Blind Judgement

A World Painted in D6-Tables

Preface **i**
- 1 Mechanics ii
- 2 Symbols v

1 The Cartographers **1**
- 1 Rivers & Roads 1
- 2 Zooming In 2
- 3 Stone Walls 8
- 4 Depth 12

2 The Oracles **14**
- 1 Astronomy 14
- 2 Things on the Road 16
- 3 Missions at the Broch 18
- 4 Emergent Situations 21

3 Fiends in the Forest **25**
- 1 Bandits 25
- 2 Liches 27
- 3 Dragons 29
- 4 Dryads 31
- 5 Ogres 33
- 6 Hags 35

4 Beasts **37**
- 1 Forest Creatures 38
- 2 Labyrinth Creatures 45

5 Strange Growths **50**
- 1 Vegetation 50
- 2 Diseases 52

6 Guilded Temples **53**

7 Constructed Minds **62**
- 1 The Essence of Mind 62
- 2 The Undead 63
- 3 Artefacts 64

8 Side Quests **67**
- 1 Segmented Tails 67
- 2 Plotting Side Quests 70
- 3 Disjointed Segments 72

9 Bastion of Judgement **73**
- 1 Preparation 73
- 2 Melee 78
- 3 Parting Notes 80

Appendix **83**
- 1 Glossary 83
- 2 History 88
- 3 Talisman Summaries 88
- 4 Magical Ingredients 89
- 5 Index 89

Printed October 6, 2024, or Niquis XXI

Preface

Hey there,

Just checking you haven't got lost…

This book helps Judges set up a game of BIND, set in Fenestra. Well, actually it's never done that before, because I'm just writing it now. So maybe you're the first to use it raw?

Over section 1 and chapter 2, you will map the local regions of Fenestra. Most chapters after that help flesh out what lies there; how encounters work, and then details on the creatures people encounter.

You'll find some references to the core rules, but you can use this book with nothing but the basic rules in an adventure module, if you prefer.

If your players are using the *Book of Stories*, you should probably have a quick read-through of the Story Points system (page 21 of that book), just so you know what kind of random allies they might bring into play.

Massive Thanks

To the house Physicist Angus MacDougall, for working out how seasons should work in chapter 2.

To Matija, for help proof-reading, and for many of the strange plants of Fenestra.

To the artists,

Irina, who summoned gods; pages 54, 56, 58, 59, and 61.

Studio DA, for myriad monsters, pages 41, 45, 34, and 47.

The Lady of Hats, for the fiends, pages 31, and 30.

Nelness, for the abandoned city, page 9 (find her on fiverr.com).

Licence

BIND is open source, and available under the `GNU General Public License 3` or (at your option) any later version.

You have full access to all the source files, including art, and the right to change anything and share those changes with others. BIND will never have any 'house rules', because anyone can place their alterations directly into the book and make their rules official.

Found an issue? Send it here.

I Mechanics

Each of these books has its own selection of rules, made to fit. None has the lot, but they all have enough.

Actions

When players want their PC to attempt something risky, they roll 2*D*6 plus Attribute, plus Skill.

TN means the number players need to roll on the dice to achieve a *tie* with the task. Rolling higher indicates they have their prize, rolling lower means some nasty outcome is upon them, and rolling a tie means both (or neither).

TN	Difficulty
6	Easy – just ask the barmaid what you want.
7	Basic – find firewood in the forest.
10	Tricky – find a good price in the market.
12	Professional – fix the cart by Sundown.
14	Specialist – Plan a three-storey stone building.

Natural Rolls represent the situation, and stay where they are; later rolls need to use the same result.

If someone tries to figure out how to find their way out of the forest, and back to a road, the player could roll '⚀⚅'. With a +3 Bonus, the total is '7'. The next character has a +2 Bonus, so their total is '6'. With the TN set at '10', the group cannot find their way back without changing their approach.

Traits define every character's limits.

Attributes describe the body and mind.

Strength: muscle, brawn, toughness, height

Dexterity: finesse, coördination, balance

Speed: velocity, tendons, vim

Intelligence: memory, logic, tenacity, cunning

Wits: alacrity, levity, attention, acumen

Charisma: gravitas, glamour, confidence, symmetry

Skills each help with many different tasks, depending on the Attribute paired with. Intelligence + Larceny lets the character open a door, while Dexterity + Larceny lets them pick a pocket.

Combat

It does not matter who initiates combat – each character enters the standard Resisted Action. The PC rolls Dexterity + Melee, and the TN equals 7 + the NPC's Dexterity + Melee. The winner deals 1*D*6+ Damage + Strength Bonus, and every +4 Damage converts to 1*D*6.

Action Points (AP) measure how many actions someone can take in a round, based on how fast they can move and react. Start with 3 AP, plus your Speed; put that many coins on your character sheet, and spend them each time you take an action.

A Response Action means the character must resist some Resisted Action. If the AP loss push them below 0, then every negative becomes a penalty to all action.

Steps provide a rough measure of space. We can imagine it about a metre long, or as wide as the step on your gaming board, or any other length.

Armour protects characters by reducing Damage.

Covering means how much armour covers the body. Armour with 'Covering 3' protects the torso and may have a helmet, while armour with 'Covering 5' protects almost the entire body.

DR (Damage Resistance) reduces incoming Damage, before a single FP is spent. It usually represents armour.

Vitals Shots are attacks which equal a target's TN plus their armour's Covering; this lets the attack ignore the armour's DR, and deal direct Damage.

If a player needs to roll at TN 10 to hit an opponent with 'Covering 3', then they need to roll '13' to make a Vitals Shot. This applies symmetrically; if the PC's armour has 'Covering 5', and they miss by 5, then their opponent scores a Vitals Shot, and their armour counts for nothing, providing no DR.

Creature Ratings (CR) give a rough estimate of a creature's combat abilities, and the value of any monster's corpse.

Fate Points (FP) (▽) measure how much luck the character has left. Spend them to avoid Damage. Your maximum FP = $\frac{Total\ XP}{10} + Charisma$.

Health Points (HP) (○) provide a linear measure of a character's health or injuries.

Retreat works like any Resisted Action; both parties begin with Speed + Athletics. If either side wins with a Margin of 3 or more, they win (i.e. escape or capture). But if either rolls a lower Margin, both sides run through one Area, gain one EP, and the winners can change the relevant Skill by deciding where or how they flee.

For example, a troupe of characters could run through dense thickets so that both sides have to use Speed + Survival on the next roll; or in a town they might try to navigate through a dense crowd with Speed + Empathy.

The Judge should give Area-options after a successful roll. Each roll inflicts 1 EP on both sides.

Areas give a rough unit for large spaces. An area is a space made distinct by its features. In the Labyrinth, each cavern might count as an area, while out in the open plains a forest might be composed of the local areas: 'the centre with the big, felled tree', 'the river's fork', and 'the griffins' nesting site'.

Swarms (⸸) are myriad tiny creatures, acting as one. They crawl over characters, and into gaps in armour.

Swarms can cover a number of steps equal to their HP, or bunch up together, with 3 HP per step.

Attacking swarms is easy when there are so many targets. The TN to attack always reduces by 1 per HP in the swarm, so when a swarm is listed with 'Att 12 - 8 HP', the TN would be only 4; but if the swarm had only 1 HP left, hitting it would require a roll at TN 11. However, swarms only take 1 Damage each per attack.

Swarms can split into smaller parts as a normal movement action. Each part inflicts 1 Damage each round to anyone on the same step, as long as the swarm's HP total comes to more than the target's Covering.

Equipment

Items can be held in a hand, or in a backpack. By default, each provides a Bonus equal to its Weight, but various items buck the trend one way or another.

Weight Rating (⊙) Characters can carry items with a total Weight Rating equal to their HP total. Each point beyond inflicts a -1 Penalty to all actions. Creatures have a Weight equal to their own HP.

Exhaustion Points (EP) measure how tired, hungry, and fed-up characters feel. Each EP has a Weight of 1.

Coinage can become heavy quickly, gaining a total Weight of 1 for every 100, so a small chest of 1,000 coins would have a total Weight of 10.

Copper Pieces (cp) are the smallest unit of currency.

Silver Pieces (sp) gets you 100 copper pieces.

Witchcraft

Some speak their spell, others construct it from monster bodies. In any case, the results are the same – unpredictable.

Alchemy (♋) is the practice of turning a raw magical Ingredient into something useful. It requires no Sphere Skill to use – just a recipe.

Alchemical items have a default Weight of 1.

Artefacts happen, often by accident, when someone imbues sentience into an unused Talisman, then leaves it to contemplate its existence for a century. spells given sentience, and function as long-term magical items. They frequently go awry, as they have a mind of their own, and their own wishes and values.

Concoctions are liquids or powders which, when thrown in the air, hyper-charge the use of a single magic Sphere, for anyone present next to the burst. For example, a concoction to boost the Air Sphere would mean a caster with Air 2 could cast a single spell as if they had Air 3. Using one in combat requires at least one AP to grab it, and another to dispurse it into the air.

Ingredients are the basic materials used to make any Concoction, or Talisman, and for lots of medicines. Each has an elemental affinity, so a Fire Ingredient can only make a Fire Concoction.

Talismans are spells, locked in an item, along with some activation condition. A talisman could open a magical gateway once it reaches a certain location, or bless the first person it sees with good luck. Many will strike the nearest, available target once activated, which makes them dangerous in the wrong hands.

Mana Points (MP) (□) grant every witch their power. When they run out, they gain one EP for every point they cannot spend.

Spheres divide the world into meaningful parts. The five elemental Spheres are Fire, Air, Fate, Water, and Earth. Each one can join with two neighbours to make one of the high Spheres; Light, Death, Mind, Life, and Force.

If a caster can think of a way to use any Sphere to stop an attack, they can enter combat as usual with their Charisma + Sphere, rolling at TN 7 plus the NPC's Dexterity + Melee. A battle-ready witch might encourage a warrior's torch to burn his own face off, or make him forget what he wanted to do a moment before his sword comes down.

Witch simply means anyone who can natural speak to an elemental Sphere using their inner MP store. These people have no special uniform, and often hide their talents.

Chronicles

The Chronicle is the game and the players, it tells the story of the troupe, but not of any particular PC. Each week which passes in our world, about four weeks pass in Fenestra. During the game, the Judge and players set the pace of any scene, but the session never covers more than thirty days.

PC (Player Character) – one of the characters run by the people playing the game.

The Judge rolls encounters, interprets the rules, and forgets to bring enough pencils.

NPC (Non-Player Character) – anyone in the world played by the Judge rather than a player.

Downtime covers the time between scenes and sessions, letting characters train, heal, and drink. Characters heal a number of HP each week equal to half their current total (minimum 1), along with all MP and FP.

Intervals divide the day into four parts – morning (◖), afternoon (○), evening (◗), and night (●). After each Interval, each PC regenerates:

- Resting characters remove 1 EP.
- The Judge rolls 1*D*6 – everyone gains that many FP.
- The wind brings MP, and each point goes towards whoever has the most empty MP.

Location	MP	Cover	MP
Underground	1	Partial armour	-1
Indoors	2	Complete armour	-2
Outdoors	3	Submerged	-3
Storm	4	Entombed	-4

Each day, everyone must eat and sleep, or take two EP.

Side Quests are BIND's way of weaving emergent stories. Each one introduces itself to the Judge with a summary of its scenes, each segmented into Regions.

Regions are broad types of areas, such as 'Town', or 'Forest'.

Whenever the PCs go from one Region to another, the Judge checks for the next available Segment in that Region (marked '☑'). ☙

Segments describe events which can happen at any time, anywhere within their Region. Some Side Quests have all of their Segments in a single Region, while others have Segments which jump between Regions.

Some Segments have a '⚶' symbol, meaning they should be run at the same time as the next available Segment in the Region.

Once the Segments concludes, it should be marked as done with a '☒', and the next Segment in the same Side Quest becomes ready ('☑').

Story Points allow players to declare that some part of their backstory arrives on scene to help the situation. This could be knowing an ally, an obscure fact, or another language.

Spending a Story Point grants 5 Experience Points.

Character Pool is the collection of allies the player has introduced. Once the PC dies, the player takes their next PC from the pool. ☙

Experience Points (XP) come from each character's Code. Spend XP to raise any Trait.

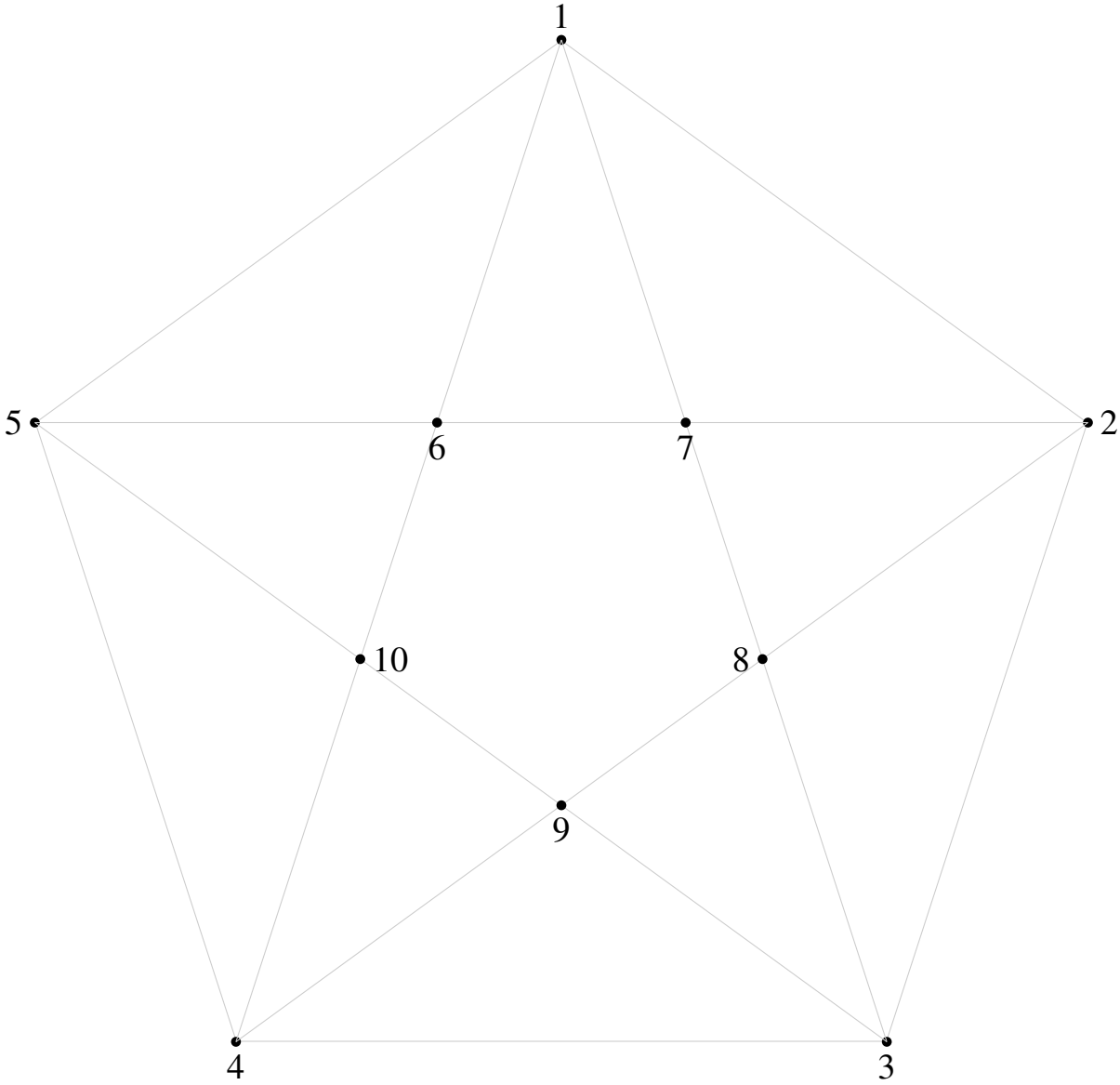
Trait	*Remove Penalty*	First	Second	Third
Skill	—	5	10	15
Knack	—	5	10	15
Combat Skill	—	10	20	30
Attribute	5	10	20	40

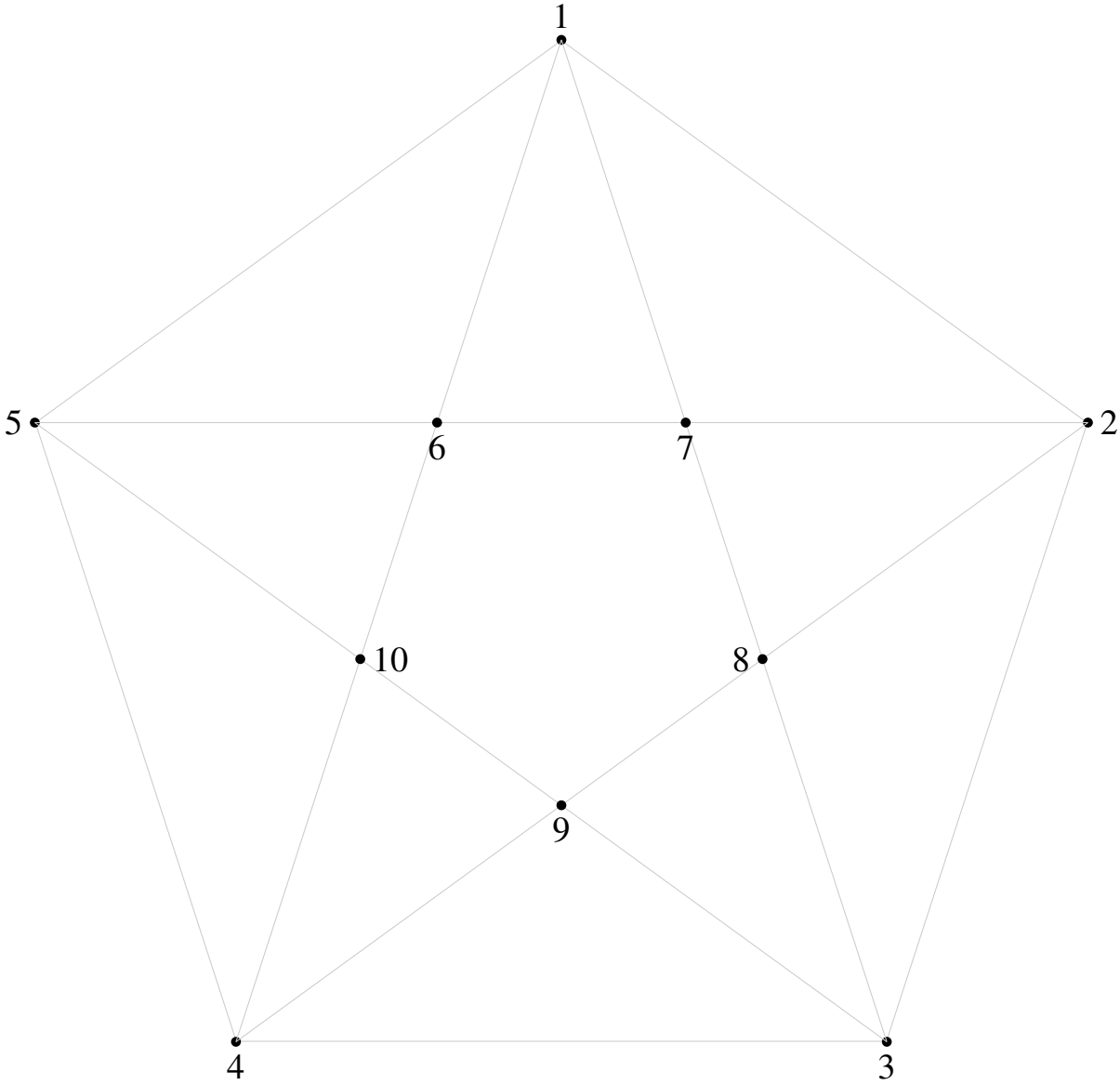
II Symbols

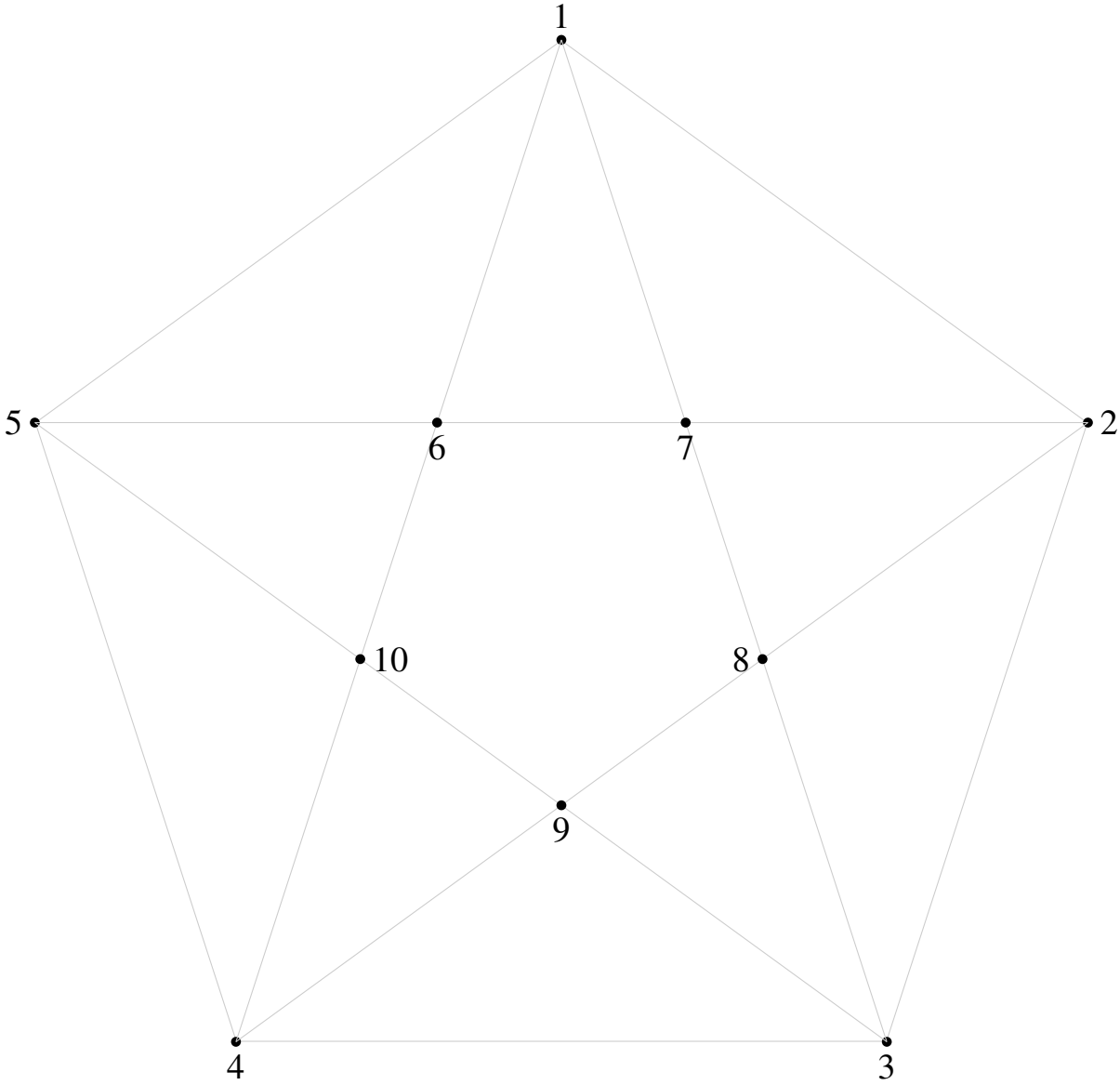
⚒ Dwarf.
☽ Elf.
☿ Gnoll.
☂ Gnome.
♄ Human.
♉ Goblinoid.

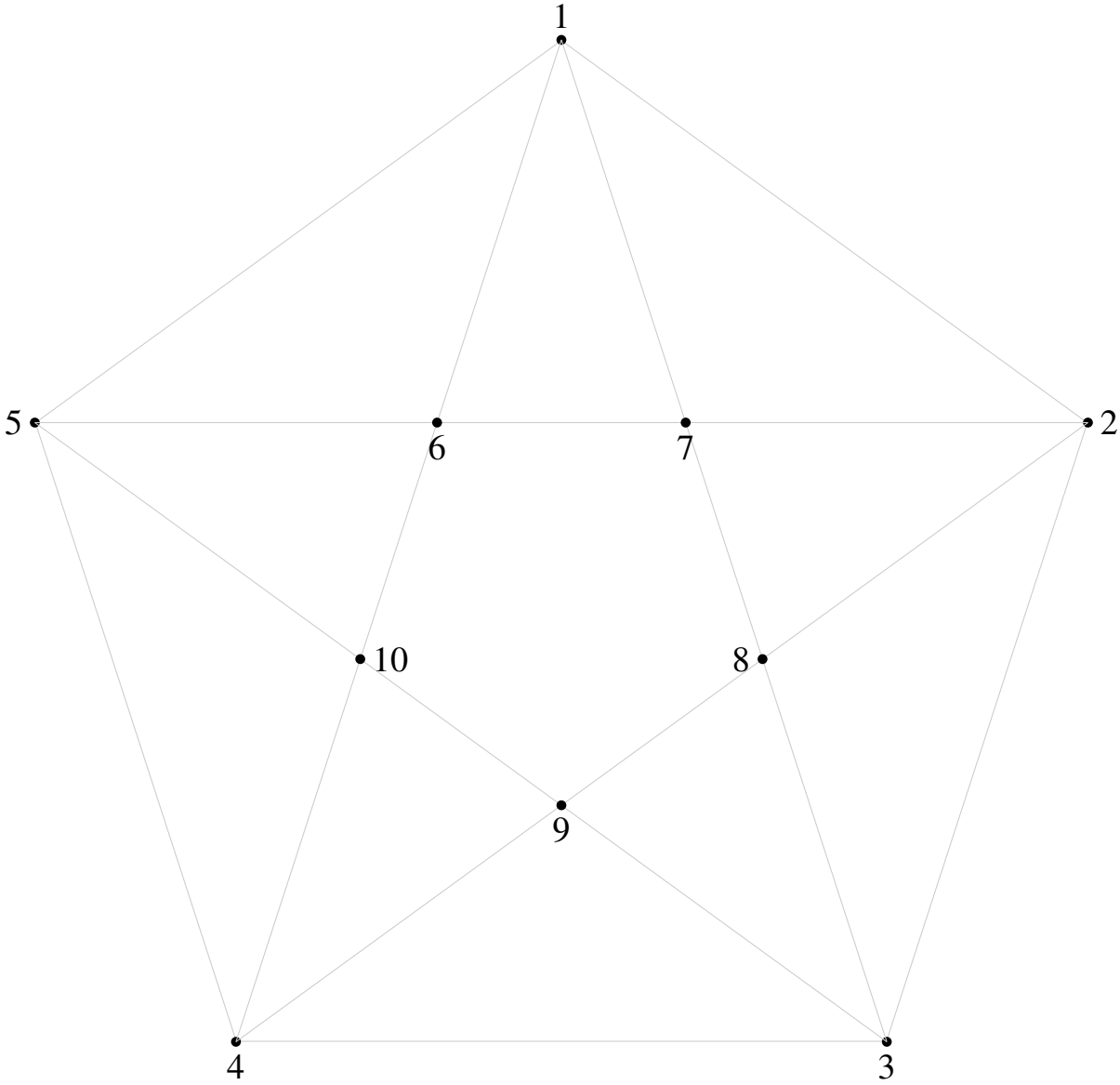
♀ Female.
♂ Male.
⚥ Sentient (any gender or none).

◖ is first light, first Interval.
○ is the second Interval.
◗ begins darkness, in the day's third Interval.
● means darkness over the fourth Interval.
♉ Animal.
♋ Morphed creature.
☍ A team of multiple creatures.
∅ Undead creature.


1
5
6
7
2
10
8
9
4
3


1
5
6
7
2
10
8
9
4
3


1
5
6
7
2
10
8
9
4
3


1
5
6
7
2
10
8
9
4
3

Chapter I

Cartography

> I have township, yet no houses. Forests, but no trees. Rivers, but no water.
>
> What am I?

Welcome to Fenestra. Let's look around…

Fantasy stories have two special characters – magic, and the landscape. The audience discover both, just as they learn about the other characters. As a Judge, your character is the landscape, and making a map is your character creation.

The map here has ten 'points', rolled at random, in section 1. You can add detail to any points that look interesting in section 2, then look at what to expect from Fenestra with the random tables in chapter 2.

The first few chapters were written to be slightly interactive, providing more random results than straight-forward reading.

I Rivers & Roads

1: The Pentacle & the Points

provide the map's layout. Take a pencil, a blade, and some dice, then cut out the map-skeleton on the left. Go along each point, from 1 to 10; roll 1*D*6 and add that point's number to find out what's on that point on the map. You might just roll 10*D*6 all at once, and then pick them in left-to-right order. This process should feel a little sloppy.

2– (D) Dragon on a mountain (page 7)

3– (ℏ) Humans (page 5)

4– (ℏ) Humans

5– (ℏ) Humans

6– (⚠) Dwarves a mountain (page 3)

7– (ℏ) Humans

8– (☽) Elves (page 3)

9– (Bℏ) Bandits (page 6)

10– (☂) Gnomes on hills (page 5)

11– (☿) Gnolls (page 4)

12– (☿) Ogre (page 7)

13– (☽) Dryad (page 7)

14– (H) Hag (page 7)

15– (∅) Lich (page 8)

16– (ℏ) Humans

For example, if your first die reads '⚅', then the result is 4 + 1 = 5*, and you can write 'humans', or just 'ℏ' on the map.*

If the next roll is '⚃', then you would write 'elves' or '☽' next to point 2 on the map.

Each dot has four neighbours. The highest neighbour is the neighbour with the highest number, and the lowest neighbour, is the neighbour with the lowest number.

2: Mountains

go onto the map first. They always form a line where the earth has cracked.

- If only one point has a mountain, extend it with a long line of mountains, staying outside of the other points.
- If you have more than one point with a mountain, connect them all with a mountain-range. This range should avoid going through all other points, but might cut across the centre of the map.
- Place a valley of hills near the centre of the mountain range.

[1] You can add a coastline to the map, but no civilizations sit at the coastlines, because the Grummel's wrath destroys everything by the sea.

3: Rivers come from mountains, then flow to the sea.[1]

1– At each point with a mountain, draw a river to every neighbour without a mountain. Draw your rivers with wavy, lazy, lines.

2– Each river flows down-hill, towards the highest neighbour. They avoid mountains and avoid doubling-back to a point they've already been at.

3– Rivers begin small, but when another river joins it, they run faster and wider.

Draw these rivers with a *thick* line.

4– When the strength of a third river joins, it becomes a canyon, and it will flood during Halkin.

Draw the canyon with a parallel line.

5– If a fourth river adds its strength, they all form a loch.

The loch exits towards the lowest neighbour as another thick line (with the strength of two rivers).

6– Once a river has nowhere else to go, it flows off the map, to uncharted lands.

4: Hills & Bogs provide water to any point without a river. If you don't have any points without a river, just skip this step.

1– The highest point without water has a bog between it and its highest neighbour. The bog is three miles across.

2– All outer points (i.e. '1 to 5') without water receive some small hills.

3– The hills provide small streams, which journey to the highest point without water, as per step 3, above. *However*, they will avoid the bog.

5: Lonely roads Humans always litter the land with roads, and roads out always start from brochs.

1– At each human settlement, draw 1*D*6 tall brochs. They sit around 5 miles apart, and usually form triangles.

2– Connect each human settlement to every other settlement with a lonely road.

- If a road crosses a small river, draw a small bridge.
- If it crosses a larger river, drawn with two lines, draw a larger bridge.
- If a canyon or loch blocks a road, people may find another way around, or may just have to row across the river, or descend into the canyon.

3– The human settlement with the highest number has a road leading out of the map, towards the closest border.

4– If a dwarvish settlement has human neighbours, it connects to the nearest road.

5– Label some roads with their length in miles.

- The short distance between points 6 and 7 is about 10 miles.
- The medium distance between points 1 and 6 is about 15 miles.
- The long distance between points 1 and 2 is about 25 miles.

6– If any road stretches for 40 miles or more, draw a lonely tavern half-way along that road with an 'L' (details on page 22).

7– Long roads have bothies placed along them for travellers to rest. For every road over 10 miles long, place a bothy half way along. Repeat on each empty stretch.

Do not draw trees on the map, just know that they cover everything. A twilight of towering trees covers everything which people have not cut down, but if you draw a few trees, the rest of the map will appear naked by comparison.

The map's name should come from a distinctive feature. A good starting point is the most prolific feature of the map. For example, a map with a bog and three elvish settlements ranges might receive the name 'Faebog', or one with two dragons and a lot of lochs might receive 'Lochscale'.

II Zooming In

You can add detail to every point on the map once the PCs arrive, but there's no need to prepare everything too far ahead of time.

Each point on the map needs more detail – but only once the PCs arrive. The Chronicle begins on the lowest human settlement.[2] Create a few details with the random lists on page 5.

Whenever you find out a new location's details, note them down as a key to the main map, and check if you can add any features to the main map. Alternatively, you can start a

[2] If there are no human settlements on your map, you have found a rare place in Fenestra. The troupe are likely lost, and will need to return to civilization, which will not be easy without any roads!

smaller map which covers only one or two points.

Civilization

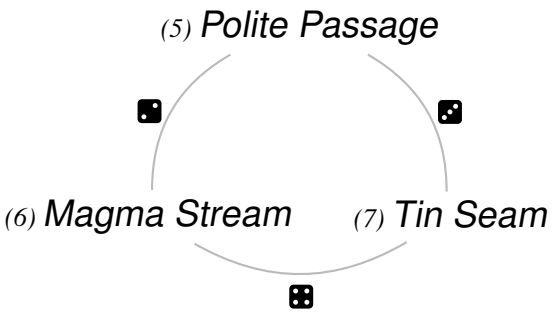
The civilized lands have people of all types. Elves, humans, gnolls, dwarves, or gnomes – any place with a population that either sustains itself, or trades with others, counts as 'civilization'.

Dwarven Settlements begin with 100 dwarves, and a mushroom garden to sustain them. Roll 3*D*6, then combine each pair of 2 dice to find each unique feature. Whenever you roll 8 or more, add 100 dwarves to the population.

For example, on the roll '⚃ ⚄ ⚂', you would use the results for:

- 2 + 4 = 6
- 4 + 3 = 7
- 3 + 2 = 5

The unique results are '5', '6', and '7'.



2– A king rules this population. Dwarves consider this bad luck, but the king promises to have a daughter and let her take his place in the next generation.[3]

3– Gold seams run through the mountain, allowing the dwarves to make precious items, and to trade with overland peoples.

4– A Hall of Records stands at the base of this mountain, guarded by heavy doors. It works a little like a library, but only contains factual accounts of the things dwarves take interest in, such as facts about rocks, the lineage of queens, descriptions of how to farm on mountains, and techniques to measure altitude.

Each book has a minimum of three seals, pressed a dwarven record-keeper, who has verified the authenticity of every statement in the book personally.

5– The 'Polite Passage', is the name dwarves use for the long, thin, bridges they create, with only room for a single dwarf to walk at a time. Settlements have one for entering, and another for exiting.

Larger rooms around the mountain's exterior store wide equipment, such as wagons.

6– Magma streams in the mountain's heart flow eternally, and mix with underground rivers, producing a great plume of steam at the top. Some tunnels contain steam-traps, where a metal grate will ring the 'dinner bell', and allow hot steam to flow in to cook the intruding predator.

7– A tin seam allows dwarves to mine, and trade with nearby settlements.

8– In the dark Labyrinth below the mountain, extensive underground tunnels, filled with fungi, moss, living oozes, skein, and umber hulks.

With enough traps laid out for the monsters, this creates a kind of rough garden, or 'hunting ground' for the dwarves to gather additional food. It also provides dyes, which dwarves use to turn their beards and hair green, yellow, or blue, depending on their wealth and gender.

9– 1*D*6 farms extend outside the mountains, across the fertile lands at the base. The dwarves create them with high stone walls, and polish each brick until it has nothing to hold onto, and no way to climb up.

Inside, may allow as much space as any bailey to grow vegetables for the mountain.

10– An elevated barley garden around a third of the way up the mountain, provides food for the settlement. Nobody can see the gardens from below, as it grows on steps carved into the mountain.

A series of rock-bells will sound when anything steps on them, but do not ring in response to the wind.

11– An iron seam allows dwarves to create quality weapons and armour. If they have no road out, then they only make rare, wholesale trades.

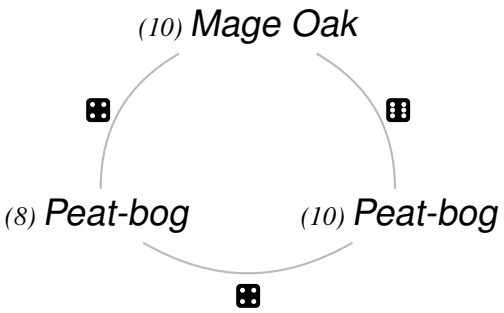
12– Half way up the mountain, shepherds take sheep and goats on long walks, then put them safely away at night, to sleep in stone rooms.

Elven Grounds centre themselves around a couple of powerful spellcasters who provide safety and often food. Roll 3*D*6, then combine each pair of 2 dice to find each unique feature of the local elven territory. Take the highest roll, and multiply it by 5 to find the population.

For example, a roll of '⚅ ⚅ ⚅' would show a powerful enchanter lives here, who tames griffins for the other elves to ride (discard duplicate rolls). Another elder has constructed a massive tree-dwelling, with rooms inside and paths between the various trees.

In total, (⚅⚅ × 5 =) 50 elves live here.

[3] See the book of *Stories*, page 12 — The Structure.



2– An elder, focussed on the Force Sphere, often casts portal spells around the many bushes and briers in the area, warping space. Anyone entering may accidentally emerge at the other side of the elvish lands. Wits + Survival to notice, Tie Number (TN) 7 in the day, or TN 12 at night.

(Name fragment: '*ando*')

3– Expert archers leave their marks on every tree. They always collect every arrow, but the marks remain.

(Name fragment: '*pilin*')

4– An elder, focussed on the Life Sphere, often casts spells around the perimeter to make anything there shrink. Replace every second encounter with a miniaturized version (e.g. miniaturized chitincrawlers or bears). The spell does not affect elves or gnomes.

(Name fragment: '*pitya*')

5– An elder, focussed on the Light Sphere, often casts illusions of elves. Anyone entering will find 2*D*6 dancing apparitions scattered around the area, but not responding to them.

(Name fragment: '*pirne*')

6– The elves mostly live underground. Many of the elves are proficient in the Earth Sphere, and use it to make rocks or slate partially transparent. The glass rooves allow them to live underground, with Sunlight gently dabbing the dwellings.

(Name fragment: '*cal–*')

7– A wide loch spans the area, providing fish. (Name fragment: '*ailin*')

8– Useful plants grow all over the region. Each of the three dice you have rolled indicates one common plant in the area:

- Bedleaves
- Bloodwood
- Dryad's Kiss
- Mage Oak
- Seekmist
- Whistling Cane

Find the plants on page 50.

(Name fragment: '*tarwa*')

9– An elder, focussed on the Mind Sphere, often casts spells around the perimeter, which confuse anyone who enters. They lose a portion of the day, wander aimlessly, and emerge somewhere else, without any memory of what they have done.

The elder occasionally enchants griffins in the area, allowing a few elves to fly on their backs.

(Name fragment: '*vanwa*')

10– A peat-bog furnishes the elves here with iron, allowing them to craft iron weapons.

(Name fragment: '*norna*')

11– Slow spells from the Life Sphere have crafted massive tree-houses around the area. When the lights are on, anyone can see them. When the lights go out, they appear like normal trees.

(Name fragment: '*alda*')

12– Expert artisans live in this community. Local clay deposits allow them to craft excellent pottery, including ceramic armour. If they have dwarven neighbours, they also trade for gold and silver, and make fine jewellery.

(Name fragment: '*namba*')

The settlement's name comes from combining the name fragments in each feature. Combine two 'a' sounds wherever possible.

VANWA			=	VANWA
PITYA	+	ANDO	=	PITYANDO
VANWA	+	ALDA	=	VANWALDA
LELYA	+	ALDA + NAMBA	=	LELYALDA NAMBA

Gnoll Grounds Gnolls typically wander back and forth around a territory. They will use roads when they see them, but never like to rely on them.

The tribe has 2*D*6 × 5 members, and the same number of hunting dogs. Roll 3 dice and check every combination of 2 to find the characteristics the gnolls who wander this ground.

2– The tribe have taken in a bear-cub, and raised it as one of their own. It hunts with them, and understands when to be quiet, and when to alert people to danger.

3– This tribe suffer from isolation. Where most tribes have members who learn the neighbouring languages, but these gnolls only know how to trade with explicit allies, and still cannot speak their languages properly.

4– The lowest neighbour with a fiend has killed a few of these gnolls, and they want revenge.

5– The highest neighbour with civilization (i.e. any spot without a fiend) pays well for the gnolls' hunting dogs, so many of the tribe members have items from them, along with a general feeling of kinship.

For example, if the highest neighbouring point near them has elves, then they will have elven jewellery, and plenty of elven songs (though the thick accent may not make this obvious).

6– The tribe have figured out how to use local plants as hair-dye, and they have decided that this is the best thing ever!

7– A powerful druid advises the tribe.

8– These gnolls have some of the best hunting dogs around, and plenty of them. Double the number of hunting dogs, so they have twice as many dogs as tribe-members.

9– The gnolls know all the local plants, including where to find marching shrooms and screechmoss (page 51).

10– The tribe keep a herd of aurochs, and wander constantly in order to let them graze. They have no fences, but they can still stop the aurochs wandering away – each one of their dogs knows to stop them escaping.

11– The tribe keep a small herd of sheep.

12– Everyone has contracted Torpid Flesh. They are hair-less, and look half-dead (see page 52).

Gnomish Warrens interact in subtle ways with their four neighbouring points. Every point which might benefit the gnomes results in another warren, with some new specialization.

Each warren on the point connects to a nexus cavern below, which allows the warrens to trade, and (on rare occasions) fight.

Beneficial neighbours mean another warren.

- If they have gnomish neighbours, they enlarge the natural tunnels beneath them to make an underground road. The ups and downs mean the path is twice as long below ground as above. It is also not without danger, but underground roads have far fewer creatures than above-ground.

  This also allows a gnexus large enough to sustain a complete warren, far below ground.

- For each neighbouring point with mountains, a new warren is built with an underground stream-boat-ride, which goes from the mountains.

- If a neighbour has a loch, another warren arises with a grotto to lay traps for fish and eels. These traps catch so much that nobody else has much luck fishing.

- If gnolls live nearby, a warren trades for hunting dogs, and occasionally ride them when going out.

Neutral neighbours do not add a warren, but do add their own complications.

- If they have a road nearby, they construct a series of underground bothies, each 6 miles apart, to reach the road. They can walk above ground, but always have somewhere to rest along the way.

- If a dryad lives nearby, they create irritating songs which get stuck in your head, and sing them constantly. Dryads hate this kind of thing.

- If an ogre lives nearby, they create pit-traps with spikes at the bottom. When an ogre steps in one, they cannot walk straight for a week. If a goblin steps in one, it usually dies. (Wits + Survival TN 12 to notice, $1D6+1$ Damage for failure)

- If a hag lives nearby, the gnomes grow wheat, and use an underground mill to make flour, and finally, to bake cakes. Cakes and a little flattery always works on old crones.

- If elves live nearby, they arrange for a magical dual (just for sport), every Niquis.

  The gnomes also add a road between them and the elves. Most elves don't appreciate roads, but the road serves as a useful warning that if anyone attacks the gnomes, they may attack the elves next.

For each warren, roll $1D6$ to find its political structure.

- ⚀ Do-opoloy (you decide how something works by making it work)

  (population: 20)

- ⚁ Thaumocratic (alchemists rule)

  (population: 40)

- ⚂ Anarcho-syndicalist (which consists of debating how anarcho-syndicalism works)

  (population: 60)

- ⚃ Technocratic (whoever understands most about a subject decides how it's done)

  (population: 80)

- ⚄ Direct Democracy (dinner takes about 3 hours each night)

  (population: 100)

- ⚅ Indirect democracy (people vote once a week, documentation is crucial)

  (population: 120)

Human Settlements begin with a broch, which protects two baileys. If the farmers manage to survive long enough, the night guard will build another broch within a few miles, which give a protective area for a couple more baileys between the two guardian towers. A third broch completes a triangle, which means the settlement has a safe space in the centre for a town.

You have already placed $1D6$ brochs here, in step 5 on page 2.

1– For each broch, place 2 baileys.

- Most baileys stay between brochs.
- All baileys must be within 5 miles of a broch.
- Baileys prefer to sit beside a river, but avoid the first few miles downriver of another bailey (otherwise they risk drinking waste-water).

2– If the settlement has more than 2 brochs, place a town in the centre. You can fill in the town's details when needed (on page 8).

3– Connect each town broch and bailey by plotting roads between.

Bailey Features should make the bailey's name, so everyone can remember the place easily.

Roll 3*D*6, then combine each pair of 2 dice to see how the bailey looks. The population equals 1*D*6 × 50 (use the first die).

2 Verdant Screechmoss grows along the old, outer walls (find it on page 51).

3 A massive moat, wider than anyone could hope to jump, flows round the outskirts.

4 Long, thin, copper spikes crown the outer wall. Most are fully green, but some chromatic, shining patches show where a creature's body has fallen to them.

5 Tiny wire fences surround every field around the outskirts. The bells and chimes make a gentle sound in the wind, and a far louder noise is anything mounts those fences.

6 A watermill sits just outside of the bailey, at the edge of the farmland (or windmill, if the bailey does not have a river). The miller lives inside, and the first story is made from stone.

7 A broch sits at the outer wall. The night guard are expected to enter there, rather than the bailey proper.

8 1*D*3 tripple-bows sit along the wall (giant crossbows on wheels). They inflict 3*D*6 Damage, but inflict a -2 penalty to aim.

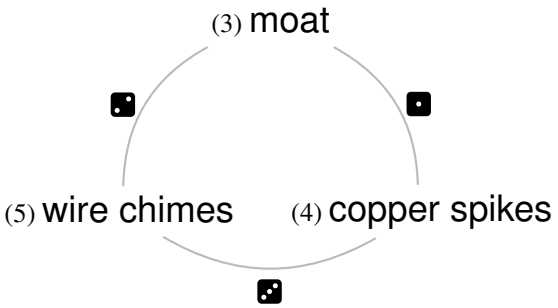
9 Walnuts grow around the bailey's perimeter, as they keep other trees at bay. Nobody would be stupid enough to approach the perimeter and eat them, unless starving.

10 A little house outside the wall, built into the ground, suggests a doula lives here.

11 The outer wall has four corridor-entrances. Each one ends in a metal gate, which provides a good view of the people inside, and each stretch of wood is littered with murder-holes, ready for archers and spearmen to slay anything which crawls into a corridor.

12 A tall, central house shows a warden lives here.

Note down the bailey's features, and combine them with the landscape to make a name.



The result above could indicate a bailey of 100 people called 'Ringchime' (where 'ring' indicates a ring of water around the bailey). A bailey with Screechmoss nestled in hills could receive the name 'Mossdale', or 'Screechvale'.

Fiends

Bandit Baileys A bailey left alone, with broken roads and the threat of starvation, has only one option – banditry. Fenestra's thick forests create a natural barrier around any bailey which wants to remain hidden.

One road leads out of their settlement and joins with the nearest main road in secret; it splits into many roads at the last moment, so none of them look well-trodden. The bandits cover their tracks with foliage once they enter the main road, and only leave their private road at night.

A total of 200 villagers live in the commune, but only 50 regularly exit to perform robberies. See page 25 for details on the fiend.

Roll 3*D*6, and apply every result.

Ten of the bandits have a suit of partial plate armour.

Fences among the bailey with the lowest number help the bandits sell their wares. Without this aid, they must journey to settlements themselves, or make deals with people from other lands, accessible only through the long road out of the map. (see step 3 on page 2)

The bandits have brokered a temporary alliance with whatever fiend has the highest number. If there are no other fiends on this map, the alliance is with a fiend in another land – accessible by the long road.

An imprisoned gnomish alchemist performs tricks and makes talismans (one-use alchemical items) for the bandits.

They hold an old broch, abandoned by the night guard. It watches the private bandit road, and always has 1*D*6 bandits watching, with crossbows.

At night, the broch can send signals back to the bandit bailey.

A witch leads the bandits from the rear, arming them with Talismans and information.

Dragon Coves Dragons may live in deep caverns, shallow caverns, or sometimes just lay about in a Sunny patch of forest, without any roof. In any case, they like to live close to mountains – surrounding trees can make flight difficult, while having a tall crag to leap from helps them take flight.

Their destructive habits and association with the sky make people think they are divine. Of course, in Fenestra, this is not a good thing.

See page 29 for details on the fiend.

Roll 3*D*6, and apply every result.

- An abandoned dwarvish settlement. Roll up a dwarven settlement, then replace those dwarves with a dragon (on page 3).
- Complete plate armour, made by gnomes under threat of death. (See the core rules, page 18.)
- Knowledge of the local languages. Dragons without this know only elvish (it doesn't change much).
- A glass-smelting workshop (everyone needs a hobby). Glass statues litter the dragon's lair.
- A portal to another realm, filled with glass flowers which function as every type of Ingredient.

  The suffocating heat in that strange desert inflicts 3 EP every Interval.
- Three eggs, which will hatch next cycle. Once that happens, the dragon will need to venture out to feed her newborn.

Dryad Gardens Dryads concern themselves with plants and animals more than people... but they also consider most people to be animals.

See page 31 for details on the fiend. Roll 3*D*6, and apply every result.

- A dozen ex-farmers, now transformed into strange mutant creatures.
- A maze of venomous thorns envelopes the entire area. Touching them inflicts EP.
- The dryad makes Talismans, just for fun, and leaves them as gifts for travellers who behave politely. Other Talismans find their way to less polite travellers.

  Sensible people leave all of them alone; one can never tell what a dryad considers good behaviour, or what they consider a 'reward'.
- Deep caverns exit in the centre of the dryad's lair. The dryad sometimes journeys down, to bring up umber hulks and oozes, and observe them, then release them into the wild.

  These caverns go down into the Labyrinth, and eventually connect to each other point which has caves.
- 1*D*3 basilisks live with, and love, the dryad. They will protect the dryad with their lives. (find basilisks on page 38)
- 1*D*6 griffins, used as protectors and steeds. (find griffins on page 42)

Hag Cottage Here, an old lady lives alone in a hut. Of course, in Fenestra, only one type of old lady lives alone. See page 35 for details on the fiend.

Roll 3*D*6, and apply every result.

- The hag has a dozen griffins circling her hut at all times. Each one will kill anyone who gets close to the hut, but will not attack them before they approach.
- The hag keeps 4 chitincrawlers as pets. They spin webs across every window and tree. (find chitincrawlers on page 40)
- Mouthdiggers create pot-holes around the entire area, and ensure nobody attacks from below. (find mouthdiggers on page 42)
- A garden of carrots and Screechmoss encircles the cottage. It screams the moment someone steps on it. (find Screechmoss on page 51)
- Spells have ravaged the soil in all directions. The trees have no leaves, the grass looks half-yellowed, and no animals inhabit the area except some small insects.

  The hag now has to take long walks to grow food, which continuously degrades more and more of the landscape.
- An assortment of potion bottles line her shelves. Each one has a poorly-written label, or the wrong label.

Ogre Hovels The ogre has 2*D*6 × 5 goblins, ready to raid all the local baileys. See page 33 for details on the fiend. Roll 3*D*6, and apply every result.

- The goblin population grew until they ate an entire bailey, and then consumed every bailey in this area. They laid siege to the city here, and then managed to enter by using a catapult and primitive parachutes.

  The city was half-burnt, and remains inhabited by the goblin horde, and their king. Everyone remembers this area, and takes it as a warning to deal with small problems before they become big problems.

  Check the details for this lost city on page 9.
- Long caverns below provide the goblins a mushroom farm. They extend to a cold region, and eventually into the Labyrinth.
- The ogre has a set of complete plate armour, created by a blacksmith he still holds prisoner in an abandoned broch.
- The goblins have acquired 10 crossbows and 100 quarrels, and have started to figure out how to use them.

- The ogre king has a pack of 3*D*6 hobgoblins.
- A travelling dryad, who found the goblins rude, erected a living hedge-maze, as vengeance for their bad manners. It changes a little each year, so the route out changes with it. And every Sables, the hedge maze vanishes, to reveal a horde of starving goblins.

Lich Lairs Every lich has a set of caverns to stay. Finding a lich in the cold, twisting Labyrinth makes a near-impossible challenge, as they change location at random.

See page 27 for details on the fiend. Roll 3*D*6, and apply every result.

- The lich waited for centuries, building an army of ghouls. When a nearby human town weakened, the lich attacked.

  He remains in the town to this day. The local baileys have rotted, but 3 brochs remain standing. Create a lost city for the lich, on on the next page.
- An old broch, lost to the night guard, now used as an alchemical workshop.
- The lich keeps a crew of 3*D*6 ghasts, ready to follow orders.
- A cabal of ten necromancers-in-training visit with bodies to feed the lich's army, in exchange for tutelage. They frequent local towns, and pick up the dead with a cart.
- The lich has complete plate armour for himself and any steed.
- When a basilisk attacked, he killed it, turning it into an undead steed. It remains inside the city, waiting for the lich to summon it.

III Stone Walls

Towns

Towns depends on the surrounding hamlets to feed them, and those hamlets depend on the surrounding baileys and brochs to keep them safe.

To explore the town, roll 1*D*6 plus the number of baileys around it three times, and accept each result once. For example, if a human settlement with 2 brochs will have 4 baileys, so a roll of ⚅ ⚅ ⚅ would mean accepting results **8** and **9**.

7– The outer stone wall has three layers, structured like a maze. Sporadic arches mean that even griffins can struggle to leave quickly. Monsters which enter often become lost, or at least trapped long enough for the sun guard to pick them off.

8– White rock (actually limestone).

9– Statues of heroes litter the roads all around town. The warden loves a good story of battle.

10– The local Temple of Poison thinks the warden has become too big for her boots and needs to die. They begin by ingratiating themselves with the warden's children, then start planting clues about one of the warden's other enemies making a grab for power.

11– The warden has a secret alliance with whatever lies on point 9 of the map.

12– 'Demi-human suburbs', where various non-humans live.

13– A fight about marriages and road taxes has caused an argument between the town warden and the next point with a human settlement (if there are no human settlements with a higher number, the next is on the next map). The sun guard will march to war within three months…

14– A grand Pit of Justice where the town warden finds beasts guilty, and has them fight for entertainment.

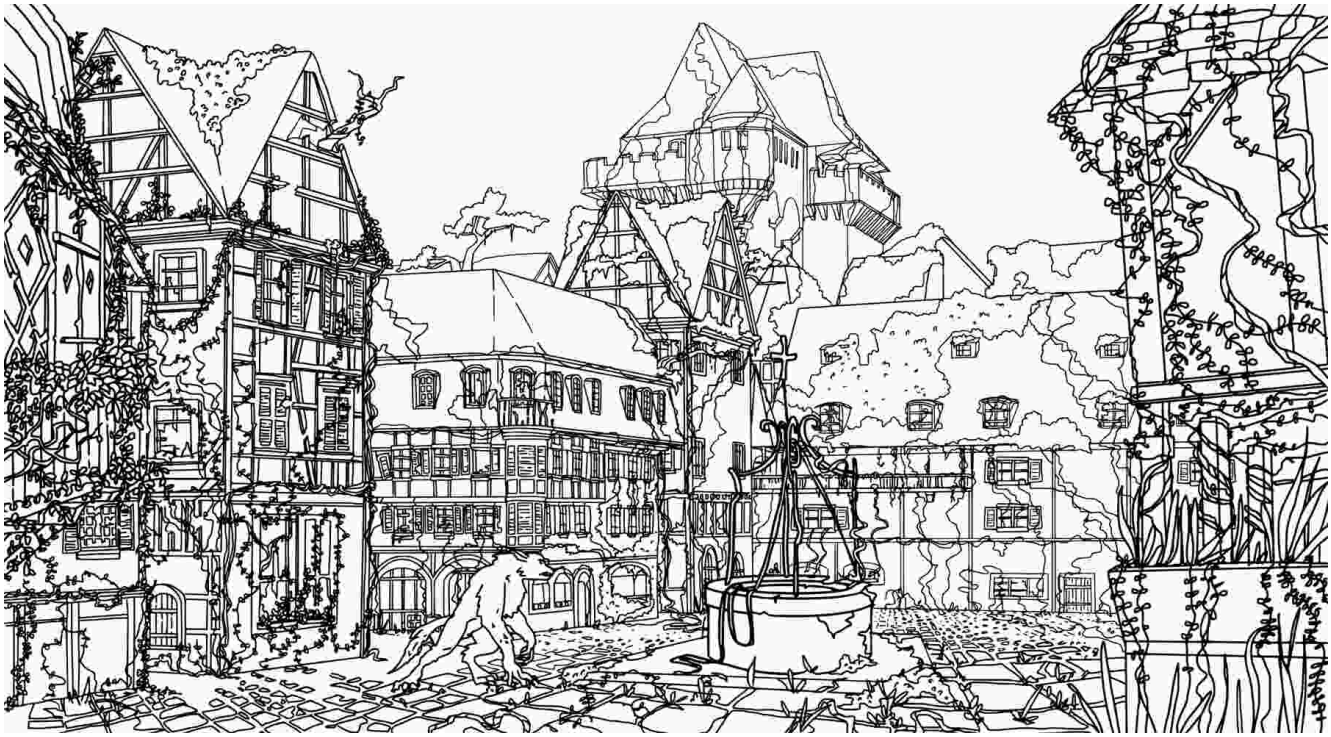
  Live beasts fetch a premium price – 1 sp per CR.

15– The grandest Temple of Curiosity known, with books (and soaps) of every size and type. Some say alchemical gateways to other lands hide within the library, but those people always mysteriously vanish before long.

16– The warden is a witch, and does not feel shy about using his skills publicly.

Name the settlement something which fits the entire area. If it has half a dozen baileys with mills and a swamp, you might call it 'Millrot'. If the local town's ruler practices open witchcraft, it might be 'Hexward'. Settlements often receive the same name as their town, if they have one.

Try some word-association with the town's theme or location. Write the settlement's name next to it, and underline it.



Lost Cities

People call them 'Yonder's house', as a reminder that most people who enter never return, but remain with Yonder. People also call them 'land Labyrinths', because these spaces act according to their own rules; they do not have the usual wandering monsters, but some predators always take residence in them, along with the fiend who ruined the city.

Before the PCs enter, you should make some rolls to find out the nature of the town. What creatures live there? Which towers are still standing? Roll dice to find out which tall towers still stand in the city, in steps 2 to 3 on the following page.

Once the PCs enter, they can attempt to look for valuables, quietly, in steps 4 to 5 on pages 11–12.

Entering a lost city will go something like this:

The Judge knows the troupe are headed to the lost city, where an ogre stays with his goblin horde.

First, she rolls up the inhabitants. '⚅⚄⚂' indicates two city-dwellers: chitincrawlers and a coven of 1*D*3 + 1 *demiliches. One more roll shows that means a coven of 3 demiliches have made a little secluded spot for themselves in the lost city, unbothered by the goblins. Perhaps they use the chitincrawlers as a source of Ingredients?*

Next, she rolls 4*D*6 *to find the towers, and finds '⚅⚄⚂⚁' – that means that this lost city still has 3 tall towers standing (towers let the* PCs *take in an overview of the city).*

As the troupe enter, she describes the scene to the players.

> *The city seemed massive from outside, but here at the rusted gate, you can only see doorways and windows lying open like black eyes. Thorny bushes with little multicoloured berries grow all down the street ahead, where the Sunlight strikes brightest. Dropping around them suggest deer frequently come here to feed.*

The troupe moves quietly towards the location their map claims the old guild halls once stood, by the market. But before hunting for loot, they roll Dexterity + Stealth (TN 8) to stay silent. The group roll succeeds, so they move quietly, then roll Intelligence + Vigilance (with a +3 Bonus for the map) at TN 12.

The first roll fails, so the Judge mentions that they can cover more ground by splitting up if they want. But an Interval has already passed while they hunted, and the Sun is beginning to set.

The troupe is now deep into the lost city, so they can wait in the dark, or navigate back out again, replacing the usual city encounters with the wandering monsters outside. They decide to stop foraging, and hide in an abandoned house, then wait to see what morning brings.

During the night, the Judge must keep track of what the dwellers in the lost city get up to. Since the city has demiliches and chitincrawlers, it makes sense that the demiliches would want to use the chitincrawlers' bodies as Ingredients for witchcraft. The Judge describes the sounds of demiliches casting Death magic on chitincrawlers, so they can use their bodies to make Concoctions.

They probably don't make much sound – shuffling, grappling, and swooshing cloaks as the necromancers gesticulate to cast spells.

1: Finding the City

It may seem difficult to lose a city, but when grass grows over the roads, and the wooden baileys crumble, cities can become almost invisible. If the troupe only know about a city's location through legend, they will have to roll Intelligence + Survival at TN 14 to locate the city.

Cities which have fallen more recently often still have a visible road, and will not require any roll to find.

2: Wandering Dwellers

Each city has some population of the servants of the local fiend. If a lich lives in the city, it has a lot of ghouls; if an ogre king lives here, it has goblins.

Additionally, lost cities attract other creatures which end up taking residence.

Roll 3*D*6 – each number which comes up determines one type of city-dweller. Ignore any repeats.

- **A seeker of the Temple of Curiosity** has enlisted 1*D*6 + 4 fully armoured sun guards as part of a reconnaissance mission for a warden. A camp sits nearby, with two more sun guards, six donkeys, and 20 days' rations.

  The seeker won't like anyone interfering with his business, so if he encounters the troupe, roll a Morale check (see on page 16); on a pass, he tries to kill them.

- **Oozes** of all types slide across the streets, which seem strangely clean, and free of debris or foliage.

- **chitincrawlers** hide in every abode. Verdant berries of every colour have encouraged deer into the area, but every shadow gleams with thick webbing.

  1*D*6 + 8 live here in total.

- **Griffins** look down from every tower. The high towers make perfect perches to surveille the area, and the degrading wood helps to make nests.

  Each tower has 2 griffins at the top.

- **Woodspies** have not only made this place their home, they have taken to imitating the items in the area, such as stools, piles of books, or chests.

  1*D*6 + 4 live here in total.

- **Demilich** covens help these undead sorcerers study with their own kind. However, their lack of basic empathy makes them dangerous to each other – none of them really trust the others, so they share information slowly, always hinting that they have more to teach while masking their true abilities. Whenever one is wounded while another is not, they both attack each other (the first has spotted the right moment to slay a potential enemy, and the second knows what the first is thinking, as they all operate by the same unempathic principles).

  Roll 1*D*3 + 1 to determine the number of demiliches.

3: Tall Towers in the Labyrinth

Wooden rooves rot, leaving bear stone walls across much of the fallen city. Some walls collapse, opening new passages, while trees grow and thorny bushes grow to block doors and streets. A twisted, mossy, labyrinth forms.

Despite the rot and chaos, some buildings still stand tall. Once a PC climbs to the top of a tower, two things happen:

- The tower's vast perspective grants a +2 Bonus to foraging, as they spot good places to investigate (such as places which look like guild houses, or less-damaged areas of the city).

  This only works while the character can see, so it probably only works during daylight.

- Any undead in the city can clearly see the character, and will begin moving towards them.

- There is a 1-in-6 chance of seeing the dwellers of the city interact with each other (start lowest to highest).

  If the city has a curious seeker and some acidic oozes, then the character may see the seeker running away from the oozes. Or if the city has chitincrawlers and griffins, they may see a griffin caught in a web.

Climbing these buildings gifts a wide perspective of the city, which grants a +2 Bonus to the PCs' foraging rolls.

Roll 4*D*6 – each number which comes up indicates a tower in the lost city.

- This old Temple of Poison had lavish beds up at the top, though the only current inhabitants are dead spiders and rat-droppings.

  The kitchen has a basement, filled with sealed clay pots. The wooden ladder has rotted, and will break once anyone of Weight Rating 6 or more steps onto it.

  Anyone investigating the basement should make an Intelligence + Vigilance roll (TN 10). Success means they have found a secret stash of 2 GP, hidden in a honey pot. Failure means that a clay pot has gone rotten, and explodes; the character has contracted Corpse Hands (on page 52), and they will start to feel the effects after 2 Intervals.

- This tower has one wall remaining – a Speed + Athletics check (TN 8) allows the climber to see a little in all four directions.

- This tower once held the sun guard, but now has a single servant of the local fiend (usually goblins or ghouls). If the PCs do not take it by surprise, it will shout for aid (the undead can shout to other undead silently).

- This tower stands tall enough to see all around. The bones of dead humans fill the stairway.

  Any movement which disturbs the bones will send them falling down the stairs with a clank and a thud. PCs must roll Dexterity + Stealth (TN 11) to move past the bones without issue, or else waste an Interval moving everything down by hand (in this case they roll Dexterity + Crafts, TN 7).

❊ FORAGING ❊

Roll	Place	Prize 1	Prize 2 (Talismans on page 88)
⚀	Under a hidden floorboard – broken patches show something underneath	golden ring worth 9 SP	Scroll of Friendship
⚁	Hidden room, behind an old bookcase	ornate silver earrings worth 1 GP	gem encrusted broach worth 2 GP , and 17GP
⚂	In empty home, inside a dark and empty doorway	saphire pendant worth 1 GP, and gem-encrusted headband, worth 2 GP	gold-looking necklage made from fool's gold (worthless), and 17GP
⚃	Inside a largely preserved house. The family died peacefully, somehow. . .	27 SP and, surprise, woodspy! (page 44)	gem-studded ring, worth 9 SP
⚄	Behind a fully stone door, clearly used as a safe. Opening it requires Intelligence + Crafts (TN 12 to do so quietly, otherwise, TN 7)	signet ring, worth 2 GP	Blood Candle (find Talismans on page 88)
⚅	Lying under a pile of human bones	17GP	Scroll of Friendship

⚄ The old citadel still stands, despite decay. Parts of the original warden's home have rotten flooring, so moving through it requires a Wits + Crafts roll (TN 8) to notice weak areas of flooring, and the best way to walk. Failure indicate that the character falls two steps[4] and makes an awful sound.

1– On the second story, characters will encounter the city dweller with the lowest number.

2– If anyone gets to third story (which requires three rolls), then they will find a cupboard with 17GP.

⚅ This tower holds an empty library, once part of a Temple of Curiosity. It has no books, and little stability left.

Upon entering, PCs can make a Wits + Crafts roll to understand if this tower will hold their own weight (the rolls tells the PC nothing about others). Anyone with a Weight above 5 prompts the structure to collapse, but only once they have reached the top.

If the tower begins to collapse, anyone inside can run down (Speed + Athletics, TN 9), but failure indicates the building has collapsed upon them, inflicting 4*D*6 Damage.

Or the PC can elect to jump, and try to grab something nearby (Speed + Athletics, TN 12), but failure indicates that they will suffer a nasty fall of 2*D*6 Damage.

4: Creeping in the Cold Labyrinth

When the PCs want to move through a lost city, they roll Dexterity + Stealth to remain quiet. The TN is normally 8, but often easier.

- -1 if moving at night.
- -1 in the rain.
- -1 in a storm.
- -2 if the dwellers are busy with something.
- -4 if hiding indoors.
- +5 if lighting a fire.

The undead are a separate matter. Even if the troupe move around silently, any active undead will spot them, unless they have some way of hiding from the sight of the dead.[5]

When the roll fails, Then they have an immediate encounter, in this order:

1– The dwellers with the lowest number.

For example, a city with oozes and griffins would mean that if the PCs *make a noise, then an acidic ooze wanders out of a house, and heads towards them. Then on the next failed check to creep around, a griffin would attack.*

2– 2*D*6 + 8 of the fiend's servants encounter them, and attack.

Usually this means a lot of goblins, or a lot of ghouls.

3– The fiend itself has awakened, and begins planning an assault. They will probably not approach the PCs, but will find a vantage point to see the PCs from, and coördinate attacks.

Running away, requires a Speed + Stealth roll, at a TN equal to the enemy's Speed + Vigilance.

[4] See the book of *Core Rules*, page 22 — Falling Damage: equals half the steps fallen, plus the character's Strength.
[5] See page 62.

Trying to fight means making more noise. Every 1*D*6 rounds, another encounter occurs.

5: Foraging Quietly Each time the PCs forage, they roll Intelligence + Vigilance (TN 12) to figure out where the best loot lies. If they succeed, roll 2*D*6 – the first die determines the place, and the second determines the prize!

- Once they have a prize, cross it off the list.
- If they get the same number again, they will find the second prize with that number.
- The third time they roll a number, they find nothing – lost cities only hold so many treasures.
- If the PCs split up, each one can perform individual rolls, so they will loot far more efficiently, but run more chance of one getting caught alone.

Climbing the Walls PCs might feel a temptation to climb the outer walls to get a proper perspective of the city, but doing so leaves them visible to every dweller within.

They gain a +2 Bonus to foraging rolls, but one of the dwellers with the highest number moves (or flies) to attack them.

IV Depth

Finishing the Map Once you have each area detailed, you have a complete map, but you can always add more details.

- Draw contour-lines inside any lochs.
- What are the roads' names?
- Are there any humans? If not, you have just begun a 'West Marches' style of Chronicle, where the PCs explore a grand, new wilderness.
  - 1– Roll 1*D*6 and draw a broch between that point, and the map's edge.
  - 2– Set the Civilization Rating to 1 (details on page 18). Only traders will come to grant food, and they will charge ten times the normal prices. If the PCs ever fail to pay for food, then the Civilization Rating drops to 0 for three weeks.
- Do you have any points with civilization, but without a road connecting them to anywhere? What would the neighbouring points think about people they occasionally see, but cannot reach by road? What rumours would the troupe hear about those places?
- Select two neighbouring points on your map, and make a new map based on them. Add detail, put names on everything, and maybe add some misleading elements.

  If you want to put forests on this map, make it an abstract shape with a clear border, and make sure it goes right up to the edges of the map. Everyone in Fenestra knows they inhabit a tiny island of civilization, walled in by a towering, green, sea.
- Follow a road leading off your map. Where does it go?

  Start a new map, and connect them by the roads which venture past the page. Repeat until you charter the world.

Player Connections How are the PCs connected to this land? Make a numbered list of possible past events, with a default and non-default race for each entry.

- If a human rolls a point where humans live, or a gnoll rolls a point where gnolls live, then they come from that place – perhaps from a town, or baileys surrounding it.
- Otherwise, they may have a connection to a nearby fiend, living between the points. Perhaps the fiend destroyed their home and family. Perhaps they suffered an attack on the road which still haunts their dreams.
- Non-humans rolling a human town might have worked with whatever the town is famous for (step 2 on page 2) – a gnome might have worked as a tracker, or come to the city to listen to its famous bards. Or perhaps a gnoll helped keep the great beasts in a town's Pit of Justice.
- Humans rolling an elven settlement might have been raised there, or lived there for some time after fleeing the law.

When the players create their PCs, have each one roll on your chart to determine their connection to the land.

Your chart might look something like this:

1– Horseshoe Valley

Humans: you grew up in a little bailey by Horseshoe Valley, and want to seek your fortune in the wider world.

Others: you came as a trader to purchase iron goods, but soon grew scared of travelling the road alone. Life in the night guard now seems safer than travelling with all those goods.

2– Elven Meadows

Elves: you come from the elven villages. While the elders gave their blessings, they made you swear never to bring outsiders back home.

Others: the local hag – 'Thingizard' – killed your family and tribe. You alone escaped, and now dream impotently of revenge.

3– And so on…

Chapter II

The Oracles

This chapter has random encounter tables, random baileys event lists, and plenty more, for all the things that threaten to stump a Judge mid-way through a session. But first, we're gonna get weird. Please bear with me.

I Astronomy

The Cycles

The Ainumar shines bright in the night sky, and appears a little larger than our moon does to us. A raging storm moves across its face, which people can see about half of the year. They believe that the gods live there, inside the moving eye of the storm.

Fenestra swings around the Ainumar, coming so close in that it could almost kiss the gods, and then hurtles back to sit in empty space, far away from the Sun.

Fenestra changes constantly as it circles the Ainumar, and the Ainumar circles the Sun. The current season determines the events in the sky, which monsters stalk the endless forest, and which plants are in bloom.

Every sixty days Fenestra completes a cycle around the Ainumar, before a wrath descends, bringing earthquakes, lightning, and tidal waves. The wraths last around a day, and mark a change in weather.

Each year has six cycles.

Niquis is the first cycle, and start with mild weather, and after three days an eclipse blots out the Ainumar.

At the end, an unusually warm wrath allows any cold-blooded monster one last opportunity to gorge before the temperature drops rapidly.

Sables begins the second cycle with a warm wrath, then immediately after brings cold snow, then more each day.

At the half-way point – day thirty – a fifteen-hour eclipse plumets Fenestra into the black, frozen abyss of space. People say the eclipse represent's Sable's attempt to destroy Fenestra.

Halkin begins the third cycle with a long wrath as Grummel pulls Fenestra back from the shadows to consume more souls and awaken every basilisk from hibernation.

Three days before the end, an eclipse marks Sable's retreat as the last basilisk awakens.

Umba works like Spring, bringing warmth, lambs, and myriad insects. As the fourth cycle out of six, it marks the half-way point, when the weather becomes warmer.

Sylfs begins the fifth cycle with a cold-snap eclipse, just as the wrath hits, then quickly becomes scorching hot. No sane creature stays in the Sun for long during this cycle.

Lantalka begins the last cycle with an eclipse and a sudden temperature drop. The next day returns to feeling warm, but never quite as warm as in Sylfs.

Over the next sixty days, the temperature slowly falls, until Niquis begins a new year.

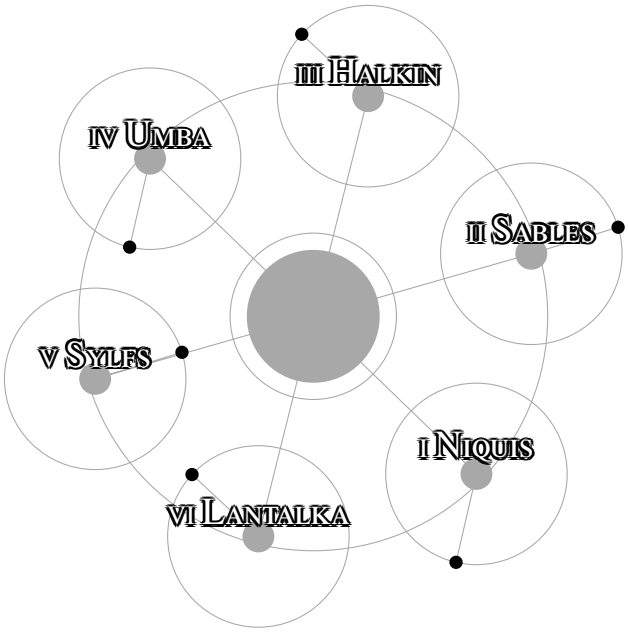
Cosmological Events

The changing sky brings danger, but also power, as many events boost people's spell Spheres – even those who had none before. These bonuses stack with Concoctions, so someone with the right know-how can (and do) stand under the unnatural darkness of an eclipse, holding the ground-up remains of a stirge queen, with auroch hooves boiled to melting point, at the top of a mountain,[1] screeching about opening a portal from a distant bailey to an underground realm.

Since most people don't know any spells, they have little use for the extra Sphere, but this marks a good time to learn.

[1] High level spells often have such a long casting range that casters must climb high to see their target.

Games Night	Cycle	Climate
November 1	Halkin	mild
November 16	Umba	warm
December 1	Sylfs	scorching
December 16	Lantalka	warm
January 1	Niquis	mild
January 16	Sables	frigid
...	...	...
May 1	Halkin	mild
May 16	Umba	warm
June 1	Sylfs	scorching
...	...	...
October 1	Niquis	mild
October 16	Sables	frigid



Since mana comes on the wind, people can regenerate more or fewer MP depending on the weather.

❊ Weather ❊

12	Torrential rain (or heavy snow during Sables)
11	Lightning storm (4 MP)
10	Thunder
9	Light rain (or snow over Sables)
8	Clear skies (or heat wave during Sylfs)
7	Mild breeze
6	Dead calm (2 MP)
5	Overcast (or cold snap during Sables)
4	Mist
3	Biting winds (4 MP)
2	Hurricane (4 MP)

Cold snaps can drain the life from characters and wildlife in a blink. During the cold, each Interval without protection inflicts 2 EP.

The mass disturbances in the air, mixed with the darkness, creates a kind of magic in the air, which grants +1 to everyone's Fate Sphere, including those who cannot normally cast spells.

Eclipses plunge Fenestra into sudden daytime darkness, as the Ainumar blocks the Sun. For this entire Interval, the winds becomes more pliable, and anyone with a voice to speak gains +1 to their Air Sphere.

Heatwaves will turn most armour into a liability, as all travellers in direct Sunlight will endure 1 EP each Interval while wearing loose-fitting clothes, or +2 in heavy clothes.

During a heatwave, everyone gains a +1 Bonus to their Fire Sphere.

Snow slows every journey to half the standard speed. The added cold also inflicts 1 EP each Interval a character spends exposed. In the deep forests, this makes little difference, but an open road which once granted five miles of easy travel per Interval would only allow three miles once covered in frost.

Wraths

Every sixty days, a wrath comes, bringing calamity.

Earthquakes can topple bailey walls, houses collapse inward, and gnomish warrens have their planning tested from the foundations to the rooves. Despite the shaking, most structures remain standing. Architects in Fenestra design castles for quakes, and dwarvish settlements, down at the edge of the Labyrinth, often feel nothing, as underground caverns don't shake during quakes as badly as the surface does.

When quakes break bedrock, everyone with the tiniest understanding of magic finds themselves able to speak to stone, at least a little, as rocks and ice start to wake up. This time grants a +1 bonus to everyone's Earth Sphere, for the short duration of the quake.

Floods damage infrastructure worse than earthquakes. They rot food, and degrade the foundations of houses in subtle ways, which only become apparent years later. High fortifications remain untouched, but underground dwelling runs the risk of water pouring in from above, and driving everything inside up into the Sunlight.

Fenestra's predators seem to have an instinct for floods, and will camp outside any homely holes in their territories.

Travel during a flood poses serious problems – any affected area will half the travellers' rate of movement.

While floods occur, everyone gains a +1 Bonus to their Water Sphere.

Hurricanes make travel challenging, and reduce the standard miles travelled by 1. All large items – rooves, carts, et c. – have a 1 in 6 chance of getting pulled off and possibly thrown by the wind.

Landslides will block all travel across an area for one full Interval, and everyone in the area has to flee or seek shelter. Groups use a single Natural Roll roll of Speed + Athletics (TN 10) to determine the outcome for everyone. Anyone who fails becomes buried; they break free with Strength + Survival (TN 10), or remain buried forever.

With enough foot-fall, the penalty reduces to nothing, as others stamp the snow down, reducing it to frosty mud.

Parallel Time

Fenestra's time keeps moving, just as ours does, but faster. For every Mundane month, Fenestra experiences two sixty-day cycles. While we have October, Fenestra has 'Niquis' – a mild season.

Every three Mundane months, Fenestra begins a new year; so on January, April, July, and October the 1st, a new cycle starts with Niquis. Four days pass there for each of ours, so when we hit the second day of the month, Fenestra hits day 8 of a cycle. Then on the 15th of each Mundane month, the cycle hits day 60, which means a wrath descends, and a new cycle begins.

During a game, the Judge tracks time as usual, skipping over large chunks as they please. But each week should not track more than half a cycle (i.e. thirty days in Fenestra). Games which begin with a new cycle will begin with a wrath, and games which cover the full thirty days until a cycle's end will end with a wrath.

And if your face has contorted with disapproval and you wonder about the point of keeping every Downtime consistent, read 'How to Avoid Scheduling Conflicts' on page 77.

II Things on the Road

Creatures

Which creatures are active depends on the cycle's temperature.

18	Umber Hulk (page 48)	○
17	3*D*6 Deer	◖
16	Weird fungus (page 50)	◖
15	Chitincrawler swarm (page 40)	○
14	Strange plant (page 50)	◖
13	Bluepins (page 39)	○
12	Stirges (page 43)	◖
11	Basilisk (page 38)	○
10	Chitincrawler (page 40)	○
9	Bear (page 39)	●
8	Woodspy (page 44)	●
7	Mouthdigger (page 42)	●
6	1*D*6 Griffins (page 42)	◖
5	Boar (page 39)	○
4	1*D*6 × 20 Aurochs (page 38)	○
3	1*D*6 + 6 Wolves (page 43)	◗
2	1*D*3 Goats	◖
1	Hibernating creature (1*D*6 + 7)	◖

During frigid Sables encounters use the first 1*D*6 to find the number of days until the encounter, the second 1*D*6 for the result, and the last to determine the number.

Rolling ⚅ ⚄ ⚀ would means 'after 4 days, the PCs encounter a goat during the morning'.

The mild cycles uses the lowest of the first two dice to determine how many days until the encounter occurs. Add the next two dice to determine the encounter.

Rolling ⚄ ⚀ ⚄ ⚅ would means 'after 1 day, the PCs encounter a herd of 80 aurochs during the afternoon'.

The warm cycles use use the lowest of the first three dice to determine how many days until the encounter occurs. Add the last three dice to determine the encounter.

Rolling ⚄ ⚄ ⚄ ⚃ would means 'after 2 days, the PCs encounter a chitincrawler'.

During scorching Sylfs use use the lowest of all four dice to determine how many days until the encounter occurs, and the highest three of the four dice to find the encounter. The last die determines any quantities.

Rolling ⚄ ⚄ ⚀ ⚃ would means 'after 1 day, the PCs encounter a basilisk..

Morale Checks give the Judge an impartial way to rule when antagonists flee from combat. At the start of an encounter, roll 2*D*6 and leave the result on the table. If the creature has more HP than the roll, it attacks; otherwise, it watches quietly.

Chitincrawlers often have 10 HP, so they often attack people the moment they spot them. Griffins have fewer HP than chitincrawlers, so they are more likely to stalk the party, or simply leave. And goblins might have only 5 or 6 HP – they know how small they are, and prefer to spend time laying traps, or stealing equipment, rather than engaging directly. Every HP a creature loses could prompt it to turn and flee, so sometimes only wounded creatures will flee, while others keep fighting.

On a tie, the creature pauses to reassess the situation. A single chitincrawler eyeing up a party might display its claws, then observe their reactions; if the troupe do nothing to change the situation (such as casting a spell, or making a loud noise) then the creature rolls again.

Roll	Health Points
⚀ ⚅	10 (*ATTACK!*)
⚀ ⚅	8 (*ATTACK!*)
⚀ ⚅	5 (*wait...*)
⚁ ⚄	4 (*RUN!*)
⚁ ⚄	2 (*RUN!*)

PCs do not take Morale checks – the players decide when it's time to run away by the look of the situation. Usually a good time is when all the FP have run out. However, NPCs travelling with the PCs still take morale checks as usual.[2]

Beyond the Edge every noise or light becomes a beacon for creatures all around. If anyone shouts, makes a fire, or otherwise draws attention to themselves, roll 1*D*6; on the roll of a '1', roll on the encounter table immediately.

Deer and auroch flee when they hear a sound, but predators will immediately hunt for the source of the sound, and arrive after an Interval.

[2]The Judge may also wish to cut all Morale checks for any NPCs with remaining FP.

Fast Rolls

Nobody likes waiting while a Judge makes multiple dice rolls. Generate a full encounter instantly by casting four dice like a fist of rune-stones; read their left-to-right order, and interpret the last two as weather.

⚄ ⚀ ⚁ ⚂ Even if the dice-roll looks like a complete mess, every roll has a visible left-to-right order. Arranging this example roll, we would get ⚂ ⚄ ⚁ ⚀.

One scorching Niquis, the PCs *emerge from a broch, and head towards a bailey.*

⚀ ⚅ ⚁ ⚃*: A mild breeze blows. They meet a trader on the road, selling salted meats, but a jotter already gave them some rations, so they continue towards the bailey. Work is difficult, and takes three days.*

⚃ ⚂ ⚂ ⚀*: The day they head back, a thick mist rises. A griffin spots them, and begins its mimicry, singing a child's song from the forest (see on page 42 for notes on their mimicry).*

Once Sables hits, their next mission involves going past the Edge of Civilization. ⚁ ⚂ ⚂ ⚄*: After two days of peace, snow falls. As the* PCs *make camp, nine wolves take the opportunity to steal their food.*

⚄ In a town	18	Umber Hulk (page 48)	○
⚃ By a town	17	3*D*6 Deer	◖
⚅ Inner baileys	16	Weird fungus (page 50)	◖
⚂ Outer baileys	15	Chitincrawler swarm (page 40)	○
⚁ By a broch	14	Strange plant (page 50)	◖
⚀ On the lonely road	13	Bluepins (page 39)	○
Torrential rain (or heavy snow during Sables)	12	Stirges (page 43)	◖
Lightning storm (4 MP)	11	Basilisk (page 38)	●
Thunder	10	Chitincrawler (page 40)	●
Light rain (or snow over Sables)	9	Bear (page 39)	●
Clear skies (or heat wave during Sylfs)	8	Woodspy (page 44)	●
Mild breeze	7	Mouthdigger (page 42)	○
Dead calm (2 MP)	6	1*D*6 Griffins (page 42)	◖
Overcast (or cold snap during Sables)	5	Boar (page 39)	○
Mist	4	1*D*6 × 20 Aurochs (page 38)	○
Biting winds (4 MP)	3	1*D*6 + 6 Wolves (page 43)	◗
Hurricane (4 MP)	2	1*D*3 Goats	◖
	1	Hibernating creature (1*D*6 + 7)	◖

The Civilization Rating

More civilized areas have fewer creatures and more traders. If the first die is equal or below the Civilization Rating, replace the usual creature encounter with traders. In this way, anyone approaching a town will slowly find the natural encounters being eaten away by civilization.

The time until the encounter looks at a number of dice equal to the Civilization Rating, and selects the lowest; so a Civilization Rating of '2' means the lowest of the first 2 dice are used to see how many days until the encounter occurs.

- ⚀ On the lonely road indicates a caravan with 1 useful item.
- ⚁ By a broch indicates a caravan with 2 useful item.
- ⚂ Outer baileys indicates a caravan with 3 useful item.
- ⚃ Inner baileys indicates a caravan with 4 useful item.
- ⚄ By a town indicates a caravan with 5 useful item.
- ⚅ In a townmeans no possible monster encounters, and PCs can use the local, massive, markets.

Items for Sale use the remaining dice to determine what the traders have which might interest the PCs. Traders always shout this information ahead of them, to entice people to buy their goods.

- ⚀ Fresh fruits (20 cp per day's worth, but they go rotten after 2 days)
- ⚁ Bows (5 sp) and arrows (50 cp)
- ⚂ Torches (4 cp)
- ⚃ Salted meats (7 cp per day's worth)
- ⚄ Rope (120 cp)
- ⚅ Caged beast (use the creature from the encounter number)

Each of your encounter dice also represent an interesting item the traders have. For example, rolling ⚃⚂⚂ would indicate that the PCs can buy some rope and torches.

Traders also purchase live monsters for a number of sp equal to their CR, or half that number if the body is well prepared.

III Missions at the Broch

When players start a game, their characters will be fodder, with menial, pointless chores. These menial chores do three things: first, they let players know their characters' place in society; second, they let new players get used to resolving actions; and third, they set the right tone for the pace. In just one roll the characters complete a 'mission' to shine armour, then they might help a bailey within fifteen minutes' of Mundane time.

Once a PC or two has risen in rank, the missions will take more time, skill, and effort. These higher-level missions have two purposes: first, they push the PCs into the wider-world where Side Quests force them into further action; and second, so you have something for them to do when you don't know what to do.

So when the game feels full, ignore the missions; the jotter doesn't need anything right now. But the moment the game feels like it has no direction, come back and roll up a new mission.

The troupe leader takes responsibility for the troupe's failure, whether or not anyone actually listens to them. At the start of each mission, a jotter will appoint the character with the highest rank (ties are broken by Charisma + Deceit).

Successful missions mean the jotter will promote the lowest-ranking member of the troupe, or possibly two, if they did well.[3]

- Roll 1*D*3 for fodder.
- Roll 1*D*6 for diggers.
- Roll 1*D*6 + 1 for archers.
- Roll 1*D*6 + 2 for cutters.
- Roll 1*D*6 + 3 for rangers.

Then add a complication with the same bonus as before (page 20).

Goal

1– A ranger says to

- ⚀ clean out the shit-pits; his first, his horse's second, then everyone else's.
- ⚁ shine his armour.
- ⚂ take his wine delivery up to his room, at the top of the broch.
- ⚃ clean the broch, top to bottom.
- ⚄ give a complete recount of the area you come from. They need the information for 'data related purposes'.

[3] Many of the night guard actively avoid gaining any kind of rank, as it only leads to more difficult duties.

- check the perimiter – just run round everywhere that's not forest.

Don't dawdle, or I'll add 10 SP to your debt.

2– The jotter orders you to

- help the piper! She has a cough, so tonight you can sing to call the forest out to fight.
- shoo those griffins off the roof. They're making a nest, but nobody can land an arrow on them all the way up there. Take this broom and climb up top, there's a good lad!
- scrape the dreameater moss off the walls. It's grown so high it's near the top, and it keeps giving the broch nightmares (find details on page 51).
- stand watch over the hole in the wall overnight. Bricks should be here in a few days, so just don't take your eyes off it till then.
- go pick some berries in the forest. They're about a mile North, next to a tree with lots of branches, by a river (or was it a bush?).
- go chop wood. Here's an axe.

. . . or you'll sleep outside the broch tonight.

3– The jotter needs you to help a bailey

- by watching over its sheep. Something nasty has taken ten from inside a barred door, and nobody knows how.
- by widening their road. Spend the next week going along the road, cutting, burning, and pushing back the forest. The bailey will feed you.
- deal with its basilisk problem. Bonus points for finding the nest.
- clear the perimeter – they need someone to raise and chop all around the edges.
- lay five traps around its border. They have a Weight of 10 each, so you can take this old donkey and cart to help.
- to defeat the local bandits. If the bandits find out about the PCs, they will simply leave for a season.

And if you fuck this one up, don't bother coming back – you can find a new broch.

4– The jotter tells you to transport a

- child to wherever they're from (something attacked its caravan, so he fled).
- convict to the Pit of Justice (might be a witch, so best gag them).
- guild leader to town (bandits killed the rest of their entourage).
- wounded ranger to the nearest Temple of Sickness.
- Talisman to the nearest Temple of Curiosity (select one on page 88).
- secret document and drop it at the meeting place (roll 1*D*6 for the point on the map).

This one's serious. *If you screw this up, I'll see you in the Pit of Justice, and make sure you swing.*

5– The jotter says to

- lay these three traps around a nearby bailey. They weight a tonne, so take these six donkeys and just try to work something out.
- deliver a message to a local fiend. You do not have to approach them, but you *do* need evidence that they received the message.
- buy some food from a bailey and get back here by morning. Seriously – everyone's hungry. Get going. NOW!
- find out what happened to the night guards who disappeared on another mission, and bring back their stuff if they're dead.
- clear a road blocked by some creature (use the highest possible monster roll for the place and season).
- hunt down a half-elven witch who leads a crew of bandits.

6– A travelling tradesman wants you to

- come guard his caravan on a journey to the next town. He'll pay you 30 SP.
- take this crossbow – it should keep you safe.
- tell him about what the night guard are up to. He will join you on the road and pay 5 SP per person for the 'news'.
- tell her about any interesting things you might have found on the road. . . anything you maybe haven't reported to the jotter. . . maybe something you need help getting rid of. . . ?
- deliver something to a local fiend. The tradesman has just what it wants. She can pay a total of 60 SP.
  Nevermind 'why', Yonder take ye!
- break a friend out of jail in a nearby town. He had no idea those items were stolen!

Tell nobody – you could get in a lot of trouble for moonlighting! (re-roll to find your orders)

7– A thane requests you seek out the

- night guard deserter, and prosecute them in the local Pit of Justice.
- fiend with the lowest number and find out what you can (but don't get too close).
- elven fence, who sells stolen items to traders from far-away lands.
- native speaker of Gnomish, because someone needs a book translated.
- doula, famed for her healing abilities, to help the local warden. She doesn't want to help for some reason.
- local fiend, and find everything they can about it.

8– A builder orders you to capture a

- bard, known for spreading completely unverified rumours about the wardens.
- witch, who keeps casting strange and deadly enchantments on local plants.
- place where mana wells up from the ground. It lies somewhere in the forest, or so the bards sing.
- creature for the arena; the wardens want to see some good sport.
- ray of full moonlight. The doula need it for something, but won't explain what they mean.
- thief in the act. He robs wardens at night, but nobody has seen his face.

9– The reeve needs you to travel beyond the Edge and

- find where those goblins come from.
- confirm what you can about this map – it makes some strange claims.
- bring back a feast of basilisk eggs – the warden wants to impress a lady.
- recover the golden wand from the lost city. We hear it lies there, but if we heard wrong, return with evidence that there is no lost city there.
- confirm the doula's claims about the great site for starting a new bailey.
- deliver this message to the local elves, or gnomes, or whatever they are.

10– Take the day off – you've earned it!

Complications Add a bonus for rank, as before.

1– The jotter has assigned a Cutter to stand watch over everything you do. They won't help, they only make sardonic comments.

2– Take this Wanderer from the Paper Guild with you to chronicle the mission. And *don't* let him get hurt.

3– Rival night guards work on a related mission. Roll the second *D*6 again, to find their quarry. Both items are related.[4]

4– There are two of them![5]

5– Roll two more complications! If you roll '5' again, treat it as rolling '2'.

6– The troupe leader has developed a nasty disease (on page 52). You'll have to visit town's Temple of Sickness for a cure.

7– A distant warden hopes for their failure, and has sent his men to stop them.

8– A nearby fiend does not want the mission to succeed.

9– The Temple of Poison has a vested interest in the mission failing, and will influence all the groups they can to stop the troupe succeeding. If the troupe have an encounter with an intelligent creature (such as a bandit or trader) there is a 50% chance they work as a spy for the Temple of Poison.

At the Broch

Brochs often run short on supplies, especially when they don't have many baileys nearby. Once the PCs arrive at a broch, make a roll to see what it lacks.

- A piper. Looks like you'll have to play the pots and sing to the beasts!
- Food. There's only 1 days' worth left, and they're not for you lot!
- Weapons. We have someone guarding the kitchen knives, so go find a stick in the forest if you need something to protect yourself.
- Arrows. Looks like you'll have to stand outside and do the job by hand!
- Torches. But don't worry; if you're blind, they're blind, so it kinda evens out.
- Night guards. Nobody's here but you and a grumpy jotter.

If an area suffers from poverty and death, it always affects supplies to the brochs. In this case, you might roll two dice at each broch to see what's missing, and increase this roll until prosperity returns.

[4] For example, if you roll a '5' then 2, the PCs would have to deliver a letter to a fiend. If the rivals rolled '4', they would need to find some presumed-deceased night guards, and may upset the fiend in the process. Perhaps both missions involve targets who travel together, or perhaps one mission's success leads to the other's failure.

[5] If the troupe need to transport a wounded ranger, they hear about another wounded ranger en route, and have to rescue the other as well (after finding them). If the troupe need to find a doula, then the doula tells them they first have to help find her sister.

IV Emergent Situations

The PCs will find more trouble than monsters as they travel. Whenever a journey ends, a situation begins.

- Bothies: on this page.
- Baileys: on the current page.
- Lonely taverns: on the following page.
- Town: on page 23.
- Pit of Justices: on the following page.

Bothies are small half-way houses on long roads, built so that travellers can sleep safely after Sundown. Some have a single fireplace, and enough room for a half a dozen people and a donkey.

Each bothy begins when someone dies on the road, and others leave rocks there to pay their respect. If enough people gather rocks, it becomes a cenotaph, and takes the name of the fallen. If more rocks follow, the cenotaph becomes a bothy.

Anyone using a bothy must gather and leave as much firewood as they found when they entered, except the night guard, who must leave even more, fix anything which needs fixing. Nobody will trust someone known to leave a bothy in a bad state, but if night guards leave them in a bad way, they will face questions in the Pit of Justice.

Roll to check a bothy's circumstances upon arrival:

- ⚀ All full! Seriously, we have a dozen horses and two dozen people in here. You're the night guard – sleep outside!
- ⚁ Nice and comfy bothy, with two piles of logs. Only one of them is a woodspy…
- ⚂ Two night guard deserters have camped here the last week, begging food from passing traders. They have ignored the last orders received from a jotter (roll on page 18) and will soon turn to banditry. Both have the rank of 'Fodder', and will lie about their situation, saying a jotter asked them to guard the bothy.
- ⚃ This bothy lies empty. The roof could do with some repairs, and the door's seen better days.
- ⚄ The last group never left any fire wood. They took the firewood axe as well.
- ⚅ A few traders have settled in. They will spend the night trying to sell their wares to the troupe (find their wares on page 18).

Baileys

2 ⚀⚁ A child steals from one of the characters.

3 ⚀⚂ A local archer shot down a griffin. It now sits in the central square, on a spit-roast.

4 ⚀⚃ Children have spotted a woodspy, camouflaging itself into a tree. A dozen have gathered to throw rocks at it from a 'safe' distance.

5 ⚀⚄ A few mouthdiggers have burrowed under the bailey. You can hear them at night. The farmers discuss plans to root them out, but nobody has anything solid.

6 ⚀⚅ Villagers gather to burn away or cut down all the foliage and trees they can, making space for their archers to see.

7 ⚁⚅ Rumours about the strange things happening on the highest neighbour (cannibalism, incest, and eating dwarven beards).

8 ⚂⚅ A child wants to join the PCs' troupe, his family disapproves but they will keep trying to join somehow.

9 ⚃⚅ A guard has saved $1D6 \times 30$ sp, and now hides in the bailey, having abandoned his duties.

10 ⚄⚅ A griffin has picked up a child, and flown into the forest. A dozen farmers prepare to go after it, but they move too slowly. Speed + Athletics, TN 11 to get to the child on time.

11 ⚅⚅ A troupe of bailey elders, armed with spears, return to report they have seen a fiend in the forest (check chapter 3 to see what the fiend was up to).

12 ⚅⚅ A wall has broken, and $2D6$ pigs run loose in the forest.

Lonely Taverns

These taverns exist on long stretches of road, far from any town, and charge high prices for a drink. They must live off traders passing through, and survive whatever the forest brings out.

Normal people don't stay for long. Those who stay a while often have problems with the local law, as these places often make their own laws. Barkeeps punish any robbery close to the tavern harshly, but don't often care about what people do around the towns. This makes these taverns a safe intermediate location where anyone can talk in peace.

Of course, bandits won't announce themselves as such when speaking with night guards, but then the night guards often won't announce their employment either, no matter how obvious that sword on their back makes them.

The Barkeep Roll 1*D*6 to find this cycle's barkeep (they change all the time):

- A veteran of the night guard, with a hundred war-stories. Of course when he tells them, nobody can get a drink, so don't ask!
- Someone from point 4 on the map, hiding here with a bounty on their head for thieving from a warden.
- An outlander from a land so far away, nobody has ever heard of it. Every story she tells sounds made-up, but the strange accent shows she really does come from somewhere distant.
- A powerful witch who swore an oath never to use magic again. He won't say why.
- A collective – you stay as long as you like, earn your keep, then go when you please. Sometimes in the colder Seasons, the place just lies barren.
- A dwarf who records all he can. The patrons say he works as a spy for someone, but they disagree about whom.

The Menu Roll 3*D*6 – the PCs can order any of these meals.

- **Griffin-wing:** freshly killed this morning, after the griffin tried to fly away with a gnomish patron. (10 cp)
- **Mystery-stew:** why are you hesitating? It goes rotten quick, so get eating! [6] (11 cp)
- **Sunrise Soup:** the chef found a new plant this morning, and he's already learning how to cook it! [7] (11 cp)
- **Deer:** thank the man in green, sitting in the corner – he caught it this morning. (10 cp)
- **Eye-Spy:** made with actual woodspy. (8 cp)
- **Get bent:** the barkeep's in a foul mood, because they need a day off. (0 cp)

The Patrons include 2*D*6 night guard diggers. Roll 3*D*6 for the rest, and accept the unique results.

- An elf who doesn't speak the Trade Tongue.
- A mixer from the Temple of Sickness, on a mission to recruit from the baileys.
- A doula, carrying a map of one point (roll 1*D*6 + 4), and preparing to make another.
- A piper who really wants to practice, and keeps justifying why they should be allowed to make loud noises.
- A caravan of 1*D*6 traders (roll their wares on page 18).
- A cartographer, here to collect information for the Temple of Curiosity.

Trouble at the Pit of Justice

Fenestra's legal system can be unpredictable, but must never be dull. When looking for a legal verdict, in the Pit of Justice the accuser and accused make speeches, and make a resisted roll of Charisma + Empathy.[8]

- The accuser always gets +1.
- Either side gets +1 for good evidence.
- Either side gets +1 for entertaining evidence.
- Membership in the a Temple of Justice grants +3 to the roll.
- Knowing the warden grants +1 to the roll.
- Either side gets -3 for insulting the warden.
- If the jester likes one side, they gain +1.
- If the jester hates one side, they gain -1.

The jester is fickle, the crowds love a twist, and the warden's patience grows thin.

A successful Accusation means a roll for punishment.

A tie means both characters may be in trouble: roll on the mistrial results, on the facing page.

[6] Chitincrawler 'meat' (webbing as sauce!)
[7] In fact this is Uproot, see page 51, for the effects.
[8] See page 56 for the building's structure.

A failed accusation means there is no punishment for the accused. However, if the accuser is not a high-standing member of a guild, they will receive punishment for wasting everyone's time. Roll for the accuser's punishment!

- The accused must pay a fine of $1D6 \times 1D6 \times 1D6 \times 10$ SP. Every day unpaid raises the fine by 10%. If they owe more than 2,500 SP, they must go to prison until they repay all debts.

  (interest reduces to 5% per day while in prison)

- The accused becomes the executioner – the job is 'for life!' (and apparently the crowd find this hilarious).

- The Jester demands the accused become a 'basilisk bather', and wash the stench off a basilisk as penance for their filthy deeds. To everyone's shock, the warden agrees!

- The accused seems like capable person. . . Capable of violence! Time to join the night guard as fodder.[9]

- Death by irony! The accused will be killed by the very thing they inflicted on others.

- Death by hanging! The accused must die!

  (Four sun guards enter, carrying swords and rope)

Mistrials mean that both accuser and accused must pay the price. After all, just because the accuser has wasted everyone's time, doesn't mean the defendant doesn't look like the 'wrong type', and if the accused makes their own accusations (as most do) then justice may demand that both suffer.

- Boring! We're here for justice, not a lecture. Both accuser and accused go to prison for $1D6$ days, then the trial repeats.

- Time to make up and be friends, during. . .

  Trial!

  by!

  BEAST!

  Let in the griffins!

  (everyone gets a shortsword, the warden declares any survivors innocent)

- Another accuser appears, to accuse the accuser of an even worse crime (this nullifies the first crime, as everyone forgets about it). Restart the trial!

- Accusation-switch! Accuser becomes accused as a new witness comes to light. (Restart the show and roll for the other side).

- $1D6$ SP fine each, for wasting time.

- The warden feels lenient – everyone goes free.

[9] See page 57. Anyone already in the night guard becomes demoted, but has no other punishment.

Town Events

Day	Night	Market	Tavern
⚅		A doula offers to sell Concoctions for 3 sp each.	Dead: nobody there.
⚄		A doula wants to purchase Ingredients, for 50 cp each.	Mostly dead: a single barman, and an alcoholic.
⚄	⚅	A trader stands outside a workshop, screaming that a cart fixer produces shoddy goods ('I almost died, out in the forest, when a wheel came off'). Moments later, the cart fixer attacks.	Two drinkers and two traders, discussing local prices.
⚃	⚄	The Temple of Curiosity have a famed Storyteller visiting, and everyone wants to know where dragons come from, in his latest tale of mystery and magic.	A dozen patrons, complaining about local crime, and hoping to see the Pit of Justice.
⚃	⚃	The workers at the bakers guild are rebelling, and have staged a walkout. Within a day, the Guild leaders will slip poison into the drinks of the organizers.	Myriad customers, all in for a quick drink. The bar empties soon after.
⚁	⚃	A merchant is selling basilisk flesh which he found on the side of the road. When guards ask if he took the basilisk recently killed by the night guard, he says 'no', and that his cousin sold it to him.	A slap-fight breaks out between two seekers, as one won't tell the other the answer to a riddle.
	⚂	A shady fence hangs around the market, whistling a happy tune. He left all his goods in a nearby, seedy tavern's basement.	Nine confused patrons sit in a corner, surrounded by a wedding party of hundreds.
	⚁	Four thugs, waiting to rob anyone who looks weak.	The barkeep is raving at people to fetch him a mixer for an elixir for his illness (Mindflash Syndrome, page 52), but none will come since he insulted a helper last year.

Chapter III

Fiends

In a world of wandering monsters, sensible habits let people outsmart most of them. One can predict beasts, but not calculating, intelligent enemies.

These sentient creatures live outside of civilizations, and feed on it. Unlike beasts, they do not usually stop to feed after killing one person, but can kill entire caravans, or sometimes whole baileys.

Fiendish Plans provide suggested events and rumours. If the troupe approach too close, they may become part of the plans; otherwise, let them hear about the results of fiend's plans through local gossip.

The plans have no hard rules or duration. Once a plan reaches fruition or failure, you can roll another, and note down the current events on your Judge sheet.

I Bandits

Bandits begin when farmers run out of food, or city-dwellers lose their jobs, they have only two option – banditry or the night guard. People generally select whichever comes along to recruit them first.

Many bandits begin life the same way:

1– One freezing-cold Sables leaves a bailey without much in the way of supplies.

2– People with alternative places to stay, leave.

3– A trader arrives, and sees a desolate bailey, with nothing to trade.

At this point, the remaining farmers have two options, and they know it:

- Let the trader return to town, and inform all the other traders not to bother with that desolate little bailey on the outskirts ever again.
- Take the trader's items and survive.

4– The night guard soon come to destroy the newly formed 'bandit bailey'.

5– Assuming the farmers are sensible, they leave, set up camp somewhere in the forest, and set up some new homes there.

These groups usually don't live long, but some manage to create a long-term place of residence, and plague all the baileys around for years, or even decades. Once they've set themselves up with a long-term base, they form the same relationship to civilization as any other fiends with one important difference – they can walk into any town and trade, just as long as nobody recognizes their faces, or their goods.

People sometimes make a distinction between bandits and brigands, where the former begin as farmers who take to robbery, and the latter start as members of the night guard.

Bandit

Strength	3	Dexterity	0	Speed	0
Intelligence	2	Wits	-1	Charisma	0

Skills Melee 1, Crafts 2, Cultivation 2,
Knacks Specialist (husbandry)
Equipment Flail, 2*D*6cp, dried fruits.

AP 3 (AP Cost: 2), Att 7, Dam 2D6+2, HP 9, Weight held 1, CR 2

Seasoned Bandit

Strength	1	Dexterity	0	Speed	-1
Intelligence	0	Wits	-1	Charisma	0

Skills Melee 1, Vigilance 2,
Equipment Longsword, complete leather, auroch tongue, 3*D*6cp.

AP 2 (AP Cost: 2), Att 10, Dam 1D6+3, DR 3 (15!), HP 7, Weight held 5, CR 2

Plans

Roll 1*D*6 to find out what the bandits want this week, with Bonuses for the temperature, because people show their teeth once hungry. And if the bandits ever suffer serious losses during a fight, add another +1 to the roll.

Frigid	+4
Mild	+1
Warm	+0
Decimated	+1

So right now, the bandits want…

⚀ To split the community in two. The roads cannot sustain them all, so they will build a second encampment, as far away as possible, and half the group will move.

Place another bandit bailey on the map.

⚁ To just relax for a day.

They enter the largest town, posing as foreigners, and enjoy the bars,markets, and gossip for a day.

⚂ To sell vegetables.

They've had a good harvest this year, and want to sell the excess. They lie about where they've come from.

⚃ The troupe reach a bothy, and find it already full of 'traders', going to sell rare fabrics.

Before morning, they pull weapons out, and attempt to rob the most valuable items of anyone staying there.

⚄ To rob bothies at night.

They lay quietly, and simply wait for any traders to leave their gear outside. Then they wedge the door shut from the outside with a specially-shaped piece of wood which pushes against the frame. People inside only hear the cries of horses.

⚅ To get better weapons.

The bandits surround the PCs on the road, but act like traders. They will in fact pay a good price for the weapons if the PCs allow them. If the PCs refuse politely, the bandits quietly request to purchase weapons at a more convenient location for the PCs.

⚀⚅ To break their friends out of a broch.

The night guards have 2*D*6 bandits imprisoned at the top of a broch, waiting for the sun guard to come and take them to the nearest town's Pit of Justice.

⚁⚁ To gain a fierce reputation.

They begin by changing extortion tactics. Only one bandit emerges to demand that traders hand over their goods. The rest hide nearby, but will not emerge. If the traders refuse, the bandits create a storm of arrows, then pillage.

Soon, everyone in the area will know to hand over their goods to even a single bandit, which lets a single bandit carry out a robbery.

⚁⚂ to lay siege to a bailey.

The siege lasts 1*D*6 days before the bailey gives in, and hands over their remaining food.

1– The PCs hear about how traders do not return from that region.

2– Someone escapes to inform everyone of the siege.

3– If the siege was successful, a jotter asks the PCs to deliver food from the nearest town. But if the PCs take more than 3 days, then the bailey falls – some flee to a nearby town, some join the night guard, and some become bandits themselves.

⚁⚃ To kidnap a seamstress.

The bandits' bailey has sheep and wool, and even a loom, but the few women there don't know much about making clothes.

1– The PCs hear about the kidnapping, and that the Temple of Frost will pay well for the return of the kidnapped woman.

2– If they find the bandits' bailey, they find the woman irritated, but otherwise fine; and find the bandits with a lot of fancy,warm clothes.

⚁⚄ To kill a jotter.

The bandits have spies in the night guard who told them of the jotter who continuously requests that night guard rangers hunt for them.

1– The jotter in question requests the PCs hunt for bandits in a particular region (the rough area is correct, but hunting will be difficult - TN 14).

2– The night guard spy meets the troupe at a cross-road, and asks them which jotter was at their last broch. An honest answer means he heads straight towards her, and the PCs hear of her death soon after.

II Liches

Corpses which stave off decay continue to rot any time the soul exercises the body, so once a lich creates itself, it begins with a fresh countdown to its own complete and natural death. A lich's activities revolve around staying cold and motionless. They typically find a lair underground, in the cold depths, and attempt to gather servants who can act on their behalf, and help them gain more power.

Their every night is spent completely aware of their own unmoving body, bored, irritated, but so scared of their own death that they continue lying motionless, with nothing to do but plan, and cast whatever spells require no motion. Luckily for them, the dead can cast spells without the need to articulate or gesticulate in the usual way.[1]

Despite the stale mana in caves, liches can gather enough to cast a *Witness* spells each night, and discover a lot about their surroundings. Many start to amass their power by acting as information brokers. Seekers who pull at a source of information too much can find themselves face-to-face with a corpse which speaks directly into their minds.

Ø Lich

Strength	-2	Dexterity	0	Speed	-1
Intelligence	3	Wits	2	Charisma	-5

Skills Brawl 2, Caving 2, Cultivation 2, Deceit 2, Stealth 2,
Spheres Air 2, Fate 3, Water 1,
Knacks Snap Caster (spells use Wits and cost 1 less AP), Ritual Caster (spells use Intelligence, caster may spend 1 extra MP), Vengeful (+2 Charisma after losing HP), Last Stand (when losing HP, the character gains 6 AP)
Abilities Undead.
Equipment Dagger, elemental Concoction, 2*D*6 sp, jewellery worth 1*D*6 + 2 gp, jewellery worth 1*D*6 + 2 gp.

AP 2, Att 9, Dam 1D6, DR 2 (14!), HP 4, MP 9, CR 9

Once they have a cool, dry place to store their bodies, they begin to amass short and long term armies. The short-term armies consist of any powerful creatures in the area (gnomish alchemists, night guard leaders, dwarven merchants). The long-term always consists of armies of ghouls 'on-ice', and never placed far from the lich's body.

Spells

Itching Cornea *The caster cries a weirdly-specific doom, like 'may your feet grow fungus', or 'I hope your spells come out backwards', which lays a curse on one of the targets' Skills. The next 5 times the targets uses that Skill, they receive a -1 Penalty.*

Spend 3 MP, PCs resist with Charisma + the Skill (TN 12). **Range:** 12 steps, **Area:** 27,

Insensitivity *The caster bids a farewell to one type of pain – marching fatigue, poison, venom, or anything else they can think of. The target can ignore up to 3* EP *penalties from that source for 2 Intervals.*

Spend 2 MP, Lich rolls with +4 (TN set by target's current EP penalty). **Range:** 16 steps,

Soul Specks *With a description of the grey world beyond, the caster pushes the target into a state of semi-death. They gain* DR *2, ignore all* EP *penalties, and see as the dead see, for 2 Intervals.*

Spend 2 MP, target PC resists with Strength + Vigilance (TN 11). **Range:** 16 steps,

Plans

Roll 1*D*6 to find the lich's plans. Liches like subtle plans, which can fester to fruition without anyone noticing, but they never entirely succeed; so once a plan has begun, drop as many clues as you can for the players, but make each one less remarkable than sheep-shit in a farm.

If the lich's plan will take too long for the PCs to get involved, just roll another; liches love multitasking.

⚀ To create an untraceable identity.

1– Servile ghasts take letters to a shaft made by gnomes. Three gnomish warrens collect their letters in a nexus, then send them up the shaft with pulleys, and the ghast drops the letter into the pile half way up the dark passage, where nobody can see the added mail.

2– The mail goes to a city which no longer exists, but the dwarves at the top know where it should go, and send it along.

3– Once the letter arrives at the wrong place, it must be returned. The return address on the back takes it to the intended location.

4– Jotters and seekers have uncovered three conspirators, working for someone with different aliases, all with the same strange handwriting, but cannot understand how they all receive their coinage and instructions through letters sent from themselves, to a non-existent location.

⚁ To create decoy copies of itself.

1– A night guard group (and now, local heros) managed to track down the lich, scarred its face, and cut its hand off. One of them still wears the lich's hand as a war-trophy. The lich escaped, using magic and minions.

[1] See page 62.

2– The lich begins capturing people with a similar sex, height, and build to what it had in life, to create duplicates. It turns them into ghasts, scars them across the face, and cuts their hands off.

One escaped, and when someone killed it, rumours circulated about the man who 'killed the one-handed lich'.

3– The lich creates multiple fake bases, each of them with a crypt, a few traps, and undead guards. Each one receives a few Talismans, each ready to target the first living creature inside the room. And in the centre of each crypt, another ghast with one hand, about the same height and build as the lich.

To destroy a town, utterly, drink every soul, raise them as ghouls, and add to his undead army.

1– It begins with a secret road, from its secret lair, to a quiet place, three miles upstream from the town, where weeping willows hang over the river. He marches a dozen ghouls back and forth until a road forms, although a couple forget what they were meant to be doing, and end up floating down river.

Everyone gossips, but nobody checks. 'Some dead thing is up to something, I'll bet'.

2– Ghasts dig underneath the local town's river, under the grid that bars entrance from the water.

When woodspies slip in and grab people, they complain to the warden, who responds by raising taxes.

To start an honest business. The lich simply orders the creation of a well, with a large bucket, not far from a crossroads. A wooden sign displays prices on the side.

⁕ The Ends Well ⁕

3 sp	Complete
6 sp	Unspoilt
1 gp	Living
2 gp	Magical

Local bandits start capturing people to put in the well. The sun guards do the same with criminals. Before long, the word is out, and parents threaten disobedient children with the well.

Nobody admits to paying into the well, but everyone knows about it, and very old coins are starting to cause inflation.

To finally send his crystal-eyes across the land.

The lich collected rare blue crystals, known as 'blue-bloods'. These Water Sphere Ingredients shine like the sea, so it adds some gold to make them into beautiful necklaces and Talismans.

1– Each necklace gathers rudimentary information about the numbers of people they see (though they cannot hear or understand anything around them).

2– Once a necklace sees someone with MP, they transform the wearer into a monster.

3– After a while, the lich hopes to have gathered good information by word-of-m... Talisman, and put a nasty wedge between any local doulas and the kinds of people who wear fancy blue necklaces found in the forest.

Blue-Blood Necklace Once the necklace activates, it cracks, and the curse begins, slowly. Over day, the wearer becomes massive, hungry, and full of hunger, demanding 4 extra meals a day.
(Resisted by: Strength + Medicine (TN 10), Range: 12 steps, Area of Effect: 27)

To expand his mortal connections through books on alchemy.

1– The lich leaves simple alchemy recipes for preserving food and freezing water in libraries and dropped on the road (as if they had fallen off a wagon).

2– The lich can detect that particular potion's use at long range, and slowly encourages anyone who uses the recipes, dropping new books, and making small requests for Ingredients.

3– Everyone who tries to make use of the books gets the recipes wrong some of the time, with standard mishaps. Most botched alchemical jobs give people in the area headaches, or strange visions; the effects might include any of the level 1 Death spells.[2]

[2]See the book of *Core Rules*, page 36 — Death.

III Dragons

When a dragon lands on a farm, and just starts eating sheep, there are two types of reactions. Some people scream, because it seems like the right thing to do. Others do nothing, because there is nothing to be done.

Dragons have little need of sheep. They can kill local basilisks, or hunt deer with ease. Still, they descend on farms, eat some animals, and sometimes the farmer, because they get bored. Nobody ever asks a dragon how their day is going, but if they did, they would often find the dragon bored.

Their association with the sky, and endless destruction, leads people to think of them as divine. Some even think that the gods made the world just for dragons to play.

Natural Abilities: Dragons can sprout a spark of flame from their mouths. Coupled with the Fire sphere, this allows them to produce fire from their mouths.

Dragons can usually fly, although many become too heavy to simply take off. After too many sheep dinners, they have to reach a high location in order to take flight.

Ecology: Dragons are generally solitary creatures, though people have nightmares of this situation changing constantly. They come from distant lands and like to create fanciful tales of their homeland in order to scare humans or irritate gnomes. It is said that older dragons sometimes transform themselves into humans and walk abroad in the land, pretending to be alchemists, bards, wardens or just whatever strikes their fancy. Rumours abound of their constant interference in guild politics, though if half the rumours were true there would be more dragons than horses in Fenestra.

Dragons have their own language, made to communicate with a lipless hiss, and some tail-flicks.[3] This has provided a lot of false hope to people who think they can negotiate with them.

Dragon

Strength	5	Dexterity	4	Speed	3
Intelligence	4	Wits	3	Charisma	2

Skills Brawl 3, Academics 3, Athletics 1, Deceit 2, Flight 1, Vigilance 3,
Spheres Earth 3, Fate 2, Fire 3,
Knacks Snap Caster (spells use Wits and cost 1 less AP), Chosen Enemy (+1 against Dwarves, -2 when trying to be friendly)
Abilities Wings (can glide, but not fly) .

AP 6, Att 14, Dam 2D6+1, DR 4 (19!), HP 11, MP 9, Weight held 6, CR 23

Spells

Hunting Arrow *The caster guides and enhances any attack at yelling distance – usually an arrow – granting a + 4 Bonus to hit and Damage. The caster must throw the spell while they hold exactly the same number of* AP *as whoever looses the arrow (or swings the sword).*

Spend 3 MP, target PC resists with Speed + Vigilance (TN 13). **Range:** yelling distance,

Sky-Call *The caster focusses on a distant stone ceiling, and yells for it to crack and splint, and send a hunk of rock onto someone's head. If the target fails to notice the hunk of rock, they receive 1D6+1 Damage.*

Spend 3 MP, target PC resists with Wits + Caving (TN 13). **Range:** yelling distance,

Brilliant Bull *Fires all around flare up, and take on the form of a fiery bull. Anyone 'trampled' by the flames receives 1D6+1 Damage.*

Spend 3 MP, PCs resist with Speed + Athletics (TN 13). **Range:** 12 steps, **Area:** 27,

Plans

Roll 1*D*6 to see what the dragon wants.

- ⚀ Just to sleep in peace for the season. Nothing will wake it, except someone approaching.
- ⚁ To set a bailey ablaze and watch people run about!

  As the troupe approach, they see it setting the fire. It circles overhead after, watching the carnage, then leaves with a feint smile.
- ⚂ To recover from a fight with another dragon.
  - 1– Reports of strange, loud noises emerge.
  - 2– Other reports mention seeing an even larger dragon than the one everyone has heard about (and a different colour).
  - 3– The local dragon approaches a bailey at night and requests meat. It will not reveal its injuries, out of pride.
- ⚃ To learn a new language.
  - 1– It arrives, grabs someone, and flies away.

[3] Multiple dragons have claimed that they – personally – taught gnolls how to speak. Despite the obvious lie, the two languages are close enough to be mutually intelligible.

2– Sometime later it returns (or finds somewhere to practice this new language), and asks for food by repeating a single sentence – 'I need food', and nothing more.

3– Later still, it returns to ask for different food, with a slightly larger vocabulary. It has learned to speak the local human language from its captive, who remains alive, at least until the dragon's language improves.

4– Correcting the dragon's grammar guarantees the captive remains alive.[4]

To learn more of the Air Sphere. Practice makes perfect, so it starts to push people on the road over, or makes noxious clouds to choke them.

After two scenes, increase the dragon's Air Skill by one.

To attempt a larger spell than ever before.

1– The dragon identifies various locations of plants which it can use as Ingredients, and people take note of where it flies.

2– After a couple of reports, people figure out what the dragon wants, and start using its presence as a sign that the area holds valuable materials. Night guards, seekers, doulas, and farmers start investigating those areas, hoping to use or sell the plants.

3– The dragon eventually uses the materials (dragons can use Ingredients as Concoctions simply by swallowing them). Find the biggest spell it might cast with some Sphere bonuses, then increase one of its Spheres by 1.

[4]This is best done politely.

IV Dryads

As elves grow, their magical abilities can increase to the point where casting spells comes as naturally as song. They begin to shapeshift, and change the bodies of animals, just for fun (making pets, monstrosities, or both). One year, they may grow bark-like skin, the next their hair turns to leaves. Their bodies and experiments change with the seasons. Around this time, most leave their communities, and live alone, or sometimes stay with others who have grown old and strange.

Once the dryad has become sufficiently isolated from others, many stop seeing other sentient creatures as more 'special' than anything else. If gnomes disturb their sleep, they may simply tell the whole community to move. If a human bailey starts forging roads, they may send a bird to tell them to leave. And if the dryad has trouble hunting deer, it may resort to simply eating a passing trader. It's all just meat at the end of the day.

Their daily life looks idyllic. They might spend a full month staring at a flower, in order to follow its life-cycle, or imitate a nearby animal until they can make a perfect imitation, then weave that ability into their spells.

Dryads often cast long spell-songs, which let them know what kinds of creatures are in the area. They use this knowledge to affect others from afar, turning them into strange creatures, shrinking them, or making them grow useless ap-

pendages.

Dryads can easily become violent when their territory is threatened. Being intelligent creatures, they do not march blindly into battle, but will use magic to pull apart any settlements they feel are in the wrong place. Some can be bargained with, but it's famously difficult to bargain with creatures who don't have any use for gold, outside information, or friends.

Dryad

Strength	-2	Dexterity	1	Speed	2
Intelligence	2	Wits	2	Charisma	3

Skills Melee 2, Brawl 2, Academics 4, Athletics 2, Empathy 1, Performance 2, Seafaring 2, Vigilance 2,

Spheres Air 1, Earth 2, Fate 2, Water 2,

Abilities Amphibious. 2 tentacles (grapple up to 1 opponents without going prone). Web (Strength + Athletics, TN 6 to break free for 1 AP).

Equipment Dagger, tobacco pipe, jewellery worth 1*D*6 + 2 gp, jewellery worth 1*D*6 + 2 gp.

AP 5, Att 10, Dam 1D6, HP 4, MP 12, Weight held 3, CR 12

Spells

Atrophy *The caster insults the targets' diminutive build (even if they happen to be tall and strong), and they begin to whither, becoming unevently thin. The targets take a -3 penalty to the lowest of their Strength or Speed.*

Spend 2 MP, Dryad rolls with +5 (TN set by current HP). **Range:** 16 steps, **Area:** 4,

Oath *The caster asks the target to swear an oath, and they become obsessed with fulfilling it. The target receives a +3 Bonus to Mind-based Resting Actions to fulfill their oaths, and a -3 Penalty to all Mind actions which do not directly help fulfil the oath.*

Spend 2 MP, target PC resists with Wits + Academics (TN 12). **Range:** 16 steps,

Snowbinding *Reaching into some soft ground, such as sand or snow, the caster explains how to form a weapon, and the ground complies, producing the weapon. It shatters if it deals over 4 Damage.*

Spend 2 MP, Dryad rolls with +5 (TN set by weapon's Weight). **Range:** 16 steps,

Encounters El

- If any character can be heard singing, a nearby dryad gifts them extra Fate Points for the next 3 Intervals.
- Four bandits camped in a dryad's territory, so she summoned mist around them, and attacked them by surprise.

  The troupe find her eating a corpse while her pet bear sits beside her, eating another. She just stares at them, while chewing slowly.
- The dryad follows the troupe through the forest, trying not to be seen. She listens, and judges them, using all the spells she has to gain information about them. If they seem like they're not a threat to the forest, she helps them with any encounters. Otherwise, she uses whatever magics she has to curse them.
- A couple of farmers wandered too far off the path, looking for rare herbs. The local dryad took offence at the intrusion and vandalism, and turned them into unnatural, morphed creatures. They have bark for skin, and long razor-sharp teeth, but cannot speak beyond a murmuring growl. Knowing their own bailey will kill them on sight, they stare at their old home, every Sundown, and sigh. Then they go out, and hunt with spears, nets, and their natural camouflage.
- The dryad who lives on the hill loves horses. As they pass, she sings to them, beckoning them to come and run with her. All horses in the troupe, or caravan, start to buck and try go free.

Mutated Farmer

Strength	2	Dexterity	0	Speed	0
Intelligence	2	Wits	-1	Charisma	0

Skills Projectiles 1, Crafts 1, Cultivation 2,

Knacks Specialist (husbandry)

Abilities Venom (grappling attack inflicts 1D6 Exhaustion Points). Amphibious.

AP 3, Att 7, Dam 1D6+2, HP 8, CR 2

Plans depend on the temperature. Add +1 during mild cycles, and +2 during warm cycles.

- To build a palace of ice. The size depends on the dryad's skill with the Earth Sphere. If big enough, they may freeze enough water from local streams to stop the stream entirely!
- To hunt in the snow by moonlight. If she sees tracks, the hunt is on!
- To run with the aurochs. She has enchanted them to follow her lead.
- To summon storms with a rhythm. Thunder and lightning all strike on-the-beat, and even the rain sounds like drums.
- To swap predator and prey.

  She has twisted chitincrawlers to steal fruits, and given deer sharp antlers and teeth. Over the next few Intervals, the troupe will encounter (or hear of) many of these twisted creatures.
- Just to sing uninterrupted. She doesn't like to hear noisy people on a road, or to hear the drone of pipes from brochs.

  Traders on the road soon learn to be quiet, and the night guard have some decisions to make, as her spells can travel to the tower without anyone seeing her in the forest.

Growing really *weird* plants.

Her spells affect the gardens of nearby settlements, making the plants stand up and wander on four legs, or form into houses.

To wriggle free of these webs. She cursed the web-spinning chitincrawler to eat its own legs off, but now she's out of mana and can't get out.

If the PCs help her, she will remember them.

V Ogres

In many ways, ogres seem like more natural inhabitants of Fenestra than humans. They can lounge outdoors comfortably, occasionally clubbing a chitincrawler to death, or trying to chase down deer. The only thing stopping a peaceful life of free-range fruit and arachnid salads is their stomachs, which need constant maintenance. Their appetites outstrip even goblins.

Goblinoid creatures don't have legal agreements, but they do have certain laws of nature, and one of those is the law of the ogre king. Ogres take charge because they're large. The standard solution for goblins is warriors in full plate armour. And the standard solution for warriors in full plate armour is an ogre hitting them with a tree.

If a horde of goblins, lead by an ogre, becomes hungry, they all start to think the same thing: they must find food soon, or one will eat the other. This unspoken knowledge pushes any goblinoid horde to constant raids on any nearby farms.

Ogres are not born, but created by a 'stuffing'. This is when one goblin stuffs himself full, then keeps on eating. Eventually, this larger goblin grows broad shoulders, and a belly, and grow as tall as a human.

Ogre King

Strength	5	Dexterity	2	Speed	3
Intelligence	-1	Wits	2	Charisma	-2

Skills Melee 2, Brawl 3, Caving 2,
Equipment Maul, partial chain, .

AP 6 (AP Cost: 2), Att 12, Dam 3D6, DR 4 (15!), HP 11, CR 19

Goblins love law and order. They stare at order with a sense of wonder, and love finding out new laws. They discuss how these systems work, and how the systems might react to different circumstances. And then they test every theory at once.

Goblins remain the subject of seekers' theories about whether they really form a 'people', like elves or humans, or if the world 'goblin' lazily addresses a number of different peoples. On the one hand, goblins are highly dimorphic, as some sprout claws, fangs, or even tentacles. On the other hand, these unique advantages seem to sprout from random goblins, rather than being linked to a populace.

Goblins demand a separation of intelligence from cunning, as they have all of the latter, but none of the former. They nearly-never enter into 'combat', in the sense that humans might understand it. They might poison someone's food, lift heavy rocks to the top of a ravine to drop on people's heads, throw spears at horses, or make a high pitched whistle (audible to dogs and elves, but not to humans) to confuse and divide a group. If they finally 'attack', they will wear their enemies down, lead them through a muddy path, wait for them to slip over; then they descend, ten or twenty at a time.

Goblins always play dirty.

Goblins

Strength	-2	Dexterity	2	Speed	-1
Intelligence	0	Wits	-3	Charisma	-2

Skills Projectiles 1, Caving 1, Stealth 1,
Abilities Amphibious.
Equipment Dagger, rock (TN 10, 1D6-1, AP 2), a horse's tail.

AP 2, Att 9, Dam 1D6, HP 4, Weight held 1, CR 0

Hobgoblins begins as goblins who bathe in the Sunlight and grow big and strong, and soon seek out weapons worthy of a warrior. Few reach this stage, as they need enormous amounts of food in order to keep their growth-spurts up.

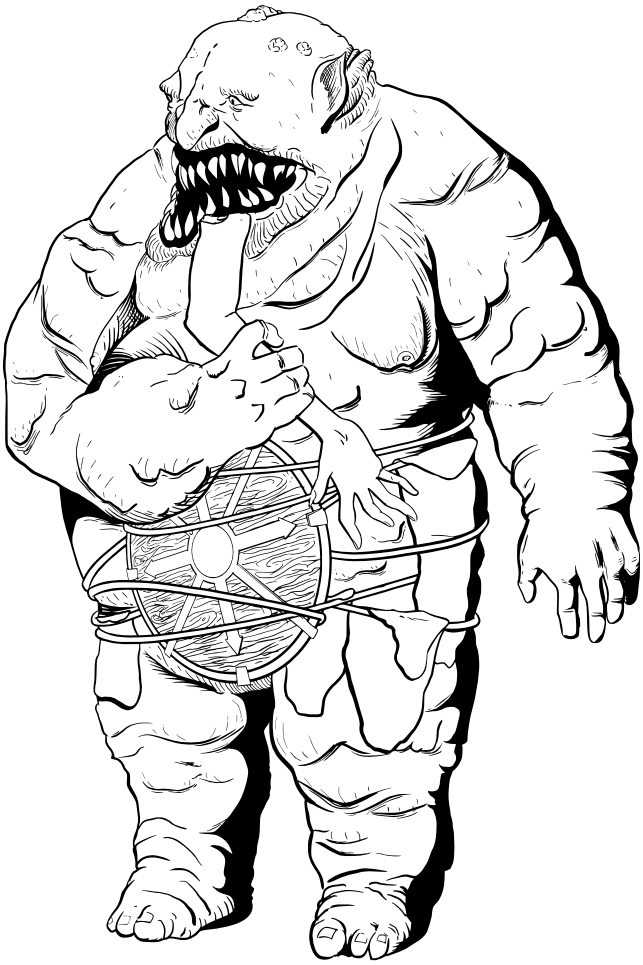
Out of the hobgoblins, some rare continue feeding until they outgrow even humans, and then become an ogre. Some theorise a later stage in goblin-gorging, but most people don't like to think about it.

Hobgoblins

Strength	2	Dexterity	0	Speed	2
Intelligence	-1	Wits	-1	Charisma	0

Skills Caving 2, Stealth 2,
Abilities Venom (grappling attack inflicts 1D6-3 Exhaustion Points).
Equipment Glaive, lump of clay with an ex-lover's bitemarks.

AP 5 (AP Cost: 3), Att 10, Dam 2D6, HP 8, CR 5



Roll	Inner Hamlets
12	Strange plant (page 50)
11	Bluepins (page 39)
10	Stirges (page 43)
9	Basilisk (page 38)
8	Chitincrawler (page 40)
7	Bear (page 39)
6	24 goblins!
5	20 goblins!
4	16 goblins!
3	12 goblins!
2	8 goblins!

The Goblin Rating determines the quantity of goblins in the area. They eat standard encounters from the bottom-up. If the Goblin Rating ever equals or beats a random encounter roll,[5] the encounter is replaced with a number of goblins equal to four times the encounter roll.

The troupe journeys down the road where traders reported goblin raids occurring with increasing frequency. The Civilization Rating is '7', and the current Goblin Rating is '4'. If the Judge rolls '3', 12 goblins have arrived to eye-up the troupe.

As the Goblin Rating increases, they devour the people in the area bit by bit, and anyone on the outskirts of civilization will neither find boars, nor traders on the road. Instead, they find goblins, hungry for more.

Plans

Goblins have more energy than focus, so roll 2*D*6 to find two different plans for the goblins.

- To feast on crawlers.
  - 1– The troupe spot a group of goblins, sitting in the forest, eating a spear-peppered chitincrawler. They turn from their meal, then jeer at the troupe. "Back on the road, and bolt!"
  - 2– Goblin-sightings quiet-down for a while, as they learn new recipes. However, the Goblin Rating increases by 1.
  - 3– Eventually, they run low on chitincrawlers. As a result, the griffin population explodes during the next warm season (as noted on page 40).
- To lay siege to a broch! Each new scene brings 2*D*6 more goblins.
  - 1– People report faces watching them from high in the forest.
  - 2– The goblins steal a saw, and manage to weaken two trees on the road to the bothy. The trees will fall onto the road by the next storm, or the goblins can bring them down by climbing up, and swinging back-and-forth together.
  - 3– Goblins sneak out with picks to pull stones from the broch's base, then run away with them.
  - 4– 1*D*6 + 4 hobgoblin cooks arrive with supplies. They set up fires in a great circle around the broch (just out of sight), and start cooking. From this point on, no more supplies reach the broch – the goblins eat every trader, including those with night guards. If the troupe destroy the food, the goblins will be forced to attack directly.
  - 5– If things are going well for the goblins, the ogre king himself arrives. If the goblins bring down the broch, increase the Goblin Rating by 1.
- To annoy the PCs.
  - 1– A massive troupe of goblins follow the troupe, waiting for them to sleep. They dare one of their number to scout ahead and follow the troupe, so the PCs may spot the scout, but that won't help them find the rest. If they kill the scout, the other goblins will follow the screams, and bully another member into following the troupe.

[5] See page 14.

2– Over the night, they try to steal food, frighten horses, throw rocks, cut ropes, and sing (goblin singing can stop anyone sleeping, no exceptions). They will not attack unless the right moment strikes. If they become too bored, they run ahead on the road – roll the next encounter immediately. If they encounter a trader, they may eat them. If they find a basilisk, they will run back to the PCs so it eats them instead.

To map the area. Each week, the ogre king sends 2*D*6 goblins to a new area on the map, starting with 1, then 2, and so on.

As they travel, they leave poisoned horse-biscuits on roads, so that the horses on a caravan's first wagon stop to eat the biscuits, then die shortly afterwards.

To make tunnels underneath the nearest settlement (lowest point first). If those creatures live underground, the goblins will attempt a surprise-attack. If the nearest settlement is human, the goblins will try to dig a tunnel under an important structure.

The larger the settlement, the longer this plan takes.

To brew new potions. A goblin druid arrives from a neighbouring realm, deep underground.

1– Goblin scouts gather Ingredients from all around (any potent plants in the area vanish).

2– The druid experiments with new potion ideas – various goblins gain tentacles, claws, and a few gain wings.

3– The druid dumps the failed experiments in the local river. . . upstream from a settlement. People there become afflicted with unpleasant spells from the Life Sphere.

VI Hags

Hags are old ladies with too much spite, plans, and magic to die. With a few spells here and there to increase their life span, and another to hibernate for a couple of decades while their plans mature, they extend themselves a couple of centuries beyond their rightful lifespans. They all die in the end, but hags mostly die through violence.

To practice their magic, they spend their days shape-shifting into monsters with more bone-protrusions than skin, then doing the same to any nearby animals. They often collect these animals as 'pets', but never spend enough time procuring food for them, instead preferring to release them and let them eat people on the road. After they've finished creating torments for the local population, they like to sit down and have a cup of tea and cake. After all, 'hag' is just a nasty word for a person, and people like cakes.

♄♀ Hag

Strength	-1	Dexterity	1	Speed	-1
Intelligence	2	Wits	3	Charisma	3

Skills Melee 1, Brawl 2, Cultivation 3, Deceit 3, Medicine 2, Survival 1,

Spheres Earth 2, Fate 2, Fire 1, Water 3,

Knacks Ritual Caster (spells use Intelligence, caster may spend 1 extra MP)

Equipment Dagger, elemental Concoction.

AP 2, Att 10, Dam 1D6+1, HP 5, MP 12, Weight held 1,

CR 12

♌ Spells ♌

Lemon Hail *The caster starts a fight with a rain-cloud, insulting its meagre abilities. The rain then turns to hail, and up to 27 hailstones grow to the size of a lemon, inflicting 1D6+1 Damage on anyone they hit.*

Spend 3 MP, Hag rolls with +6 (TN set by temperature). **Range:** yelling distance, **Area:** 27,

Atrophy *The caster insults the targets' diminutive build (even if they happen to be tall and strong), and they begin to whither, becoming unevently thin. The targets take a -3 penalty to the lowest of their Strength or Speed.*

Spend 2 MP, Hag rolls with +5 (TN set by current HP). **Range:** 16 steps, **Area:** 4,

Chaos *Targets become confused about what their own plans, and suffer a -3 to Mind Attributes.*

Spend 2 MP, PCs resist with Wits + Academics (TN 12). **Range:** 16 steps, **Area:** 4,

Pets never stay normal for long, as hags 'bless' them with size, strength, and hunger. The spell is easy, but reversing the spell means starving the pet for a while, which never goes down well.

♋♉♂ Mr Stickilegs

Strength	4	Dexterity	0	Speed	3
		Wits	0		

Skills Brawl 3, Athletics 2, Survival 1, Vigilance 2,
Abilities Octopod (double movement). Venom (grappling attack inflicts 1D6-1 Exhaustion Points). Amphibious. 6 tentacles (grapple up to 3 opponents without going prone).

AP 6, Att 10, Dam 2D6, HP 10, CR 9

With enough time and twisting, farmers sometimes take bets about whether the pet began as a cat or a spider.

Plans

Roll 1*D*6 to find the hag's primary plan.

⚀ To make the people pay for their insulting nick-name for her.

1– A bailey has seen no rain this season – the clouds always go elsewhere since 'old crow-face' moved in.

2– The farm animals miscarry constantly, and the chickens have stopped laying eggs. And I think I know who's fault it is. Next time I see that wizened-witch collecting firewood on the other side of the river, you know what I'm gonna call her?

3– The warden's been pregnant for two years! Something has to be done about that battleaxe-bitch!

Nobody who went to speak with the hag has returned, but someone needs to figure out what offended her, and make amends. . . from a safe distance.

⚁ To watch her babies grow.

1– The farmers have caught a strange creature in their nets. It looks like a thousand earthworms banded together to form a fake body, then wore a thorn-bush as a coat. It writhes, silently, while a man wrestles a live pig towards it. Eventually, the man wins, and feeds the pig to the creature.

When asked, the farmers explain that 'the lonely lady by the river' doesn't like when people hurt the things she makes, and it's easier to just give them a meal, and send them on their way.

2– Repeat the encounter a few times. The troupe have a 1-in-6 chance of the hag watching them via spells each time.

⚂ Just to chat with travellers on the road.

She introduces herself as 'Carnbile', and asks pleasantly for directions, asks about their allies' health (she says she knows them), then wanders away with a hearty farewell.

⚃ To make the wardens know their place.

Minstrels, criers, and tradesmen over the entire land spread the new law: none may hunt deer, and every able archer must kill an animal which hunts deer, and hand the head to a warden as proof of the kill.

One of the wardens pissed off Sunstain by hunting one of her pets, so she twisted the warden's brothers bodies into deer-like, sprightly creatures, incapable of speech. The warden has placed a high reward on their return, but they stand little chance running around the forest alone in a deer-like shape, with no voice.

⚄ Just to sleep till Halkin.

The hag goes to a secluded area (perhaps a hidden cave) and begins hibernation. She leaves a simple message, painted on her front door – 'All return'.[6] If anything in her house goes missing, she will tear apart every bailey, broch, and bridge finding the culprit.

⚅ To get a better postal system. She's tired of her enchanted ravens disappearing, and using magic over long ranges demands far too much time preparing plants.

She slowly interrogates and eliminates every real and potential blockage from her location, to any roads leading out of the region (if no such road exists, she starts there too).

She builds up a long-term plan, where each part takes at least a week.

1– If goblins interfere with the roads, she curses their leader.

2– If she needs help building roads, she threatens a warden's children.

3– If a town could do more to protect its traders, she writes a polite letter, advising them where they can find an excellent quarry, for the building of bothies.

The letters talk about local gossip, handsome bards, and the seasonal activities of birds.

[6] Hags make their own rules in life, which includes rules on how to spell words.

Chapter IV

Beasts

> Look round this universe. What an immense profusion of beings, animated and organised, sensible and active! You admire this prodigious variety and fecundity. But inspect a little more narrowly these living existences, the only beings worth regarding. How hostile and destructive to each other! How insufficient all of them for their own happiness! How contemptible or odious to the spectator! The whole presents nothing but the idea of a blind Nature, impregnated by a great vivifying principle, and pouring forth from her lap, without discernment or parental care, her maimed and abortive children!
>
> David Hume

Fenestra's Crawling Face

Fenestra looks like Earth from afar, but the proportions differ. This celestial body has a little less mass, so people can jump a touch higher, and dragons find it a little easier to take flight.

Fenestra's air has more oxygen, which helps trees and animals grow tall. Even when people cut down the forest to make way for the widest road they can possibly maintain, the trees cover the roads in shadow.

This world swarms with monsters, above and below. This land belongs to them. Sentient little creatures inhabit little pockets, like rabbits living inside a fox's hunting ground. They travel together and tramp down roads, just as herds of sheep leave paths through dense forests. But no matter how wide they make their roads, the tall trees leave them in shadow.

The forest's predators eat deer, aurochs, boar, and other prey animals. They don't need humanity to survive, they simply don't care if their food can think or sing, they only care that it wriggles and squeals. They wander the dark forests, bored and lonely, listening intently for anything interesting. Any new loud noises, whether wandering feet, hooves, or fire, make them excited, and hungry. They don't have any instincts about avoiding humans, or even baileys. A tall wall, hiding noise and light, sounds like fun!

Once a bailey hurts them enough, with arrows and rocks, a predator usually leaves that spot alone for a week or so. Or perhaps next time, they will remember to approach from the other side. No bailey in Fenestra will ever clear all the predators in an area, any more than rabbits can kill all the foxes. The land belongs to them.

Gnomes, dwarves, and badgers hide underground. Birds, humans and beavers sneak across the land, building little houses to keep themselves safe at night, then emerge to forage in the Sunlight.

I Forest Creatures ♉

Predators love the dense forests for setting an ambush. They also love the rare open patches of marsh or swamp they can find, as they can see prey from a long way off. The forest loves her predators, and provides everything they need to feed.

Large travelling groups sometimes set roaring bonfires, and prepare a perimeter of ready warriors. Smaller groups generally dig their fires into the ground and curse every crackle, knowing that any noise will bring curious eyes. Some prefer to sleep without a fire, and simply huddle together in the darkness, and hope.

A number of creatures' body-parts can be used as Ingredients. Harvesting them like this requires processing the piece into something useful (e.g. a Concoction, or a Talisman) before it rots, and the rate of rot depend on the season.

Scorching	1 day
Hot	1*D*3 days
Mild	1*D*6 days
Cold	1*D*6 + 3 days

Anywhere in the Labyrinth counts as a cold season, because the Labyrinth remains cold forever.

♉ **Aurochs** still roam Fenestra. These primitive cows have massive horns and tend to be more aggressive then the farm animals.

♉ Auroch

Strength	2	Dexterity	-2	Speed	1
		Wits	1		

Skills Athletics 2,
Abilities Quadruped (double movement).

AP 4, Att 5, Dam 1D6+2, HP 8, CR 2

Ecology: Across the wild planes stampede droves of wild cows, more primitive and larger than the cows we know today. Muscular and tall, if ever they stampede nearby there is little to do except climb a tree or hope to run into a house before they arrive. They can travel in herds of twenty to over one hundred.

> Rain has drowned everything, and the thunder begins to grow louder. Then the ground starts to rumble. Trees crash in the distance, and a hundred great aurochs stampede towards you.

Ingredients: auroch hooves, crushed into a fine powder, provide Earth Sphere Concoctions.

♈ **Encounters** ♉

- The troupe see aurochs peacefully grazing in the distance.
- Nearby aurochs stampede. Have the troupe roll Wits + Survival (TN 8) to notice the tremors, and their meaning in time. Anyone failing must roll Dexterity + Survival, TN 9, to dodge the incoming stampede. Failure indicates 3*D*6 Damage as the stampede mauls the character with horns and hooves. Wolves chase the aurochs, but come into view only once the aurochs have passed.

♉ **Basilisks** are massive, terrifying lizards. They have a deathly odour which can paralyse anyone who smells it. They grow to the length of four horses long, with eight powerful legs propelling their huge bodies forward like a centipede. Their scaly bodies are particularly tough and so are prized as top-quality leather armour. Often, the best way to deal with a basilisk is siege weapons.

> The wind brings a nasty stench with it.
>
> "Time to go!", shouts the captain. "There's a basilisk about". The troop draw up their tents extra quickly, and move away from the wind as snapping branches can be heard in the far distance.
>
> "We can't outrun the beast, so try not to make too much noise."

♉ Basilisk

Strength	5	Dexterity	2	Speed	3
		Wits	2		

Skills Brawl 1, Athletics 2,
Knacks Unstoppable (+2 HP)
Abilities Hexapod (double movement). Stench (breathing in demands Strength + Survival check, TN 7, or take 3 EP).

AP 6, Att 10, Dam 2D6+1, DR 4 (15!), HP 13, CR 15

Natural Abilities: a basilisk's odour forces anyone smelling it to make a Strength check, each round, at a TN of 10 minus the creature's Speed, or gain 3 EP as the character wretches or simply stares into space with disgust.

Ecology: Basilisks always move into the wind, so they appear downwind of any potential prey. The more excited they become, they stronger their stench grows, and once the wind changes, anything nearby starts to cough and retch.

These massive lizards prefer hunting live prey, but will eat a corpse or eggs if they happen upon the meal. Any time a basilisk finds chitincrawler eggs low enough to the ground,

they eat them, possibly bashing at a tree to dislodge them, and the chitincrawlers can do nothing about it. This helps keeps crawler numbers low. As a result, if the local basilisk population ever diminishes, the forest will soon see an explosion in chitincrawlers.[1]

Over each Umba, basilisks mate in a massive, writhing, undiscriminating mass. When basilisks mate, the plants that grow on them multiply too, such as Liskshine.[2] Once the warmth of Sylfs arrives, they dig their eggs into the earth before forgetting that they exist and wandering away.

Basilisks hibernate over Sables, often in a pile in caverns, where skein pick at any food-scraps in their teeth.

Ingredients: squeezing a basilisk's fresh gullet-juices into the air boosts all casters' Air magic, wherever the juices fly (Strength + Medicine, TN 10 to use properly). And their hide, if dried and powdered, can produce Earth Concoctions. The herbalist rolls Dexterity + Medicine (TN 10) to mix the potions right, and each Margin on the roll grants a useable Concoction

♈ Encounters ♉

- The basilisk's stench approaches while the troupe see an old man in the distance. He waves to them in greeting, and if they approach he tells them that he wants to die a warrior's death, so he has taken his sword and decided to fight a basilisk. If the PCs do not intervene, the basilisk comes, and eats the old man before he can lift his heavy broadsword.
- In a bailey, the archers start to gather at the walls as someone can smell a basilisk. It comes fast, and the stench penetrates so strongly that one of the archers feints and falls from the wall. If the PCs do not save him, the basilisk drags him back into the forest as more arrows stick into his rough hide.
- A massive crap with white specks, the size of a barrel, blocks the road. Any investigation reveals a human skeleton and 11 GP inside the crap, as a basilisk ate a trader.
- A lone trader comes up behind the PCs, and soon after everyone starts to smell the stench of the basilisk. The trader begs the PCs to stay and fight while he runs - if the clothes infuse with the basilisk's smell, they will be ruined forever.

♉ **Bears** can be found over all of Fenestra, including populated areas. However, they are typically not dangerous if left alone.

♉ Bear

Strength	5	Dexterity	0	Speed	1
		Wits	0		

Skills Brawl 1, Athletics 1,
Abilities Quadruped (double movement). Claws (+1 Damage).

AP 4, Att 8, Dam 2D6+2, DR 3 (13!), HP 11, CR 9

♈ Encounters ♉

Bears are curious but typically peaceful creatures in the mild or warm seasons. But when over Niquis, before Sables brings snow, bears grow hungry, then reckless, as they prepare for hibernation.

- In dead of Sables, the troupe find an attractive cavern to rest in. However, the moment torch light hits the cavern's interior, they see a great bear inside, lying so still it could be dead. Have them roll Dexterity + Stealth to escape without waking the bear (TN 8). If they fail, the bear immediately attacks the largest troupe member until it has secured a meal.
- One Niquis, just before Sables's snow hits, the last watchman in the night sees a bear watching the troupe. It does not approach – it merely watches them, and stalks them over the next three nights. If the troupe ever show some weakness, or if one simply leaves to take a piss, the bear attacks, but backs off at the first real sign of danger.
- A single bear stands in a river, washing off webbing from a chitincrawler's web.

♊ **Bluepins** are blue-winged butterflies, known for bringing good luck. As a result, people like to push a sewing pin through them, and display them on walls.

If encountered, anyone nearby receives 1*D*6 FP.

Laying a trap with sweet-smelling smoke can harvest enough bluepins to make a Fate Ingredient. The trap requires an Intelligence + Survival roll (TN 12). On a tie, the bluepin population dwindles, and this area will not see them again for three years.

♉ **Boars** tend to inhabit the deeper forests, and pick up a number of scars from fighting with the terrifying creatures who live there. They have to be active all year round to survive, and like most forest creatures get braver as Sables approaches.

♉ Boar

Strength	-1	Dexterity	-1	Speed	0
		Wits	2		

Skills Brawl 2, Athletics 2,
Knacks Fast Charge (+1 to Attack and Damage after spending 1 AP to move), Unstoppable (+2 HP)
Abilities Quadruped (double movement).

AP 3, Att 8, Dam 1D6-1, HP 7, CR 1

Ingredients: a bear's heart, when pulled out in the heat of battle, serves as a potent Concoction. The blood, when squeezed out into the surrounding air, boosts Fire magic. Pulling the heart out in time requires a Dexterity + Medicine roll at TN 10.

[1] If this ever happens in your campaign, replace any basilisk encounters with 1*D*2 chitincrawlers.
[2] See page 51.

Encounters

Boars generally don't want to fight, so most encounters will be passive.

- The troupe see a boar in the distant road, drinking from a puddle. If they wait a while, he leaves, but if they approach suddenly, he attacks once then flees.
- The troupe stumble upon two cute little wild piglets playing at the side of the road. The next moment, the mother boar screams and rushes towards them. If they run, she stays with her children and stops attacking.

Chitincrawlers are large, armoured, spider-like creatures. They have eight appendages, each ending with four-pronged knife-like 'hands'. Their jaws are more wolf-like than arachnid.

When someone sees a chitincrawler, it means death has come, and will be watching. Their stride and hunger mean they can outrun a dog. No human or gnoll can escape, except through superior numbers, and intimidation. Therefore, seeing one in the distance means death has come, and watches carefully.

Chitincrawlers do not have the brains to feel fear. When they see a group of twenty armed warriors, they really just see food. They understand enough to not wander too close, but often approach anyway, excited by all the food they see, and unaware that swords and shields represent pain. At this point, if those 'warriors' loose their cool and run away, the chitincrawler will eat the slowest.

Chitincrawler

Strength	5	Dexterity	1	Speed	1
		Wits	3		

Skills Brawl 4, Athletics 1, Survival 3, Vigilance 1,
Abilities Octopod (double movement). Web (Strength + Athletics, TN 13 to break free for 1 AP).

AP 4, Att 12, Dam 2D6+1, DR 4 (17!), HP 11, CR 12

> You awake sticky and heavy. It's hard to get up. Looking around, you see everyone in the circle has been stuck in a massive web while they slept. Looking up at the treetops, you find a great, black creature descending with eight outstretched arms.

Natural Abilities: Chitincrawlers can slowly lay a sticky web-like substance over large areas – often over bushes or tree branches so as to maximize contact points once something enters. Once some creature has been caught the chitincrawler quickly descends. If the prey is weak, it pulls the prey up the tree to feed on later. If the prey might be strong enough to break free, it quickly bites through limbs to start bleeding it dry.

Noticing the web before stepping into it requires a Wits + Survival action, TN 7 during the daylight and higher at night or in the twilight of a forest. Breaking free of the web requires a Strength + Athletics action at TN 7 plus the chitincrawler's Strength.

Ecology: chitincrawlers live a solitary life in their large territories, and enjoy watching places from afar with their long-sighted eyes – they can spend days in a new area just watching to see how many animals and of what type pass through it.

They primarily hunt deer, boar and griffins – their webs can capture all of them with equal ease. On occasion, humans have successfully destroyed enough chitincrawler nests that the local population dwindled. However, this always allows the local griffin population to flourish, which then eat all of the local deer herds, then become desperate enough to begin constant and desperate attacks on human and elven settlements of all sizes.[3]

All chitincrawlers hibernate over Sables, becoming part of the surrounding snow.

During Umba, chitincrawlers find a potential mate, and the two travel together while the female decides whether or not to accept the mate, or eat him, or both. The female relies on ambush tactics, while the male attempts to herd food towards her.

By the end of Umba or Sylfs, the female discards some eggs, often with a carcase wrapped up next to them. The eggs grow, and wait for a dry day, before emerging as a swarm, and hunting together once, then going their separate ways.

Crawler Hatchlings

AP: 6 Att: 10 – *HP* Speed: 3 Wits: -1
HP: 10 CR 8

Ingredients: chitincrawler spinnerets (the web-spinning organs), at the back of the thorax, provide Fate Sphere Ingredients. The sticky substance must be spun on a loom (with Dexterity + Crafts, TN 10), until it collapses into dust, at which point it provides 1*D*6 uses.

Encounters

Chitincrawlers, despite no apparent intelligence, show incredible planning ability when laying their traps. Of course, this comes entirely from instinct, so they show no kind of planning once an attack has begun.

As far as their insect-mind understands, tasty-things move, and most moving-things are tasty. To them, a group of two-dozen archers looks like a herd of deer, so they will simply move out, and attack, completely unaware of the danger, until something wounds them.

- While the group sleeps, anyone on watch notes quiet movement in the dense trees above, then they see a thin, translucent mucus gently descend upon a sleeping companion. Every Failure Margin on a Strength + Vigilance check indicates one companion has already been trapped.

[3] If this happens, replace any chitincrawler encounters with griffin encounters until after the next Halkin, double the number encountered, and give each a +2 bonus to Morale checks due to hunger.

- The troupe look suddenly off the path to see a chitincrawler waving its arms frantically. This male chitincrawler knows that a female watches them from the other side, and hopes to gain her favour; he blocks the troupe, herding them back, while she grabs one from behind and runs.

  This behaviour may seem like intelligence, but in fact it is pure instinct.

- The troupe reach a muddy slope in the road which they must descend carefully if they don't want to fall over (Dexterity + Survival, TN 7). They roll Wits + Vigilance (TN 8) to notice the web laid at the bottom of the slope. A chitincrawler immediately attacks from the top. It requires no roll to move, but every time one of the troupe move, they must make a new roll not to tumble downwards. The chitincrawler rams them to push them downhill.

- Around the end of a cold season, the troupe find a snowy mound, and spot a hibernating chitincrawler's leg poking out from under the snow. A chitincrawler waking from hibernation typically kills everything in its path in order to get enough energy to hibernate again, so they must be careful.

♉ **Griffins** hunt deer, badgers, aurochs and anything else they can get their claws into. Most hunt in packs.

> You've found nothing these past two days. You're still sure you're going in the right direction, but you have at least another day's march till you reach the town. The smaller members of the group don't look like they can make it.
>
> Looking up to the trees you can see a great nest packed with eggs, as big as a man's head…

Griffins' long arms extend into massive leathery wings. When sprinting on all-fours, the wings fold into the body, but once unfurled, they can take off. Older, heavier, griffins often cannot fly simply by sprinting, and have to find a tree to climb, in order to take off.

Griffin beaks have a wicked point, used to pierce their prey's jugular. Once the bleeding starts, they back away to safety, and wait for the creature to come to a natural stop before returning to feed.

Griffins can mimic sounds they hear with great accuracy, and often mimic their prey in order to attract it. When scared, they often mimic larger animals, such as bears or basilisks. This habit earned them the group-noun 'theatre'.

♉ Griffin

Strength	1	Dexterity	2	Speed	1
		Wits	2		

Skills Brawl 2, Athletics 2, Flight 2, Vigilance 3,
Knacks Fast Charge (+1 to Attack and Damage after spending 1 AP to move)
Abilities Quadruped (double movement). Wings (moves at x8 speed, must run before takeoff).

AP 4, Att 11, Dam 1D6+1, HP 7, CR 4

Ecology: Griffins live in areas of tall trees where they can safely build their nests. They are excellent climbers, learning first to scurry along trees by digging their sharp claws in and then later to glide in order to swoop down on prey from above. By the time a griffin has learnt to fly, it can have a wingspan of up to 15 feet. Griffins like to nest at the edges of forests, allowing them to fly out and catch grazing creatures such as deer on the open planes. Griffins will often hunt alone, but if a prey is spotted which is too large to catch they will often hunt together.

Ingredients: enough feathers, dried and ground up into a powder, grant a single Concoction for Air magic (no roll required).

♈ **Encounters** ♉

- A lone griffin circles overhead three times, and then leaves. The troupe may think it has taken no interest in them, but soon after, half a dozen griffins descend to make one attack, and test their mettle. The griffins continue swooping down until the troupe injure one of their number.
- Walking across a mountainous range, a theatre of griffins decides to watch the troupe from afar. Once the troupe pass a difficult section, they swoop down and attempt to grab a troupe member, pulling them off the side of a ledge, and letting them fall. The griffins have no intention of fighting fairly – they know they just need to pull someone over the edge to kill them.[4]
- Entering the forest, the characters hear a man say 'those look tasty'. Anything they say repeats back to them, interspersed with 'those look tasty'. Getting closer, they find a griffin watching from the treetops, mimicking whatever they say.
- Late at night, a voice calls out from the forest.

  "Hoo-rah, up-she-rises!"

  It continues to sing this single verse, repeating it with exactly the same tone and pitch, then goes quiet, then starts up again.

  If any response repeats twice, the griffin mimics that response, and walks closer to hear better…
- A large griffin circles above, eyeing up the troupe's smallest member. It attempts to pick them up, and fly off, in a single attack.
- A griffin swoops down and snatches a baby in a bailey. If the adventurers run after it, they soon hear baby-cries in the forest, but when they approach, they find a griffin with blood covering its beak, repeating the sounds of the crying baby.

♉ **Mouthdiggers** dig. Imagine a large mole, opening its mouth impossibly wide, showing more rows of teeth than a shark. These furry creatures could almost appear as a large dog if seen outside of the ground, but most people (and deer) usually only see its tonsils exploding from underneath. Once it has its prey clenched, it immediately retreats down its narrow hole, to be eaten from the feet to the head.

> The ground beside you explodes in a storm of teeth, all snapping for your leg.

Ecology: Mouthdiggers' favourite food is the auroch – they can snip the leg-tendons from one, watch it bleed out and then crawl over and feast on it for some days to come. Their greatest strength is that, while lying mostly underground, they are almost scentless, so creatures which coordinate by their nose have a hard time spotting the lethal trap in waiting.

Much like badgers they create long, winding paths of underground homes. When they dig under crops, these large tunnels can weaken the ground, causing people (and donkeys) to fall into a sudden pit.

Over Sylfs, male mouthdiggers pull their quarry half-way down the earth, but leave them alive to scream. The unique half-buried death cries attract any nearby females (this saves the male the effort of yelling, while also displaying the size of their kill).

[4] You should allow players to spend 5 FP to avoid sudden death from cliff edges.

Ingredients: the liver of a young mouthdigger serves as an Earth Concoction, with minimal preparation. Any which can open their eyes have already reached adulthood. Of course they only birth young in the warm seasons, and the young remain below-ground until adulthood, so accessing the litter always presents a challenge.

If found, a litter has 2*D*6 sprogs, and provides as many Ingredients.

♈ Encounters ♉

There is only one way a mouthdigger attacks – by surprise. They dig into a bush, build a warren, clean up the surrounding area so nobody can see the entrance, then jump out of the bush and bite. If unsuccessful, the mouthdigger typically crawls back into its hole.

- While approaching a settlement, the troupe hear screaming. Two children were playing, and a mouthdigger exploded from the ground and dragged one child back underground. The child has already died, but the troupe may wish to find a way to kill the creature anyway, so the bailey can rest easy.
- As night falls, the first watchman notes a mouthdigger out in the open, and exposed, scuttling into one of its holes. By morning, the entrance to the cavern looks like a normal bush. The watchman can do whatever they want with this information.
- A mouthdigger jumps up, and bites a heavily armoured troupe member, then drags them underground. The character will probably still be alive, but the troupe still have to get them out while the creature pulls its victim further downward.

♉ Mouthdigger

Strength	2	Dexterity	0	Speed	2
		Wits	0		

Skills Brawl 2, Stealth 2,
Knacks Adrenaline Surge (+1 Damage, once per round, 2 uses per combat), Perfect Sneak Attack (+2 Damage for sneak attacks)
Abilities Fangs.

AP 5, Att 9, Dam 1D6+2, DR 2 (14!), HP 8, CR 6

♉ Stirges grow to the size of a farmer's fist. Their wicked-sharp sucker can nip and slice into any exposed skin they can find, draining life slowly. And while most build their hives from leaves and mucus, they will use skin and bone if they find a corpse. This creates an ugly mound of femurs, fibulae, and ribs, all buzzing with activity.

While queens don't leave the nest, their eggs do. Hives will often reproduce by male stirges, who carry eggs on their stingers in order to inject them into the softest spot they can find on a mammal. The eggs will lay dormant for about a week, quietly feeding off their host's blood-stream, until they have enough material to develop a miniature nest inside the creature. They then use the host as a mobile nest, as a miniature swarm develops inside the creature, growing larger, until the creature finally dies, and the swarm feeds on its corpse to grow more drones, and uses the bones and skin to form a new nest.

Any sting by a swarm of stirges has a 1 in 6 chance of injecting an egg. However, not many stirges carry eggs in their stingers, so once they successfully inject the eggs, no other targets will suffer the same fate from the same swarm.

Checking a stirge-sting for eggs requires rooting around inside the wound. Anyone checking for eggs makes a Dexterity + Medicine roll (TN 12). Success inflicts a point of Damage, but will identify whether or not any eggs lie inside the wound. Failure inflicts 3 Damage, and always indicates that the wound has no eggs (whether or not it does).

Natural Abilities: Stirges fly, and do so only to press their stingers into animals, and drink blood. Those attacked by stirge-stingers gain an EP instead of Damage, and may become the vessel for their eggs (see above).

Ecology: Over the cold months, the queen hibernates while the hive dies. She eats some eggs, and leaves others to hatch, and begin hunting for blood. Stirges will suck the blood from anything which moves.

When the weather becomes really hot, stirges multiply, creating new colonies. Throughout this time, they attack anything which moves.

Ingredients: A freshly caught stirge queen makes for an excellent, and immediate Concoction for Fire spells. The Concoction requires a little drying (TN 5 to prepare properly), but only provides enough for one Concoction.

♉ Stirges

AP: 6 Att: 10 – *HP* Speed: 3 Wits: 2
HP: 8
Abilities: Wings (can glide, but not fly) . CR 6

♉ Wolves spend most of their time following deer, but people mostly know them for thieving from farms.

Ecology: Wolves live everywhere except islands. In the cold seasons, many die, and they become rarer, but in warmer seasons they breed and run quickly. While farmers know them as thieves, the majority of the time, wolves hunt wild animals, like boar or deer.

> A feint scratching sound is heard – only a little louder than the crackling fire. Rucksage is wandering away into the distance, and as the fire flares up you see the face of a wolf in the shadows, dragging his baggage away. A dozen wolves gather and tear the bag open, pulling the food out.

♉ Wolves

Strength	-1	Dexterity	0	Speed	2
		Wits	0		

Skills Athletics 2, Survival 2,
Abilities Fangs. Quadruped (double movement).

AP 5, Att 7, Dam 1D6-1, HP 5, CR 2

♈ Encounters ♉

During warmer seasons, wolves never attack humans. Encounters may involve seeing wolves running in the distance, but nothing more. When food becomes leaner, they become braver, and try to steal food.

- One night on watch, a pack of wolves stalks the troupe. If the watchman fails the Strength + Vigilance check to stay alert, one wolf grabs the smallest troupe member's backpack and flees.
- Yelps echo around the forest. Two wolves have been caught in a chitincrawler's web, and the rest of the pack cannot free them, so they just cry and bay loudly.

☿ Woodspies are like a type of camouflaging octopus, adapted to exist solely on land. They have three to eight tentacles and transform their shape in the manner of a hand making a shadow puppet and then adjust their skin-texture to match. They grapple with opponents and then start gnawing into prey with a powerful beak, located underneath the main body.

> The tree to your side shifts, and tentacles reach out of it. Half of the trunk was really a translucent creature, waiting to grab you and pull you up the tree, far away from the rest of the troupe.

Natural Abilities: woodspies are too soft to hurt creatures through punching – they must first grapple and then start sticking their beak, held underneath the main body, into the target. However, their many limbs allow them to grapple creatures without becoming vulnerable.[5]

Noticing a woodspy while camouflaged requires a Wits + Vigilance action, TN 14; bonuses can be assigned for sunny or particularly open areas.

☿ Woodspy

Strength	4	Dexterity	2	Speed	1
Intelligence	-5	Wits	1		

Skills Brawl 1, Athletics 2, Stealth 5, Survival 3,
Abilities 8 tentacles (grapple up to 4 opponents without going prone).

AP 4, Att 10, Dam 2D6, HP 10, CR 6

Ecology: Woodspies inhabit all manner of areas but prefer open plains and forests where there is plenty of cover and plenty of food. They always hunt alone. Despite being animals, they are in fact rather intelligent, although this intelligence only knows how to watch and calculate – they do not communicate much.

Woodspies love fish, deer, gnomes, badgers, humans, and aurochs. Animals with too sharp a bite (such as wolves and bears) typically put up too much of a fight for woodspies to bother.

Despite being octopods, fast-running water presents a problem for woodspies. It throws them about, and removes their control. So despite their ability to breathe underwater, and their ease of moving in the sea, they rarely attack boats on a river, and never venture to the ocean's surface during a storm.

During the cold seasons, most venture underground to half-hibernate with slow movements, while others remain active. Their initial excursions bring some much-welcome excrement to caving systems, feeding slimes, lichen, fungi, and myriad insects.

Ingredients: the beak of a woodspy, once ground into a fine powder, provides a number of Water Concoctions equal to the creature's Speed Bonus.

♈ Encounters E

Woodspies' keen intelligence allows them to plan attacks like no other creature. They will use every part of their environment and the troupe's exact situation to launch the perfect attack.

They know their prey well, and tend not to attack when they feel endangered. If something looks to dangerous to subdue, woodspies often follow their prey for some time.

Every woodspy which has seen an archer will recognize the bow, and understand how to hide behind cover.

- A single tentacle reaches down, grabs the smallest troupe member, and lifts them up into a tall tree. The woodspy then focusses only on climbing the massive tree. A Speed + Athletics check is required to follow the creature upwards, and only two troupe members will be able to approach at a time.
- In the distance, the troupe notice a massive woodspy slowly descending a tree. It waves its tentacle around a bush, slowly. A mouthdigger rushes up to bite the tentacle, but the woodspy quickly grabs it, then pulls it up into the trees.
- The troupe approach a river with a strong current. Have them roll, Wits + Vigilance, TN 9. Success means they have spotted a woodspy upstream, plopping into the water in order to lay an ambush. Even knowing that the ambush exists will not guarantee safety, since the troupe cannot move easily in the water. If they wander downstream, the woodspy follows.
- A woodspy picks up a bush, then waves it around, provoking a fight with the PCs. If they approach the bush, it uses the diversion to grab any bags they leave on the ground. The creature then climbs a tree, and tears open the bag, rummaging around it for any food, while throwing the rest on the ground.

[5] See the book of *The Core rules*, page 21 — Grappling: Resisted Strength + Brawl roll to deal Damage.

II Labyrinth Creatures ♉

The underground world is a sandwich.

The top layers pull in a little trickle of food from above, and nutrient-rich streams flow through, producing rare fungal gardens, or little cave-dwellers leave droppings a little inside, producing food for the wandering acidic oozes. Any passage leading downwards eventually sucks down any organic matter, and usually produces a slimy slope – a natural trap, which pulls people into the labyrinth below.

Below, a cold empty desert, full of crooked, empty veins, yawns. A few creatures crawl down to these depths to hibernate in peace. Occasional dwarves leave their life's savings down a long, dark passage. And rare undead wander into the darkness to stand, and stare, in meditation.

This freezing, frostless, labyrinth, creates a game with strict rules for all its inhabitants. Any loud noise can travel for miles underground, so predators often stay still, and listen well. But if they wait too long in an empty patch, they will starve. Prey-creatures play the same game on the other side, waiting, breathing silently, and listening for any small sounds of movement in the distance to indicate that something moves

either away from them, or towards them. And once a chase begins, both predator and prey can only run if they know the area well; the home-team commands a striking advantage, since they don't have to feel for the road ahead as they run.

Of course, fire is an option, but it produces its own complications.

Far below the frigid labyrinth, the air becomes warm again. People don't go beyond this point and return.

♉ Acidic Oozes are mobile, gelatinous, blobs with about the same level of intelligence as a quick-thinking bush – sometimes they ooze along the underground caverns, sometimes they crawl into rooms to digest their latest victim and appear as a little pool of water hidden away in a small pit.

Natural Abilities: Young oozes are generally partially transparent, especially when hungry; spotting them requires a Wits + Vigilance action, against their Wits + Stealth. Older oozes are hardier, and larger, but less good at hiding.

Some ooze also have the Projectiles Skill, indicating they can shoot acid up to 5 squares away.

In combat oozes always slither blindly at people, shifting about randomly so as not to be hit, and wrestling with their targets. Once a target is grappled, the ooze inflicts damage equal to its Strength immediately, and again at the start of each turn.

Larger oozes also heal 1 HP per round by melding back together, but can only regenerate half their HP this way before they need to feed. Their forms can still be bruised, and sufficient separation will kill them forever.

An ooze's greatest weakness is fire. They suffer 1*D*6 Damage from any torches, and receive no DR when attacked with fire.

Ecology: There are a large variety of ever-evolving gelatinous creatures which inhabit the underground realms. Most eat the underground mushrooms and the scum from underground lochs. Many skulk along ceilings and drop on anything which passes beneath them. They possess less sentience than the simplest insect and operate by a simple set of rules involving moving towards anything which smells like an edible, and (if the ooze is especially clever) moving away from anything that hurts too much.

Oozes can also be found occasionally out in the ocean, slowly digesting any fish (or fishermen) who wander into them. They may not be fast, but once they have someone it can be difficult to get out of their grasp.

They can occasionally eat glowshrooms,[6] which makes them far less able to take people by surprise, and can even provide a mobile light-source as they follow a troupe, trying to eat them while illuminating the path. The ooze's slow digestion makes these mushrooms glow even brighter, which can be a great help when wandering in the dark, as long as the troupe can run faster than the ooze, and as long as they don't need to rest.

Oozes, while highly acidic, are a dwarven delicacy once prepared properly.

Few people know this, but oozes are the only creatures in Fenestra with a longer natural life-span than elves. They continue to grow anytime they can eat, occasionally amalgamating with other oozes, or spawning smaller oozes after enveloping another. An ooze which cannot 'mate' in this fashion will simply continue to grow until something stronger comes along to kill it.

Black Ooze

AP: 4 Att: 16 – *HP* Speed: 1 Wits: -2

HP: 4

Abilities: Liquid (non-fire Damage removes 2 HP but creates a 1 HP copy). CR 3

Ingredients: black and brown oozes, once collected and left without air for a season, provide excellent Fate Ingredients. How much depends on how much of the body one can capture, but it could produce half as many Ingredients as it had HP.

♈ Encounters ♉

- A nearly invisible ooze sleeps on the cave's ceiling which the troupe walk under. Have them roll Wits + Vigilance to notice before it drops on them.
- The troupe find a dark and lighter ooze intertwined. It's not clear if they're mating, fighting, or if the darker one is giving birth to the other, but if the troupe disturb them, they both attack.
- On the ground is a puddle with ten gold pieces, a silver ring, a dagger's blade, and helmet. This is an ooze, along with the remains of a dwarf. If the troupe approach, they may become its next meal.

Transluscent Ooze

AP: 5 Att: 14 – *HP* Speed: 2 Wits: -1

HP: 7

Abilities: Liquid (non-fire Damage removes 2 HP but creates a 1 HP copy). CR 5

Skein grow to the size of a hand. They use delicate little tongues to pick up tiny insects and debris from cavern floors, ceilings, and streams; and delicate spines on their fingers let them climb anywhere.

7 Skein

AP: 5 Att: 11 – *HP* Speed: 2 Wits: 0

HP: 10 CR 8

Skein have no eyes but still hate torches. They sense the heat through their translucent-pink skin and instantly attack anything next to the fire.

[6] Glowing mushrooms, on page ??.

Spore Folk are self-replicating fungal Artefacts which absorb the feint mana within deep caverns. They mix underground Ingredients with mushroom growths to make Talismans, which then become more spore folk. Their bodies and minds have such variety that humanoids often fail to understand that they form a single colony. The reverse holds too – spore folk struggle to tell the difference between a gnome and a gnoll.

They communicate like any Artefact (see on page 62), which will make speaking with them difficult.

They run the range of intelligence, from insect to scholar, and develop social skills about the same rate as intelligence. As a result, most communities conflate intelligence and ethics entirely. They will treat 'bad people' as if they were simply ignorant rather than malicious, but also take every mistake as a sign of evil intentions. If a troupe communicate that they have become lost, the spore folk will take this as a sign of malicious intentions (because anyone who becomes lost does not know the proper way to act), while giving gifts to them will make them inclined to believe statements the troupe make (because people who know good manners should also know what they are talking about in general).

Ecology: Spore folk colonies are smart enough to remain untroubled by most underground creatures. Their primary enemy is gnomes, who struggle to resist the temptation to study and pull apart these living Artefacts.

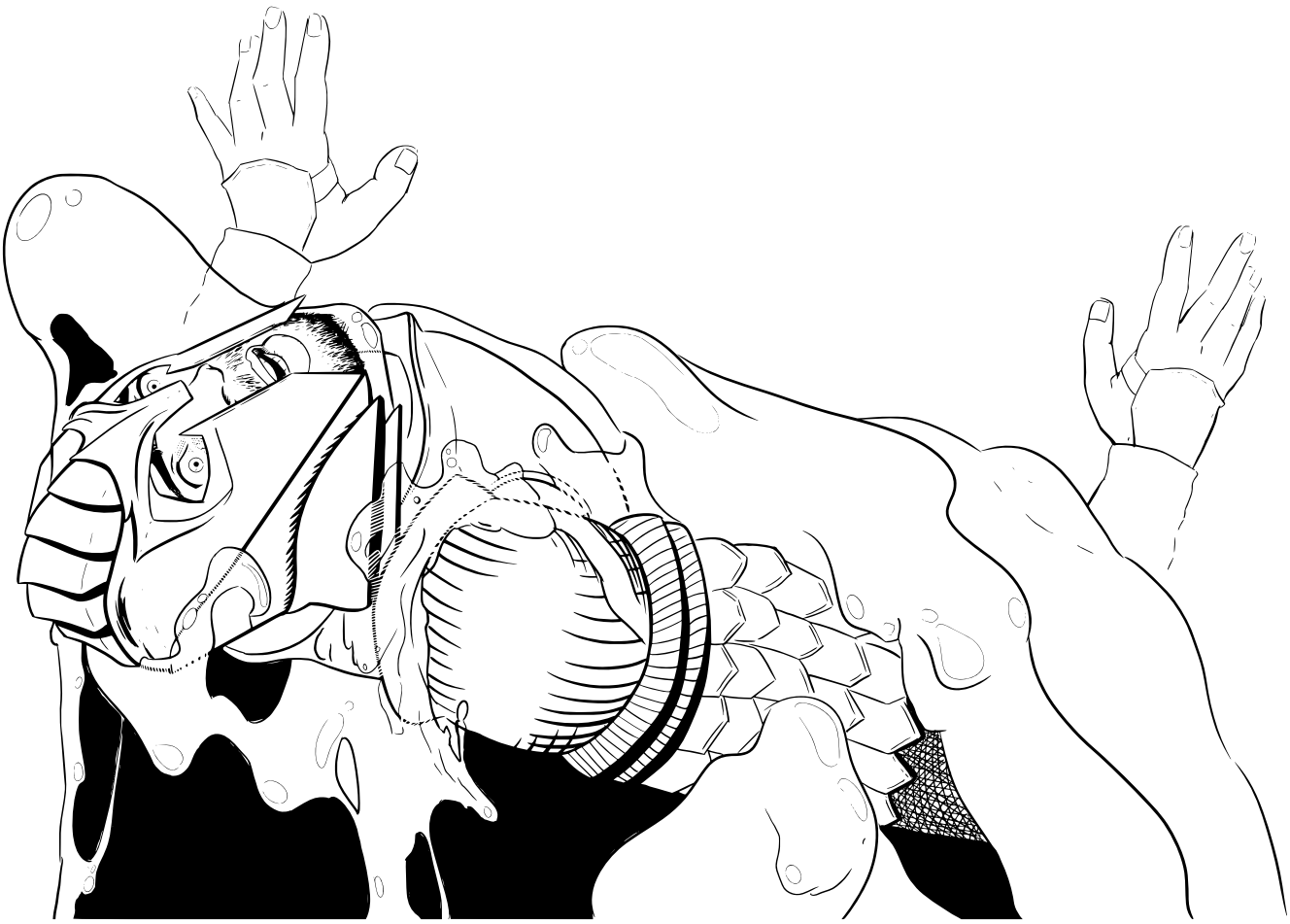
Once dead, spore folk release any Mana Points in their bodies.

Children are the Talismans which have started to develop sentience. The other Talismans don't matter – all exist to protect the colony. When a Talisman starts to form sentience, then the colony will place it somewhere secluded and safe.

What-Was Fungus This puff-ball fungus releases spores which are more interesting than what you were doing before. The nearest 4 people take a -3 Penalty to their task. *(Resisted by: Wits + Academics (TN 9), Range: 16 steps, Area of Effect: 4)*

Encounters

- They give their children to the troupe in order to start a new colony somewhere else. They try to explain this (by thinking very loud), and if that fails, they push their children in the troupe's back-packs or arms. If they see the troupe harm these blobs of fungus, they will take the children back.
- They trap the troupe until they defecate, by using spells, blocking passages, et c.
- They give the troupe edible fungus in order to help them. The fungus may or may not be edible (spore folk don't know much about what flesh-people like to eat).
- They try to trade. They have some bones and metal left over from people who died in a cavern some time ago (weeks? centuries?), and will accept food, non-alcoholic water, Talismans, Artefacts, or meat.
- They ignore the troupe.



They try to communicate with the troupe, starting with Mathematics, and working their way up to full conversations. The troupe probably don't have time for this, but the spore folk will persevere as long as the troupe remain, and will not let them sleep.

Spore Folk

Strength	1	Dexterity	5	Speed	-2
		Wits	-2		

Skills Athletics 2, Caving 1,
Knacks Lucky (add 4 FP)
Abilities Amphibious. 8 tentacles (grapple up to 4 opponents without going prone).

AP $\frac{1}{2}$, Att 11, Dam 1D6+1, HP 7, CR 0

Spore Folk

Strength	2	Dexterity	4	Speed	1
		Wits	1		

Skills Athletics 2, Caving 2,
Knacks Lucky (add 4 FP)
Abilities Fangs. Claws (+1 Damage).

AP 4, Att 11, Dam 1D6+3, HP 8, CR 6

Spore Folk

Strength	3	Dexterity	5	Speed	-2
Intelligence	2	Wits	-2	Charisma	2

Skills Academics 3, Athletics 3, Caving 2, Empathy 2,
Spheres Fate 1, Water 2,
Knacks Lucky (add 4 FP)
Abilities Venom (grappling attack inflicts 1D6-1 Exhaustion Points). Amphibious.

AP 1, Att 12, Dam 1D6+3, HP 9, MP 6, CR 6

Umber Hulks are massive insect-like creatures with gnashing mandibles. They eat mushrooms and acidic, underground oozes, but devour absolutely anything if it happens to be near.

> Small, sticky orbs hang from the ceiling.

Natural Abilities: When stressed or angry, an umber hulk's odour forces anyone smelling it to make a Strength check, each round, at a TN of 10 minus the creature's Speed, or gain 3 EP as the character wretches. This stench quickly fills tunnels, and can serve as an early warning sign, but not always. The stench only occurs when the creature starts galloping.

Ecology: They move quickly, eat quickly, and worst of all, their eggs hibernate until food is near. This makes them difficult to get rid of once a tunnel system has been infested.

They naturally live underground, where their eggs can grow undisturbed, but may venture miles beyond their caverns when hungry. They encourage their eggs to hatch by heating them through rubbing their massive, armoured, limbs together, to produce a vibration, and a strange kind of purr.

Due to heat encouraging the eggs to hatch, anyone wandering nearby with a torch often encourages the entire brood to exit their shells immediately, and cry for their parents.

> Once you crack one open, you find a tiny little insect with a soft, white shell. The smell on the inside fills the entire tunnel, and a second later a fast clatter comes from farther down the tunnel. It's getting closer.
>
> You turn to see an insectoid creature, bigger than any war horse, with a solid, black shell, racing towards you.

Ingredients: umber hulk eggs can produce Fire Concoctions once properly dried (but must remain unhatched). The quantity depends on the brood-size and how close they are to hatching. The result is $2D6 - 5$ Fire Concoctions (if the number is less than 1, the brood was not mature enough to produce any Concoctions).

Encounters

- Ahead, an umber hulk lies in wait for the troupe. While they are not masters of stealth, simply sitting in the dark works well for them. Have the troupe roll Wits + Vigilance, TN 9 due to the twilight.
- An umber hulk sees the troupe and gives chase. After they run for a little while, it stops, and refuses to chase them further. Observant characters will notice droppings on the cave's floor which indicates this is the edge of the umber hulk's territory. Whatever new creature has staked a claim to this land terrifies the umber hulk.
- An umber hulk is masticating a dead gnome's leg. He was clearly rich, as a bag of silver pieces lays by his side, together with a couple of magical scrolls which he apparently did not get a chance to use.

Umber Hulk

Strength	6	Dexterity	3	Speed	1
		Wits	1		

Skills Brawl 3, Athletics 2,
Knacks Unstoppable (+2 HP)
Abilities Quadruped (double movement). Stench (breathing in demands Strength + Survival check, TN 9, or take 3 EP).

AP 4, Att 13, Dam 2D6+2, DR 4 (18!), HP 14, CR 15

Watchers seem something between a nearly-sentient plant and a morbidly slow creature. They spend most of their lives still, tentacles outstretched like scrawny roots across some tens or hundreds of feet.

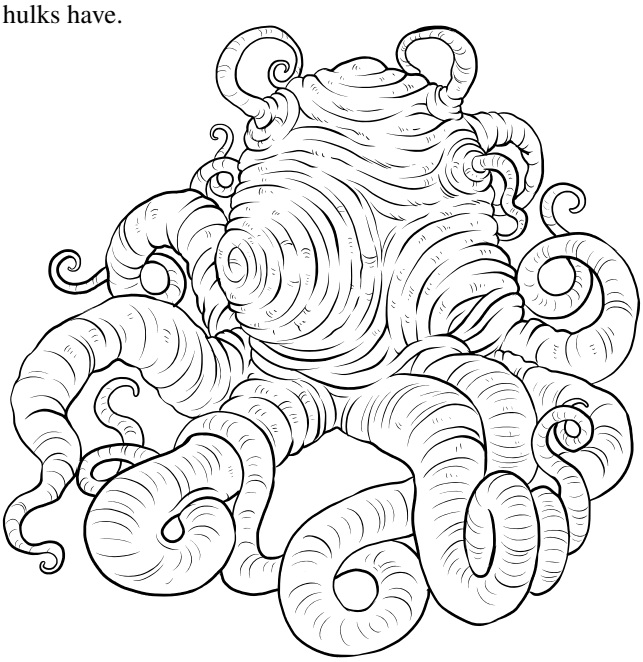
Natural Abilities: Once a tentacle is stepped on, the creature slowly lets out a hallucinogenic gas to confuse their targets. A Wits + Vigilance task, TN 10, is required each round to not waste one's time running from, attacking or conversing with mental illusions of one's own making. The hallucinations vary, but whenever a player mentions some danger – whether a trap, monster, or enemy, they appear, typically in the distance, around the edge of their visions. Meanwhile, everyone involved suffers 4 EP each round.

Watchers can be difficult to spot; they like to hide in darkened corners and pretend to be a shrub or a pile of rubbish – finding them requires a Wits + Vigilance Action at TN 10. Their gases fill massive areas, so it can often be a time race to either escape or find and destroy the creature. Destroying it of course just releases more gas, but at least potential victims have the joy of knowing their corpse will not be slowly eaten while paralysed with fatigue by an alien face with too many eyes.

Ecology: All the deadly gas which watchers release comes from the air. Paradoxically, they do an excellent job of *purifying* underground air, as they collect all the toxic particles.

Savvy underground wanderers know to keep a sharp eye out when the air smells sweet despite walking two miles below the surface.

Despite their lack of size, strength, mobility, or any kind of sentience, watchers are the only natural predators umberhulks have.



♉ Watcher

Strength	-5	Dexterity	-3	Speed	-5
		Wits	1		

Skills Stealth 4, Survival 1, Vigilance 2,
Knacks Unstoppable (+2 HP)
Abilities Gas (receive hallucinations and -1 EP per round).

AP $\frac{1}{2}$, Att 4, Dam 1D6-5, HP 3, CR 0

Ingredients: If someone grabs one and contains it, before the gas releases (Dexterity + Caving, TN 10), they can create 1*D*3 Water Concoctions.

♈ Encounters ♋

- The troupe enter a cavern and rest for the night, noting a number of odd fungi. Once the group sleep, the member taking watch begins hallucinating all the late-night encounters they have ever had coming to feed. Once they wake other troupe members, each rolls to come to their senses.
- The troupe wander through a cavern and notice the little tendrils of watchmen lying everywhere. Have them roll Dexterity + Stealth not to step on any tendrils. The exit lies 40 squares away.

Chapter V

Strange Growths

I Vegetation

Fungi

Bedshrooms are fungi that look like shrivelled up cloth-sacks. While they have water, they grow spores inside the sack. Once they dry up, any disturbance releases large amounts of spores. Anyone breathing the spores in feels a dream rushing over them, beckoning them to sleep. They receive 1*D*3 EP and roll Strength + Academics (TN 8) to stay awake. Anyone who sleeps for the Interval removes 1*D*6 EP and gains 1 MP

Ingredient: Air

Dryad's Kiss Shrooms are a tasty mushroom which makes people very gullible. Anyone eating one takes a -2 penalty to all Deceit and Empathy checks for a day

Fly Flowers take their name from the swarms of flies that surround them at all times. The stench doesn't wash off, and anyone who comes in contact with this mucus will attract enough insects to make hearing speech difficult.

Glowshrooms are subterranean fungi that give off a soft, faint light, but only in complete darkness. Dwarves sometimes use them instead of torches, even though the light is dimmer.

Ingesting these plants can be deadly. While healthy to eat, after two Intervals they mix with stomach acids and begin to glow. This can turn someone into a sudden target in the dark, as their stomach shines faintly

Ingredient: Fire

Marching Mushrooms relieve tiredness when chewed, but slow the body and mind. Once eaten, people ignore EP Penalties for 1*D*6 Intervals, but with -1 Penalty to Dexterity, Speed, Intelligence and Wits

Ingredient: Earth

Forest Plants

⚀ **Bedleaves** are massive plants appear a little like gunnera, but larger. Anyone sufficiently small (Weight 5 or less) can rest on them overnight and heal an additional EP.

⚁ **Bloodwood** sap gives a scent that makes blood rush. Refined, this sap is considered a potent aphrodisiac, so wardens past their prime pay well for it. Unfortunately, the sap is secreted only during the harshest cold snaps, and tends to attract and irritate local wildlife, making procuring it a risky endeavour.

⚂ **Disgnome Blooms** have yellow petals the size of a forearm, which sprout only in Sylfs. The rest of the time, they look like any other plain bush. The roots sprout vicious, curved, spikes, with a mind-bending toxin. A single scratch inflicts 1*D*3 EP, each of which inflict a -1 Wits Penalty for as long as that EP remains

⚃ **Horse-Drops** are red little patches of moss, which grow on the roadside. Horses, donkeys, and mules love them, because they also love being eaten by those fast-moving animals. Once something eats the moss, it begins to grow inside the beast's stomach rapidly (inflicting one EP each Interval). Curing the beast requires an Intelligence + Cultivation roll (TN 12). Once the beast dies, it explodes in a shower of red spores, and anyone breathing enough in can suffer the same effects

⚄ **Mage Oak** roots tap into some mana source deep underground. It restores 3 Mana Points for every Interval spent near it. The tree will also repeat every spell cast near it, with random targets.

Proper preparation of a single branch makes a dust which provides 3 MP to *everyone* across an Area. However, the tree can die easily. Each harvesting has a 1 in 6 chance of killing the tree, at which point it leeches all mana in the Area.

Thorny Thickets create serious complications for anyone moving through them. They reduce running speed by 2 steps per AP spent, and moving through them requires a Dexterity + Survival Response Action (TN 10), or the would-be runner receives an EP and loses all momentum, as dozens of tiny spikes scratch and pierce them.

Wearing full armour makes one immune to the cuts, but will not stop the movement problems.

Wetland Plants

Dirge Fruit produces tasty tomato-like plants on a vine. After 1*D*6 Intervals, the eater starts to hear a screeching sound, similar to tinnitus. The sound grows louder and louder (though nobody else can hear it), and adds a -1 Penalty to rolls to hear things.

Every Interval the 'noise' becomes louder and the Penalty increases by 1 step. At -3, the target cannot sleep any more. At -6, the target becomes effectively deaf, as they can hear nothing else.

A cure requires an Air Ingredient, mixed with hard food and crushed violently (Strength + Medicine, TN 10).

Dreameater Moss joins the dreams of anyone who sleeps on it. The witch who created it still lives in those dreams, and wanders through them, eating the minds of anyone they find. It provides a powerful but dangerous way to communicate across long distances.

The sleeper can roll Wits + Empathy to find someone they know, or roll Wits + Deceit to wake up. The TN starts at 7 + 1*D*6, and every Interval adjusts by 1*D*6 – 3.

Every failure means a roll on a random 'random table' – flip through the first book to hand, select a random table to roll with, then add that element to the dream. If the sleeper has already encountered this result in their waking life, memories of the encounter invade the dream. If these are good memories, the TN decreases by 1. If bad, the TN increases by 1.

Seekmist sits passively, filling up with dust, waiting for a seed. The seeds are sticky, and float on the wind until they latch onto an animal (or traveller). One the carrier comes within range – poof! The dust spreads everywhere, and the seeds have been properly joined. The dust causes nausea, and sometimes hallucinations.

If properly prepared, they become a wicked poison, which inflicts the disease Guardbane (see page 52). Preparation requires an Intelligence + Medicine roll (TN 12).

Ingredient: Air

Slowburn Ivy does nothing for most of the year, but over Sylfs, it spreads its seed by dumping large amounts in rivers. Anyone eating water contaminated with this ivy's seeds gains 1*D*6 EP, but only after 1*D*6 Intervals. The slow release always makes the cause difficult to track down.

Screechmoss screeches like a starving cat when stepped on. They tend to form a symbiotic relationship with predators, who always respond to the squeaks by investigating the source, or laying traps around the thickets. The moss then feeds off the blood of any victims. Nobles love to encourage screeching moss to grow around their estates, to protect against unwanted intruders.

Ingredient: Air

Whistling Cane grows in swamps and play an eerie tune on windy days. Inexperienced travellers might stray from their path, into the dangerous bog, looking for the source of the sound.

They can be crafted into musical instruments, but they're never popular, since their sound is always sorrowful.

Other Plants

Downroot gives +2 HP after ingestion and a night's rest, and -1 to all *Attribute*s for the next three days.

Liskshine grows on the backs of basilisks, and absorbs the beast's overwhelming stench. When it grows large enough, small clumps of it fall off. A rare find, and also a warning that a basilisk is nearby.

Ingredient: Earth

Uproot gives you +1 Strength for an Interval after cooking to the perfect, golden-green. Each Interval thereafter, the player rolls 1*D*3. On a '1', the effect stops, on any other number the character loses 1 HP, and the effect continues.

II Diseases ⊙

Fenestra does not have many illnesses. Those which exist have a little magic to them, and so the cure often demands magical Ingredients.

Diseases can be cured with an Intelligence + Medicine roll, at the TN stated, along with one Ingredient of the correct elemental Sphere. If the preparation goes awry, new Ingredients must be procured for a cure.

⚀ **Breathrot** makes breath foul, as the lungs slowly fill with stagnant air. One affected can never have less than 1 EP. Every day this effect increases by 1.

Cure: Air (TN 10)

⚁ **Corpse Hands** starts at the fingertips, then hands, and finally a whole arms dries up and become stiff.

The character incurs a -1 Penalty to Dexterity. Every 3 Intervals, the Penalty increases by 1 until -6, where they stand, paralysed for an Interval, before the effect begins to reverse, one Interval at a time.

Cure: Water (TN 7)

⚂ **Mindflash Syndrome** makes the sufferer's mind becomes restless, keeping constant watch but with clouding judgement.

-1 Intelligence, but +1 Wits; no sleep is possible. Every Interval Intelligence worsens by 1, and every 2 Intervals Wits increases by 1, up to their racial maximums.[1] Paranoia and hallucinations are not uncommon after a while. If the character ever fails a check to notice something, the Judge will report the failure as success, concocting a plausible danger which the character imagines.

Cure: Water and Fate (TN 8)

⚃ **Guardbane** makes legs and arms feel too heavy to move, as the character suffers a -1 Penalty to Strength and Speed. Every day, the higher of the two gains an additional -1 penalty, and if they are equal, the Strength penalty increases by 1. If either penalty reaches -5, the character dies.

Cure: Earth (TN 5)

⚄ **Spychoke** starts and the throat feels so tight that the character can only whisper. Talking loudly inflicts so much pain, that they suffer an EP.

Cure: Fate (TN 9)

⚅ **Torpid Flesh** turns the flesh turns pinkish-pale, then flaky. Whenever the character spends more than 3 AP in a single round, they gain an EP as the skin splits and hair begins to fall out.

Cure: Fire (TN 9)

[1] See the book of *Stories*, page 26 — Progress.

Chapter VI

Guilded Temples

As any idiot can plainly see, the gods do not love humanity. They treat people like children playing with insects. And when a god finally kills someone, they claim that human soul for their realm. Death by cold means joining Sable's frozen realm, and death by violence allows Wrecan to pull the soul into her realm of eternal violence.

So when humanity looks to the divine, they do not look for salvation, but for danger. Temples exists to protect civilization from the wrath of their god.

The temples are guilds with a divinely mandated monopoly. Even a 'guild hall' which is nothing more than an old lady's house still offers divine guidance (or rather, guidance on avoiding divine interference). The Temple of Hate encourages reconciliations, the Temple of Frost offers warmth, and the night guard work for the Temple of Beasts, where they kill the Sylf's children.

Abderian & the Temple of Poison

Led doors, covered in ivy, open to usher in a warden, still dressed in the finery he wore for feasts in life.

"I told my daughter to bury me in my dinner jacket. I always knew she was the good sort", he smiled.

A tall and impossibly thin woman balances a wine glass between two fingers and hands it to him.

"So what's for dinner in this noble realm?", but the smile turns to a stare half way through a swig of wine, as he scans the room, and notes all the filthy beggars staring at their glasses, without drinking.

"We have some nobility", she says thoughtfully. "We even have kings, from the olden days", pointing to a skin-clad skeleton, trying to lift a crown from the floor.

The warden chokes and coughs, and notes the specks of blood on his dinner jacket.

"Is this wine poisoned?!"

"All wine is poison. We just drink it stronger here."

Domain: poisons, rot, mould, fungus, ale, feasts

Defence: salt, distillation, rendering, vinegar, and wine

Members: Servers

Activities: Brewing, and baking.

Servers work in wardens kitchens, and every town has a bakery near their slums. They provide bread for the hungry, and beer for the sober. Despite this, nobody likes the guild.

The wardens complain that they insist on a monopoly on cooking *in every warden's home*, and wardens who refuse end up poisoned sooner rather than later. But the Wheat Guild are quick to note that nobody with an official Wheat Guild cook has ever succumbed to poison, so this only shows that everyone should employ one.

The Structure

Bakers come from the streets, and generally return after months. The working hours and heat in the kitchens tire even the fittest of humans.

Tenders tend the bars, if they can curry enough favour to move away from baking.

Cooks require a good nose, fast hands, and enough savings to bribe their way into the position.

Curators need fast eyes to read and tabulate books. They test every bottle, and remember the daily-changing price of every drink. They also test or switch their bottles to make sure they don't leave any shoes for someone else to step into, as nobody from the streets can imagine a better position than being a curator.

Landlords renounce any official status as wardens, buy a property, and join the guild near its top rank. They purchase supplies, barter with traders for wholesale prices, and keep in contact with the cooks who work with wardens.

Chefs know all the guild's best recipes, both for food and poison. Besides their special recipes, they do not cook much, as they too come from warden families, and have better things to do.

The Taverns are temples, which purify food with heat, and water with fermentation. Not every tavern holds membership, but the bigger the town, the more keen the Wheat Guild will feel on establishing themselves in the area.

⊙ Eldren ⊙ & the Temple of Sickness

Approaching the doors, the sick may find a woman with her left arm and leg missing, and an older man with downs syndrome, ushering them into large, open halls, full of beds where people chat.

Moving inside, a long hallways presents doors, where less comfortable residents try to die peacefully. Unfortunately the temple forbids alcohol, as they do not want to risk a single soul to death by poison. The gods have their own laws and technicalities.

Those who reach the end unharmed can let their soul fall out peacefully. Death by old age guarantees a place with the peaceful dead, in Eldren's realm.

Domain: pensions, disability, family, and ancestry

Defence: none

Members: Helpers

Activities: Caring for the old, sick and infirm.

Helpers work together to overcome their problems, and heal the sick. Anyone with a long-term illness may join. Parents with disabled children try to have their children work as a helper, rather than joining the night guard.

Most live their lives inside a city, not far from their temple. A rare few travel around neighbouring baileys, checking for anyone who cannot handle the hard physical labour in the outer baileys.

Where other temples focus on finances, followers of Eldren serve their communities well, and always receive respect from people. They say that killing a member of the Temple

of Sickness brings a curse which lasts for ten generations.

Funding comes from people who give a little to the temple throughout their lives, in the hopes of one day dying in it. These payments form something like a pension, as those who donate well always receive the first available beds in the Healers' Guilds.

As a result, this temple may have more wealth than all the others, or may not. They don't keep open books, but rumours abound of hidden, underground vaults, which store rubies the size of a fist, elven necklaces with magical abilities, and orbs which summon a thousand dragons to serve the user. The least likely element in these stories is the Healers' Guilds building somewhere with a lot of stairs.

○ ○
&
THE TEMPLE OF MISGENESIS

Some things die before they begin. Forgotten hopes, poems the writer never starts, and people who could not be born as their parents never met. Not a single soul resides in 's realm, as her victims never existed.

Speaking her name attracts her attention, so it soon became a curse, then a rarity, and eventually unbecame altogether. Only the doula remember, as they pass her name from one to another, by entering each others' dreams, then writing the name on sand, one glyph at a time.

Domain: regret, failure to thrive, the road untaken

Defence: hope

Members: Doulas

Activities: Birthing, lambing, planting, marriages, business mergers, novel journeys, new settlements and death.

DOULAS live alone in baileys, forming groups only to train apprentices. Everyone who wants to start something new goes to the doulas – whether starting a business venture, asking someone to marry them, or just travelling between settlements, people request the doula's blessings. They frequent towns less often, as the demand on their attention rises rapidly once people know a doula is available. Despite the high demand for their attention, they never charge much – everyone knows they should, by rights, give their blessings in return for a scarf, or a little meat. If people see them charging much more, they generally accuse the doula in question of going sour, and begin to refer to her as 'a witch'.

People can spot a doula by the pouches of Ingredients by her side, a scowl on her face and a fierce sense of direction and purpose. They never wander, they only march.

THE STRUCTURE remains a matter of opinion and leverage. Almost no doulas practice witchcraft, but those who do won't display it, so those who don't can hint that they can. When one casts a soothsaying spell, she tells others of the spell's results. And almost nobody can really track how effective a blessing has been. But even without evidence, everyone needs safety from , every doula remains in demand.

Apprentices serve for as long as it takes to pick up the basics – sometimes until their mentor has died (which means they get to keep the house).

Doula care for the young, assist with births, and wish people well on new ventures; and whether or not their blessings truly change people's fate; or their predictions really see the future, nobody can tell.

Wayfinders have sufficient magical abilities that they walk fearlessly, deep into the forest. Overseers in the night guard pay them handsomely (but rarely in direct coinage) to seek out areas in the forest fit to built a bailey.

While the doula never like to reveal their rank, seeing an old woman walk out of the green darkness, where even the night guards fear to enter, with twigs clogging up her hair, quickly gives the game away.

TEMPLES WITH TEA The doula tend to live away from others, in case of mishaps with their witchcraft. They have no grand halls, just shoddy old houses, or occasionally a potion shop in a large city.

● PAIK ●
&
THE TEMPLE OF JUSTICE

As you enter the pit, the executioner leans in to whisper, "just don't make a fuss, give them a good show, okay?".

You haven't done anything wrong, but that doesn't matter now. The noose swings above the pit. Two more doors sit around the stone edge. Some of the crowd wave to you through the bars. Your voice pushes up the pit, over the chattering jury.

"My lord. The man accusing me of theft was in fact looting the bodies when I arrived. I have the location where I believe he buried the items on the road. I saw him dig there, shortly after."

"Peeping Tom, eh? What witchcraft lets you stare at people from the dark of the forest?"

The crowd cheers as the jester begins climbing the cage-dome above the pit, in a mocking skulk.

"Do you stand next to the beasts when you watch people, or prefer sitting on your own in the dark like this?"

The jester's lips purse as he fondles his crotch while staring cross-eyed at a woman in the crowd.

The warden tells the jester to be quiet and declares that the first character witness has arrived. The guards open a side door, and a woman walks in. You recognize the waitress, and she begins recounting a night you were in her bar, two years ago. . . The crowd murmurs in titillated shock.

Domain: law, taxation, punishments, and oaths

Defence: obedience

Members: Keepers

Activities: Arresting and sentencing criminals, and witnessing oaths.

KEEPERS guard the people from themselves. The footsoldiers track down and arrest criminals, and take them to prisons for sentencing by the wardens.

Wardens form the only temple which actively kills, though they remind people that society must have laws, and that they attempt to limit deaths by Justice to an absolute minimum. To minimize deaths, they typically hand criminals over to the night guard. Sentencing a soul to the forest technically means that Paik did not take them to his afterlife, so the wardens have successfully saved someone from him, and therefore done their job well.

THE STRUCTURE is bithright, from warden to sun guard, everyone has a proper place, except the jester. The jester symbolizes anarchy, and the mobs which can arise without authoritative leadership.

Jesters are not formally ranked in any way, but they make the accusations in court, so the local populace fears them without exception. See 'the Jester', below.

sun guards work in towns and cities. Anyone sufficiently fit, overbearing, and loyal to the wardens can become a member.

Prefects administer the guards in a station, and travel along roads when needed to protect the warden.

Captains administer a whole city.

Seneschals keep track of a lord's resources, take tax money, record legal rulings, and keep the treasure safe. Every warden needs a trusted seneschal to operate, and in many ways the seneschal holds a more important position than any warden, in terms of the land's stability.

Bailey Wardens have power proportional to the number of baileys they control. Unfortunately, these baileys can cost more than they generate, as wardens must pay for any night guard visits to a bailey.

Town Wardens make ties with wardens from other settlements, and have long Philosophical conversations on the nature of justice, or tell stories about the funniest sentences they've passed on the common people.

City Wardens hold more power than any other human. If they become agitated, they can raise armies, and wage war.

THE PIT OF JUSTICE is deep, so many spectators can look down at the accused. The warden sits at the top, with a little space for advisors or family.

A single noose hangs above the pit, and locked doors sit around the edges. Sometimes the warden has additional accusers behind them, waiting to pop out and give the crowd some real 'wow-factor'. Other times, the warden has chitin-crawlers or woodspies trapped in the side-rooms, so they can declare a surprise trial-by-combat.

City-folk love seeing the 'theatre of oaths'.[1]

The Jester always screeches accusations and demand ridiculous punishments. Wardens can never agree with jesters publicly – they would look foolish – so they must provide a harsher or lighter penalty than the jester. This leads jesters to propose the harshest and most ridiculous of punishments, to limit the warden's decree ("*pull off his eyelids my lord!*", "*put her children in the forest, and let her run about finding them all night!*"). The warden can then appear as a magnanimous arbiter, seeing the best in everyone, and reducing the jester's sentence to something more moderate.

Unfortunately, the jester's punishments often 'anchor' the court's final judgement before it starts. Nobody really knows the cost for kicking someone's pig in the head, or for lying about the quality of a cartwheel, so when the first suggestion is '20 gold pieces', the rest of the trial focusses on gold, where it might have been silver.

Jesters often enjoy parading about the streets in their

[1] See how to conduct a trial on page 22.

ridiculous get-up. They may look like ridiculous little people, with the bells and red hat, but nobody would dare make fun of a jester. Anyone who laughs at him in the wrong way, or fails to laugh in the right way, may see him again from below one day, in the pit.

✳ Sable ✳
&
the Temple of Frost

He lies comfortably naked with white, glistening snow, pulled over his pale chest like a blanket. He looks inviting, like you could curl up next to him and feel just as comfortable. He sleepily scratches his black nose with his black fingertips, and lets out a tiny, frosty, sigh.

Domain: snow, ice, dead houses, icicles, and biting wind

Defence: clothing, fire, preservation, and savings

Members: Weavers

Activities: Spinning thread and tales, and baking long-life cakes.

Weavers ward against frost by making and mending clothes. Every town has a wing of the weavers' guild. When someone asks for their clothes to for mending, the weavers ask the waiter a dozen questions each. Half the traders in town stop at the weavers before the market, half to hear news of their competition, and half for a hole in their hat.

The Structure must be tight, or the fabric falls apart. Beautiful patterns can put one ahead in the temple, or at least gives an excuse to stop working and start talking for a little while.

The group decides on internal payments week to week. By talking with each other, the guild keeps prices high, and makes a killing.

The Temple of Frost has a hearth in the centre, heating everyone equally. The room is abuzz with at least a dozen people, young and old, mostly women. At least half work on looms at any given time. Others rest their fingers, while townsfolk drop off a log of wood in return for some embers – starting a fire with the embers of the Temple of Frost brings good luck throughout Sables.

Some Temples of Frost also store riches for people, as a fail-safe against the cold times. Their valuables remain somewhere safe, while they receive a note attesting their ownership of the item. Instead of transporting items (which risks losing them), people simply pass along the note, and have a notary record the transaction.

♈ Sylf ♈
&
the Temple of Beasts

A painfully pregnant belly, and a thorax bloated with eggs; the mother of Fenestra's predators overflows with life. She meanders around the world, laying monstrosities and feeding them with anything she finds on the world's surface.

She holds the forms, abilities, and hunger of every predator in the world. And when full baileys disappear in a night, humans wonder if Sylf herself came to eat them.

Domain: the deep forest, darkness, barbarism, and anything which feeds on humanity

Defence: dogs, bows, and keeping watch all night

Members: Night guards

Activities: Protecting traders, manufacturing bows, and burning the forest.

Night guards informally, include anyone who watches for beasts at night. However, the night guard proper, where people have ranks and duties, typically come from society's unwanted – they come from towns and cities, where wardens send them to the forest. The night guard answer the call of baileys struggling to survive, build new settlements, and perform missions beyond the Edge.

Despite high death-tolls, notable 'types' reliably survive the hardships. Firstly, anyone from a rich family can often buy their child into a promotion good enough to keep them safe. Secondly, the fastest of the night guard can survive almost any danger, as long as they don't take the lead often, and stay alert when someone makes them. Almost every beast in the forests will stop attacking once it has a body to feed on, so above all, survival depends on sprinting faster than one's companions.

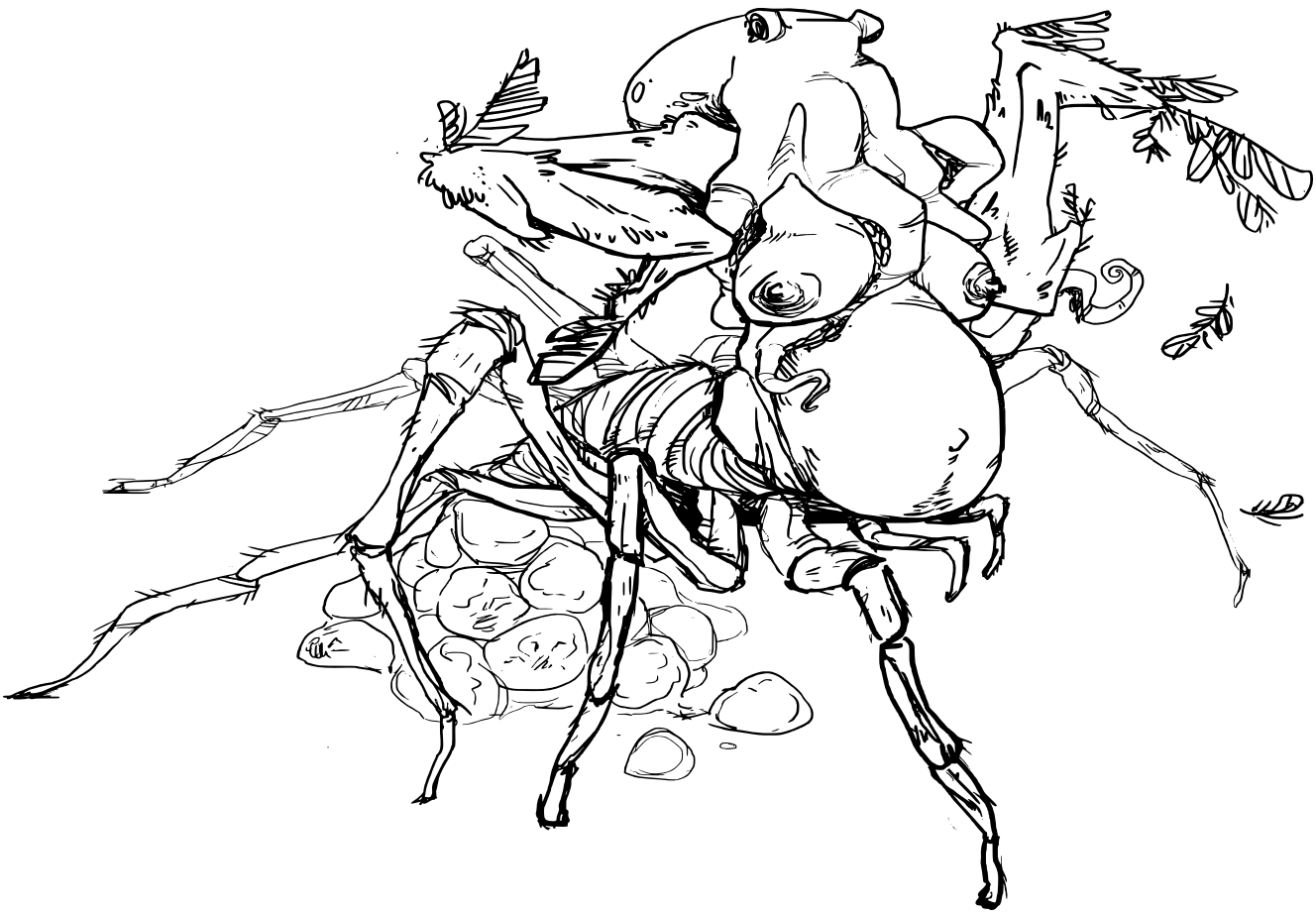
The Structure is tall, so the heads can stay far from the fodder, who are unfit for civilization. Night guard should not, in general, enters civilized areas – they should live on the Edge, protecting civilization. However, those with a higher rank often receive dispensation, or simply have enough of a reputation that the townsfolk feel willing to let the transgression slide. Much higher ranking member of the night guard (e.g. the jotters) may go where they please.

The 'entry bonus' should add to any rolls to enter towns.

Fodder do as anyone tells them, until the forest eats them, or they gain proper rank. None may enter a settlement of any kind. They sleep outside, at the foot of remote towers.

Entry Bonus: 0

Diggers have joined a group past the Edge and survived. This encourages others to treat them like real people, but does not earn them the right to return to civilization without special permission.



Entry Bonus: +1

Archers make a kill which was witnessed by someone of higher rank than them. They may enter any settlement if they have a solid reason.

Despite their name, they do not need to use a bow, but most do.

Entry Bonus: +2

Cutters have journeyed past the Edge and returned with a trophy of some kind.

They build new settlements, protect caravans, and occasionally try to sneak off to relax in a town somewhere, without anyone noticing.

Entry Bonus: +3

Rangers have at least three heads from the forest – beasts preferred, but bandits will do. They protect fast caravans, deliver urgent messages between settlements, and provide fast reinforcements to baileys around the Edge dealing with basilisks.

Entry Bonus: +4

Jotters need only show their literacy, and some basic organizational skills. They can go straight from Cutters, as long as the local night guard have need of a writer at the time.

Player Characters should never achieve this rank.

Thanes must return with captured beasts in order to gain this rank. They track down deserters, burn nests, shoot sleeping creatures in the dark, and often travel through the forest with such stealth and foresight that can move alone.

Builders organize the lower ranks to build brochs.

Reeves plan new settlements, organize funds, ensure new recruits have weapons (or don't, if weapons become too expensive), and otherwise do as they please. When they grow bored of the job, they turn a broch into a bailey and become a warden.

Would-be night guards begin their journey far from any civilization, in a broch. This leaves them with no possibility to protest their position.

Anyone can give the Fodder any order, at any time. Eventually, they become miserable enough to request a weapon, and join a band of others, in the hopes of gaining some rank by travelling beyond the Edge, and possibly slaughtering a beast.

Funding comes from wardens, who pay the guard to keep settlements safe.

The warden generally think of the night guard as a protection racket – stop payment, and you could lose a bailey. The night guard think of the wardens as middle-men, since they receive their funds from the surrounding baileys.

Brochs guard baileys from the forest, by drawing monsters towards them with light and sound. Over the day, night guard fodder cut down trees, and lift logs to the top for a beacon. At dusk, they light the beacon, and bagpipes provide the noise. The drone echoes around the whole broch as archers lean from windows or balconies, ready to take down whatever comes out.

The night guard use these towers to protect baileys for five miles in any direction, by drawing monsters towards themselves with light and sound. Fodder pull trees down, and haul them up to the top to prepare a beacon for the dusk, then bagpipes start to drone. Any instrument is welcome, but bagpipes are the loudest.[2]

When building a broch, one should start with a quarry, a stream, and a view of two baileys, but overseers will accept two out of three. Baileys often have towers in their centre, or just beside; most are willing to let the night guard take the stone and rebuild the broch nearby, since this helps keep the predators away.

Bothies dot the road, every ten miles. Without a broch nearby to summon the beasts of the forest, these long roads crawl with predators; so without the bothies, nobody could move between settlements safely.

Wrecan & the Temple of Hate

When men fight, when hunger threatens and temper flairs, she comes for souls. Within her realm, everyone must pick a side, and every side gains new enemies. She watches over wars with contempt for both sides, then claims the souls of the dead.

[2]Technically the loudest instrument is a cannon, but blackpowder has not seen general adoption, and anyone using it would probably dislodge the building's walls.

Domain: banditry, bigotry, blood feuds, and war

Defence: meditation, camaraderie, reconciliation, diplomacy, and quality armour

Members: Armourers

Activities: Creating armour, treaties, and reconciling local disagreements

ARMOURERS work with leather or metal in the armourers' guild, but that's not usually how they start. Families with bad-tempered, narcissistic, and self-righteous children send them to the Temple of Hate to learn self-control, and possibly inner-peace. Within the temple, they learn that aggressively striking iron only makes mangled iron – to really forge something, a metallurgist must strike solidly, reliably, and with precision.

Apprentices must negotiate their own departure by showing they have learnt control, and by selling at least a few pieces (while giving the guild its cut). Anyone who becomes cynical and contemptuous of the long process finds themself stuck crafting for years.

Those with the grit to stay become master craftsmen.

THE STRUCTURE

Apprentices work, work, work, and work some more.

Crafters form the entire guild. Masters produce good quality armour, and sell it for a high price, but even the least skilled among the armourers earn well enough.

Chamberlains keep the books, and keep an eye on supply lines. The guild always needs more metal.

Proctors settle disputes, and often have to travel. Service usually lasts for a year or two before returning to proper work. It doesn't pay well (or at all, sometimes), but at least the guild can continue selling while both sides live.

While nobody enjoys this job, many gain a reputation for their mediation skills, and find themselves forced into fulfilling the demand, either by plaintiffs, or the rest of the Temple of Hate.

People value the mediation offered by the Temple of Hate for two reasons. Firstly, they tend to make impartial rulings. Secondly, nobody wants to visit the Temple of Justice to receive an official ruling.

Common people often make an agreement to accept whatever the local armourer says, and give him a small payment as thanks for listening (both sides pay equally at all times). Wardens pay more, as they often require the armourers to travel to distant towns in order to help them calm a rival (or lull them into a false sense of security).

Despite their calling, they never profit from war. People need enough armour just to survive the forests – if they start killing each other as well, entire baileys could disappear, leaving them with less demand overall.

Many charge the Temple of Hate with tackling fiends in the forest, especially bandits. However, the Temple of Hate's official position is that the Temple of Beasts should handle anything and anyone which lives beyond the Edge.

CLANGING HALLS make irritating noise for several streets around, as people work on metal day and night. The constant noise of hammers, metal, and shrieks from accidents forces everyone to yell instead of talk. The temple of hate allows people to practice inner calm, but never hands out peace freely.

YONDER & THE TEMPLE OF CURIOSITY

A feint bell rings in the distance.

A child stands at the edge of the dark of the forest, looking amazed. He points intently.

"You need to see this!"

The child pries into the dark foliage and disappears, but you can still faintly hear his bell.

Domain: light, candles, torches, paper, cartography, soap, and secrets

Defence: knowledge

Members: Scribes

Activities: The lower shop concerns itself with fat, used to make candles, soap, and perfumes. The upper shop keeps, copies, and sells books.

SCRIBES When people wander into a dark cave, wondering what lies inside, or jump across a chasm, just to see if they can, then fall and die, they go to the realm of curiosity.[3]

Parents teach their children about the dangers from an early age. Any child who asks what lies in curiosity's realm gets a swift smack across the head, and learns to stop asking those questions. And if that doesn't work, they can join the Paper Guild. No need to search in the dangerous dark when you can read about what's there, or so the theory goes. But the scribes, like the helpers, cannot help themselves, and too many end up investigating something they should have left alone.

[3] If this seems suspiciously indeterminate, then the reader has stumbled into one of Fenestra's theological debates. Someone who leaves and never returns may well have ended their life in the mandibles of some strange creature, but people will call this 'death by curiosity' (rather than by beast) if they had no business going where they went. Every disappearance in the world looks identical to the outside observer, so people label the disappearances by what the missing person wanted to before disappearing, rather than hunting for a body which could be anywhere, and likely consists of some bones.

Similarly, nobody in Fenestra dies from starvation, since they can pick food from the forest, except of course during Sables. If someone wanders into a bailey hungry, and shaking from the cold, then later dies, the villagers would say he died from the cold, rather than starvation.

The Structure

Chandlers make candles, in a hot, humid, basement. Everyone in the Paper Guild must begin here, in order to understand the effort light demands.

Scribblers copy books. Anyone can begin as a scribbler, if they answer a riddle (and everyone may receive only one riddle per year, to be answered on the spot or never).[4]

Scribes have copied over 100 books, and most simply continue.

Wanderers begin by identifying the rank of other guild members in the area. With no uniforms, and indoor-focussed interests, many have to resort to very clever letters. Before setting out, they must display optimized route planning, and encryption skills.

Once officiated (by letter), they ferry messages for anyone who pays the guild, and occasionally create riddles for the chandlers.

Cartographers create, confirm, and update maps. The most valuable of these contain information on Ingredient-rich ground, which they use for alchemy spells to learn about the landscape, so they can make more maps.

Seekers must prove themselves by taking on three missions, delivered by letter from the Secret Library. Two missions lead to already-known places, and one leads to uncharted territory.

Once the Secret Library confirms all reports, the guild member becomes an official seeker, able to request any knowledge from any library the guild controls.

Librarians run libraries. The previous librarian selects them.

Philosophers write books about what the previous philosopher tried to say, in language so precise that nobody else can read them.

Scented Libraries give cities light. Every one has the same basic structure. Downstairs for candles, perfumes, and soaps; upstairs for the written material. They keep and make maps, write myriad letters daily, and occasionally attempt to unravel the web of lies in historical documents.[5] So far, all they know for sure, is that people once believed that Fenestra had a king.

[4] This system is rigged. The real test is whether someone can cheat tactfully.
[5] 'The War of Lies' is covered on on page 88.

Chapter VII

Constructed Minds

What we think of as 'mind' arrives covered in so many irrelevant layers, obscuring its essence. An unfiltered mind would seem essentially alien. Standard minds feed, fight, flee, and fuck. They stop to rest, then start to move, depending on the Sun. Their desires change, depending on thing inside them, such as their stomach, and the minds around them understand what has changed, despite not seeing inside their stomach.

But minds made by magic – Artefacts and the undead – have none life's filth, so their purity makes them strange.

I The Essence of Mind

Senses

Undead sensory organs do not work. Their eyes do not see, and their ears do not hear. They are so completely deaf most will forget about the existence of sound. However, they can see a hidden light – normally blocked by the walls of the flesh – the light which comes from the mind itself; a light which every soul emanates at all times.

When no living soul is near, the undead walk blindly, and must feel the world by noticing how it presses back against their bodies. They can faintly make out the little lights of animals, and perceive other undead similarly.

When a living person approaches, unfiltered minds see them like a beacon so bright that looking at it hurts. Only this light allows the undead and Artefacts to see properly.

If an undead creature knows how to read, it can only read by the light of a soul; their own light isn't bright enough for the task. Some sentient undead have a store of living humans, so they can place one in a cage within their workshop in order to see.

Without skin, magical constructions cannot feel any more than the movement of their bodies. They remain unaware of heat or texture.

Communication

Artefact don't speak, and the undead lose their ability to communicate rapidly, as parts rot and they forget how to breathe. But naked souls have a natural means of communication. Powerful or insistent thoughts will alter the light that their own mind gives off, forming wave-like patterns, or blotches. Any two minds – whether Artefact or undead – which spend enough time with each other will quickly learn to communicate, if they have any interest in each other.

These thought-patterns come by instinct, not as an arrangement of symbols to construct a language. In theory, this forms a kind of natural language of the universe. But in practice, the thoughts and feelings of these uncivilized minds cannot communicate any more than an observer has known themselves, which is always a narrow subset of the thinker's thoughts.

II The Undead Ø

Properties

Awakening starts by learning how their body works. They begin with a -2 Dexterity Penalty, which slowly changes to a -2 Speed Penalty as they learn how to walk while *rigor mortis* sets in.

Undead Bodies feel no pain and suffer little from scrapes and bruises. As a result, they automatically have a DR of 2 which stacks with armour in the usual way.[1] This 'armour' has Covering 5, as attacks which rip out large sections of muscle, or damage the heart, still debilitate them.

However, they cannot move forever. Each Interval of activity wears out the body if they have not fed. Every ten Intervals, they permanently lose 1 HP to rot.

Undead created with a *Preservation* spell can remain whole forever if they resist moving. The rest rot at the standard rate of any corpse, depending on the climate.

Hunger pulls the undead towards the light of living souls by instinct. Their mechanical bodies feed from life as it spills out, just by being near. They might look like they feed from flesh, as they chomp through a neck or face, but that's just the fastest way to 'crack the walnut'.

Undead spellcasters cannot absorb Mana Points from the air, so they rely on feeding in this way to recharge. They gain 6 MP, plus all MP a spellcaster has unspent.

Undead which cannot cast spells still feel this additional energy, and will always approach spellcasters before others; at least while they have MP unspent.

Aggression comes naturally to the undead, from their hunger and from their complete inability to fear. Each begins with a minimum Brawl Skill at +2.

Specimens

Ø Ghouls are the bread and butter of necromancers. When they first rise from the dead, they stumble clumsily, and chase after any living humanoid. With nobody nearby, some just stand there, and most wander aimlessly. Within hours, the undead get used to their form but their bodies seize up from their dead state, and they start to give off the standard stench of death.

The given example is a standard human ghoul. To make ghouls of other races, simply change the default Strength bonus – dwarves have Strength 0, gnomes have Strength -2.

[1] See the book of *Core Rules*, page 18 — Banding DR.
[2] See the core rules, page 21, for grappling rules.

Ø Ghoul

Strength	3	Dexterity	2	Speed	-1
		Wits	2	Charisma	-5

Skills Brawl 2, Stealth 2, Survival 2,
Abilities Undead.

AP 2, Att 11, Dam 1D6+3, DR 2 (16!), HP 9, CR 4

Tactics: Ghouls attack in swarms and almost always grapple their targets as a first attack in order to claw and bite in later attacks. Where most creatures wouldn't grapple people mid-battle, because it makes them vulnerable, these non-sentient undead have no sense of self-preservation. They grab, bite, and the other dead have an easier time assaulting the target after that.[2]

Tactics: They say humans are 'endurance hunters' – that they cannot outrun any animals, but they can keep walking for days, while most animals tire. Deer may outrun a human for a day or two, but eventually, they run out of energy, and lay down. Ghouls work in the same way.

Dead, stiff bodies lumber towards a group of travellers, who quickly flee. For ten minutes, the travellers sprint, then land; exhausted. They stand and walk for another hour, to make sure they have enough distance. They have heard nothing in all this time. They have seen nothing but darkness. But they never understand that they only made space between themselves and the dead while sprinting.

Once the dead emerge again, they sprint again, but this time a little slower, and they rest a little longer. But the dead keep walking, at a steady pace…

Ø Ghasts are often masterworks created by a necromancer as a personal body-guard or the lead warrior in an army.

Ecology: They are fully sentient, but often too intent upon feeding on humanoid souls to do much except obsess over murder. Occasionally, one will escape and control its urges enough to find a secluded spot and simply try to exist. These creatures often end up haunting local crypts, mines or other forgotten areas.

Encounters:

- Two ghasts hide among a pack of standard ghouls. They wander slowly, at the back of the pack, then suddenly unsheathe their swords and attack ferociously.

- A ghast kills travellers, then lays down with the dead, pretending to be one of their number. When the troupe arrive and examine the dead, it jumps the weakest member while they're off-guard.
- Using its ability to see the living at all times, a ghast stalks the troupe from a long distance. It waits until they enter combat with some other force, and jumps in as soon as they become injured.

Ø☿ Ghast

Strength	2	Dexterity	0	Speed	-1
Intelligence	-1	Wits	-1	Charisma	-5

Skills Brawl 2, Athletics 3, Stealth 2,
Abilities Undead.
Equipment Poleaxe, complete plate, jewellery worth 3*D*6 sp.

AP 2 (AP Cost: 3), Att 10,
Dam 2D6+1, DR 6 (15!), HP 8, CR 4

Ghasts under the control of a necromancer can plan admirably, and often pretend to be yet another one of the dead.

Independent ghasts tend to stalk prey from afar, waiting for something else to wound or tire them.

Ø Demiliches are the worst scum – they understand how the undead make people suffer, and decide to become part of the problem. Demiliches are the first stages of a lich, as they ascend to become a machine of pure power, gathering undead forces, powerful spells, and a formidable lair.

Ecology: While in theory these creatures can live anywhere, most live in secluded areas. Deep caves, horrible deserts, or icy mountains provide excellent spots for the dead because they are such difficult areas for the living. Snowy wastelands, filled with frozen corpses, ready to walk again once called, can provide the perfect location for an ice palace.

Encounters:

- The demilich covers a dozen corpses in pitch and sends them into a bailey. Once the houses start to burn, it plans to send ghasts to pick off fleeing villagers. The dead move easily through the smoke, but living creatures suffer 2 EP each round they wander between houses, and 4 when inside the houses.
- A demilich wanders with its horde, and spots the characters a mile away. It begins by cursing them, draining them of their Fate Points. If they flee, it wanders after them, keeping its small enclave of ghouls with it at all times.

Tactics: Step 1: Gather corpses to make ghouls. Step 2: Use ghouls to gather more powerful corpses. Step 3: Repeat.

When Demiliches arise, they require somewhere as a base of operations. Too far from civilization is bad as they cannot gather the corpses necessary to raise an army. Too close is also bad as they cannot hide.

Often they turn the first corpses they find into ghasts – powerful, sentient, undead. They occasionally go on missions for more powerful corpses, such as strong humans, bears, ogres, or horses.

Ø☿ Demilich

Strength	-2	Dexterity	0	Speed	-1
Intelligence	0	Wits	2	Charisma	-5

Skills Brawl 3, Athletics 2, Caving 2, Stealth 2,
Spheres Air 2, Fate 2, Water 2,
Knacks Snap Caster (spells use Wits and cost 1 less AP)
Abilities Undead.
Equipment Poleaxe, preserved elemental Concoction, 2*D*6 sp, jewellery worth 1*D*6 + 2 gp.

AP 2 (AP Cost: 3), Att 10,
Dam 1D6+1, DR 2 (15!), HP 4, MP 9, CR 9

III Artefacts ☿

Properties

Awakening begins when someone creates a Talisman. Every spell starts with a clear intention, and Talismans are spells. A Talisman might wait for the right word to open a gateway; or look out for a man holding a torch, so they can expend their energy on putting it out. And then they perish, like a spent bee.

But some Talismans never succeed, so they just keep looking about for their one thing – the gateway, or the man, or healing a sun guard soldier. And given enough time, some start to theorize, then learn. At this point, they begin to learn magical Spheres.

A Talisman which waits to open a gateway underground always learns Earth and Fire, so it can learn Force. Some even skip straight to the Force Sphere, without any idea that it has constituent parts. So now the thing has broader plans and flexible tools. Now it can absorb mana from the wind. Now it has become an Artefact.

The Goal which creates a Talisman remains in the Artefact, and grows stronger as it becomes more intelligent. They will seek to maximize it, to repeat it, perfect it, and multiply it eternally.

- A Talisman created to help someone hide with a Light spell will become an Artefact with the Fire and Earth

Spheres. These work well for burning someone's body, and pulling the corpse underground. Now *nobody* will find them. Mission success!

- A Talisman made to curse people will become an Artefact that wants to see the curse take hold. So when someone picks it up, it may resist cursing them, and consider how to have itself placed in view of a bailey or town, so it can begin casting wide curses on everyone it sees, every day.

- A Talisman made to keep a family safe may become an Artefact that wants to maximize the members of the family, encouraging as many marriages and births as it can. Alternatively, it may seek to kill all family members but one; because looking after one person is a lot less work than looking after dozens.

Specimens

Floating Discus A wide, bronze-inlaid, feasting-bowl, 1 step wide. **(Weight 2)**

Mission: *to carry master's items downhill!*
Base Spell: Migrating Butterfly
Mind: Intelligence 2, Wits 0, Charisma 3
Spheres: Fire 2, Earth 2, Water 2,
Skills: Vigilance 2,
MP: ♋-□□□□□□□□□□

A weak and lazy doula decided she could make better money as a grave-robber, and joined a bandit group to go grave-robbing in an abandoned dwarven settlement. She created an ornate disk, with bronze and wood, to float away with the most expensive prizes she could find, taking them to her home, downhill.

The lich which had killed the dwarves also killed her, so she never got to use it. The lich grew tired of hearing it babble about taking items, but it continued listening, and picked up some ideas about magic.

Once picked up, it will decide that whoever holds it must be 'the master', and that it must take their items 'down hill'. After this, it waits until it is somewhere high, then use the Force sphere to make itself float, and wait for the master to put items in it (if anyone else puts items inside, it turns upside down). Once it has as many items as it can carry, it floats downhill as far as it can, dumps the items, and then returns.

Once the job starts, it returns and continues, employing every spell it has to take as many items as possible 'down hill'.

♋ Spells ♋

Atrophy *The caster insults the targets' diminutive build (even if they happen to be tall and strong), and they begin to whither, becoming unevently thin. The targets take a -3 penalty to the lowest of their Strength or Speed.*

Spend 2 MP, Floating Discus rolls with +5 (TN set by current HP). **Range:** 16 steps, **Area:** 4,

Telekinetic Fist *The caster increases any force acting on a target, increasing the Damage by 3. This requires acting at the same* AP *level.*

Spend 2 MP, target PC resists with Dexterity + Brawl (TN 12). **Range:** 16 steps,

Shatter *With a fast, loud, yell, 4 target objects crack. Clay has TN 9, metals have TN 14 or higher.*

Spend 2 MP, Floating Discus rolls with +5 (TN set by target's solidity). **Range:** 16 steps, **Area:** 4,

Little Vial Pendant A phial of golden flecks, suspended in a thick blue liquid **(Weight 0)**

Mission: *to carry master's items downhill!*
Base Spell: Atrophy
Mind: Intelligence 0, Wits 0, Charisma 3
Spheres: Earth 2, Water 2,
Skills: Caving 3,
MP: ♋-□□□□□□

A mine prospector struggled squeezing through small openings, so he asked a doula to make this item for him. He never got to drink the potion to make him small, so it stayed, unused, and unloved, around a goblin's neck.

After it grew tired of goblins passing it about, it learned how to make them smaller. It has decided that minified goblins are the best thing in the world, and will do anything to find more goblins, and make them as small as possible.

It currently does not know about gnomes, but will change its plans if it ever finds out about them.

♋ Spells ♋

Atrophy *The caster insults the targets' diminutive build (even if they happen to be tall and strong), and they begin to whither, becoming unevently thin. The targets take a -3 penalty to the lowest of their Strength or Speed.*

Spend 2 MP, Little Vial Pendant rolls with +5 (TN set by current HP). **Range:** 16 steps, **Area:** 4,

Snowbinding *Reaching into some soft ground, such as sand or snow, the caster explains how to form a weapon, and the ground complies, producing the weapon. It shatters if it deals over 4 Damage.*

Spend 2 MP, Little Vial Pendant rolls with +5 (TN set by weapon's Weight). **Range:** 16 steps,

Acid Bath *'Disgusting', the caster shouts, and 4 barrels' worth of water become acidic (4 Damage per round of total submersion).*

Spend 2 MP, Little Vial Pendant rolls with +5 (TN set by water's speed). **Range:** 16 steps, **Area:** 4,

Striker A fist-sized wooden statue of a man with eyes closed, hands forward, palms out (**Weight 1**)

Mission: *To put out a forest fire!*
Base Spell: Party Kill
Mind: Intelligence 2, Wits 2, Charisma -1
Spheres: Fire 3,
Skills: Survival 1,
MP: ♋-□□□

A seeker continuously worried about creatures sneaking up on him in the forest while his troupe made camp. He created this little figurine, with a single, easy task – put the fire out once a monster comes.

Monsters have come and gone quite a lot since then. The first time, the seeker did not have a fire lit, so Striker did nothing, but intends to make up for every beast it has ever seen by putting out a massive fire.

The grand plan is simple:

1– Start a forest-fire.

2– Put the forest-fire out.

♋ Spells ♋

Brilliant Bull *Fires all around flare up, and take on the form of a fiery bull. Anyone 'trampled' by the flames receives 1D6+1 Damage.*

Spend 3 MP, PCs resist with Speed + Athletics (TN 9). **Range:** 12 steps, **Area:** 27,

Chapter VIII

Side Quests

I Segmented Tails

Very few pre-written 'adventure modules' manage to entirely escape the sin of 'railroading' the PCs into a particular course of action. When the module's plot says 'the PCs go there', or 'then they realize this', the PCs never go there, and come to an entirely different realization.

BIND has its own way of telling stories, where each Segment floats free of the others, and many tales are mixed in together. To illustrate, I'm going to take some classic stories, and rearrange them as Side Quests, just to see how they look.

Three Little Pigs

1 — **House of Straw –** The troupe find a little straw house, blown apart, next to a bloody pile of bones.
2 — **House of Sticks –** A little pig invites the troupe to dinner, just before the big, bad, wolf arrives.
3 — **House of Bricks –** The big, bad, wolf begins his siege outside the last little pig's brick house.

Each Side Quest begins with a summary of its Segment. Each Segment shows which Region it takes place in.

1) House of Straw (Forest) *A big, bad, wolf has blown a pig's straw house down, and eaten him. The straw has scattered for miles down the road.*

> Little sticks of straw litter the path you've followed. Trees above have reeds of straw stuck in their branches. In the distance, flies buzz.

This Segment can take place anywhere, in any part of any forest. We can't show the little pig's straw house on any map before the game starts, because we don't know where the PCs will travel, but it might go onto the map after they encounter the scattered straw house.

If the PCs investigate the fly-covered bones of the little pig, they can get a roll to see how much they understand of what just happened here, but the wolf is long-gone, so tracking him is hopeless.

2) House of Sticks (Roads) *The wolf has tracked down another little pig, but waits until night to feed. The pig has no idea something wants to eat him.*

> A cold wind blows.
>
> A little path at the side of the road leads along to a serene cottage, with a root-vegetable field growing all around it. A pig stops his digging, and waves happily to you, then shouts 'greetings!', and asks if you'd like to come inside for dinner, although you can barely hear him over the sound of the growing wind.

This scene may take place the very next day, as the troupe exit the forest, and enter the roads. Or the PCs may remain in the forest for a week, caught up on other missions. In the latter case, you can simply give them other Side Quest Segments until they exit the forest.

As before, this house might be anywhere on the roads, so it can take place no matter where the PCs wander.

If the PCs stay for dinner, the wind grows stronger, until the house falls in, damaging the PCs. At this point, the wolf jumps in, and grabs the little pig, then runs off with him, into the forest.

If the PCs Damage the wolf, he flees immediately.

If the PCs chase the wolf into the forest then you can pull up the next Side Quest's Segment, and start it immediately, interrupting the fight with the wolf. This mixing of various plots helps weave the stories into a tapestry.

If the PCs kill the big, bad, wolf then the Side Quest stops here. Side Quests sometimes do that, and that's okay – sometimes a Side Quest finishes early.

If the PCs simply leave then the pig dies, and the PCs may never find out. But the next Segment can continue anyway.

3) House of Bricks (Roads) *The wolf has tracked down the last little pig, but cannot enter his house. The pig has no idea what to do – his food will not last forever.*

A storm has arrived, quite suddenly. On the hill ahead, you can see a two-story pinkish-red house made of bricks. A little pink face opens the shutters, waves his arms frantically, and calls out. You cannot hear him over the storm, but it's clear he calls for help.

Each Side Quest with a creature should always contain a full statblock on the same page or the next page, so you can see all the information required for the scene at a glance.

♂♉ Big, Bad, Wolf

Strength	3	Dexterity	3	Speed	4
Intelligence	-1	Wits	3	Charisma	-4

Skills Brawl 3, Deceit 2, Stealth 2, Survival 3,
Spheres Air 3, Earth 1,
Abilities Quadruped (double movement).
Equipment Tooth-pick made of bone.

AP 7, Att 13, Dam 1D6+3, DR 4 (18!), CR 18

⊙⊙⊙⊙○○○○○ □□□□□□

The lowest line shows a combat-ready summary of the creature. Next to the DR, a secondary TN is shown, which is the amount required to get a Vitals Shot on the creature.

The circles show free HP, so you can cross them off if the creature takes Damage. The second set of tick-boxes shows free MP.

Spellcasters should also have a few standard spells noted below their stat-blocks. These spells each show a Cost and Range, as you'd expect, but note the words 'Resisted' and 'Roll'. Spells which have the former show what a PC must roll to resist the spell, with a TN based on Goutmare's Charisma + Sphere. Spells with the latter just show her Charisma + Sphere total, and note how to determine the spell's TN.

The spells are intended as a suggestion – if an NPC needs another spell, and you know exactly what would fit, you should add one or two more. Most casters should know at least two spells for each level of each Sphere.

♋ Spells ♋

Whisp Hands *The caster shouts 'get out', and 27 targets find themselves pushed back by whispy hands made of wind, stripping 5* AP *minus the targets' Strength. The hands avoid affecting the caster's allies.*

Spend 3 MP, PCs resist with Strength + Athletics (TN 6). **Range:** 12 steps, **Area:** 27,

Slide *The caster points to the target's foot while they stand on snow or mud, and the target then falls prone.*

Spend 1 MP, target PC resists with Dexterity + Athletics (TN 4). **Range:** 20 steps,

If the PCs enter the house, the little pig bars the doors, and the storm dies down within the hour. However, the wolf simply waits for them to leave, and will return the next day.

The last little pig knows this, and will spend the entire night bitterly complaining how awful it is to taste so good.

If the PCs try to attack the wolf, it will continue blowing, and if some of the PCs fall over, he attacks for a moment, then runs back to the forest, then tries again.

Cinderella

1 — **New Recruits –** The troupe must accompany new recruits to the night guard, to the nearest broch.
2 — **What Lies on the Roads –** A doula pretends to be a warden from 'Franchia' to give the troupe orders.
3 — **Dressing for the Weather –** A group of night guards argue with Cindarella that she needs to stop wearing noble clothing.
4 — **♆The Masquerade Comes to Town –** Everyone in town celebrates today with a masked party.
5 — **The Search for the Franchian Woman –** The warden's son searches for that mysterious woman from Franchia.

1) New Recruits (Town) *When the last of Cindarella's family died, she had no choice but to work at the last place who will have anyone: the night guard.*

Tired, hopeless faces sit outside the Pit of Justice. A woman at the back is crying, but refuses any consolation from the others, snapping at them 'I am not a criminal!'.

A jotter spots the troupe in town, and asks them to accompany a brand-new group of fodder to the nearest broch.

The PCs may not want to, and could argue. However the scene ends, the important part is just to establish the existence of Cindarella.

2) What Lies on the Roads (Roads) *Goutmare, a mischievous doula, wants the night guard to help her bailey. She casts an illusion of sun guards in the distance, and pretends to be a warden.*

A bright, blue, wagon stands at the side of the road.

The next Segment establishes a 'fairy god-mother', who will later help Cindarella pretend to be a princess from a distant land. She pretends to come from 'Franchia', a distant, magical land which has no monsters, and is therefore, very rich.

Cindarella may already be with the troupe at this point, if they have just come from town. Or she may meet up with Goutmare the doula later.

Within the scene, Goutmare tries to order the troupe to help out a nearby bailey, cutting back its trees. They might argue she has no authority over the Temple of Beasts, or may spend a day helping out, instead of doing what they were ordered to.

3) Dressing for the Weather (Forest) *Cindarella has joined a group of a dozen night guard on a mission to find some plants in the forest, and they're annoyed that she's wearing bright colours (which makes them all stand out), and insists on speaking in a loud, commanding, voice (just like a warden) rather than in the hushed whispers of night guards who venture past the Edge.*

Little Segments like this provide a conflict to resolve, while laying down some foreshadowing.

4) The Masquerade Comes to Town (Town) *Cindarella, with the help of Goutmare the doula, has attended the ball, with that bright-blue wagon. She has put on a fake accent, and pretends to be a noble from 'Franchia'.*

Everyone in town celebrates with a masquerade. Nobles go to a ball at the citadel, while everyone else remains on the street.

The '⚶' symbol in the title shows that this Segment should be run at the same time as the next. Whatever happens in the next Segment, everyone there should be wearing masks.

The PCs will almost certainly not be aware of what Cindarella is up to, because that ploy takes place within the town's citadel. Various Segments may note events within particular locations, but events which happen to the PCs must make sense for *anywhere* within a Region.

5) The Search for the Franchian Woman (Town) *The warden's son has put out a 50 gp reward for finding the mysterious woman from Franchia.*

The PCs can find Cindarella eating with Goutmare, at her home, by the bailey they first saw her. If they engage with the ploy, they can earn the hefty reward. Otherwise, someone else gets the reward, the warden's son marries her, and further shenanigans ensue.

Snow White

1 — **The Unspeakable Job –** A night guard ranger returns from a shameful job.
2 — **The Missing Warden –** Rumours abound that the warden' daughter is missing.
3 — **The Apple Seller –** The Queen dresses as an apple seller, with poisoned apples.
4 — **Mourning till Sunrise –** Dwarves mourn in the local bar.
5 — **Iron Shoes –** The Queen dances in iron shoes.

1) The Unspeakable Job (Forest) The troupe meet a ranger, who was tasked with killing Snow White. He just abandoned her, and doesn't want to talk about the mission.

2) The Missing Warden (Roads) In town, everyone is talking about the warden's daughter going missing.

3) The Apple Seller (Roads) The troupe meet the warden's new wife, dressed as an old apple seller, with poisoned apples. If they try to buy any, she refuses. If they press her, she sells them one day's worth of food, and the next scene they begin to suffer EP.

4) Mourning till Sunrise (Town) The local bar cannot get rid of these dwarves, who deep drinking, fighting, and singing sad songs.

5) Iron Shoes (Town) Snow White has been rescued (if not by the PCs, then by someone else). The town watch her coronation, and during the main event, she makes her step-mother dance in irons shoes until she dies.

II Plotting Side Quests

Juggling all these Side Quests and Segments threatens to become confusing, so each collection comes with a summary which plots out the Segments *per location*.

Have a look at the summaries below. Notice that the first Segment comes with the '☑' symbol. Once it's done, you can mark it off with an 'X', then mark the next Segment in the Side Quest as ready with a '☑'.

Imagine what would happen if the troupe stick around on the Roads for a while; they could fly through the Segments from the first Side Quest, before the second arrives as a distraction. Compare that with how the events might unfold if the PCs immediately go from the Roads to the Forest.

Forest

Three Little Pigs

☑ Part 1: **House of Straw –** The troupe find a little straw house, blown apart, next to a bloody pile of bones . . . **67**

Cinderella

☐ Part 3: **Dressing for the Weather –** A group of night guards argue with Cindarella that she needs to stop wearing noble clothing **69**

Snow White

☑ Part 1: **The Unspeakable Job –** A night guard ranger returns from a shameful job **69**

Random Events

☐ Part 2: **Granny's Soup –** Baba Yaga has no meat for her soup **72**

Roads

Three Little Pigs

☐ Part 2: **House of Sticks –** A little pig invites the troupe to dinner, just before the big, bad, wolf arrives **67**

☐ Part 3: **House of Bricks –** The big, bad, wolf begins his siege outside the last little pig's brick house **68**

Cinderella

☐ Part 2: **What Lies on the Roads –** A doula pretends to be a warden from 'Franchia' to give the troupe orders . . **69**

Snow White

☐ Part 2: **The Missing Warden –** Rumours abound that the warden' daughter is missing **69**

☐ Part 3: **The Apple Seller –** The Queen dresses as an apple seller, with poisoned apples **69**

Random Events

☑ Part 1: **The Piper –** An unpaid piper enchants all local children to follow him underground **72**

Town

Cinderella

☑ Part 1: **New Recruits –** The troupe must accompany new recruits to the night guard, to the nearest broch . . . **68**

☐ Part 4: **The Masquerade Comes to Town –** Everyone in town celebrates today with a masked party **69**

☐ Part 5: **The Search for the Franchian Woman –** The warden's son searches for that mysterious woman from Franchia **69**

Snow White

☐ Part 4: **Mourning till Sunrise –** Dwarves mourn in the local bar **69**

☐ Part 5: **Iron Shoes –** The Queen dances in iron shoes **69**

Random Events

☐ Part 3: **Dragon-Spotting –** a great wyrm soars overhead **72**

Crafting Segments

A Segment must exist within these constraints:

1– The Segment must make sense anywhere within a broad region.

2– The Segment must make sense within almost any time frame, including weeks after the previous Segment.

3– The Segment must not assume any outcome from a previous Segment.

4– The Segment must not assume any reactions from the PCs.

Pacing

You can spring a Segment on the PCs any time you feel like it. When they enter a new region (e.g.'Town', or 'Forest') makes a good opportunity for a new Segment, but you may pull out as many as one per day. Pulling out two Segments in a day can become a problem, as many of the Segments only make sense during the morning, or at night.

The standard random encounters can interrupt a Side Quest Segment, which makes for a lot of action when you put them all together. In fact, it becomes so action-packed that a lot of Segments focus on more 'human' problems, such as negotiation, gossip, and funny scenes, rather than combat. The random encounters inject plenty of combat already!

Regions Create Focus

A Chronicle can focus on particular places by selecting the right Regions. Side Quests which use 'Forest, Roads, Town', as their Regions, will focus on overland travel, because the troupe will have to travel the wide lands between those places. Conversely, a Chronicle centred on a thieves' guild might have a set of regions all concerned with the local city; e.g. 'Slums, Guild Halls, Market, Sewers'. Or a Chronicle about a fae wilderness could take place by the 'Shining Lakes', 'Enchanted Mountains', and 'Cursed Swamp'. Having exciting, bespoke events occur inside those locations will highlight them as areas of interest.

III Disjointed Segments

As the PCs move around, they will slowly 'trigger' new Side Quests, and may soon find themselves enmeshed in four or five plot-lines simultaneously. This may sound like an awful mess, but in practice it works out okay. The players will usually not recognize that a Segment has begun a new plot until the second or third Segment. The first Segment often exists merely as foreshadowing. And if the players don't experience any Segments for a while, they will quickly forget about it, until it returns.

All these tangled threads usually result in players seeing just one or two 'main plots' at a time. In some sense, they are always correct – if the players take a Side Quest as the main one, then it has become their primary Side Quest.

But once these resolve, the other Side Quests already have their ground-work laid out, in the form of rumours or small, forgettable encounters with NPCs.

However, you can still get too much of a good thing. In order to wrap up a campaign cleanly, you will need some 'plot-buffer', where the PCs can still experience the world, but without starting any grand, new, plots. This is why a campaign should end on a disjointed Side Quest, consisting of random Segment which have nothing to do with each other.

Random Events

1 — **The Piper –** An unpaid piper enchants all local children to follow him underground.

2 — **Granny's Soup –** Baba Yaga has no meat for her soup.

3 — **Dragon-Spotting –** a great wyrm soars overhead.

1) The Piper (Roads) The bailey's children run out, eager to find the source of the enchanted music. Roll an encounter check as usual.

2) Granny's Soup (Forest) The party meet an old lady, who complains that she has no meat for her soup. If the party don't help her out, she will return to her walking house (it has chicken legs) and chase them with spells.

3) Dragon-Spotting (Town) This dragon journeys from somewhere unknown, to somewhere unknown, with business that only a dragon could understand. Gossip about the dragon will fill every bailey and bothy for weeks to come, but nothing will come of it – the dragon has gone.

This Segment exists simply because dragons exist within Fenestra, and sometimes they have places to be.

Chapter IX

Judgement

I Preparation

Inventory

You will need:

- Pencils (player never remember, best to accept it).
- A rubber (or 'eraser' for Americans).
- 4*D*6 per player, with multiple colours so players can distinguish Damage dice.
- A boat-load of character sheets (the game can be lethal).
- A bag of coins to track HP, FP, and any other points.
- A blade.
- The Judge sheet, to track whatever comes up. Take your blade, and slice it from the back of this book.

  Alternatively, scan the QR code at the back of the book for the Judge-shield PDF. It changes every week, updating with the weather and creatures which are active in Fenestra.
- Some scenes for the session, in one form or another.
  - You can either use a pre-written, self-contained module, or
  - use your own map (on page 1), prepare the next few encounters (on page 14), generate a mission (on page 18), and write some Side Quests.

    For a pre-written Chronicle, with its own map and Side Quests, print a copy of *Missions in Maitavale*.

As a Judge, it's always good to have at least three different types of coins to keep track of AP. Let's say you're orchestrating a battle with a hobgoblin leader, some hobgoblin troops and a goblin spellcaster. Assign each one a coin and make a little mnemonic – the spellcaster has dark magic so it gets the little copper penny. The hobgoblins get the silver coin to represent their use of weapons, and the largest coin goes to the hobgoblin leader.

The Judge Sheet is on on page 92. In the centre, you have a horrifying problem – you can either write down the currently active PCs, and hope to note them elsewhere after each session, so you can comfortably update this space; or you can try to write in delicate mouse-letters, in order to fit every PC who ever joins in the section.

0	□	◖	basilisk + storm
1	□	○	
2	□	◗	12 bandits/ flood
3	□	●	
4	□	◖	Sexy goblin?

The number-line at the far left functions as an AP-tracker, just like the player's sheet.

Next to it, the Interval-tracker lets you keep a quick track of upcoming encounters, and other events. The tracker only has three days, so if you need more –

Plan to Improvise because players destroy plans, but improvising is easier when you prepare something open beforehand. Once you make a few random encounter rolls, you'll find you can quickly generate plenty of content with that 3*D*6 roll.

Running the First Session

The Opening Line of a Chronicle can colour so much of the rest. I never really know how to start, but Fenestra's core concept sets the right tone:

> *Have you ever wondered how people would survive in a world of random encounters, with farmers living where monsters just wander about?*

People have opinions about this question. They have ideas about whether we should be asking about realism, and ideas on how such a world might work. This gives you a chance to explain Fenestra, the night guard, and hand out some character sheets.

Recap & Report the previous session by asking players. It help them remember where their characters left off, catch up any players who could not attend the last session, and help you understand your players' perspective on the game.

If you want an easy excuse, tell the players that the local jotter[1] has fallen behind on their paperwork, and wants the troupe to give them a complete report of their last mission.

Closing Up should end with players gaining Experience Points (XP), and spending them on their characters. This time-buffer helps ensure that when a session runs on too long, and the PCs struggle to return to civilization, they have somewhere to steal a little time from.

Wrapping up the session on a high note also helps frame the game around what the PCs have gained, or (if a PC has died) ensure that players know their new character before their next session.

Setting the Scene

Describe Back-to-Front to make sure everyone gets the context. If you start a description with a bandit leader, at least one player will respond and interrupt the rest of your description. You won't be able to tell the players about the armour with that guild's insignia, or the potions on the table. The players are not the problem here – the problem lies with the order of the information.

1– Start every description with the background scenery.

2– Mention some details.

3– Give the PCs something to respond to.

Personally, I like to imagine the scene behind me, as if the players are looking at it. That way, I can point to a door '*over there*', rather than saying 'you see a door in the North-Eastern side of the room'. If I ever see a player point towards something in the game, it tells me they have engaged with the world.

Putting the background first also makes full descriptions easier. We all want to put in details like how things smell, and the colour of the flowers, then every Judge forgets in the moment. But once the background comes first, any time you draw a blank for a second, those details are what comes up.

In the forest… Having these background details also helps focus on what the players see, rather than the bare events.

> You see four guards in the forest, walking towards you.

'Branches crack all around the forest, always somewhere far away, but all around, as if the forest were snoring.'

'Every second step, your torch helps you navigate, but also alerts everything around you with its light.'

'In the distance, another light shines alongside the crunch of feet, then that light goes out, but the feet continue towards you, slower now…'

In town… In social settings, the surrounding mood often forms the 'background', as much as the actual events. Taking an extra moment to give details about the surroundings also helps give players the kinds of realistic expectations that their characters would have, without a lot of conversations later.

> A drunk member of the sun guard approaches to ask why you're in town.

'Once the rain fades, the town stinks of rot, misery, and dry throats as the taverns still have no ale.'

'Open window-shutters close a little as you pass, and the closed shutters open a crack. The town wants to watch.'

'A member of the sun guard approaches, drunk but standing fine, and yells "long-ears! You got permission to walk my streets?".'

Relations Over Lists make the world feel solid. Pair your statements up by giving them relations. The rules can only give you lists of facts about Fenestra, but if you give the players raw facts, they have to memorize them. Boring! Take a moment to make one fact interact with the next, and players will can see how the world interacts.

Take these raw facts:

- It is evening (the day's third Interval).
- The PCs are in a broch.
- The missions is to scrape Dreameater Moss off the broch walls so everyone can sleep.
- The mission's complication is: 'there are two of them'. (perhaps more moss hides on the roof?)
- There is a storm.
- The encounter is 4 elves on a quest.

[1] See page 58.

The jotter stares out the window, as if entranced by the raging storm. But noticing you, she turns round and looks at you with bulging bags under her eyes.

"I haven't slept in two nights. Anyone who sleeps here has something enter the dreams. It gets in through the moss on the walls. Take the brush, and anything you think you can use – you'll need to scrub the broch's walls, even up high.

You can see where the moss is from outside, but wait till the piper's finished before you…"

Then the drone of the pipes interrupt her, as the pipers warm up.

The players make a decision at this point, and one wants to look out the window.

Opening the shutter, the wind tries to blow you off the winding stairs, and onto the ground below. Outside, lightning illuminates four figures, standing in the dark forest and looking back at you.

The PC won't be able to see what the figures are, just that they look like people. Then the players make another decision, you resolve their action, and go again:

- It is afternoon (the day's second Interval).
- The pipers have finished the morning song, with nothing approaching.
- The missions is to help a bailey by widening a road.
- The mission's complication is that rival night guards work on a related mission.
- The sky is overcast.
- The encounter is a warthog.

The jotter wakes late, and looks much more alive than she once did, and more alive than you feel after the long night's work.

"I'm heading to town. Last time, the road was all overgrown, there's no room to see anything coming at the first bend, and two miles up there's an overhanging tree, then some bushes after that, almost clawing at the road, then…just head along to the nearest bailey and widen the road out. Take a few whetstones with you."

Open it all out before I get back tomorrow, and I'll make sure you get some extra grub and one silver pieces each."

But here an archer stops wrestling his donkey, and runs towards the jotter, arguing that he and his crew should go first.

"If they start making noises on the road, while we're slowly carting these massive traps along the road, it'll attract something from the forest. They should wait till evening, we should go first."

The jotter just shrugs and says 'whatever', then leaves on her horse, along with three other night guards.

The PCs can argue for a moment, but will immediately be cut off by the sound of an aggressive warthog screeching at something in the distance. However goes out there, will definitely create a lot of noise…

This isn't an easy thing to do during the maelstrom, but it's easy to prepare a few ideas. Just select an Interval, grab a mission (page 18), and roll up an encounter (page 16).

Feels over Facts makes a situation into a scene. Emphasise the emotional aspects of what the PCs see, as often as possible. If the situation has obvious stakes, then engagement from the players should come easily; but even other situations can become important once you make yourself emotionally invested.

Fact: You see a chitincrawler.

Feels: The horses stop, then try to back, scared, and the entire caravan stops abruptly. Following their gaze up, giants legs cling half way up a tree.

Fact: It is misty.

Feels: a man calls out for his children, and the children call back to him, but neither one can locate the other through the mist.

Fact: This underground cliff goes down a long way to a river.

Feels: the gentle sound of running water sounds like a river might be five minutes' walk away. Then a patch of darkness by the cavern's side shows a drop; the river lies at the bottom.

Making Rulings

Literal Interpretations make rules predictable. So if it's ever unclear how to resolve a situation, the first attempt should always be a strict interpretation of the rules. For example, if a player says 'If I charge round a corner, rather than a straight line, can I still use the Fast Charge knack?', the answer is 'yes', because the rules as they stand don't prohibit going round a corner.

No rules will work all of the time, but by following a literal interpretation of the rules whenever possible, players feel better able to predict and navigate the world, and Judges do not have to waste so much energy on making on-the-fly rulings.

Broadly, the Judge should consider themself bound by the rules as much as the players. A good rule of thumb is to make as few decisions as possible, and let yourself focus on description and planning.

Default Bonuses use the default of 'Weight 1 = +1 Bonus'. If someone takes along bandages and herbs, they should gain a +1 Bonus to medicine rolls. If they take a large bag of medical equipment (with a Weight of 2), they should gain a +2 Bonus. Swords mostly follow this pattern.

I don't have a rule for environmental Bonuses, except to apply them liberally. Player wants a Bonus to knock an enemy over, because it's raining, and therefore slippery? +2 Bonus! Do they want a Bonus for finding information from a warden's staff, because the staff have been drinking? +3!

Players won't ask about this until you tell them, and the best way to tell them is to tell them while setting the TN. Don't just give them a 'TN 8, because you can bribe thirsty people easily' – tell them 'bribing the sun guard is TN 10, but you can get a +2 Bonus since they're thirsty'.

Realistic Money won't happen. I have no idea how much a suit of chainmail, plus helmet, would cost in Middle Ages Europe, and even less of an idea once you factor in all the oddities of Fenestra. The prices here usually assume 1 cp = £1, so if you guesstimate that a hand-made hat costs £150, then that's 150 cp, or 1 sp, 50 cp.

Having 100 cp equal 1 sp may feel strange, but it helps stop penny-pinching and change-faff. It helps players who feel bored of the small numbers, because you can easily hand-wave away the copper pieces, because they have such little value. If your players don't like keeping track of the 15 cp their character starts with, just ignore them, and assume all of the PCs can buy a couple of drinks and a tinder-box.

The low value also helps you avoid penny-pinching players. If anyone ever insists on staying to loot *every* corpse they find or create, even at the detriment of the game's pace, down to the last penny, remember that 100 cp has a Weight of 1. So if those eight bandits have 25 cp each on their statblock, that's 200 cp, which has a Weight of 2.

'Okay, and then' is a little like the old 'yes, and' advice from improv' games. But instead of extending the premise the players give you, focus on the most plausible consequences.

The PCs found the old ruin's treasures before the bandits could locate it? Okay, they have the chest, and then all that noise definitely told the bandits where to meet them. And then it's time to check if any wandering monsters heard all that noise.

A PC killed the bandit-witch with a single, lucky arrow? Okay, and then the rest of the bandits would retreat into the forest, then become hungry. And once hungry, they would have no alternative but to approach a bailey, and raid the bailey for food. So roll an encounter for the bandits, and see if they find a trader before a bailey, or if some wandering monster finds them instead... and then there would be screaming either way, alerting anyone within a couple of miles.

A PC slashed a trader's throat open, just to steal 4 gp and his fancy necklace? Okay – and then his bloods sprays everywhere! In the PC's hair, tabard, shoes, and all across their face. How will they wash? What happens to the corpse and wagon? ... Okay, and then they have his jewellery – the golden-chained sapphire, engraved with a tiny map of the area. If the PCs try to sell it in town, they would probably find a fence okay, and then the fence would probably recognize such a unique item... and then...

The PCs spent the remainder of the week buying drinks for half the tavern, in the town's worst tavern? Okay, and then they would recognize half the thieves and cutthroats in the area, and then when bandits shout 'stand and deliver', the PCs might recognize the voice, and could even threaten to have them barred from the Green Cock.

A PC raised their Mind Sphere so high that they treat monster encounters as a chance to collect new, enchanted pets? Okay, and then at the next bailey, the farmers don't react well to the predators swarming up the road. And then those pets have to eat, because griffins need to eat about as much as the PCs.

Creating meaningful feedback means avoiding any unlikely consequences. If the PCs kill someone, and you decide that his brother is a legendary warrior, and wants revenge, *and* managed to identify them from their tracks, then the players can only see the world as a guessing game. But if some initial cause can unfurl itself, predictably, logically, and with such mundane results that the players would have to say that any other result would have been unnatural, then the players will soon consider these results too. And once they consider their actions' most likely consequences, they have begun to relate to Fenestra in a new way.

You Don't Always Need to Roll Get used to saying 'the TN is 10, so you succeed'. If the TN to open a wedged door is 10, and the PC has plenty of time, they can just take a resting action, meaning their minimum roll is '7' – if the Strength + Crafts Bonus totals +3, that means they succeed. Once players feel emboldened to just say 'okay, well at TN 9 I succeed', the game becomes just a little faster.

Everything has a Tie Number in theory, so even mundane actions can present a real challenge when the circumstances really go wrong. Getting over a bailey wall might have a TN of 3, which means that you can normally ignore the roll, but may still find times characters will struggle. Let's say a particularly rotund and clumsy PC has been drinking all day, and now wants to join the troupe in sneaking over a bailey wall.

> *Give me a Speed + Athletics roll, at TN 3 to get over the wall. Anyone who took part in the drinking contest gets a -2 penalty.*

Normally, rolling for such a low TN would be a waste of time. But if one member of the troupe has a basic Speed Penalty of -2, then the player needs a Natural Roll of 7 to *tie* with the action.

Eyeballs Always Work so avoid asking for any kind of roll to notice something. These rolls cut the flow of any narrative. Use rolls to notice something only when someone actively wants to hide something from the PCs, such as ambushes, or encrypted writing.

If you don't want to draw attention to something the PCs can sense, then mention it briefly, or speak around it, then tell the players only if one asks for more detail.

Another Look at Dice can help elucidate the system. Consider these 3 ways to resolve an action (assume all Traits remain unchanged):

1– The player rolls 2*D*6 at TN 7. They add their bonus, and subtract the opponent's Bonus.

2– The player and Judge each roll 1D6 and add their bonuses. If one rolls higher, they win. If they both roll the same, they lose.

3– The player rolls $1D6 - 1D6$, then adds their own bonus, and subtracts their opponent's bonus. Rolling a total of '0' means a tie, a positive score means success, and a negative score means failure.

The trick here, is that these are not different rules – each one is the same as each other, and the same as the standard BIND rules.

Notice in example 1, that it makes no difference if we subtract an NPC's total score, or add that score to a TN. And example 2 has two dice being rolled as usual, even if two different people roll the dice.

We use the rules as actually written, only because players find subtraction slightly more irritating than addition. But looking at the rules in these different ways can help clarify the underlying structure.

Torture makes a tiresome tale. If players torture an NPC, have the NPC give out a false narrative. If they ask for a location, the NPC sends them somewhere dangerous. If they ask who's in charge of a conspiracy, the NPC fingers a well-known warden or mixer.

Even stupid NPCs can craft a plausible fiction, so start pulling up enough nonsense to baffle the PCs! Any attempt to notice the lies receives a -4 penalty – it's hard to tell odd behaviour when someone's under perpetual stress!

Purging the Poison of the Computers begins with noticing it. We should always feel impressed when computer game RPGs manage to display a small fraction of the freedom, and emergent complexity that tabletop RPGs do. However, over the last decade I've seen an alarming trend of players who only know RPGs from computer games, and pull strange habits into the game. These strange habits always come from inappropriate expectations, and the best medicine for these expectations is usually clearer descriptions from their Judge.

> I light my torch, and throw it at the ogre.

This suggestion is laughable, but don't laugh, just clarify.

> *So while the other characters attack for a few rounds, you want your character to go through their backpack to get their tinder box and a torch, then use the tinder box to light the torch.*
>
> *Is that right?*

That shows the player where their error lies, but also alerts you to the fact that they could not properly see the world their character lives in.

> If I have properly enchanted the griffin, I want to ride around on it. I got a new mount, guys!
>
> Okay, now I need to go to a town for supplies. Can we 'fast travel'?

Once again the player cannot fully *feel* the world.

> You clamber onto the griffin's back, and it flaps anxiously, confused by the feeling of weight on its back. Eventually it runs, takes flight, and you both fly towards the setting Sun through heavy gusts of wind. It cannot indicate where it wants to take you, any more than you can tell it where you want to go, but en route, you pass over a bailey. The archers in the bailey immediately draw back their bows. You find gripping onto the flapping creature difficult. Roll Dexterity + Flight to avoid falling.

...perhaps that's a little cruel, but Fenestra is a cruel world.

How to Avoid Scheduling Conflicts

Conclude each game with the PCs in safety and civilization, and your table can remain open to anyone who's available, and will never suffer from absences.

Tackling the Root Cause is easy. Scheduling conflicts plague every RPG session held outside of the Antarctic circle. This has nothing to do with RPG players, and everything to do with the hobby's bizarre demands. People who play football play with whoever turns up, even if it means 'five a side'; chess clubs never demand rigid, weekly attendance. The problem with getting everyone together comes from the demand that everyone must treat the game like work.

Instead of making unrealistic expectations, we can make a small adjustment to the gaming world – end sessions at a point where characters have reached safety. This might be in a town, bailey, or broch. On the next session, the players who arrived will find their characters sitting together, in a bar, broch, or on the road, and can all begin a new mission together.

If you tell everyone from the outset that their session must start and end in town (or some civilized area, where the PCs can rest without random encounters), then the players will generally do their best. Any 'dungeons' must become an area they enter quickly, and jump out of once something — anything — has been achieved.

Once your game adopts this standard, the headache of getting five adults in a room on one of their free days vanishes. And every time someone messages to say they can't make the game, you can mark that off as a victory for 'parallel time' because the game goes on regardless.

Rotating Chairs opens the game up to more people. The gaming table no longer needs to feel 'full', because yet another person wants to join the Chronicle.

Massive Chronicles with a dozen players become much easier to run once the table opens up to more players. The game also lets players keep multiple characters, as they can select which they want to use on a week-by-week basis.

And if players want to bring someone into the game, you can ask them to donate a character from their Character Pool. This helps tie the new person to the world.

Proper Time-Keeping makes the world solid enough for a spinning table.[2] To make this easier, Fenestra's time runs in parallel to our own. Each real-month, Fenestra experiences two cycles.

Proper time-keeping doesn't just help the Chronicle – it helps the night. Having a proper ending-time means you can signal ahead that the session should come to an end within the hour.

And of course, if a game ends early, this just leaves more time to discuss how the PCs will spend their time in town, and what they want to spend their XP on.

Downtime Flies during the game, as each week's game has thirty days. Time should have enough elasticity to let them travel, fight, rest, journey onwards, fall victim to a gory trap and return to heal again.

Of course, if the players can't wrap up in time, their characters will have problems. PCs who don't make it back in time might start their next session with 0 FP, and perhaps an encounter roll from their last location to explain what exactly went wrong. A reasonable ruling always depends on the exact circumstances.

Using Types as Cultures

Fenestra might seem a little bare-bones in terms of people. Other worlds have a complete rainbow of different gnomish 'subraces', where Fenestra just has 'gnomes'. However, I'd like to suggest a perspective-shift.

I think of Fenestra as having myriad different types of elves and gnomes, but I also think that all the 'subraces' common to fantasy lore were really just different cultures in disguise. Snow elves and wood elves do different things, and have different skills, but their bodies didn't show any differences in most fantasy worlds.

So while this book only shows 'dwarves', and those dwarves will (as we all do) consider themselves just 'the normal ones', living in 'the middle place' in their world, where they speak 'the language', they will likely see distant dwarves as 'hill dwarves', or 'deep dwarves', and those dwarves will have a particular name for the local ones. People may call goblins 'svarts', 'nockers', 'kobolds', or 'gremlins', and perhaps gremlins live in forests and have green skin instead of white, but at the end of the day, they're all goblins.

So when making a settlement by a lake, you might make a group of 'boat humans', who consider Seafaring to be a standard Skill for everyone; or make 'stone elves', who live across a particular mountain range, partially underground.

We don't need any new rules for these distinctions – shared languages, and Skills give enough bare-bones mechanics to hang a story on top of.

II Melee

Pacing

Hollering 'Initiative' works for tables where people don't like taking turns in a clock-wise direction. Just shout numbers while describing the scene, and keep going down until someone interrupts with their action.

> *"Eight! The gnolls raise their weapons"*
> *"Seven, six! They move forward, bearing their yellowed teeth."*
> *"Five! Snarls abound as they speed up to a rush."*

Nothing has actually happened by this point, but it sets the scene nicely.

> *"Five", one of the players shout. "I'm going at five. I move to protect Grotmax."*
> *"Two gnolls go for you, another two go for Grotmax. Roll to engage at TN 11."*

The count continues down quickly at all times, and the count always provides a sense of urgency. If players don't notice it's their turn when you're shouting, the next players goes immediately (they still have their AP).

The Cost of Speech is an AP, but it's important that this doesn't become a 'gotcha' for any kind of speech. Players shouting 'charge', should not get a surprising penalty.

The cost for speaking exists to add a tactical decision. When in battle, players may want to turn to a spell-caster and ask them to cast a *Curse* upon an enemy, or request that someone guard them. This speech helps the troupe tactically, so it has a cost. When a player has a great idea about the whole group moving backwards to avoid enemy attack, they should think of the simple proposal as a tactical manoeuvre, and consider the cost of proposing it.

[2] Gygax was right.

NPC Fights threaten to make you roll dice alone for five minutes, if you feel like using the regular, full system. So if you need a quick approximation of a massive battle between NPCs, just have each NPC deal its own CR value in Damage each round (ignoring DR). A guard with CR 10 deals 10 Damage; this could mean killing a single creature with 10 HP, or could mean finishing off 2 creatures the PCs have already wounded, by dealing each one 5 Damage.

"The goblin platoon start throwing more spears at you, but then from the side, the garrison of guards burst into the cavern's entrance to join you."

If two NPCs fight, whichever has the highest CR deals Damage first (equally matched opponents deal Damage simultaneously). So if ten soldiers, each with a CR 10, fight a basilisk with CR 24, the basilisk deal 24 Damage, killing 2 soldiers. On the next turn, the 8 remaining soldiers would deal 80 Damage, killing the basilisk.

The Judge thinks for a moment. That's 30 goblins and 12 guards. The twelve guards have a CR *of 10 each, so they deal 10 Damage each, killing 10 goblins. Then the 20 remaining goblins, each with* CR *10, deal 40 Damage, killing 4 guards.*

"The guards spill in, massacring the goblin horde. You see some surrounded, and spears driven into them, but the rest keep fighting."

Obviously, this system is not going to represent anything with much accuracy, but it's better than halting a game so you can roll dice for twenty minutes alone.

Tactics

Nobody like an opponent who's always letting them win. A Judge pulling out three basilisks on new PCs is bad form, but it's even worse when the players are allowed to win by poor tactics. At least dying to a basilisk means dying with honour!

Basic Tactics include two things: focus all attacks on one target, and flank whenever possible. Don't parcel up opponents in a fair and even-handed way – they're there to destroy the PCs, so set all of them against one PC, and if that player wants their character to survive, they'd best move back, or the other PCs had better guard them.[3] If the PCs have left their anterior side exposed, enemies should spend 1 AP to move to their side and allow half the group to flank the PCs.

Illusion Spells demand AP to attack, even if they can't hit anyone. Three illusory armoured warriors might not seem like much of a worry, but they present a lethal choice:

Defend and spend all your AP. This may leave the character on negative AP, which will leave them open to real attacks.

Don't defend and run the risk of a real opponent striking real flesh with a real knife.

Not everyone can wield illusions well, but when used correctly, they can devastate an army.

Fight Dirty! So you have twenty goblins facing off against four PCs, but the PCs all have plate armour, a round shield, a plan, and an attitude. They're invincible. The battle looks hopeless. It looks *boring*. So call for a break, and really *think* about what goblins can do.

- Have goblins throw rocks, then run away, and throw again. Maybe they'll score a Vitals Shot, or simply wear down the PCs' AP.
- Have them pick up a poleaxe; they can't wield that weight properly, but they can still wield it.
- They can jump on a player, and weigh them down.
- Turn off the lights, and pull out the rules for fighting in the dark with a grin.[4]

Fine-Grained Armour works easily, if you want more detail for combat. BIND's armour basically reduces everything to 'basic armour covers 3 points, full armour covers 5 points', so it won't represent the finer points of brigandine vs chainmail. However, if your players insist on constructing armour, and you really need *something* to differentiate the mismatching pieces they have attached, the system does admit of two potential rule-expansions.

Firstly, you don't need to limit armour to just 'complete' and 'partial'. You might have 'minimal' (with a Covering of 1), 'basic', and basically any other number from 1-5.

Secondly, you can divide the armour types. Someone could have Partial armour which provides DR 5 (meaning just a helmet and chest-plate), while also having Complete leather armour (meaning a roll 3 over the TN bypasses the plate, but receives 3 DR from the leather).

I wouldn't recommend doing any of that for NPCs, as it will inevitably turn into a headache.

Impartiality isn't just good form, it also cuts down on brain-fatigue from making too many rapid decisions.

So if an NPC attacks the PCs, but you have no idea *which* PC they would attack first, have them attack whoever has the most Fate Points, then keep attacking that PC until they have a reason to change their behaviour.

To Balance Encounters bring extra character sheets, and make sure new PCs have somewhere they can quickly re-enter the plot once a PC dies. Let the dice dictate results, without bias or mercy. After a couple of deaths, the players will understand that survival demands planning, intelligence, and brutality. Let them know that the world is as it is, and will not warp around their needs unless they find a way to *make* the world change.

[3] See the book of *Core rules*, page 21 — Guarding: redirect attacks against one person to yourself. Cost: 1 AP.
[4] See the book of *Core rules*, page 20 — Darkness: maximum Bonus equals Wits + Vigilance.

Wait, did I say 'balance encounters'? I meant 'run'. We should run. The trolls will arrive soon, and we know what happens if they find us...

Combat Ratings come from an inelegant formula. This formula simply multiplies the Traits which let NPCs deal Damage, then multiplies the Traits which keep them alive, and adds a bit for having Mana Points.

$$\frac{Att \times Dam \times \mathrm{AP}}{50} - heft + \frac{\mathrm{HP} \times \mathrm{DR}}{10} + \frac{\mathrm{MP}}{2}$$

Here 'heft' means the AP cost to attack, which is '1' for most monsters.

This cheap estimation has no more authority or accuracy than a semi-educated guess, so if you make your own NPCs, and you want to give them a CR, it's better to go with your gut than your calculator.

Damage, Death & Dismemberment

Damage is a massive, screaming deal in BIND. It's easy to take habits over from other games where losing one's liver is all part of a normal Tuesday afternoon but here PCs should lose FP, then attempt to flee and only in the most dire situations should they start to bleed. Damage which doesn't hit home can be brushed over with a brief note about 'avoiding the swing' but if anyone loses a single Health Point the Judge should grind the description and combat to a halt to emphasise exactly how eyeball poppingly, knee-cap shatteringly painful and side-splittingly debilitating a knife can be. Take your time. Make the words secrete congealed blood. If the PCs start to lose HP and don't realise how serious this situation is they might perish where they otherwise would have run away to fight another day.

Death is natural. Players who want their characters to survive should retire them. After all, few active night guards survive for long. Character creation should feel fast and easy, and no main plot-line should rely on a particular character.

Once death has come, the player should select a character from their Character Pool. They can keep the rest of their Character Pool, and even reintroduce those characters with an anecdote about how the new PC also knows them.

If the player has an empty Character Pool, they can always roll up a random night guard, or perhaps another player will gift a character from their Character Pool.

If the PC died on the road, a jotter may commission a bothy where they fell, and name it after them. This makes an excellent way to commemorate a fallen character, as their name will live forever within that section of Fenestra.

Dismembered PCs are no fun to play. If a PC is totally out of commission, with 1 HP left, 4 EP from being bled dry, and a disease nobody can cure, consider letting them play an NPC and letting them keep all XP gained during this time.

III Parting Notes

Rules as Reality

If you've ever played a computer game, then used cheat-codes, you'll notice a shift in tone descends the moment the cheat-codes come in. Once you can break the rules, you lose some respect for the game, as your relationship to the world changes.

The opposite shift occurs when people try a rogue-like game, where you can't save the game and try again from the same spot. Where they once jumped towards anything that moved, sword-in-hand, ready to hit 'X' as fast as they could, a couple of deaths tell them to approach things differently.

> *'How far can that acid spray reach? Can it cross the river? Maybe I could swim across the river, and throw rocks at it until it dies.'*

These problem-solving habits don't emerge so easily, or in the same manner, when people don't fear death (or at least serious consequences).

Of course, once a PC dies, you should be 'on their side'. You can say 'I'm sorry your character died', and you should never appear happy about a character's death (unless, for some reason, the player is happy about it). But the dice should be allowed to land where they land.

The rules have been designed around this principle; when PCs attack something, you can simply state the TN to attack it, and let the player roll the dice. Mechanically, it makes no difference if you roll, or they do, but it lets the players feel responsible for the Damage their characters take when they fail a roll.

On a larger scale, letting the dice fall where they may means trusting the players. If the troupe start out, on their first path, on game one of your Chronicle, you might roll a basilisk as their first encounter, and then you might feel the temptation to re-roll the result, because a basilisk will be too much for any starting characters to handle. But if you stick to the rules then the players might surprise you with something clever, and they'll feel all the smarter for having done so.

It's not your job to help them win the fight. It's your job to tell them that a basilisk sees them, and find out what they do.

The Rules Made for Breaking don't have an asterisk next to them, but once players develop an intuition of what their characters can do, they should start to push back against their roles. Starting characters in the night guard don't have the weaponry to take on monsters, so they may have to steal, beg, or flee. Jotters may hand out near-impossible or suicidal missions, forcing the troupe to disobey, without bringing down the wrath of the Temple of Beasts.

If a missions conflicts with a Side Quest, you don't have to cut one in favour of the other in order to make sure that the PCs can do both. Just make it clear that they will have to select one goal or the other, then roll a random encounter.

Leave the Night guard and let focus the Chronicle on the most interesting part of your Chronicle. BIND only focusses on the night guard as a convenient plot hook, but your nights don't *need* to revolve around them.

- Start out with night guards, and if the troupe kills a jotter, switch the entire Chronicle to banditry, with wanted posters, questions of hygiene while on the run, and the looming threat of frost.
- Play a group of reckless doulas, who defy the orders of their guild, and spend their nights focussed intently in maximizing their magical abilities, and collecting potent Concoctions.
- Make a troupe of bog-standard fantasy adventurers, including a bard and a monk, and let them hunt for treasure.
- Craft a story all about the Temple of Poison, where each major NPC has three desires. Lowly servants of the temple receive conflicting orders, where each must realise two of these desires, each from different NPCs. Craft a tangled web from these simple threads, and throw plot to the wind.
- Restrict the races to only gnomes. Tell the story of their warren, as they try to protect themselves from goblins invading the surrounding warrens. The other gnomish villages fall, one by one, and the elders argue about solutions all day, but do nothing.

I Lied

I lied about how lethal BIND is. In truth, I've not seen many PCs die during play. PCs die rarely because the players play carefully, and they're careful because having ten spare character sheets in a pile sends a message.

Careful players throw rocks into rooms that look funny, they back off when wounded, and think of practical plans rather than trying to gloriously bonk everything that moves until gold pieces fall out. Despite the care of careful players, characters can still die unexpectedly, but this feels less unjustified when they know ahead of time that justice is a tap-dancing jester, ready to hang them for laughs. So don't spill the beans, and keep on warning players that their characters could die at any moment, because useful statements are better than true statements.[5]

The Metaphysics of Becoming a Tree

All magic systems imply some ontology, and most of the European ontologies come from Aristotle's view of the world. This is why someone turned into stone might retain their vision, motion, and thoughts.

In Aristotle's view, everything has:

- form (the shape)
- substance (what it's made out of)
- telos (what it's *for*)
- first-cause (where it came from)

For example:

- Rain forms drops, is made out of water, it's for watering plants, and it comes from the sky.
- People have people-shapes; flesh, sinew and bone constitute their bodies; people exist to praise the gods and achieve glory; and mothers provide the first cause.
- Fireballs have rain-drop shape but fire for substance, they exist to burn, and come from angry wizards.

Anyone transformed to stone would retain their organs with the same telos, meaning that a liver would continue to process toxins, and the eyes continue to see, because that's what eyes are for (regardless of their 'substantive cause' (meaning, the substance they are made from).

Similarly, when a spell makes someone big, they wouldn't have problems with vision, their lungs won't collapse, and they won't suffer any back-pain, because they are the same as they were, except for the size, which is simply a larger version of their original form, with more substance added via the magic of the growth spell.

If none of that makes sense, blame Aristotle.

Don't Have a Fun Game

Tell a strange tale, and make your players uncomfortable. Or tell an even stranger tale, and invite them to think about the importance of rabbits to Middle Ages economics. Make a scene casual, then tense. Zoom into the death of an NPC so hard that the players change how they approach the world. Give them a puzzle without an answer, simply because stories should be true to life, even when they contain goblins with wings.

You can't approach 'fun' head-on. The moment you ask someone 'are you having fun?', you cut their focus, and move

[5] This statement may be false, but it is still useful.

them to introspection. Great stories never ask the reader how they feel. They engage the reader in something else.

Any time all the players feel engaged, the game and the Judge serve their purpose. Players can ponder, laugh, or cry. As long as they all feel like they want to engage with the narrative, the flavour of engagement doesn't matter. But then again, if it doesn't feel like it matters to you, it won't matter to them; once again, engaging with the goal head-on, eyes-open, doesn't work.

So leave fun to one side, find an engaging problem, and ask them all 'what do you do?'.

Appendix

I Glossary

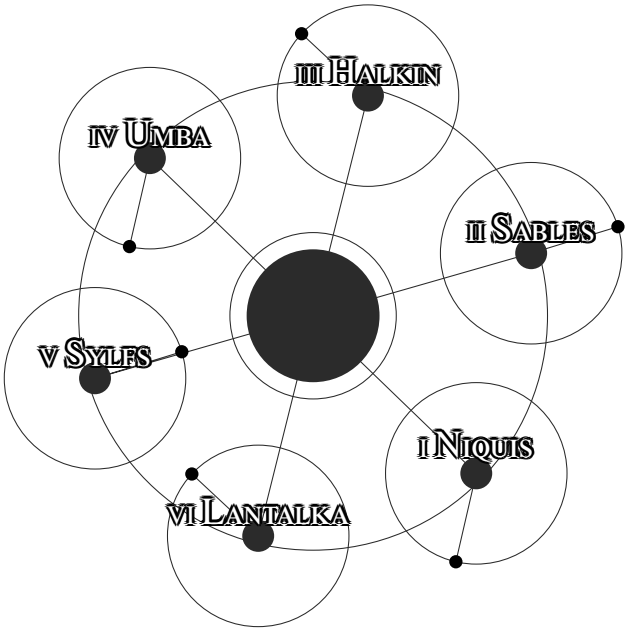
From the safety of a town, this medieval world looks familiar, but people rarely go to war, and nobody has heard of a plague. Nobody goes hungry outside of a town, as all forests bloom with roots, fruits, and monsters.

And the monsters wander through a generous forest.

Cosmology

Every year, the Ainumar orbits the Sun, and every cycle, we orbit the Ainumar.

Cycles last for sixty days, after which Fenestra has travelled around the Ainumar. Each cycle begins and ends with a violent wrath, which marks a change in temperature for the next cycle.



After six cycles, the Ainumar completes a revolution around the Sun, and a new year begins. page 14

Niquis is the first cycle, and start with mild weather, and after three days an eclipse blots out the Ainumar.

At the end, an unusually warm wrath allows any cold-blooded monster one last opportunity to gorge before the temperature drops rapidly.

Sables begins the second cycle with a warm wrath, then immediately after brings cold snow, then more each day.

At the half-way point – day thirty – a fifteen-hour eclipse plumets Fenestra into the black, frozen abyss of space. People say the eclipse represent's Sable's attempt to destroy Fenestra. page 8

Halkin begins the third cycle with a long wrath as Grummel pulls Fenestra back from the shadows to consume more souls and awaken every basilisk from hibernation.

Three days before the end, an eclipse marks Sable's retreat as the last basilisk awakens. page 2

Grummel's Wrath (ϟ) brings the face of the Ainumar up close at the end of each cycle. As the face of the gods looks a dozen-times larger than usual, the ground quakes, lightning strikes, the wind rips houses apart, and tidal waves thrash at every shore. During this time, underground people venture deeper underground, while land-dwelling people often leave their houses in search of an empty space.

Any structure not built to withstand the quakes has a 1 in 6 chance of toppling, and travel speeds reduce to half.

No sane creature lives by the sea in Fenestra – the tidal waves remove all civilization from every shore. page 1

The Ainumar shines brightly, in our sky. At the end of each cycle, it grows, massive, and you can see a storm raging across its face. Many think that the gods live there, planning how to kill people, and take their souls up to their houses.

Each god holds domain over a different death. page 14

Abderian (♋) is the goddess of poison and rot. When she kills someone, she brings them to her banquet of pain, to see how long they can resist eating her rancid food. page 53

Eldren (☉) takes those who die of sickness or age. Many people save up their whole lives to be allowed into the Healers' Guilds once they become old, so they can die in peace, and go to his realm. pages 52, 54

Paik (●) is the god of death by justice. When bandits swing from the noose in the Pit of Justice, Paik takes them to his realm, and taunts them forever. pages 55, 81

Sable (⚹) releases cold into the world to watch people lay down and die in the snow, then takes them to his frigid realm, to place their frozen spirits there like an ornament. page 53

Sylf (♈) has griffin-wings, with a writhing woodspy's head, an arachnid thorax, and human belly; both chambers are painfully bloated from pregnancy. She gives birth to monsters endlessly, and they eat someone, she uses their soul to birth a new creature. pages 32, 38–40, 42–44, 46–49, 53

Wrecan (⚲) is the goddess of hatred, bigotry, and vengeance. When people fight each other, she takes their soul to her realm of eternal war. page 53

Yonder (♟) is the god who kills by curiosity. When idiots go to investigate something which sensible people would leave alone, they say their soul goes to live with Yonder. Nobody knows what happens after that, and there's only one way to find out. . . . page 9

The Divine Guilds

Each temple exists to protect people from a god, by selling goods or services. Each temple functions as a guild, with a divine monopoly on their protection.

The Temple of Beasts (♈) The highest and lowest of all temples absorbs feckless drunks, dickheads, scum, and people with progressive political ideas. All of them become heroes, and forest-feed. page 53

Night Guards are the sorry lot who have nothing better to do than wander into the darkness and get eaten. They exist to either thwart, or feed, Sylf, depending on whom one asks.
_____ page 5

Fodder are the lowest rung of the night guard. Most who enter as fodder arrived as criminals, vagrants, or political idealists. About half of these new recruits will survive and gain the next rank.

Each of these criminals begins with a 100 sp debt to repay to their temple. page 18

Grave Diggers have survived a mission, and returned alive. In theory, they should burry the fodder who did not survive that mission, but in practice, few people leave a body. page 18

Archers stand on broch balconies, taking down summoned by the pipes.

Farmers who guard their bailey can sign up to the night guard and begin at this rank immediately. page 18

Cutters guard caravants along the long, lonely road, or take special missions, beyond the Edge. page 18

Rangers travel fast, often on horseback, to provide reinforcements to any bailey in immediate trouble. They travel twice as fast if anyone kills a forest monster without giving the blessings of the Temple of Beasts. page 18

Jotters do paperwork for the night guard, and control everything that their seniors don't care to manage. page 17

Thanes have risen to the point where any jotter will finally leave them alone. Most try to find some gold and retire at this point. page 19

Builders organize new settlements, which requires an intrepid doula to help locating a good spot. It usually involves a lunch with a friendly, local, warden. page 20

Reeves organize the night guard, and have dinner with any local warden who'll have them. page 20

Brochs are grand towers which surround civilization. The night guard stay in them, playing loud pipes, and lighting fires to attract monsters. A ring of flat earth surrounds each broch, giving archers a clear shot at anything which emerges from the Edge. The noise echoes up to five miles around, and by dusk, the archers stand ready.

Sometimes a monster dies, most flee – still alive, but with a painful lesson about approaching the sound of people, pipes, and song. Each predator which comes to a broch means one less attack upon some inner bailey, or on the lonely road.

Each broch takes charge of a food-producing bailey or two, which sustains the night guard._____ page 2

The Temple of Curiosity (♟) People who go searching for answers often don't come back. This temple keeps an official log of all curiosities so that people don't have to go anywhere dangerous to learn – they can just read. Anyone not content to stay inside and read eventually goes to write a travel-book. page 8

Scribes are anyone who works for the Paper Guild. Most spend their time making books or soap. page 60

Chandlers make candles, in a hot, humid, basement. Everyone in the Paper Guild must begin here, in order to understand the effort light demands. page 61

Cartographers create, confirm, and update maps. The most valuable of these contain information on Ingredient-rich ground, which they use for alchemy spells to learn about the landscape, so they can make more maps. page 22

Librarians run libraries. The previous librarian selects them. page 61

Seekers travel to deliver messages, and gather information for the Paper Guild. page 10

Philosophers write books about what the previous philosopher tried to say, in language so precise that nobody else can read them. page 61

The Paper Guild makes maps, candles, paper, and soap. They always need more basilisk bodies to make the latter two. • page 20

The Secret Library controls the Temple of Curiosity from an unknown location. It holds and hoards every map, secret, and oddity that any scribe finds, and needs a constant supply of candles, so it can never go dark. page 61

The Temple of Frost (✳) exists to thwart Sable, who comes to Fenestra every year to steal souls with frost. Before he strikes, the weavers provide preservatives. As snow begins to fall, everyone approaches the weavers for warm clothes, or just to sit by their warm fire and gossip for a while. page 26

Weavers produce the best and warmest of clothes for Sables. page 57

Notaries records transferrance of ownership, so people can save money, without having to transport valuable goods. The real items remain in a secret location, where they won't interfere with trade. page 57

The Weavers' Guild houses a massive fire, many looms, and plenty of space to tell a long story. page 57

The Temple of Hate (🌢) As resources run thin, humanity becomes its own worst enemy. Disgust spreads into bigotry, then war, as Wrecan pulls people into her realm. page 53

Armourers work in the armourers' guild and guard civilization from death by Hate, with a combination of excellent armour, and diplomatic skills. page 60

Proctors settle disputes between anyone who agrees to their arbitration. Simple missions involve a house-visit, more famed proctors journey the lonely road to ensure some distant warden changes his behaviour. When all else fails, proctors have the abililty to ban the sale of armour across a town and nearby settlements.

Most only serve for a year before finding someone else to take the job. page 60

The Armourers' Guild take in angry, young people, and redirect their anger into work and negotiation skills. They handle all the major disputes which nobody wants to take to the Temple of Justice, and often become the de-facto arbiters when one warden cannot agree with another. page 60

The Temple of Justice (●) Left to their own paranoia, people form mobs, and mob-justice prevails. This temple thwarts the worst plans of the god Paik by providing impartial, official, justice. page 22

Keepers bear the heavy burden of enforcing laws, and maintaining the Pit of Justice. Every bailey with a couple of hundred souls has a keeper to keep them right, and collect payments for the vital service they provide. page 56

Sun Guards are the upstanding soldiers who protect the city from all the unwashed masses, while wearing shiny-white tabards. page 8

Wardens make the laws and decide fitting punishments for criminals in their Pit of Justice. page 6

The Pit of Justice is where a town's warden resolves legal disputes, and decides on the correct punishment for criminals. All trials must be on display, to warn the people about the consequences of crime, so they can learn that justice always prevails. And all trials must be entertaining, or nobody will pay the entry fee of 1 cp. page 8

The Temple of Misgenesis (◯) Some things never were. This loose organization alters fortune to ensure nobody has to fail a task before they try, or give up on the best career they never considered.

Doulas help with births, blessings, and beginnings of all kind. They protect the population from misgenesis – the death which occurs before life. Nobody begins a business venture or party without a blessing from a doula. page 6

The Temple of Poison (🍺) Beer, brewing and baking protect humanity from Abderian, so this temple have established a divine monopoloy on the lot. page 8

Bakers come from the streets, and generally return after months. The working hours and heat in the kitchens tire even the fittest of humans. page 53

Tenders tend the bars, if they can curry enough favour to move away from baking. page 53

Cook require a good nose, fast hands, and enough savings to bribe their way into the position. page 53

Servers make food for the Wheat Guild all day, and every warden has one in their employ. page 53

Curator need fast eyes to read and tabulate books. They test every bottle, and remember the daily-changing price of every drink. page 53

Landlords renounce any official status as wardens, buy a property, and join the guild near its top rank. They purchase supplies, barter with traders for wholesale prices, and keep in contact with the cooks who work with wardens. page 53

Chefs know all the guild's best recipes, both for food and poison. Besides their special recipes, they do not cook much, as they too come from warden families, and have better things to do. page 53

The Wheat Guild is where drinks are brewed, and drunks can drink. An image of a skeleton, tempting you to feast with her, reminds patrons why they should always eat at an official Wheat Guild hall. page 53

The Temple of Sickness (⊙) People only like one god. They all want Eldren to take them, rather than any alternatives, so anyone who has a little to spare puts it towards this temple, and hopes to see a bed inside one day, and die peacefully. page 19

Mixers can devise elixir recipes to cure diseases. They create a constant demand on the Ingredient-trade, as people are always getting sick with one thing or another. page 22

Healers' Guilds take in the sick, disabled, or dying of Fenestra, where they tend to each other. Long-term staff always have some long-term disability, such as missing limbs. Many of the night guard start a new career here. page 55

Fenestra

This land, where elves, gnolls, and humans look up at trees, like ants moving through blades of grass. Predators larger than a horse hunt deer and people in the same way, so everyone travels together, and well-armed.

Baileys are walled villages, which stands beyond the protection of any towns, and endure attacks by wandering monsters. They mark the Edge of civilization, as nothing lies beyond them except the wild forest.

A standard bailey's walls stretch at least 50 steps in diameter. Beyond that, the farmland stretches out another 100 steps; for a minimum diameter of 250 steps. The outer perimiter pushes the forest back another 50 steps, with more for a healthy bailey, and a smaller safety zone in less well-tended baileys.

If the people living in the bailey lack the strength and skill to keep the forest back, the safety perimiter grows smaller as bushes creep towards the farmland, providing cover for monsters, and diminishing the time archers have to shoot at creatures.

The Edge lies one footstep off the lonely road, and surrounds every outer bailey. Beyond this point, only dark forests, empty tundra, and hungry beasts wait. When people travel off-road, they have gone beyond the Edge. page 17

Fiends (⚔) live outside any civilization, which makes them the enemy. Many know magic, others hold armies. They make their own laws, in their own realms, and most leave them alone. When civilization prods them too much, some have been known to destroy entire cities and every bailey around. pages 4, 25

Bandits begin when farmers run out of food, or city-dwellers lose their jobs, they have only two option – banditry or the night guard. People generally select whichever comes along to recruit them first. page 25

Dryads are old elves, but older elves get *weird*. They experiment with their bodies, adopting animal parts, and soon lose interest in socialising with other elves. Most dryads are harmless most of the time, taking more intest in a local flower than anything else around them. However, once they get sufficiently disconnected from normal people, they stop seeing people as people, and start to see them as animals.

And like any elf, dryads eat animals. pages 5, 31

Hags are old ladies with too much spite, plans, and magic to die. With a few spells here and there to increase their life span, and another to hibernate for a couple of decades while their plans mature, they extend themselves a couple of centuries beyond their rightful lifespans. They all die in the end, but hags mostly die through violence. pages 5, 35

Liches begin as students of Death magic. They can slow, and eventually stop, aging, which locks them into a permanent state of semi-death, and leaves them unable to regenerate a single MP without draining it from someone's death. pages 8, 27

Ogres begin as goblins, but goblin height is limited only by food. Once they eat enough, they grow and grow, until starvation beckons – they cannot reduce their intake after growing too much. Grumpy ogres die at this point. More sociable, or at least tactical ogres, survive by leading bands of goblins. pages 5, 33

The Labyrinth is the network of frigid, nearly lifeless caverns, which sits beneath much of Fenestra.

page 3

The Lonely Road means any road between settlements. Going from one town to the next means a long journey through untamed territory. page 2

Bothies are small half-way houses on long roads, built so that travellers can sleep safely after Sundown. Some have a single fireplace, and enough room for a half a dozen people and a donkey. page 2

Lonely Taverns exist on long stretches of empty road, where enough traders pass through to create a miniature settlement, sustained only by the goods people bring. They make their own ale, and keep their own laws. page 2

The Trade Tongue lets people trade, despite not sharing much of a common language. It has about two hundred words, so people have to indicate what they want to say by lumping words together. E.g. 'cow' might be 'white-water animal', and cheese could be 'rock of white-water animal'. page 22

Monsters (♈) wander slowly, looking for deer, auroch, or anything they can eat. When they hear people, the noises and lights excite them, and they instinctively begin to stalk.

They have no natural cries, so people call them 'the voiceless'. page 8

Basilisks have snake-like bodies, with six arms. Some grow to the size of a caravan.

They move slowly, always conserving energy for the hunt. But when hunting, they can charge, and let out a cloud of disgusting breath, making their prey wretch. page 7

Chitincrawlers are arachnids about the size of a horse. Some say the face looks like a wolf's, others say it looks almost human. Either way, the apparent smile is just a shape, as they have no ability to feel or think, they only have hunger, and sharp claws at the end of the front legs. page 4

Griffins have large bat-like wings which fold into their forearms when they need to sprint. They have no natural cry, but can immitate almost anything they've heard. page 3

Mouthdiggers look like star-nosed moles about the size of a wolf, with extensible jaws, which stretch out to also be the size of a wolf. They rely entirely on ambushes, in which they drag their quarry back into their set by sinking their teeth into a leg and retreating underground. page 7

Woodspies are a kind of land-octopus which can camouflage itself perfectly, changing the colour and tecture of their skin. They are highly intelligent, but do not understand communication beyond what they need to mate. page 10

Plants (☙) within Fenestra can grow large, strange, and deadly. pages 47–49, 89, 90

Bedshrooms are fungi that look like shrivelled up cloth-sacks. While they have water, they grow spores inside the sack. Once they dry up, any disturbance releases large amounts of spores. Anyone breathing the spores in feels a dream rushing over them, beckoning them to sleep. They receive 1*D*3 EP and roll Strength + Academics (TN 8) to stay awake. Anyone who sleeps for the Interval removes 1*D*6 EP and gains 1 MP. page 50

Disgnome Blooms have yellow petals the size of a forearm, which sprout only in Sylfs. The rest of the time, they look like any other plain bush. The roots sprout vicious, curved, spikes, with a mind-bending toxin. A single scratch inflicts 1*D*3 EP, each of which inflict a -1 Wits Penalty for as long as that EP remains. page 50

Dryad's Kiss Shrooms are a tasty mushroom which makes people very gullible. Anyone eating one takes a -2 penalty to all Deceit and Empathy checks for a day. page 50

Glowshrooms are subterranean fungi that give off a soft, faint light, but only in complete darkness. Dwarves sometimes use them instead of torches, even though the light is dimmer.

Ingesting these plants can be deadly. While healthy to eat, after two Intervals they mix with stomach acids and begin to glow. This can turn someone into a sudden target in the dark, as their stomach shines faintly. page 50

Horse-Drops are red little patches of moss, which grow on the roadside. Horses, donkeys, and mules love them, because they also love being eaten by those fast-moving animals. Once something eats the moss, it begins to grow inside the beast's stomach rapidly (inflicting one EP each Interval). Curing the beast requires an Intelligence + Cultivation roll (TN 12). Once the beast dies, it explodes in a shower of red spores, and anyone breathing enough in can suffer the same effects. page 50

Marching Mushrooms relieve tiredness when chewed, but slow the body and mind. Once eaten, people ignore EP Penalties for 1*D*6 Intervals, but with -1 Penalty to Dexterity, Speed, Intelligence and Wits. pages 5, 50

II History

A Creation Tale

In the beginning, we traipsed through mud. The world felt weak, and filth clung to our beards. So we pulled away the muck and filth, creating a great chasm as we searched for something real. And at the bottom, we found stone.

We pulled it up, learned to work with it, and shape it. We built dry land, then piled it up to create houses, then castles, and structures even greater. Weapons came soon after, and the stone let us best all the unarmed creatures of the world.

We felt ourselves lords. Nobody could stand against the might of stone.

But we boasted too much, and felt too much pride. And soon the gods laughed at us.

The gods shook the earth, and the shaking pulled stone from beneath the muck, more and more, until mountains formed. Soon every man and maggot could see great bodies of stone, larger than any which we could have imagined. We had lost our edge.

We continue to live around stone, and work with it well. And now we dig up iron, silver, platinum, and gold. But we must take care never to boast about them too much, because the gods will laugh at us again, and send down the golden monster, which will pour gold over all of the lands, and turn the hard-earned savings of every clan to nothing.

The War of Lies

The war of lies was not a real war, but a simple legal error, compounded until records became a mess. Scribes called out for a distinction between fact and fable, which implied a consistent view of history. This meant that once a 'fact' had been established, scholars changed all other records and accounts of history to become consistent. Every new 'corrected' book had to make the long journey from city to city, where others would rewrite it, and pass copies along.

Scholars guessed at what they did not know – consistency eventually became more important than truth, and every spelling mistake and inkblot which made its way past the rushed editorial process dragged history in a new direction.

The end of this era came with stories about how the initial confusion arose, which themselves had to create a consistent structure, so scholars began to explain the fake books entirely by reference to the adventurers who would pay incredible sums for books about long-lost treasures, without knowing if the book was true or false. As a result, early history contains more guesswork than real records.

III Talisman Summaries

Blood Candle (Duplicated, Wax Air, Water) Range: 16 steps, Area: 4, Resisted by: Ambient noise, Bonus: 2. Once lit, the frozen blood around the outside of the candle begins to melt, and 'bleed'. If the room remains quiet, everyone present regains 1D6-1 FP, p. 11

Blue-Blood Necklace (Devious, Duplicated, Wax Earth, Water) Range: 12 steps, Area: 27, Onset: 1 day, Resisted by: Strength + Medicine, Bonus: 3. Once the necklace activates, it cracks, and the curse begins, slowly. Over day, the wearer becomes massive, hungry, and full of hunger, demanding 4 extra meals a day, p. 28

Scroll of Friendship (Duplicated, Detailed, Warp Fire, Air) Range: 12 steps, Area: 27, Resisted by: Wits + Vigilance, Bonus: 3. The scroll, once burnt, creates 27 copies of the illusionist, all around them, p. 11

What-Was Fungus (Duplicated, Wane Fate, Water) Range: 16 steps, Area: 4, Resisted by: Wits + Academics, Bonus: 2. This puff-ball fungus releases spores which are more interesting than what you were doing before. The nearest 4 people take a -3 Penalty to their task, p. 47

IV Magical Ingredients

Various events and items can boost spells, whether cast through a Skill, or alchemy. Each boon has a symbol showing whether it comes from an animal (‘♉’), or a plant (‘♨’). Others (‘♋’) indicate meteorological events which give a boost to A Sphere. These meteorological events, and Concoctions made from an Ingredient each add +1 to a Skill Sphere, but only one of each can apply; i.e. to get +2 to the Fire Sphere, one needs to use a bear’s heart during a heatwave, but many bear-hearts will not help.

Scorching	1 day
Hot	1*D*3 days
Mild	1*D*6 days
Cold	1*D*6 + 3 days

Ingredients taken from plants or the bodies of beasts can spoil quickly, depending on the temperature of the season.

The Labyrinth remains cold all year round, so it always counts as a cold season down there.

Air
- Basilisk gullets ♉, 39
- Griffin feathers ♉, 42
- ♨, 51
- Bedshrooms ♨, 50
- Eclipses ♋, 15

Earth
- Basilisk hide ♉, 39
- ♨, 51
- Auroch hooves ♉, 38
- Marching Mushrooms ♨, 50
- Quakes ♋, 15
- Young mouthdigger liver ♉, 42

Fate
- A sack of bluepin butterflies , 39
- Black and brown oozes bodies , 46
- Chitincrawler spinnerets ♉, 40
- Cold Snaps ♋, 15

Fire
- Bear’s heart ♉, 39
- Glowshrooms ♨, 50
- Heatwaves ♋, 15
- Stirge queen , 43
- Umber hulk eggs ♉, 48

Water
- Woodspy beak ♊, 44
- Blue-blood crystals, 28
- Floods ♋, 15
- Watcher gas-sack ♉, 49

V Index

Basilisks (♉), 38
Chitincrawlers (♉), 40
Mouthdiggers (♉), 42
Woodspies (♊), 44

Acidic Oozes (♉), 46
Adventure Generator, 18
Apprentices (◯), **55**
Apprentices (♈), **60**
Artefacts
- Floating Discus, 65
- Little Vial Pendant, 65
- Striker, 66

Astronomy, 14
Aurochs (♉), 38

Bears (♉), 39
Bedleaves ♨, 50
Bedshrooms, 50
Beyond the Edge, 17
Bloodwood ♨, 50
Blorb, 80
Bluepins (♍), 39
Boars (♉), 39
Bonuses, Environmental, 75
Breathrot ⊙, 52
Brigands, 25

Captains (●), **56**
Chamberlains (♈), **60**
Civilization Rating, 18
Cold Snap ♋, 15
Concoctions, 9, 14, 24, 30, 38, 39, 42–44, 48, 49, 81
Corpse Hands ⊙, 52

Crafters (Ⓟ), **60**
Creation Tale, 88

Death, 80
Demiliches (∅), 64
Dirge Fruit ♨, 51
Diseases, 52
Disgnome Blooms, 50
Doula (◯), **55**
Downroot ♨, 51
Dragons, 6, 7
Dreameater Moss ♨, 51
Dryad's Kiss Shrooms, 50
Dryads, 7

Eclipses ☊, 15
Elixirs, 24
Encounters
    Balance, 79
    Descriptions, 74
Environmental Bonuses, 75
Events
    Bothies, 21
    Towns, 23

Fiends, 4, 6, 19–21, 25, 60
    Temple Responsibility, 60
Fixing Problems, i
Fly Flowers ♨, 50

Ghasts (∅), 63
Ghouls (∅), 63
Glowshrooms, 50
Goblin Rating, 34
Goblins, 7
Goblins (☿), 33
Gods, 53–55, 57, 59, 60
Griffins (♉), 42
Guardbane ⊙, 52

Hags, 7, **35**
Henchmen, 17
History, 88
Hobgoblins (☿), 33
Horse-Drops, 50

Illusions, 79
Ingredients, 7, 9, 24, 28, 30, 35, 38–40, 42–44, 46–52, 55

Languages
    Gnolls, 29
Libraries, 61
Liches, 8, **27**
Liskshine ♨, 51
Lonely Taverns, 22
Lost Cities, 9

Mage Oak ♨, 50
Marching Mushrooms, 5, 50
Menus, *see* Lonely Tavern
Mindflash Syndrome ⊙, 52
Missions, 18
Mistrial, 23
Morale, 16
Morale Checks, 16

Ogres, 7

Parallel Time, 16
Pit of Justice, 56
Plants, 50
Prefects (●), **56**
Promotion, 18

Rivers, 44
Roads, 2

Screechmoss ♨, 51
Scribblers (♟), **61**
Scribes (♟), **61**
Seasons, 14
Seekmist ♨, 51
Selling Beasts, 18
Seneschals (●), **56**
Skein (⚵), 46
Slowburn Ivy ♨, 51
Spore Folk (☿♨), 47
Spychoke ⊙, 52
Stirges (♉), 43

Tactics, 79
Talismans, 6, 7, 11, 19, 28, 38, 47, 64, 65
Theatre of Oaths, 56
Thorny Thickets ♨, 51
Time Parallel, 14
Torpid Flesh ⊙, 52
Torture, 77
Towns, 5
    Entry, 57
    Events, 23
The Trade Tongue, 22

Umber Hulks (♉), 48
Undead, 63
    Demilich, 64
    Human, 63
    Human Ghast, 63
Uproot ♨, 51

Wanderers (♟), **61**
War of Lies, 88
Wastmarches Style Chronicles, 78
Watchers (♉), 48
Wayfinders (◯), **55**
Weather, 14
Weaving Stories, 67
West Marches, 12
Whistling Cane ♨, 51
Wolves (♉), 43

8096 Lantalka, day 21 **(October 6, 2024)**

	Player	Character	Wits + Vig.	Notes
6 ◻ ◖				
5 ◻ ○				
4 ◻ ◗				
3 ◻ ●				
2 ◻ ◖				
1 ◻ ○				
0 ◻ ◗				
-1 ◻ ●				
-2 ◻ ◖				
-3 ◻ ○				
-4 ◻ ◗				