhere between four and ten mythic aspects, and the rest epic.

In other cases it's a little less clear. Take the Two-Headed Giant Zombie on *Legends of Anglerre* page 366, for example: is that heroic or epic? This is a judgement call, but a good rule-of-thumb is to calculate its Fate refresh; if it's over 10, then give the creature one epic aspect for each additional point. In the Giant Zombie's case, its Fate refresh is exactly 10, so the creature is right on the cusp; probably not yet an epic monster, but very close. In the case of the unicorn One-Horned King (page 360), on the other hand, its Fate refresh of 13 means you can happily define three of its aspects as epic (how about *Majestic and Fey*, *Coat Like Silver Starlight*, and *Elusive as Summer Fog?*).

CONSTRUCTS AND ORGANIZATIONS

Constructs and organizations operate in the aspects-only rules pretty much as you'd expect. Epic and mythic constructs and organizations do exist, and you should judge them based on the role they play in your campaign: the local Thieves' Guild may be a heroic organization, whereas the Kingdom of Anglerre is probably epic, and the Qila'an are most definitely a mythic organization!

In the absence of the Anti-personnel Armour stunt, it's theoretically possible for any heroic tier character to attack a castle with individual attacks. This is a judgement call for the Story Teller: remember that characters undertaking non-simple tasks must narrate an aspect to show how they accomplish what they want to do. If a character with *Dashing Swashbuckler* decides he wants to narrate that aspect to assault the walls of Angrim, then you're entirely correct to disallow the attempt.

Scenario Hook: DreamQuest

As a result of a consequence or curse, or simply as a hook to a greater adventure, one or more of the characters is being haunted in their dreams, leaving them drained and exhausted in the mornings, and increasingly weak. Unless they work out what's affecting them, they could be dead!

The attackers are psychovores (*Legends of Anglerre* page 350), one per player character, who have invaded the characters' dreams and are battling them there every night. Somehow, the characters must enter the Dream World and fight them off!

The first part of this encounter takes place in the real world, and uses either the standard or aspects-only rules. One of the characters must identify a way to attack the psychovores in the Dream World (perhaps with an appropriate aspect like *Spirit Travelling Shaman* or *Astral Traveller*), or find some way to transport one or more characters into the Dream World (using either the Dimensions power skill or an appropriate aspect in aspects-only play).

Once inside the Dream World, use the aspects-only rules. First, have each player character attempt a manoeuvre using an appropriate aspect to place a temporary aspect on the scene, opposed by the psychovore's own task roll; the winner gets the chance to influence the "dream reality" of the environment, as after all it's taking place in the characters' own dreams—or nightmares! Then resolve the encounter as a conflict between the characters and the psychovores—a struggle to the death! The statistics for the psychovores are as follows:

Psychovore (Good Extra)

Fate points: 7		Scale: Small (2)
Consequences: 3		Armour Cons: 1 Minor, 1 Major
Aspects	Ancient and Otherplanar Alien Devourer of Psychic Energy Mind-controlling Psionic Powers	
Equipment	Ancient funereal armour (-1 armour bonus, absorbs 1 Minor and 1 Major consequence: <i>Sombre, Clanking</i>)	

Characters defeating the psychovores wake up knowing their foe has been vanquished. While this is reward enough, the Story Teller can allow survivors to use their next advancement to acquire an appropriate ability. In standard play, this may be a power skill such as Dimensions or a stunt like Astral Sight; in aspects-only play, it could be an aspect like *Navigator of the Lands of Dream*, or *Psionic Defender*. It might even be a piece of that cool psychovore funereal armour...!

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