

S E C R E T S • V O L U M E 1

THE FREE CITY CADWALLON

EXTENSION TO THE TACTICAL ROLE PLAYING



RACKHAM

GAME IN THE WORLD OF CONFRONTATION®

SECRETS

VOLUME 1



RACKHAM

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INTRODUCTION TO SECRETS

The peninsula of Lanever has always sheltered many communities and seen many cities reach for the skies. Its history is a succession of dire events leading to the departure or the disappearance of its inhabitants, surrendering the ruins to the magical groves and to the fayrees living there. This region has staged so many battles and shed so much blood that the elder races believe it is cursed.

During the 11th century of this age, the Dogs of war and their descent have given the peninsula a new city: Cadwallon. Today, the Rag'narok rekindles the flames of rivalry. In their search for victory, many powers turn to Cadwallon, seeking to greedily grasp the marvels from the tales of the past. The gods' chosen few are pulling the strings from the shadows, knowing that the Free city is the keeper of secrets which could bring the collapse of their enemies' beliefs.

The Cadwallon range is being enriched with a series of reference books, Secrets, destined to Game Masters...and to cheaters!

Even though not every one is a GM or a player of Cadwallon, the exclusive information contained in this supplement will be enjoyed by all the fans of Aarklash. But be careful not to learn more than the GM if you wish to play a free leaguer!



VOLUME 1

The first volume of this collection is divided in three parts.

- The first reveals some of the secrets of Aarklash connected to the history of the Free city and to the area of the world it is located in. It also introduces new locations on the outskirts of the city and in its underground. Full of revelations, this part is a treasure of information to elaborate plots concerning the origins of the Free city implying exiles who have just arrived in the city or natives seeking adventure.

- The second part exposes new rules to conceive some surprising NPC, notably thanks to some exclusive distinctive features. This part also introduces the Ophidians and their culture. Furthermore, this section offers new experience rules and advice for the GM on how to breathe life into Cadwallon.

No matter if he is trying to create protagonists capable of surprising the free leaguers or if he is trying to develop emblematic figures of Aarklash for the pleasure of the fans of other games taking place in this universe, the GM will find everything he needs in this section.

- The third part goes back over the six themes from the *Players handbook*. Depending on the chapter, this part will offer the GM complementary rules, recurring NPC, details on the factions pulling the strings in Cadwallon, notably the organization of the militia of Cadwallon.

- **Exploration** completes the rules concerning the *Reversible Gaming Tiles* (see *Players handbook*). These texts will allow the GM to improvise an infiltration without having to manipulate the complete tactical parameters of the game.

- **Confrontation** details the organization of the militia, as well as giving information about the various garrisons in each fief. This chapter introduces also the penalty system instated by ducal law.

- **Interaction** gathers the contacts appearing in the Secret and unknown places (see Book I). It can be a local figure or some powerful Incarnate playing a role in the Rag'narok.

- **Incantation** reveals the secrets of the mysterious tarot-masters. These magicians, who have dedicated their lives to the study of the card's magic, are important mystical actors in the free city and priceless companions-in-arms.

- **Divination** explores the role of the Incarnates in the Creation, as well as the rules to make them interfere in the plots of Cadwallon.

- **Revolution** presents one of the great classics of tactical role playing games: the traps. This chapter also comes with the rules and characteristics of the most famous war machines available on the continent.

OTHER SOURCES OF INFORMATION

Cadwallon is based on the *Confrontation* miniatures range and on the *Reversible Gaming Tiles* collection. This tactical role playing game benefits with *Secrets*, and the other publications to come, from a range of dedicated supplements.



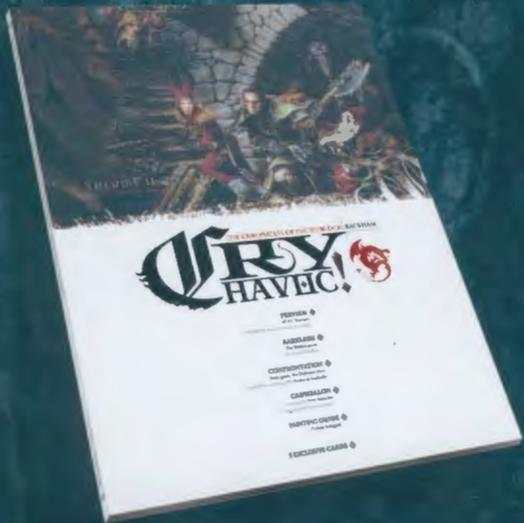
- *Secrets, volume 2* describes the fiefs. Moreover, it offers six exclusive plots concerning themes at the heart of the characters evolution, i.e. the attitudes. It also describes all the important NPC of the city which are not part of the contacts and that will never be manipulated by the PC.

- A collection of long running scenarios, or campaigns, go along with *Secrets* so that the context evolves as you write the story of the most important league in the City, the one staged by your players!

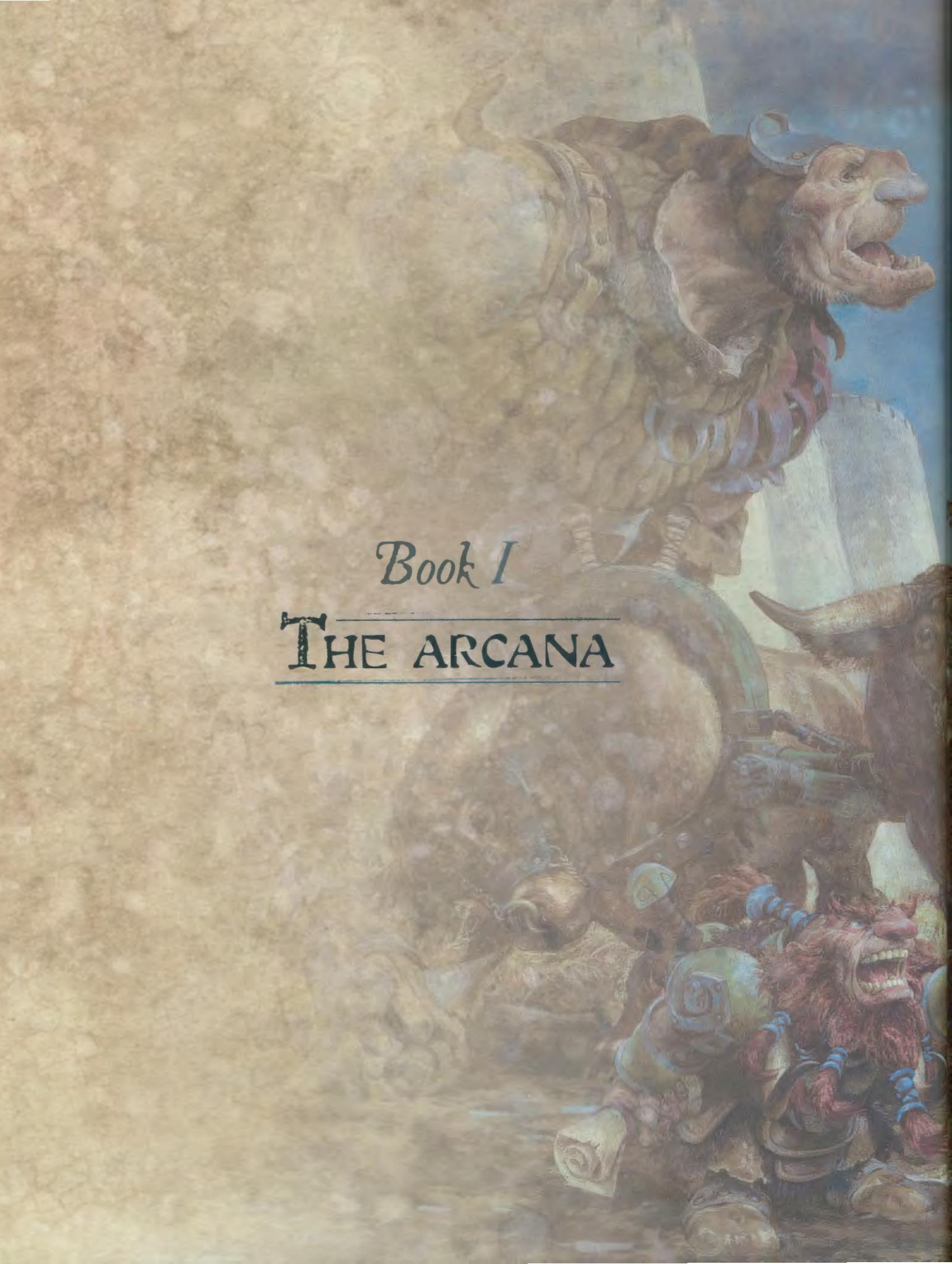
Both collections are completed by articles concerning Aarklash in *Cry Havoc* (see the insert) and by official gaming aids on www.rackham.fr. On this website you will find character sheets, a complete index for all the *Cadwallon* publications with regular updates, an FAQ refreshed every month, as well as official errata to clear up some rule issues – or even change them when necessary. This website also welcomes exclusive official scenarios: If the first were written by the designers of *Cadwallon*, you might see one of your own distributed online once it has been approved. To do so, send us a text in Rich-Text Format at cadwallon@rackham.fr.

CRY HAVOC

RACKHAM publishes its own bi-monthly magazine dedicated to its universes. This publication describes bit by bit all the regions of the continent of Aarklash where the scenarios of *Confrontation*, *Rag'Narok*, *Hybrid*, and *Cadwallon* take place.



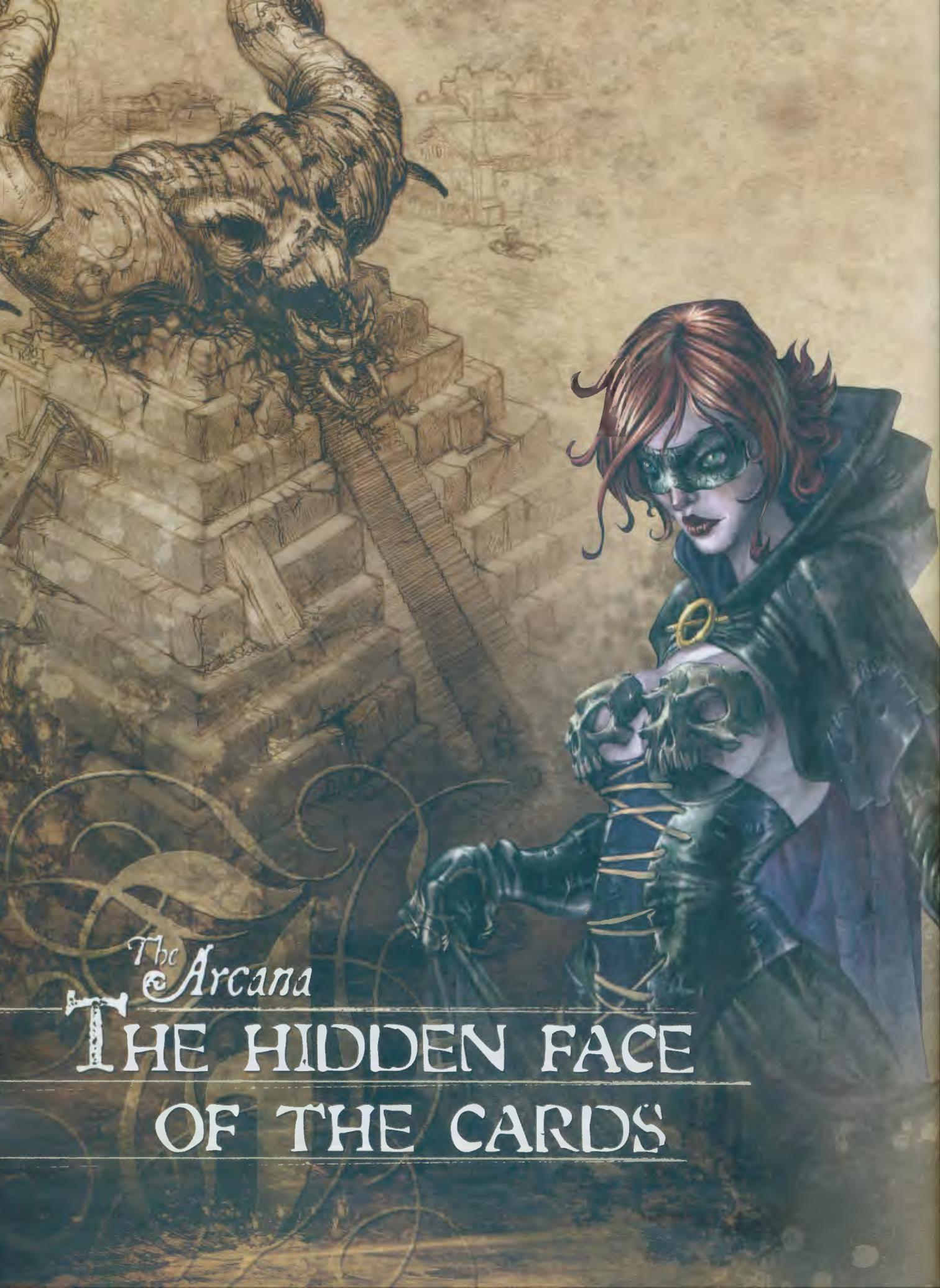
This issue offers exclusive races for *Cadwallon*: minotaurs, giants, trolls and centaurs.



Book I

THE ARCANA





The Arcana

**THE HIDDEN FACE
OF THE CARDS**

THE INFLUENCE OF THE ELDER

Cadwallon is rusing with a thousand rumors and legends, shared each day by its inhabitants. Some information holds, inside a lame outer shell, true revelations. The inhabitants of the peninsula have always known that this place had a role to play in the Rag'narok. Many mad visionaries, seeking to intrude Creation, have spread rumors which gave birth to myths and legends feeding the Cadwë imagination. These tales are the source of many adventures.

This section presents the rumors and the testimonies related to the secrets of Cadwallon, bound to its prehistory and legendary times. These tales illustrate the mystic and mythological dimensions of Aarklash. They will allow you to create scenarios or role playing scenes on themes unknown by your players. Thus in your campaign, the free leaguers will become more than the ducal sentries or explorers of the underground, but also the discoverers of the secrets of the Creation.

THE GAME OF THE GODS

The gods of Aarklash are beyond the comprehension of any mortal and therefore they could not be explained. Over the ages, each one of them has been worshiped under dozens of different aspects or names by the successive civilizations. The Chroniclers, mysterious characters archiving the history of Aarklash, use common nouns to express the idea, that before being "individuals", the gods incarnate primary forces. These concepts represent the profound nature of the gods and point out the role of the divinity in the Creation.

Cadwallon is at the heart of a conflict opposing two gods: Conscience and Desire. This struggle was the source of many alliances and treasons in the history of Aarklash and of the peninsula of Lanever. The Defenders of Tir-Na-Bor (Boar) and the Akylannians (Griffin) perceive civilization in a way which serves the interest of Conscience. Desire doesn't have any true influence. In fact, the pulsations born from his dreams seduce many, but few entirely fall for the temptation.

"He rests at the bottom of the vale, His body shaken by His dreams. All around Him a magical jungle sprouts, covering Him in a green shroud. He wants to awaken, He is calling us from his slumber, but the echoes of His dreams struggle with our conscience: we cannot believe in His existence which is what keeps Him captive. Relentlessly He guides us: first the vale, then the coiling darkness and finally the city. I know the answers are in the cards, I am sure of it: the way is in the cards."

– Vision of a cartomancer

Desire

Desire was born from the union of the first gods, branded with deformity and recklessness. From birth, his destructive rage caused the loss of many live beings. He eventually found peace and refuge in a cave, far from the tumult of the world. In order to protect the Creation, Conscience attempted to lock him in there. Desire rebelled and both gods fought each other without mercy. Conscience cruelly hit his son, inflicting Him twenty two dreadful wounds. Desire fell and Conscience threw him into an abyss before locking him in, sacrificing part of his divine essence.

Desire then revealed a second nature: after his destructive waking, came an enchanting slumber. His dreams gave birth to a marvellous garden, a haven for all exiles.

"This island is a unique enchantment, a truly divine garden. In the archipelago and in Cadwallon, you can admire unique species of fauna and flora. It is astonishing to find out that most species have adopted seduction and survival techniques based on the addiction or the desire they inspire to their hosts or enemies."

– Pardon me my Lady. Could you please avoid touching this flower, we could lose you to raptures."

– Discourse of a provost of the Bird catchers to some visitors on the Immobiles archipelago

The wyrms

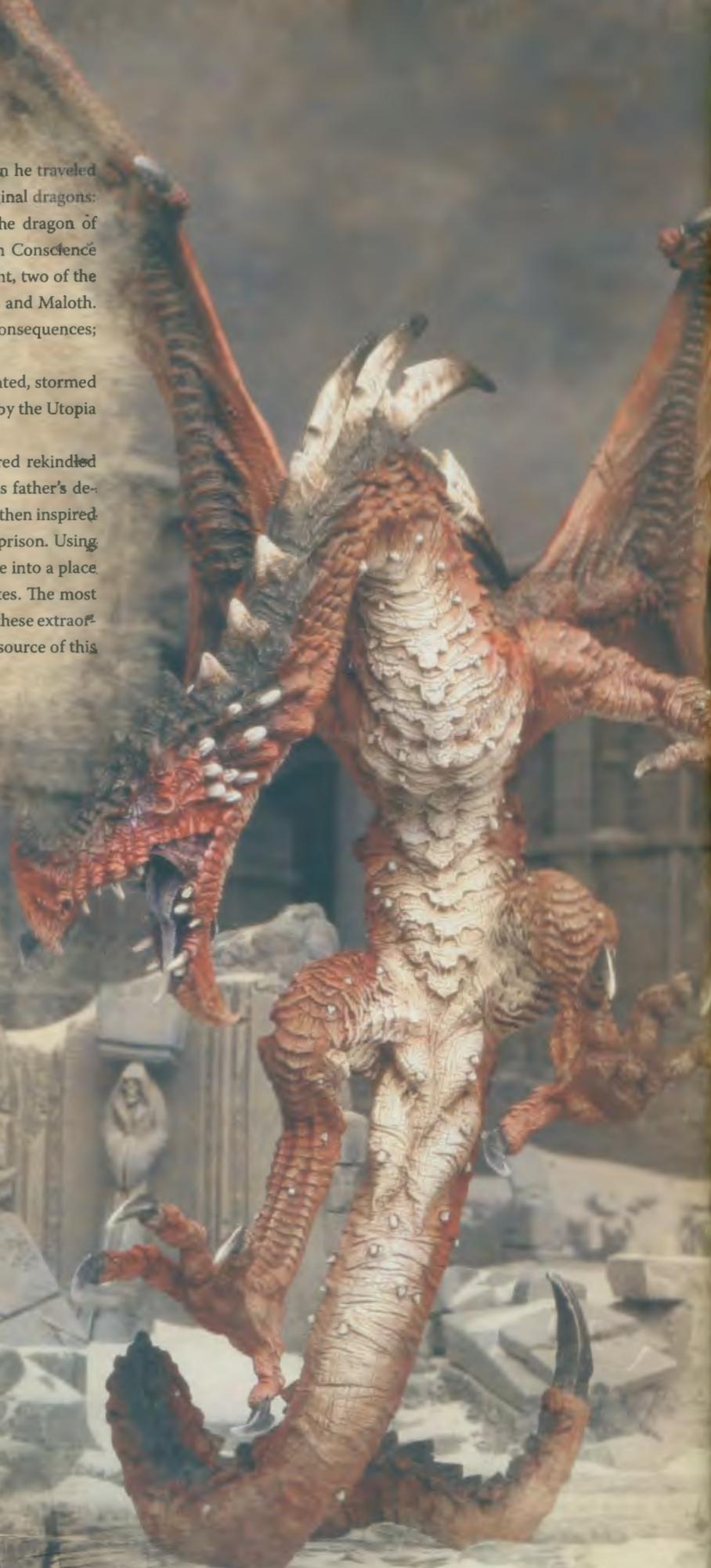
Desire was not entirely bent on destruction when he traveled the lands of Aarklash. He gave birth to the six original dragons: the four elemental dragons, as well as Vortiris, the dragon of Darkness, and Maloth, the dragon of Light. When Conscience locked his child down in the depths of the continent, two of the titanic wyrms chose to side with the gods: Vortiris and Maloth. Vortiris decided to free his father, no matter the consequences; Maloth sided by Conscience.

Vortiris, leading the Ophidian people he had created, stormed the jail. It was then occupied by a fortress guarded by the Utopia of the Sphinx, the Ophidians archenemies.

The violence of the fights, the pain and the hatred rekindled Desire's rage as he slept. The captive god made his father's defenses waver, threatening to break free. Conscience then inspired Maloth, who drove his brother back from Desire's prison. Using this pause, he transformed the threshold of the cave into a place beyond time where the fury of combat still resonates. The most sensitive people have felt the terrifying presence of these extraordinary beings, but no one was able to discover the source of this feeling.

*"They fought in a sky of Emerald
Father light's scales glistened of gold
His brother of Darkness spread wings of void
Night embraced the sun and the singing was gone
Time enough for a heart to beat
Time enough for the leaf to fall
They shared a last roar with the world
Be quiet and you may hear their breath
As they are waiting in the forgotten lair"*

– The ire of the dragons
Translated from Daikinee



The Ophidian alliance and the Utopia of the Sphinx

The Ophidians embody one of the atavistic fears of man. The souls of these colossal beings are forever subservient of Darkness. The Serpent race, certain of its superiority, has always reduced other species to slavery. The Ophidian people (Serpent) has laid the foundation of the future alliances of the Meanders of Darkness. When Vortiris took them to battle to free Desire, they fought their long lasting enemies, the Sphinx. The Ophidian alliance managed to overcome them and raze the Sphinx fortress. They then ruled the region before suddenly disappearing one day. The thirst for conquest and the disappearance of the Ophidians is related to the fate of Vortiris. When the labyrinth closed on the wyrm of Darkness, the Serpents heard the call; most of them ventured after him and disappeared down there forever.

The dragons of the peaks have welcomed our people at the time of the Cynwë, as we wandered the mounts of Laroq. They gave us a precious support, but their deference goes to a more ancient people. Here is what Vimras Maloth told me one day:

"Our Light father, Maloth the great wyrm, offered an alliance to the Utopia against the coiling Darkness. He taught the Sphinx to wield the powers of Light, taught them how to harness it to animate their machines. In return, they dug our lairs and forged our armors. The Sphinx have created marvelous tools and dreadful weapons, they have assembled constructs and given them a conscience. We fought together, our fates sealed together by the blood shed and the lives saved. When they left this land in pursuit of the Ophidian spawn, they entrusted us with the future of their creations. Your helianthes are now in charge of them in turn; but in order to decipher their secrets, you need to unlearn. The Noësis holds your heart behind the gates of the mind, and it is in their heart that the Sphinx found their undaunted strength."

– Excerpt from the memoirs of Anëllys, Cynwall scholar

THE LABYRINTH

Conscience had to fight fiercely to lock in Desire and maintain a watchful guard. Understanding that his son might free himself at any time, he was forced to sacrifice part of his divine essence to condemn the access to the sanctuary. Desire's dreams finished transforming his garden into an Unfinished realm.

Desire's prison was at first a natural cave. Nonetheless, Vortiris' intervention almost managed to free the god. Conscience then created an inextricable labyrinth around this cave in order to prevent access to it. Desire calmed down and fell back to sleep once more. As time goes by, his dreams are transforming his prison into an Unfinished realm, a luxurious garden filled with extraordinary animals. The labyrinth then acquired a mystic dimension and became a link between the Realms, a bridge between Aarklash and the Garden of Desire. Over the eras, the vegetation of the garden managed to find a way through the labyrinth and has reached Cadwallon, transforming the maze furthermore. Each grove of desire is a shoot from the prison of Desire and constitutes a bond to this Realm, carrying the influence and the dreams of the god. The aspirations and the whims of the inhabitants of Cadwallon are sent back to Desire in the same way, reinforcing his grasp on the Creation.



With each intrusion, the labyrinth expands and becomes more complex. Its divine and magical nature renders the path and gates unstable. Its presence has contributed to the legends concerning the underground and the curses striking the imprudent explorers.

"I've interrogated the so-called Yelmor, a dwarf warrior who was found wandering in the catacrypts. He pretends to have left the city in 857 and to have served in the band of the Steel hearts, one of the companies of the Dogs of War. The Ducal archives of the time cannot confirm what he says, but his knowledge and his equipment are obviously remains of a time long gone. The individual doesn't talk much about the circumstances of his disappearance. His story tells of a flight of steps hanging over the void, which leads to a maze. He will not speak of what can be found beyond the stairs and becomes edgy when questioned about it. The revelation of the actual date caused him a great shock, he remains persuaded he comes from the past and that he wandered in the maze for no more than a few days. His description shares several elements with the myth of the "stairway to no where" as it is told among the Dark ones of Acheron: Somewhere under Cadwallon, a stairway is supposed to lead to another realm. If what he says is true, the place is also located beyond time..."

– Excerpt from Captain Kelian Durak's report
To Kal Rajghur,
Constable of the Duke

The litioes

The most common story is the one concerning the *litioes*: grey stone walls without any joints, showing a perfectly smooth face. Some shrews do not hesitate to knock down walls hoping to find hidden rooms. But none would ever try damaging a *litioe*: who ever does try will temporarily loses his eyesight for a few hours up to several years, depending on the power of the blow.

Who ever passes the threshold of the labyrinth, often without knowing, might lose his life. The very few who did come back seem to have lost their minds. Some tarot-mages have felt the presence of the labyrinth and are now divided in two factions fighting over the use of this knowledge (see The tarot-mages). They eagerly guard the "corridors", paths leading deep underground to the labyrinth.

"The rumble. like a raging storm, it still rings in my head. Those bloody grey walls won't stop twirling and changing orientation when I'm not looking at them. You believe it is the same everywhere, but everything around you moves. There is no way out, not using your feet anyway. I once climbed a sort of grey hill and I saw: the blinding light and the darkest shadow at the heart of these grey walls. There was also all these lights shooting from them and

heading for the torrent of shadows, a flow of light. There is a war going on under there. There is a war as we laugh and dance, what folly. I can still hear the rumble..."

– The rambling of a Usurer

THE LEGACY OF THE GODS

Despite his isolation, the influence of Desire can be sensed through the layers of earth and the transformation of the natural environment of the peninsula. These emanations have even leaked into the surrounding waters, modeling virgin lands such as the Immobilis archipelago or the Sea of Roots. When Desire's dreams are particularly agitated, the Creation is altered and magical groves spring from the ground. They are portals to Desire's jail, luring *fayrees* and mystics. Besides Desire's dreams creates a supernatural attraction to the peninsula, urging many communities to answer the "call".

"You, who are life, give your voice to the trees. You, the spirit, share your dreams with us. Allow me to commune with the earth, so I become root and dive into the ground. So I become stone to remember, and earth to feed on your suffering. The fayrees sing your wails and their tears feed your jungle. You, who are life, take my offerings. You, the spirit, inspire my visions."

– Prayer of a *shaka* in a magical grove

The utopian mysteries

The legendary enemies of the Ophidian are mysterious, but for the scholars the name of their society, the Utopia of the Sphinx, is synonymous of marvelous objects and wonderful technologies. Traces of their occupation can be felt here and there in the architectural vestige and in their creations sleeping in the depths of the underground. Even the most gifted Cynwäll craftsmen and magicians, heirs of their expertise, only have access to a fraction of the knowledge acquired by this ancient people. Those studying this legacy believe the Sphinx had mastered the art of breathing life into advanced technological items thanks to the powers of Light.

"The Sphinx developed a level of science so complex we are unable to grasp its basic laws. You certainly know that they occupied the city centuries ago. If you just turn around, you will be able to see the gigantic statue of the Automaton. How do you think it resisted the wear of time? Other traces are visible, notably the faces on Fort Griffin. But it is underground that you will stumble across some of their most wonderful inventions. Look at this (he opens a drawer, he grabs a golden torque decorated with a gem). I examined it for a long time and I finally understood how to make it work (he puts the torque around his neck and tinkers with it). All you need to do is twist this jewel to this motif and (The torque divides itself in a multitude of thin metal strips covering his upper body in a fraction of a second) you're now wearing an extremely solid and yet light armor (grabbing a stiletto, he stabs himself in the chest). As you can see, there is not even a scratch. When I think about the two missing jewels...but I do not despair in managing to repair this piece. Hum, before you ask: this item is not for sale. Let's say it is the property of a rich collector..."

– A helianthe craftsman in the old district

Almost a millennium ago, a small walled city of the Utopia of the Sphinx stood on the exact location of Cadwallon. This community was an ally of the elves whose people and territory was still whole. The city was razed to the ground after a dreadful war opposing the Sphinx to the Serpents during the Golden Age. Traces of this battle are scattered through the outskirts of the city in places such as the glazed plain called the fangs of Vile-Tis.

"For three days now they have been sending troops to their doom. Each wave of soulless slaves is followed by another. Every single one relentlessly breaks against our defenses before falling back. The Light mesh running around the ramparts sparkles endlessly, burning their corrupt flesh; the smell is unbearable. I fought the Serpent many times, but I never saw such determination in their tactics. They plan to drown our defenses under the weight of their corpses and climb over their dead. They sacrifice their warriors without a shiver.

May Light have mercy on us and harbor our ghosts, because here everything is already lost. Death is only a matter of time... and pain.

If you find this Aalshem, please send it to my beloved Myian Al Eana."

– A testimony collected in an aalshem

The Ophidian trace

"Sure, weird people have lived in this city before the Dogs of war cleansed it. They were certainly way different than us; have look at the circular tunnels slithering through the underground. Those are already odd without the stuff carved from the ground to the ceiling. That place that would give you the shakes just looking at all those coiling marks. I couldn't tell really, it's like when you look at them, you can hear hissing inside your head. And my head under the tractor that it is stuck inside your head if you try to decipher them for too long. There is also this huge ossuary, my blood runs cold only thinking of it!

Some times, the bones are just lying around, some times their stacked in their own little stone box. On the ground some of the tiles are the same as the weird ones found on Scales Square. Brown stone with small scales that stay warm and dry, as if it generated its own heat. I know a few that say that dragon spawn used to live here in their barrows"

– Testimony of a shrew

Taking possession of Cadwallon and finding no trace of Vortiris, the Ophidian built a gigantic temple to honor him. They wished to channel enough faith to accomplish a miracle and allow his return. While practicing their dark rituals, they managed to reach Desire and drew their powers from his strength. The divine mana they stole from him for their ceremonies put Desire through torture.

The years going by, many came to mistake Desire and Vortiris in their cult. The Ophidians finally understood that the call was coming from another Realm. In 255, they used a portal to join him, massively leaving Aarklash. Only a handful of communities remained to keep their sanctuaries, notably in Cadwallon. Remaining hidden in the shadows for a long time, they are now on the move with the coming of the Ragnarok. Stricken by a strange wickedness waking their animal instincts, the VICE, they are letting go of their traditions and joining the Meanders of Darkness on the battlefields.

"They had been living there for many cycles, resting on their impious altars. The fayrees had left the forest, life had gone quiet; our guards kept a close watch, waiting for the day the Ophidian army would set for the heart of the Emerald forest. Yet one day, the birds sang. Nature shivered in glee: they had gone, leaving carved stones and shed blood."

– Tale of seasons (excerpt),

From the Daikinee oral story telling tradition

The innumerable number of corpses lying in the underground of Cadwallon is mainly the result of the Ophidian occupation. The building of the temple dedicated to Vortiris claimed the lives of thousands of slaves. The stone blocks of the temple were soaked in their sweat and reddened with the blood of the survivors, sacrificed by hundreds to the glory of their god. The successive battles which took place over the centuries have added their lot of bodies. From time to time, heavy rain will flood the streets and carry macabre remains to the surface. The putrescent waters, dragging bodies from the common graves and underground necropolis, are called the tide of the dead. The necromancers use this flow to reinforce their troops or launch their attacks, entertaining the superstitious fears of the Cadwë.

"Be afraid you unbelievers, the curse from above is falling upon our heads. Our city under the rain is like our souls: a revolting mire! The undead are coming, answering the call of the shattered god. We celebrate the ashes as they dance in the mud. They mirror our rottenness, a reminder of our past faltering. Go home, run and do not turn around. The tide is coming, the dead are on their way and they will be claiming their due."

—A minstrel of Pain calling out to the passers-by as the storm comes

THE CHILDREN OF THE CONTINENT

As far as Cadwallon's history goes, the peninsula has always staged occupations which resulted in battles or dramatic events. Several peoples claimed this land and raised their cities, until their ruins were used by the following inhabitants. Beyond these obvious signs of sedentary occupation of the outskirts of the actual city, traces of the Elder can be found everywhere. Centaurs, giants and other minotaurs have always known Cadwallon as a shelter and for its abundance of resources. It is not uncommon to find altars dedicated to their rites or even *moirrals*, stone columns carved from limestone, covered in runes. Faithful to their nomadic traditions, these communities go almost unnoticed in the hubbub of the city. Exiles from these peoples have been heading the Cadwallon in great numbers since the beginning of the Rag'narok; running from the conflict or seeking a place to regroup to face it. The Concord of the Eagle, which gathers the warriors related to the paths of Destiny, knows the true importance of the region and is eager to claim these lands.

"My name is Tuamarh, archon of the Faathi. Today we are assembling to honor our traditions and renew the concord of the tribes of the valley of Desire. These lands are occupied by the Sphinx for the time being, but their attachment to Light will be the cause of their fall. Men are unable to live among the Creation and cannot follow the path of Destiny. They walk this sacred land, but cannot see the brand of Destiny. The oracle came to me, let me share his message. Here nations will grow to fade, here wars will be waged. Those who claim Cadwallon will lose it until the non people settles it, taking destiny in their hands."

— Speech of a minotaur of Shenroth, found in a Men-GlyphIn gem

In their own time the Cynwäll elves (Dragon) settled Cadwallon, and they could still claim this territory. Yet they are careful to remain there no more than it is necessary, because they consider these lands to be cursed. They experienced the assaults of the Limbos of Acheron (Ram) well before the Dogs of war. These elves know the threats hiding in the underground, but their repugnance for the city is the result of a troubling presence they haven't yet identified.

The spirit of their first leader, the Guide Elhan, has invested the huge construct overlooking the Automaton. The father of the Cynwäll nation discovered the fullness of the Noësis and still takes care of his kin. The rumors of the Rag'narok and the agitation of Desire have brought an end to his rest: Elhan's spirit has merged with the dozens of other Noësians who joined him inside the Automaton. From their union was born a new entity,

a powerful but disorientated spirit. Worried about his people, he clumsily tries to influence the acts of the Cynwäll still living in the city, but even the most enlightened Noësians have no definite opinion concerning these interferences.

"The Cynwäll guard Cadwallon from their garrisons or from the height of their towers and keep their distances as if the city was an infectious disease. I didn't understand why until I came to know a Cynwäll who had shall we say "swapped side", and who had settled in the city. Elyanaël was the name of this elf, he told me about it one evening when he was feeling blue. First of all there is the attack by the living dead. But it is merely the obvious reason of the unease. The worse for them comes from within: their people learned to chase all its demons and tame its emotions. Well believe it or not, in Cadwallon much of these teachings and principles go through rough times. The Cynwäll struggle not to throw all their education down the drain when they come too close to the city. Of course they do not all become renegades, but it is what happened to Elyanaël who is not a monk anymore if you see what I mean."

– Confidence of a contact about the Cynwäll

AALSHEM

This item can be found in the tomb of the masks or in an antiques shop.

This mask collects the impressions and the sensations recorded by its Sphinx owner, as well as possible commentary. The illusion affects the five senses and the wearer's instincts so he can truly live the scene. To use this mask an Operate/SLE 8 test is required. The sensations felt are disturbing; to draw information, one needs to overcome a FEAR 6. A character who activates a mask and gives in to the fear will take it off after a few seconds. He is stunned and has only one image in mind: dozens of charred corpses. For a day, he must overcome a FEAR 5 to approach any light source.

THE OBJECT OF DESIRE

Aarklash is huge and full of wonders. Imagination goes wild when thinking about the many mythical cities of the continent: Kallienne, the legendary and shiny capital of the Kingdom of Alahan (Lion); Laroq, the heart of the Republic of Lanever (Dragon), almost inaccessible for those not riding dragons; Shamir, the mysterious and disquieting alchemical fortress (Scorpion)... Yet none of those generate as much fantasy, envy and fascination as Cadwallon. Many of the city's peculiarities feed this appeal: its independence, the mix of cultures, its neutrality in a world at war, its legendary ruins...

The explanation lies in the intimate relationship between Desire and Cadwallon. Many mysteries of the Free city can be explained by the aura of Desire which seeps into the city because of the mere presence of the imprisoned god. Desire's influence is not conscious: it is the sheer result of his link with the place. The labyrinth is like an umbilical cord carrying the god's spiritual forces to Cadwallon, which in return feeds Desire with impression and sensations felt in the life of the Cadwë.

THE CADWË DREAM

The first mystery to be the result of Desire's aura is the incredible fascination generated by Cadwallon. The Jewel of Lanever draws individuals from all over Aarklash; the god's emanations seduce those who visit Cadwallon or hear about its curiosities (magical groves, the free character of the city, legends regarding dragons, tales concerning the Cynwäll exile and so on.). It urges them to project their deepest wishes and wildest dreams on the Free city. Their irrepressible desires unconsciously lead the bold to Cadwallon to satisfy a secret whim that cannot be fulfilled.

The Cadwë dream has many shapes,

- **Felicity:** The upper city is the symbol of the wildest promises of the Free city. Power, prestige, money... Those who come to Cadwallon dream about the fiefdoms at the centre of the city. It is there they wish to, one day, live a lavish lifestyle. But no matter what, the opulence of upper districts is only an illusionary snare. Many inhabitants hide a certain bitterness behind the mask of pride or arrogance of the rich. Deep inside, their privileges often leave them unsatisfied, which explains their meanness and the endless intrigues plaguing the upper city. To some Cadwallon hands power and luxury...but it is obvious that it is not their innermost desire.

• **Pain:** If the gaze of the newcomers is turned towards the upper city, most of the inhabitants have lost all hope of one day leaving the lower city. Not that they are necessarily in a worse situation than they would be in another country: at least they are sheltered from the Rag'narok which devastates the rest of the continent. Nevertheless, their existence is an on going pain. Wasting their energy in daily survival, they lost the vigor to try their best. The door of desire is closed. Some even decide to leave the city, dragging their melancholy throughout the world, only to come back to Cadwallon in the end.

• **Destiny:** The luckiest and the most determined manage to evade the illusion of felicity and do not give in to Pain. No matter if they are from the upper or the lower city, no matter if they are noble or anonymous employees of a guild, no matter if they have lived in the City of thieves since they were born or if they have just arrived. Cadwallon gives them a treasure: freedom. Freedom to choose an existence, no matter how modest, allowing them to find comfort, pleasure and why not happiness. Through these women and these men, Desire's dream comes true (to be free and to choose one's life) as they find a meaning to their life. They reach out, sometimes unconsciously, for the object of their desire.

DIVINATION

"No one questions the fact that the gods allow their most deserving faithful to perform miracles. This divine support still has its limits: our astonishing city of Cadwallon. How can it be explained that some can call their miracles when others are totally deprived of their powers? I am certain now after many years of research that the city was build upon a god's tomb. It could be Wisshard who the Daikinee claim has fallen asleep not far from the Emerald forest. As often in their beliefs, one must see a softened image of reality: Aarklash was the stage of divine quarrels and titanic battles as told in the legends. Defeated by his peers the god found refuge there, and the place bears the traces of his immortal essence. He cancels the attempts of any enemy faithful, which explains the disturbance in the litanies and miracles in the city. Thus even undone, he thwarts his enemies' projects."

– Professor Amtyaslan,
First year Theology lecture at the Free university.

The spiritual forces of Desire and Conscience soak Cadwallon. Only those worshipping one of the avatars of Desire or Conscience can call miracles in the free city. The faithful, who only know Desire and Conscience under the names that these gods bear in their culture, cannot comprehend this truth. Therefore they produce rough explanations.

Cadwë faithful are closest to the truth. The foundation of their faith is built upon confirmed knowledge: but this knowledge is drowned in folklore of various origins, amidst which it is hard to separate wheat from chaff. The names of the three cults (felicity, pain, destiny) are inspired from the three generations of gods of the Creation (see Divination). The Cadwë ignore these origins since they drew these names from the myths of the various nations of Aarklash that were then dressed in their own beliefs. These concepts, through their primal echoes, have become the foundation of Cadwë culture, describing elements as diverse as the cults, the lifestyles of the Cadwë, the motivations of the free leaguers and so on.

The Cadwë faithful reject the Rag'narok, as well as the philosophers of the Ways of Lights, the Meanders of Darkness and the Paths of Destiny which feed it. According to their cult of choice, they call for the protection of the city's felicity, the promise of destiny or assistance of pain. These religions, which soak up diverse elements from other cultures are steadily growing. The native are deeply attached to them and they develop in the newcomers who often abandon their former beliefs to adopt those of the Cadwë clergy the ensuing fervor is as strong as the fervor animating the struggle between the Ways of Light, the Meanders of Darkness and the Paths of Destiny on the battlefield of the Rag'narok; thus Cadwallon avoids the total war in which the gods have cast Aarklash.

The Duke is the symbol of this independence. For fun, out of meanness or as a challenge, the gods have tried several times to incarnate the Duke of Cadwallon: none ever managed to do so as the Duke is the vessel of Cadwë spiritual energy.

The last religious mystery of Cadwallon is the spiritual geography which seems to respond to other motives than the sole orientations of the faith of its inhabitants (see *Players handbook* p.294). It can be explained through the fight, in the labyrinth, between Maloth and Vortiris. In fact, both dragons have extended their influence over certain parts of the maze of Conscience, handing them either to Darkness or to Light. In some places, the labyrinth brushes the physical city, shading the spiritual geography with Light or Darkness, depending if the domain is ruled by Maloth or Vortiris.

The tarot

Asleep for many years, Desire suddenly woke up when the limbos of Acheron, under the command of Sophet Drahas, were about to gain control of the elven ruins. He perceived the spells of the rams but thought they were Ophidians curses. Terrified he might suffer as he once did, Desire decided to give a hand to the shrews who stood between Cadwallon and the armies of Acheron. He chose a leader as Incarnation, Vanius, and spread his elixirs in the twenty two cards of a tarot deck the adventurer had. They became weapons which he handed to his lieutenants. Thanks to their power, the Dogs of war managed to break the living dead army. Exhausted from his efforts, Desire fell into a slumber once again.

VANIUS' TAROT

Vanius proclaimed himself Duke of Cadwallon. Nevertheless, aware of what still lay ahead of him, he resisted the urge to retrieve the cards from his men: He entrusted them with the cards so that each of his lieutenants, once they had become Peers, could act and participate to the creation of his dream inside the walls of the Free city. To do so he also came to an arrangement with Sophet Drahas, giving the necromancer one of the cards, the Emperor. Then Vanius set off to find the entity which came to his rescue. He appointed a successor to rule Cadwallon and to keep an eye on the arcana held by the Peers. Vanius entered the labyrinth of Conscience to find the Realm of Desire. Unfortunately he got lost...and is still wandering through the maze today.

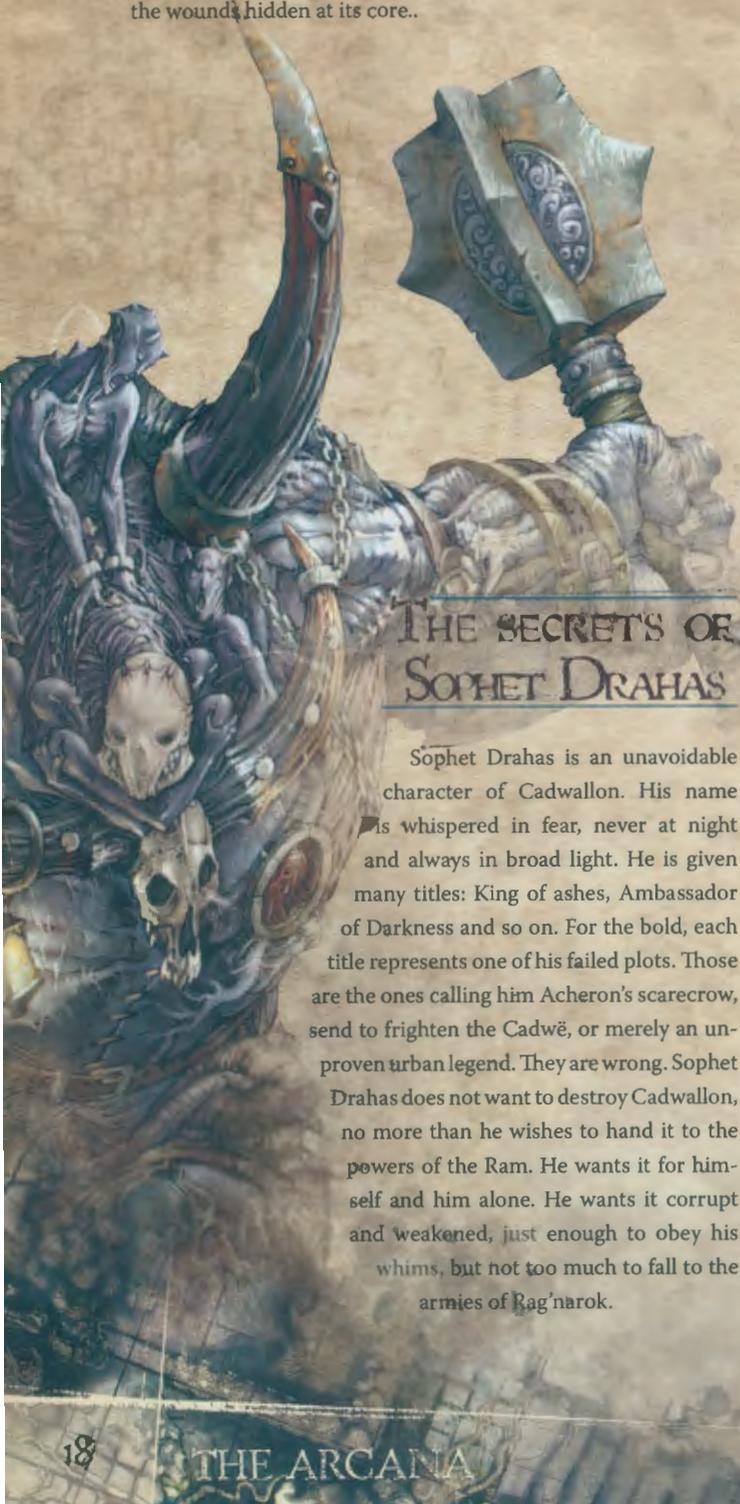
Over time, the cards of Vanius' tarot were spread throughout Aarklash. The Dukes failed their mission, which was to keep them close at hand in order to gather them the day Vanius would return. Duke after Duke, this task became a merely honorific office and its true purpose was forgotten. Nevertheless Den Azhir, as a former free leaguer, is attached to the tarot as a symbol. He is firmly determined to restore this tradition, to bring back the cards to Cadwallon and entrust them to people worthy of the honor. A quest counting many competitors, for the legend of Vanius' trump cards (beyond the great magical powers held in each one of them) promises riches and wonders to who ever manages to re-assemble the whole deck. The mark of Desire, found on each of Vanius' Elixirs, has more than certainly something to do with the appeal of the twenty two cards!

The tarot of the tarot-mages

During Vanius' incarnation, Desire unintentionally coined each of the Elixirs with the seal of his unconscious: twenty two card of the deck Vanius carried were enchanted and were covered in drawings, illustrations of Desire's life, dreams and personality. The tarot-mages use copies of these illustrations. The enchantment of a tarot-mage's deck (see the *Players Handbook* pp. 279-280) is merely a re-enactment of the struggle between Conscience and Desire, which draws some of the latter's powers to the cards. Some of the most advanced of these magicians, the tarot mages, have managed to catch and decipher hints of Desires dreams; and therefore have almost unveiled the secrets of the gods and reproduce, at their level, the mythological conflict.

THE HIDDEN HISTORY

The Cadwë know all the great events which make up the history of their city: the battle of the Wall of Earth, the great flood, the anfoëbian invasion, the great Akkyshan raid... But there are also some unknown episodes. This hidden history sometimes meets the official one (as found in the Players Handbook), and often weaves its own warp and weft in the silence of the alcoves and the darkness of secret alliances. Here is the truth about Cadwallon, the wounds hidden at its core..



THE SECRETS OF SOPHET DRAHAS

Sophet Drahas is an unavoidable character of Cadwallon. His name is whispered in fear, never at night and always in broad light. He is given many titles: King of ashes, Ambassador of Darkness and so on. For the bold, each title represents one of his failed plots. Those are the ones calling him Acheron's scarecrow, send to frighten the Cadwë, or merely an unproven urban legend. They are wrong. Sophet Drahas does not want to destroy Cadwallon, no more than he wishes to hand it to the powers of the Ram. He wants it for himself and him alone. He wants it corrupted and weakened, just enough to obey his whims, but not too much to fall to the armies of Rag'narok.

The pact of the arcana

When Vanus got Desire's twenty two enchanted cards, to use as against the Acheronian forces, he soon discovered that one of them, the *Emperor*, represented his enemy: Sophet Drahas. He kept it along with another, sharing the twenty other ones among his lieutenants.

When the battle came to an end and Sophet Drahas was defeated, Vanus set up a secret meeting with him. Proud and impetuous, the future Duke revealed to his enemy the powers of the arcana. Even worse, he made a deal with Sophet Drahas. Conscious that the latter was only an emissary and that the true threat was Feyd Mantis, Vanus gave him the *Emperor* in exchange for Sophet's support against Feyd Mantis' aggressions!

Treason was a meager price to pay for such power and, his heart filled with greed, Sophet Drahas accepted. Yet Sophet never had to fulfill his part of the deal, since Feyd Mantis soon heard of his minion's ambitions. To punish his treason and his military failure, Feyd Mantis condemned Sophet Drahas to remain for ever in Cadwallon, magically chained to a throne of Darkness.

The King of ashes

Despite the curse, Sophet Drahas managed to spread his influence over Cadwallon. The pact he made with Vanus rendered him a true force of the city. Wielding his own powers and those of his arcana, he was able to found his own "fiefdom" and his own clan: the Shadows. Ever since the foundation of Cadwallon, Sophet Drahas was the enemy of every Duke in office. He is an ever standing Nemesis who, through plots and evil deeds, has greatly contributed in establishing a status quo. Constantly fighting the Ways of Light as well as the authorities of Cadwallon, Sophet Drahas finally guarantees the neutrality of the city and balances the fragile power struggle between the upper city and the lower city.

At the heart of the city, Sophet Drahas controls many forces.

First of all, his own court has managed to take control of large portions of the Cadwë underworld, eluding the vigilance of the guild of Thieves; the presence of the Shadows among the shady circles was further reinforced when Sophet Drahas defeated the former grand-master of the Thieves, Aghovar Soma. Doing so, he got hold of another arcana (the *Devil*) and a highly powerful artifact, both owned by Aghovar. This explains Isabeau the Secret's dark thirst for retaliation (see the secrets of Soma).

Then, there are the Usurers who support Sophet Drahas at two different levels: The illegal affairs of the guild allow financing a great many secret operations, but also to hold the influential people of the city by the purse. The illicit doings of a certain number of members complete the rest of the King of ashes organization. Sophet Drahas is not only a powerful magician: he is also an influential and extremely wealthy individual. Certain renovation

projects were only possible thanks to the Shadows' contribution. Den Azhir and Sophet Drahas are both clearly aware of it. This situation prevents the Duke from tackling the Usurers head on.

THE SECRETS OF DEN AZHIR

Although younger than Sophet Drahas, and a lot less nefarious, the mysterious figure of Den Azhir feeds quite a few rumors. The Cadwë all know the Duke's name, but few are those who know what he looks like or where he really comes from. Free leaguer and social climber, noble go-getter, the fascination the Duke exercises on his subjects is boundless. They represent him with various faces. There exists at least one rumor concerning the Duke for every Cadwë in the city. In the light of his true story, one can understand why...

The dramatis

As the Creation dawned, among the entities born from the Whole, Inspiration appeared. She had the power to alter the shape and the spirit of everything she met, and used her powers quite a lot. Now gone, she left subtle traces of her interventions. Some of her work was so fundamentally altered, that it kept a sparkle of her power. Even though the ages have gone by, there are beings still branded by Inspiration.

They do not form a people or a particular culture, but they are spread throughout Aarkdash. No matter their origins, they are always singularly lonely. These exceptional individuals adapt to their environment, they have no other heirloom than what Inspiration left them, which is why they are often called "Stateless". Even though they blend into any culture admirably, they never truly belong and their own personality is erased by the environment they live in.

This fascinating aptitude for mimicry is physical as much as it is intellectual; A Stateless being will progressively take up the psychological pattern of the culture he lives among; his attitude changes at the same times as his features adapt to blend in with the surrounding population.

All Stateless beings have this talent from birth and it works instinctively, yet some manage to control it consciously. The latter are capable of the most astonishing transformations: by concentrating, they can become anyone, physically and mentally. They are flawless doubles and are naturally gifted spies. These individuals are rare, but were sometimes unmasked, giving birth to terrifying rumors. They are called the dramatis or masters of deception. Yet, the dramatis suffer more than the other Stateless beings from the curse: little by little they lose their own identity.

They lose themselves a bit more each time they transform. They forget details about their original aspect and retain a hint of their target's character. And one day, they definitely forget who they are. The less mature permanently adopt the features and identity of their target; the others chase their identity and often give in to insanity.

Den Azhir, the Unknown

Under another name, a few decades ago, he was born an elf of Lanever. More than twenty years ago, he was sent to Cadwallon for two complementary missions: to serve as an agent for Dyrsin and to evaluate the Akkyshan threat to the City of thieves. But over time, the elf lost his identity and forgot the objectives of his mission. He wandered in Cadwallon, working in turn for the guild of Thieves or the guild of Blades, under various identities. Under the shape of a young orc, he was even lectured by a tarot-mage. It is then that he decided to carve his own extraordinary fate. Soon after, Den Azhir appeared among the league of the Ruby-Heart. What followed is part of the official story of Cadwallon: his prosperity, his adoption by the Orrkrk family, and his election as Duke. Den Azhir perfectly masters the powers of the dramatis, but still suffers the consequences of the curse. He can only recall vague memories from his previous identities, but the teachings of the Noësis, shared by all citizens of Lanever, remain wedged deep enough to help him to preserve his mental health.

Alas since he became Duke, Den Azhir has been regularly having strange dreams, hazy instructions left by a powerful entity; Of course it is Desire who is seeking to maintain a contact with the successive Dukes. This psychic pressure is slowly weakening Den Azhir, who is feeling a rising urge to change his personality to evade Desires's influence.

The spy Duke

Few people are able to remember correctly what Den Azhir looks like. Those who know him can say he is a middle aged man of strong build, showing sometimes a gloomy, sometimes a cheerful temper. The Duke's apparitions are very rare and everyone believes it is related to the pressure he is under or the risk of assassination.

Only his closest collaborators, former free leaguers, know scraps of his capacities. In their opinion, Den Azhir perfectly masters the powers of the Cartomancers and draws from them very efficient concealment and deceiving powers. No one knows the truth.

It allows the Duke a great freedom of movement. He often chooses identities with which he can blend into the city and lead his own investigations.

Thus in Trophy, he keeps an eye on the development of his financial conglomerate, by taking the appearance of an orc shaka: Aruzh-Uruk (see *The secrets of Trophy, Secrets, volume II*). In the fiefdom of the Automaton, using the identity of a young Akkyshane spy, Xa-Lyssa, he has infiltrated the secret organization of the Xarë-Lilith (see *The secrets of the Automaton, Secrets, volume II*).

THE PRESSURE OF THE RAG'NAROK

Cadwallon is a haven sheltered from the Rag'narok, a refuge for those who dream of a life far from the wars which grip Aarklash. Thus is the vision shared by everyone in the Jewel of Lanever, an independent city where spies, diplomats and traders meet. The guilds, through their multiple alliances, guarantee prosperity despite the war. The free leaguers through their profession and their weapons guarantee the unalterable independence of the Duchy. The truth is a bit more complex.

The seal of the guilds

The upper hand guilds are part of the diplomacy of Cadwallon as much as the Duke or his Ambassadors. They have negotiated many treatises binding them to the different nations of Aarklash. Although most deals are economic, they can sometimes be political or military. The guilds have their own troops, and do not hesitate to send them on the war fronts of Aarklash to protect their interests or those of their allies. The most pragmatic guilds have woven links with almost all cultures, with no consideration for the alliance those nations are subjected to.

In Cadwallon, they are considered the best agents of their allied cultures. The higher guilds welcome to their consular manors foreign emissaries on a variety of often shady missions.

Sometimes they even act directly to support the interest of a nation, in exchange for an extra favor. In the City of thieves, many plots are set up by a guild, often on behalf of a specific nation.

For long time now, the higher guilds have stopped being professional organizations, trade corporations. They are often discreet, but influential, actors of the Rag'narok. Simply they take care to keep the internal struggles of Cadwallon covered under the usual violence common to city life. Assassination attempts, murders, duels, abductions are as many weapons in the hands of the guilds; and are often more efficient than a hazardous battle inside the city walls.

The rebirth of the leagues

For twenty years, the free leaguers appeared as the keepers of the independence and the unity of the two cities of Cadwallon. And yet this vision is flawed. The free leagues are companies of streetwise mercenaries which act alone and hardly ever show unity. Therefore they unconsciously are building up the entropy which undermines the city.

Though few are the free leaguers who would openly accept to work for the Meanders of Darkness, it still happens. And generally more a league's methods tend to be violent and criminal, more its treasury suffers from it. Fines riddle the benefits of a league and the prosperous duty becomes a double edged sword. In such a situation, the league is already one step too close to Darkness. To get out of this situation, a league would be ready to carry out the most despicable actions to avoid being "discarded" and prevent the ruin of its members. This is how some free leaguers come to willingly work for the enemies of the city: the Meanders of Darkness.

Fortunately enough such leagues are quite rare, but unfortunately they are also as rare as those that would refuse a dirty job (assassination, extortion, burglary...) for which the money is good and the patron does not question their conscience. Leagues are not free of ruthless and ambitious characters or novice conspirators who are learning the trade in conflicts with stakes beyond their imagination.

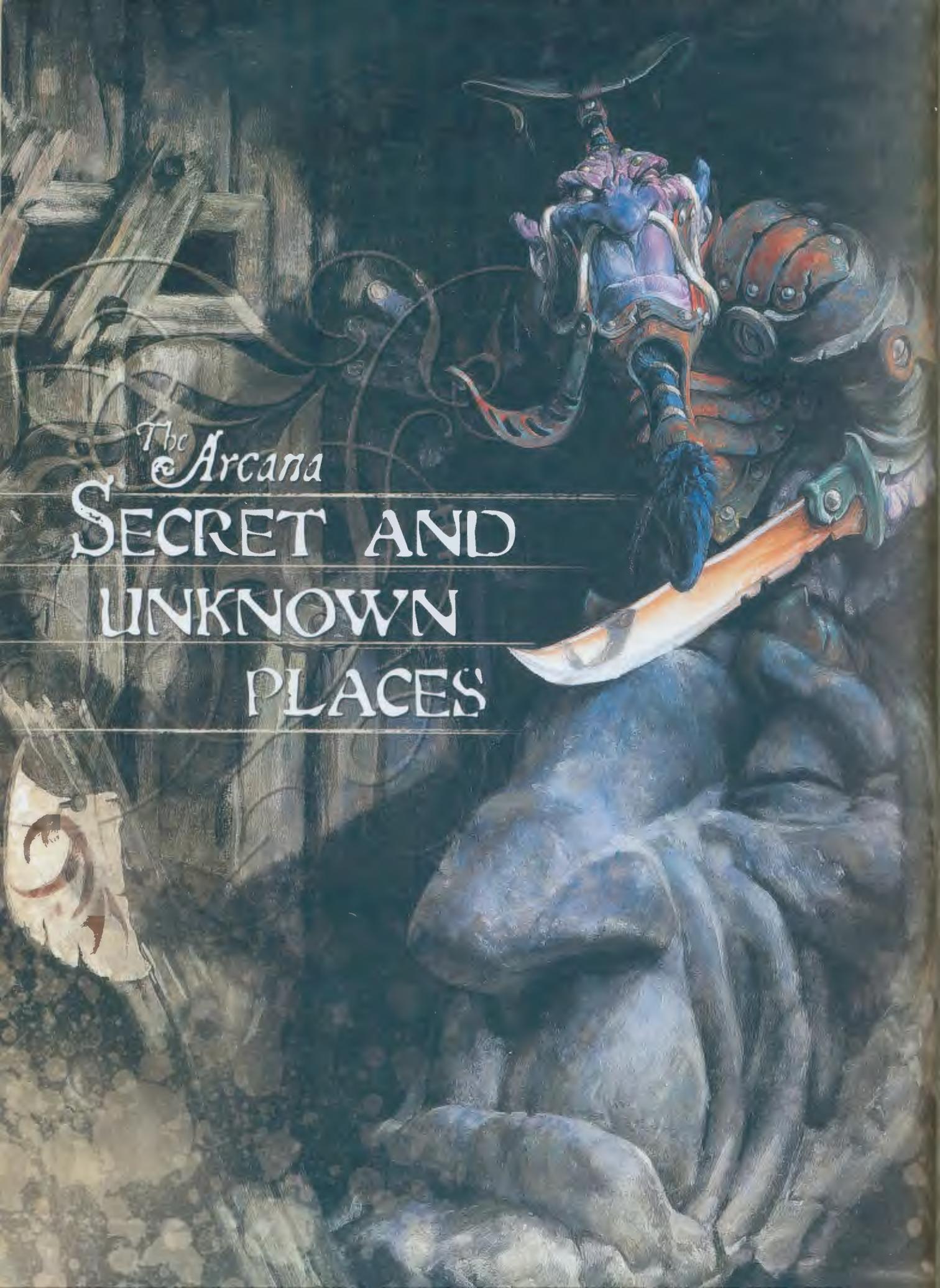
The free leaguers are blowing on glowing embers, feeding the quarrels among the Peers and fuelling the ambitions of the guilds.

The leagues do not guarantee the stable neutrality of Cadwallon. Their actions keep putting the city off balance, like a lesser echo of the Rag'narok which soaks the rest of Aarklash in blood. The independence of the Jewel of Lanever is therefore a pendulum swaying from one side to the other, relying on a precarious balance...which could be swept away in a sigh of fate.

A HISTORY OF CADWALLON

Struggle between Desire and Conscience. Desire is defeated; his presence in the entrails of the earth creates Cadwallon: the "valley of Desire"

- 180 The Utopia of the Sphinx erects the fortified city on Desire's lair.
- 220 The Ophidians get hold of the city. Conscience creates the labyrinth to hold Desire. The wýrms Maloth and Vortiris disappear in the maze.
- 255 The Ophinian build a gigantic temple to Vortiris' glory.
The Ophidian disappear through a portal to find Vortiris.
Settling of goblin exiles (Kraken harbor)
- 580 The Cynwäll build a harbor city in Cadwallon.
- 700 The Cymwäll suffer the repeated assault of the undead. They leave the city, considered cursed.
- 825 The Dogs of War discover their first treasures in the peninsula of Lanever.
- 832 Vanius founds the Free city of Cadwallon.
- 833 Charter of the leagues, by Vanius I
Foundation of the Barhan embassy
Knighting of Bismuth Timberlimb Von Kraken and creation of the fiefdom
- 834 Renovation of the automaton of the Utopia of the Sphinx
- 835 Charter of the fiefdoms and the Peers by Vanius I
- 843 Johann Drakaer is given the privilege to ride a dragon
- 844 Creation of the Free university of Cadwallon
- 859 Foundation of Ogrokh
- 900 Great flood devastates the districts of the city
- 902 Sale of Rampart to the Orrkrk family (Rampart)
Declaration of the non-transferability of the fiefdoms
- 932 Expropriation of the Markropets by the Duke (Trophy)
Granting of Trophy to Bran Standing-Wind
- 950 The Duke claims the island of Heatons
- 955 Plague in Morgue Street, which is placed in quarantine (Soma)
- 956 Invasion attempt by the anfoëbiens
Creation of Ghieronburg
- 957 The free leaguers burn Morgue Street down (Soma)
- 958 Building of the Denerac Villa (Ghieronburg)
- 961 Building of the catacrypts (Ghieronburg)
- 962 Appearance of Baron Mardi (Ghieronburg)
- 963 Foundation of Gamehead
- 966 The Tamarez canal scandal (Ghieronburg)
- 969 Discovery of the dome of the Skinner (Gamehead)
- 972 Settling of the Barhan embassy in the fiefdom of Soma
- 983 The great Akkyshan raid which led to the rebirth of the leagues
- 988 Large riots in Kraken leading to the death of the Peer
- 991 Massive strike of the Ferrymen
- 992 Adoption of Den Azhir by Camelia Orrkrk (Rampart)
Foundation of the Bird catchers (Immobilis)
- 995 Accession of Duke Den Azhir
- 996 Extension of the privilege of precedence and free duty (free leagues)
- 999 Beginning of the construction of the Tractor
Appearance of the coiling emissaries on the Day of Ashes
- 1002 Wedding of Bismuth Snapcollar Von Kraken to Okclair of Odazzur (Kraken)
Assassination of Urakh Khaurik Argam (Ogrokh)
- 1003 Today... what comes next is up to the PC...



The Arcana
SECRET AND
UNKNOWN
PLACES

Cadwallon is a coastal city built on a peninsula at the far North of Cynwäll territory. West of Cadwallon, the rocky windswept coast becomes a wide open bay where sand and silt meet. The surrounding lands are fertile and green, and abundant harvests secure the subsistence of the Cadwë. Magical groves, similar to the Garden of Desire, grow there all year round, but tend to become scarce beyond the Watching tower.

As it was the case for the fiefdoms in the *Players Handbook*, the presentations of the outskirts come with a dominant attitude and a Faith modifier.

THE OUTSKIRTS

The Free city extends its grasp over a wide territory guarded by the Peers. But a few places have remained independent; some of them right under the city walls: The outskirts. Some are considered neutral because of their historical importance, such as the leaguers' Great Hall. Others like Darkshore are difficult to access and shelter peaceful communities far from the city hubbub. The latter category includes hideouts appreciated by outlaws, where outcasts can discreetly run their business.

The outskirts of Cadwallon are the only places where the city's development was unable to conceal the historical traces of the peninsula. These are places of intrigues and discoveries, where the free leaguers carry out surveillance and exploration missions, just as the Dogs of war did before them. Now and then they will meet shameless individuals or stern guardians in their expeditions, which means fierce opposition. But it is also there that they will find information concerning the origins of the Jewel of Lanever.

Note: The numbers indicated in brackets are those corresponding to their location on the map of the city.



IMMOBILIS ARCHIPELAGO (THE)

(49)

Dominant attitude: Style

FAITH: ☉ +1, ☽ +2, ☾ +1

This archipelago had long been preserved from the curiosity of Cadwallon. Its biggest island is only five kilometers long. It owes its name to the colonies of strange colorful birds capable of remaining perfectly still when sensing a threat. The environment is wild and exotic. During the day the atmosphere is entrancing and at night the silence is only broken by the cries of nocturnal predators.



GOLD CRESTED SELTEFANIS

The fowl exudes a smell that renders its bearer addicted to it after a week of exposure. Then the bearer begins to confusingly feel the bird's needs. If it is hurt, the bearer will suffer the same wound penalties. If the bird dies, the bearer goes into a coma: he is incapacitated for an hour.

- **Verdure** is the largest island; the others are nothing more than islets. It is covered in magical groves and the ground is relatively level. On the eastside, a beach allows to land with flatboats. The entire archipelago is eagerly guarded by the Bird catchers who hire a goblin pirate flotilla to patrol the surrounding waters. Access to the island is only allowed with proper clearance and intruders are roughly thrown out. It is possible to get there by hiring the ferry services of **Barnacle the Sly**.

- Verdure shelters the **Iodized trading post** (Style/Bird catchers), which owes its name to the discoverer of the archipelago's treasures: Iodine. This goblin was a sailor who was stranded on this island after a storm, he had to survive there several weeks before being able to get back to civilization. Under his direction and thanks to his genius for business, the Bird catchers became a guild only a few years later.

A wooden jetty leads to a great building where the precious cargo is waiting to leave. The employees get the parcels ready while the scribes update their log books. Guides and hunters also have their quarters there between two expeditions. Close-by small dwellings housing the ship crews dot the shore at the limit of the magical forest.

- The **birdhouse** is a cluster of bungalows with palm-leaf roofs that blend into the landscape. There, the guild works on experiments aiming to increase vegetation growth speed. The guild also breeds its produce here in order to face the ever rising demands of its clientele. The place is highly guarded but is proudly presented to prestigious visitors. The visit also includes a boat trip around the island and a walk on one of the islets "arranged" for the eye's delight.

The Bird catchers discover each day new properties to the fauna and flora that they sell. These capacities are bound to the close presence of Desire: the entire archipelago is marked by his dreams.

Some immobilis, the gold crested seltefanis, ooze a substance effective after a certain time of exposure. It leads to a symbiosis, the bearers health is more and more dependant on the bird's well being. Dozens of rich women having fallen for this delicate bird, it is not hard to imagine the potential of such information.

FANGS OF VILE-TIS (THE)

(53)

Dominant attitude: Pugnacity

FAITH:  +1,  +2

South-east of Cadwallon, there is a zone bearing the stigmata of an explosion of a rare violence. The ground is vitrified and the rocks have exploded into a multitude of razor sharp stone spires. The heat in this place is almost choking and from time to time noxious vapors blow through narrow faults in the ground.

In daylight the place is deserted and the silence is oppressing; at night, the fangs of Vile-Tis become sinister and spark the visitor's deepest fears.

- The **glazed plain** extends over several hundred meters around a tortured rocky formation. One will find veins of a strange ore there. Many centuries ago, the place had been the field of a merciless battle between the Utopia of the Sphinx and the Ophidians. The members of the Utopia were cornered in one of their colossal metal machines and decided to make it explode and drag their opponents to the grave with them. It is the remains of this machine, melted and eroded, thus the presence of the strange ore. Mining it boils down to contesting Arorsha's territory and fighting the bands of devourers who sometimes settle here to rest for a few days.

- In one of the black rocky folds lives a somber Wolfen: **Arorsha** (Wolfen/Hyena/Craftsman 2, warrior-monk 2). He grew too old for a life of errand and was forced to leave his pack. He has settled in this plain ever since. One year ago he received the illumination of Vile-Tis and has been initiated to the secrets of metal. He has assembled the **forge of the Edentate** (Pugnacity/Hyena), a rudimentary workshop where he makes unique weapons: the blades he makes leave in the flesh tiny metal shards which infect the wound. Arorsha's weapons are sought for this particularity as much as for their delicate shape. The Cadwë nobility is fond of them, even though Arorsha has had to deal with the embassy of Akkylannic. One of his clients, an magistrate, was found charred after having put on an armor made to measure for him by the devourer. As if the faith of the Akkylannian had consumed him... But Arorsha has only began experimenting, mixing the gift of Vile-Tis to the astonishing peculiarities of the metal.



THE VORACIOUS

The weapons forged by Arorsha leave in the wound shards which delay natural healing and non magical cures (healing time is doubled). But the main purpose of these weapons is to magnify the wounds of the faithful by using their own faith. Their damage modifier is +1 for every two T.F. points the faithful has when hit with the weapon.

The cost of the voracious is linked to their efficiency (price x 5) and Arorsha only makes melee weapons.

FORT GRIFFIN (THE)

(45)

Dominant Attitude: Discipline

FAITH:  +1

Fort Griffin guards Shipwreck bay. This stronghold is proof of Akkylannie's claims to the Free city after Vanius' victory. Built upon the ruins of an ancient tower of which the foundations and strange stone faces can still be seen, it was first used for precarious occupation, before becoming a fortified military camp. During daytime, ships maneuver to accost while the garrison's cutter cruises the surrounding waters. From time to time culverin and veuglaire gun shots can be heard during exercises and warning shots. At night, the place is so calm it might seem deserted.

- **The Swell** is the nickname of the pier which allows boats to come along the fort. In good weather it is tricky, add some wind and it becomes perilous! The pontoon is the entrance of a cave opening onto the sea. At the end of the cave, a stairway is carved in the stone. When the tide is strong the place is entirely submerged.

- The Cartridge is a small building which is used as storehouse and housing quarters by the cutter's crew. Lieutenant Amoris (Human/Griffin/Sea dog 2, merchant2), a reputed alcoholic but an expert in local navigation, takes care of resupplying the garrison. He hires his services as a ferry to the port of the Ondine and organizes the petty traffic of the garrison selling military equipment at a very high cost (armor, rifles and gunpowder).

- The main building shows to the ocean a high wall decorated with great stone masks: **the wall of mugs**. Cannons, with an efficient range of several hundred meters, stick out from the faces mouths. These guns are often used to stop passing ships for inspection. Three hundred men defend this garrison. Most of them were sent there as punishment, some are even part of the legion of repentance. The newly promoted Commander Velion (Human/Griffin/Soldier 3, office3) has brought back some apparent discipline. He has multiplied sorties and exercises, giving back a martial feel to the place. He pretends to ignore Amoris' traffic, aware of its usefulness.

- The commander, his officers and the chaplains of the garrison live in **the Theriac**, a building stuck on a pier, the far end of which is left to a colony of sea birds. It is on this sea sprayed ruin that the most rebellious men are sent for punishment.



SMOKY WISPS

(55)

Dominant attitude: Subtlety

FAITH: ☉ +2, ☾ +1

In Cadwallon death is not a guarantee of eternal rest and the descendents of the Dogs of war are cruelly conscious of it. Those who do not have the means to pay for a crypt in Petropolis take their dead to the Smoky wisps to have them burnt. In this place a little out of the way from the city, people come to enjoy the sight of the city and the sea, but also to meditate quietly. Day and night, services are celebrated as the smoke rises from the pyres.

- The **Last Stop** is a great circular building with multiple entrances. Each one gives access to a different cult, and all the main cults found in the city can be found there. The faithful are there day and night to welcome the families and the deceased for funerary rites. The body is then taken to one of the great pyres in the central courtyard, while the relatives meditate in the temple of their confession. A few hours later, the ashes are handed over to them; usually the ashes are then spread at the nearby falls of the Wall of Earth.

It often occurs that there is nobody to claim a body. The corpses are then brought to the Smoky wisps by the militia, but are not always incinerated. A discreet and lucrative traffic of bodies is going on there when night comes. Nevertheless transporting bodies is a dangerous business, as unseen sentries keep their eyes open.

- To access the Last Stop, a path runs through the moors and highlands: the **Valley of the Centaurs**. This place owes its name to the centaurs that can be seen watching the coming and going from heights they alone can reach. These centaurs are Keldani, Kelt centaurs living there for more than thirty years. These former mercenaries, who felt uncomfortable in the city, have found a territory to their measure. The uneven terrain conceals many discreet valleys where they have their camps and where they have found traces of their ancient culture. They do not disturb funerary processions, but guard the access to stone circles which they consider as sanctuaries. To get near them, it is necessary to negotiate and show a lot of respect for shamanic traditions. It is possible for a magician who has earned their trust to have access to the secrets of manufacturing of *gesas*. Centaurs are fierce enemies to the barony of Acheron; they make sure that no one raises the dead waiting to be incinerated. The temples of the Last Stop give them a part of the offerings they receive to thank them for their vigilance.

THE GESAS

A gesa is a shamanic talisman that has been enchanted to give its bearer a distinctive feature (chosen by the GM in the *Players Handbook*). This feature can be used in one opposition per day.

INFINITE WISDOM (THE)

(54)

Dominant attitude: Sleight

FAITH: ☉ +1, ☾ +1

A small brotherhood has settled East of Cadwallon, on the shores. The quiet atmosphere of this coastal retreat is favorable to the elaborate activities taking place there. The huge limestone paved road leading to the buildings is an animated working site in daytime. At night the place is peaceful, but it is not unusual to find some activity such as busy astronomers or celebrating apprentices.

- What is most striking when arriving to the Infinite wisdom is the architecture of the **glass rooms** (Sleight/Architects). These wonders of expertise are revolving circular rooms which provide the best lighting at any time of the day. These study rooms are only the most obvious curiosity of the place where the geniuses work. This community is composed of some thirty very discreet experts; mainly Cadwë born. Having specialized in mechanisms and gears, they are equally able to deliver the blueprints of the heart of harbor machinery or repair the most delicate instruments. They were unable to preserve their independence and are now working for the guild of Architects.

- The **Road to wisdom** is the name of the road along which the brotherhood has settled. One of the first tasks of an apprentice eager to enter the brotherhood is the maintenance of the colossal limestone blocs of the road. As the elder members put it, this way the cadet will learn what "the exercise of daily wisdom" means and he will acquire the humility required for the works of the mind. Using rudimentary tools, the complete maintenance of sections worn over time takes several exhausting months far from the comfort of the study rooms. The genius are allowed to use tools of their own making to lessen the burden. This tough initiation has a more secret motive: the brotherhood is the heir of some of the knowledge of the Utopia of Sphinx and one of their duties is the careful maintenance of the access to an immersed portal (see *Secrets, volume 2*). In fact the Road to wisdom goes on under water to this portal, which only emerges during great spring tides. It only remains functional thanks to the painstaking

work done on the road, the source of its power. Several times per year, the Voyagers travel on it, bringing knowledge or artifacts as their passage fee. The order of the Chimera knows of the location's function and discreetly protects it in exchange for access to the portal to carry out their own studies.

GARDEN OF DESIRE (THE)

(46)

Dominant attitude: Variable (1d6)

FAITH:  +2

The jungle invading the south of Cadwallon is the last vegetal sanctuary of a peninsula devoured by urban expansion. Located on the shores of the lake, it is a charming place. The edge of the jungle is frequented in daytime by the passers-by and by the Dressmakers' busy bees, who come to harvest exotic plants. At night, the great alleys are lit by bug traps. Yet the inside of the magical jungle is a lot wilder, and it is almost impossible not to get lost.

- The inhabitants of the neighboring fiefdom, Gherionburg, prevent the vegetation from gaining the city by maintaining a large green belt of alleys and groves: the **Luxuriance**. If large zones had been cleared when the Dogs of war first arrived, the Cadwë had to admit that fayree jungle vegetation always wins over construction. The inhabitants take advantage of this vitality by harvesting many therapeutic or decorative plants all year round, especially the Dressmakers. When the heat comes back, the Cadwë rush there to find some shade and relax with their family, especially during the **day of Flowering** (see *Players handbook*, p.32).

- If the vegetation looks like a garden over a few dozens of meters, it quickly becomes impenetrable when heading for the centre of the Garden of Desire. Venturing there without a guide is not safe: sharp plants and burrowing insects are only a minor annoyance. At the heart of the jungle lie great abysses from which spring gigantic roots forming a vegetal labyrinth: **the mother-roots**. On these roots a primitive looking community has settled. Its members of all origins blindly listen to the *fayrys* leading them.

The mother-roots are manifestations of Desire. By following them down into the abyss, it is possible to access a portal, and from there to enter the labyrinth holding the god captive. Those who give in to the addiction of the elegratia, the flower of Desire, are irremediably drawn there. They either fall asleep forever in the shade of the mother-roots or join the tribe of Desire. All they have left are broken memories of their former lives. Anyone falling asleep there is influenced by the troubled dreams of Desire and their behavior becomes erratic.

ELEGRATIA FLOWER

Instability: 2
Speed: Slow
Transmission: Ingestion
Weight: -
Origin: All
Legality: No
Availability: 6
Price: 40 D

The elegratia inspires the character who ingests it, and enhances his abilities, giving him a free die for the use of one talent when the drug is taken. The elegratia is a drug which automatically implies an addiction (1 point per use). During the weaning, the addition rule is not applied anymore and it is not possible to choose ones attitude any more: it is determined randomly (1d6) for every round of the opposition. If the level of addiction gets to 3, the target gives in to Desire's call; unless somebody else does something, the character will head straight for the mother-roots.



SEA OF ROOTS (THE)

(50)

Dominant attitude: Subtlety

FAITH: 🌱 +2, 🌊 +1

Some ruins emerge a few kilometers at sea from Cadwallon. Massive chunks of columns slowly eroded by the waves.

A tribe of elves related to the Daikinee have settled there: the Eüngan (Scarab). After having been driven away as the forest of Webs spread over their territory, they took with them fragments of their habitat: exotic tree saplings, *fayrys*, animals etc. A carefully cured green nestling now spreads over the sea, linking the ruins to each other. The place reminds of primal nature, far from the turmoil of the city. During daytime a floating market is accessible by boat; the Eüngan sell fish, plants and exotic shells. At night, visitors are not allowed and the *fayree* people keep the peace of the islets.

- The territory of the Eüngan is surrounded by the **floating fields**, heaps of vegetal debris. The elves cultivate and sow them, slowly extending their surfaces. The periphery consists of low aquatic plants and reed, but the older heaps are thick enough to withstand the weight of trees and bushes. The Eüngan use flat-boats to get around them.

The floating fields allow the Eüngan to subsist but the fields extension is dictated by the will of the *fayrys*. Under the influence of Desire, the *fayrys* are trying to rally Cawallon by extending the Sea of roots. This advance disturbs navigation because the roots and the debris rip the nets and sometimes damages the hulls.

- Canals allow to go further into the floating fields and to get to **Maullnë**. It's there that the Eüngan community has established itself. Family clans live there in communion with the *fayree* people and nature. The place is a tight knit mangrove, where it would be suicidal to venture without a guide. When going there it is recommended to bring an offering of fertile earth; a resource precious to the inhabitants.

- This custom was used to trick them once: The Akkyshan wanted to get rid of the Eüngan, so they made a deal with the adepts of the Ram to corrupt the place. Earth which had been soiled by the dark arts was given to the Eüngan as a present and spread according to the traditional ritual. Since then Darkness has invaded one of the islets which is now called **Danhuar** (the dark heart). It is now covered in tainted vegetation; the *fayrys* who used to live there have been atrociously deformed and are now hostile. The Eüngan send their young warriors to fight on that isle as a rite of passage to adulthood, hoping to purify the location.

WINDSWEPT HILL

(48)

Dominant attitude: Sleight

FAITH: ☉ +1, ☽ +1

Located between the nomadic lands and Gherionburg, the Windswept hill is a grassy promontory constantly blown by the sea winds. A dozen of windmill are clustered there turning with the wind, their round silhouettes emphasized by their great arms.

- **The windmills** (Sleight/Arsenals) are run by a group depending from the guild of the Arsenals: the millers. This affiliation is quite logical considering the similarities the sails and the woodwork of the wings share with boats. The small mills are equipped with a revolving axle to catch the wind no matter where it is blowing from. They spin every day and secure the production of flour to feed the city. The greater mills are wonders of expertise, but also much more complex to work. Only the orientation of the wings may be changed and therefore they only work in dominant wind. But developing a much superior motor power, these windmills can grind various substances and produce oil, spices or even black powder. The positions of the mills were carefully chosen with the help of the Cartomancers to have good omens. The tarot-mages took the opportunity to carry out new experiments on the source of their power. They spotted and traced ley lines between the mills, using them as vessels for the energy oozing from Cadwallon. For the time being they only got mixed results: Rebirth is stronger here than anywhere around but remains unstable.

- The path running down from the Windswept hill leads to a hamlet of long farm houses: **the flour mills**. Once ground, the goods are kept under serious protection here. The millers take the “wind’s share” on almost everything going under their millstone, a market is held there daily. With a little luck, it is possible to find more than flour: alchemical ingredients, rare vegetal powders, etc. Further down the road, **Lykaï the Freed** of the Howling pack rests in a lonely crumbling house, between two missions for the Goldsmiths.

WINDSWEPT HILL AND THE TAROTS

The rebirth of the tarot-mage’s cards (See *Players handbook* p.281) is randomly determined here: the value is 1+1d6.

WALL OF EARTH (THE)

(52)

Dominant attitude: Opportunism

FAITH: ☉ +2, ☾ -1

The Wall of Earth's name comes from the three kilometers of rocky cliff where Vanius fought the legions of Sophet Drahas. By day this highly historical place is frequented by travelers discovering Cadwallon and mainly by the leagues who often meet there. At night the district is animated and many leaguers can be found wandering there.

• **The Great Hall** (Opportunism/leagues) is the historical meeting ground of the free leagues. This great building with its thick walls and many buttresses was the first to be built after the victory of the Dogs of War over the Limbos of Acheron. Inside, a huge room can hold the entire free assembly. The offices of the stewards, the instigators and their assistants can be found on the first floor. The leagues come here regularly to get information about what is going on or assert their rights to the stewards. The history of each league is archived and the list of the active leagues is updated and those waiting to be re-decked are exposed with a set of blazons.

A league can also find more secret services. After their probation, the free leaguers can go there and "consult Vanius". It means that they can benefit, for the right price, from the services of a tarot-master. This privilege is rare and it might take 1d6 weeks before benefiting from it.

VANIUS' VOICE

This service will provide a prediction using the Doors and Keys deck done by a tarot-master. The prediction is charged:

- 10 Ducats for an aborted prediction (Draw of the Creation);
- 50 Ducats for a finished prediction (Draw of the Magician).

(See *Players Handbook* p.282)

The prediction request is done in the Great hall, but one never meets the tarot-master in person, as the later secures the secrecy of his own guild. He usually arranges meetings with the free leaguers through an evocation or a card slipped into a bag...

• Around the Great hall, a few stalls sell trinkets such as replicas of Vanius's tarot or items supposed to date back to the Dogs of War's victory. But the place that never closes is the **Tavern of the Tarot** (Sleight/Henneg), where the free leaguers and those looking to hire them meet. This noisy place is exactly what is required for a chat that is not supposed to be heard by others; food and beverages are served at all hours. The host is **Henneg**, a heavily built Kelt. He keeps trouble out of his establishment and does not hesitate to resort to violence to get rid of the miscreants. The free leaguers will always be warmly welcomed. The house does them credit as it can be seen on the blackboard where their blazons are painted. Slipping a few ducats to one of the barmen is the best way the find an address or get hold of the latest rumors.

DARKSHORE

(51)

Dominant attitude: Pugnacity

FAITH: ☾ +2

Darkshore is a cliff coast section, hiding many creeks and gravel beaches where masked paths are the sole land access. The shores are shrouded in thick mist at all times. The place is not very frequented and the rumors say that ghosts torment the living who set foot there. Only a fool would wander there at night.

• The **Gules** (Pugnacity/Neutral) is a secluded location, dotted with many caves accessible by sea and undetectable from land. Disreputable people take advantage of this tranquility to carry out their business. Besides it's the ideal location for who wants to avoid dealing with Kraken harbor administration.

This network of caves shelters smuggling trading posts and a few slave traders, these businesses are run by shameless individuals who work in collaboration with the Cold-blood. There is nothing illegal going on at the Gules and one can buy anything there provided he is ready to pay the price. Bartering is often "lively", and heading there alone is close to suicidal. It is here that one will find the bewitching **Ayane** (see p. 99) to hire her services.

The Akkyshan elves regularly come here to sell their loot. These merciless warriors use *argiopes*, light boats designed for boarding ships, to capture and enslave crew and passengers alike. The vessels of the locals are left unharmed as a reward for their discretion. Their impunity is secured by a particular sign, an oval lantern glowing with a strange purple light.

• The place that owed Darkshore its reputation is **Bloody creek** (Discipline/Ashinàn). Twenty years ago, an Akkyshan raid ended in a rout. Thousands of warriors of the web of Ashinàn were pursued and butchered on the beach as they retreated in disarray to their ships. The elders say that the coast is still red from the blood of the vanquished and that their spirits still roam the beach, especially on the anniversary of the massacre. Yet the place is not deserted: the Akkyshan, who land there regularly, have built a hidden base. Their secret is safe thanks to the superstitions they preserve by making any intruder go mad. Concerning the massacre, the truth is far more horrific than the legend itself: having warned the Duke, the witches of the Widow who had organized this raid against the city made it fail deliberately. They were able to test the efficiency of the defenses of Cadwallon and carry out a major ritual feeding on the suffering and the death of their own troops. This ritual has covered the location in thick mist and bound the Dark tainted souls of the dead to the creek. The second part of the ritual is supposed to enable the Akkyshan to control these spirits and send them to attack the city, but the dark principle seems to have problems concentrating around Cadwallon because of the influence of Conscience. The Akkyshan witches are patiently maintaining their dark design by sacrificing slaves on the anniversary of this dark day.



WATCHING TOWER (THE)

(47)

Dominant attitude: Discipline

FAITH:  +2

This huge Cynwäll building standing South of Cadwallon guards the access to the Republic of Lanever from the Free city. Its graceful figure, with its ornate balconies and its buttresses carved out of ivory white stone, stands more than one hundred meters high. The changing façade is riddled with openings which appear or blend into the building depending on the time of day. At night, the many lights of the tower glitters and their changing shades are an astonishing sight.

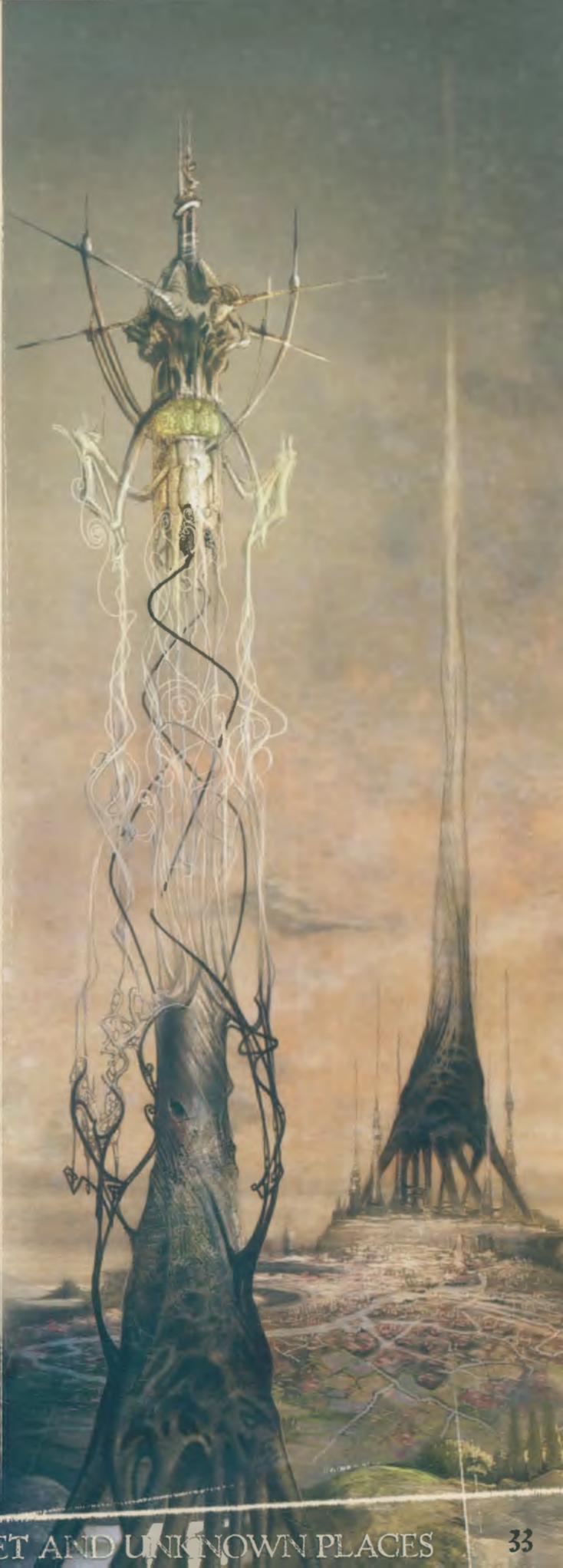
- A surrounding wall with high crenels encloses a large courtyard and protects the lower stories of the **anwë** (community in Cynwäll). The garrison is composed of a hundred selsÿms as well as some more experienced troops, such as echahims and asadars. These soldiers are led by the Khidarÿm **Sÿlann** (see p.99); they keep an eye on who enters Lanever and patrol the edge of the Elders forest daily.

In the centre of this court shines a fountain of light. Its function is not exclusively aesthetic, since its brightness darts high into the night, sky it can be seen kilometers away. Thanks to a subtle code, this light can transmit messages to the ambassador Dyrstin and to the airborne dragons.

- Once inside the walls, one has access to the **Watching tower** itself. The tower is topped with a landing area for Dragons of the peaks. Inside the tower lives the Elerhem (Elf/Dragon/Scholar 2, emissary 3), literally “the One who watches”, and his entourage. This Cynwäll deals clearance to travel or commerce in Cynwäll territory, immovable behind his stern mask. Many are those who try to befriend him: many messengers stand under the brazen doors to deliver letters and presents. Graceful constructs stand there at all time to welcome any visitor.

Venerable in age, the Elerhem observes the life and history of Cadwallon ever since his own kind have abandoned him to the Dogs of war. He has also been put in charge by the Omÿsill of a less official task: understanding the secrets of the tower. He has been working with a group of helianthes who regularly venture into the underground of Cadwallon.

If one day the corruption of Darkness was to spread over the Free city, it would be the Elerhem’s duty to destroy the antique mechanisms which stabilize the tower in order to knock it down into the gully and block the access to the republic of Lanever



THE UNDERGROUND

The underground of Cadwallon is the hunting ground of many explorers looking for riches. The city's underground is buzzing with many important activities, with their own codes and own rules. There are three types of undergrounds:

- **Inhabited:** Many underground sites of the Free city have been colonized because of the lack of room above or simply to settle a disused location. The quietness of such places is favorable to meditation or plotting. Many factions use caves as hide outs or meeting ground. By default, these areas are not very busy;

- **Unexplored:** These are the ruins on which Cadwallon was built. The many vestiges found in such locations attract many shrews. These are the most hazardous areas because of the ancient magic defenses, the various traps and the wild creatures found down there. By default these are Calm areas;

- **Depths of the sea:** The treasures lost at sea around Cadwallon have not attracted the plunderers' attention yet. The sea bed remains pretty unknown and many legends exist about the deep. Explorers would rather venture into the entrails of Cadwallon than dive several meters under water, stuck in an unreliable diving suit and at the predators' mercy.

Beware! *Inhabited and Busy should not be mistaken – they are elements necessary to manage an opposition on the game board (see p. 72).*

SHIPWRECK BAY

Dominant attitude: Opportunism

FAITH:  + 2

Area: Unexplored, depths of the sea

Access: From the many stretches of land of Kraken harbor

- The flagship of the exploration of the bay is the Kalipsto, a small steam powered submarine. Run by a dwarf who never parts from his red bandana, Captain Gusto, the ship spends more time in repair than at sea. Aboard, the crew is typical from Cadwallon and therefore quite colorful: dwarven and human mechanics, a Wolfen shaman and goblin divers. The latter are the only ones dauntless enough to venture underwater with a mere rubber tube as sole link to the surface.

- Few people are interested in the riches hidden in the waters of the bay. Though it would seem that quite a few boats used to drop the anchor in the bay before there was a port; and sometimes cargo is dragged from the bottom. The luckiest tow back chests full of jewels and dishware of solid gold.

- It is here that **Nuart Dashallot** (see p.97) has his stall. He hires his services as a diver to recover goods or refloat a boat.

In the waters of the bay, caution is the rule because of the many roaming creatures. The most worrying of the local predators is the tiger-shark, thus called because of its resemblance with the beast of Syharhalna. The beastie is the result a failed experiment of some biopsists of Dirz who released it in the sewers. A dozen tiger-sharks have managed to reach the waters of the Kraken, ravaging the ecosystem with worrying speed. There are also much more insidious threats, such as the spinners: gregarious jellyfish which leave their tentacles float over several meters. The unfortunate victims are paralyzed, drowned and digested slowly as they decompose.

- The explorers of the deep carefully avoid a frightening zone of the bay called the “**way of the dead**”, located on the outskirts of the fiefdom of Ogrokh. The living dead travel in mysterious precessions: dozens of morbid puppets surround the carcass of a whale which is animated through necromancy to be used as means of transportation. They swim back up the Solhim river, pass under the Behemoth range and end up in the gulf of Leak Shear. This discreet caravan allows Acheron to transport items, messages and especially gems of Darkness, which are very hard to find in Cadwallon.





WALLED LIBRARY (THE)

Dominant attitude: Discipline

FAITH:  + 1

Area: Inhabited

Access: Three gates found on the outcrop of the former Cynwäll quarries, one in each of the fiefdoms the tunnels cross: The Automaton, Drakaër and the Rampart

This great library extends under a rocky outcrop in the North part of Cadwallon. It can only be accessed through the lower city, even if the visitors usually come from the upper city. The many alcoves seem to have been carved out of solid stone with no particular reason. The various carved frescoes resemble ancient Cynwäll art. Countless books, incunabulum, parchments and tablets are stored there rather than put away. The books found in these cases are very diverse in origin and content. Most of these books tell of the Jewel of Lanever itself. Many explorers come here to find answers to the mysteries of the underground. The location is guarded by an Elemental of Earth bound by the Cynwäll to the library when it was first created. This Elemental is able to merge with the rocks to watch over the many corridors of its territory. Its office is to protect the walled library from any damage or theft. Here and there, doors are visible, sculpted in the rock itself, they lead to several hidden rooms. To open them, certain books must be sorted in a specific order in a precise alcove.

THE TREASURES OF THE WALLED LIBRARY

The place is full of useful information, available for a handful of Ducats. The cost is equal to ten times the level of knowledge required.

Levels of information available:

- Art (painting, sculpture, music and literature): 3
- Region (All Aarklash): 4
- Culture (All): 4
- Entities (Elementals): 4
- History (Cadwallon): 5
- Nature: 3
- Realms (Reflections of Cadwallon): 4
- Symbolism: 4

• **The enlightened caves** (Style/ Order of the Chiméra) are a place of reunion for the members of the order of the Chimera (Style/Lion). The entrance of these rooms is protected by a couple of sparklings who can defend the entrance of the tunnel or give the alert if there were any intruders. In these alcoves, many treatises tell of the Unfinished realms, especially Hollowdeep (see *Secrets*, volume 2). The Order shows much interest for any document or artifact related to this subject. They are trying to unveil the secret of this reflection of Cadwallon. **Juraane** (see p.97) can be found there regularly, obsessed by the works of the Sphinx.

• The most ancient shafts, called the “**coiling depths**” (Discipline/Ophidian alliance), are the haunt of a group of Ophidians (see p.55). They have decided to show themselves in broad daylight and tighten their grasp over the city. In order to do so, they are spreading fragments of their knowledge to secure the services of the various factions of the city. **S'ylice** (Ophidian/Serpent/Emissary 3, mage 2), appears to be very helpful to the shrews who need help in their treasure hunt.

GLORY-HUNT

Dominant attitude: Opportunism

FAITH: 🌐 + 2

Area: Inhabited

Access: The center of Glory-hunt is located under the East district of Soma, close to the cliff. There is an underground passage from Gamehead, close to the skinner, leading there too.

Thus called by aspirant explorers, Glory-hunt has the looks of a base camp bustling with activity. Several passages propped up with great wooden beams or stone columns lead to a troglodyte village dug out of the walls of a huge cave. An opening in the roof, close to thirty meters high, lets a pale and surreal light in. It is the only place where it is possible to buy "night rights", the official license to exploit the riches of the underground without having to be a free leaguer. An ancient metal portcullis, guarded by the militia, prevents the access to the foundations of the Cynwäll city. After showing clearance or paying the price (50 ducats), explorers are allowed to head into the darkness after a few recommendations.

- A succession of caves, called the **Wheelbarrows** (Sleight/Boar), has on display everything necessary to try one's luck underground. The dwarves sell their knowledge of some of the underground areas, trading maps and information for a percentage on the discoveries. Peddlers draw the wanderers to their lit stalls, selling mining material, light sources, various compasses and instruments. Reliable information and material can be bought there for the right amount of money: consider Availability to be 1 point higher and increase the price by twenty percent. The presence of **Compass**, the blind, doesn't seem to surprise anyone and many come to collect his advice.

- The unavoidable checkpoint is the famous **Circle of explorers** (Opportunism/Immobilis), a building with many ornate gargoyles and disturbing sculptures emerging from the chalky dust. Groups coming back up from the underground display their latest discoveries there or share incredible rumors from the deep. The shrews often spend a last evening in the warm atmosphere of the tavern located in the basement, before venturing into the entrails of the Free city. It is also possible to meet patrons and scholars who are looking to mount an expedition to bring back some precise items. Cynwäll spies permanently watch the building to keep an eye on the shrews' discoveries. The shrews are roughly dispossessed or offered great sums of gold in exchange for the treasures which must remain in the hands of the Dragons.

- The winding tunnels of Glory-hunt all lead to the **ruins of the ancient Cynwäll city**. The first mines have been cleared of their riches a long time ago and the explorers now need to go way deeper to find areas left unexplored. Danger is ever present because of the magical traps, constructs and various other devices still working to protect the legacy of the elder.

COURT OF ASHES (THE)

Dominant attitude: Pugnacity

FAITH: 🌐 + 3

Area: Inhabited

Access: A grotto located in the district of fine shaft in the fiefdom of the Automaton.

The entry to Sophet Drahas' court is located inside a rocky cave-in, where the polluted air of the swamp is unbearable. A great stone door, with the emblem on the house of Mantis stands at the far end of the cave. It is permanently guarded by a dozen dark paladins. The court of ashes attracts a lot of curious people.

- The **yard** (Pugnacity/Immobilis) gathers those who have lost all hope and are ready to give up their soul to evade misery. A few crumbling buildings have been built with the driftwood washed ashore from the bay. Here everyone keeps an eye on those they are afraid of and taunts anybody else to defend their territory and their food. Survival instincts are heightened to the extreme. The thousands of souls living on this square are waiting for the day when the dark cortege, on its weekly outing, will spot them. The yard is a pool of creatures ready to do anything and who

hire their services for close to nothing. Many of them are employed by adventurers as scouts in the most dangerous tunnels. Mortality is high among the wretches living here; the corpses are picked up by necromancers who use them for their magical research. The yard is also a wide experimentation field for Sophet Drahas's minions to test new diseases or new poisons, without drawing the attention of the authorities.

- **Evael Square** (Opportunism/ Guild of Usurers) owes its name to the former lover of Sophet Drahas, when he was not even the ambassador of the Dark-ones to Cadwallon. The main leaders of this wretched population can be found on this square. They enforce their own laws and rule the yard. From time to time, a procession of gravediggers will stop in front of some subjects and take them along to Sophet Drahas' manor. No one knows what becomes of them, but their fate is envied, as it has got to be better than the daily misery of this *cour des miracleš*. The truth is that the strongest are recruited by the Guild of Usurers, while the others are sacrificed to Belial or turned into Living dead.

- **The ossuary of ashes** (Discipline/Sophet Drahas) is Sophet Drahas' throne hall, where he meets the emissaries and ambassadors who come seeking his favors. The huge throne surrounded by heaps of bones, overlooks the great vaulted room, where the local master likes to create many puppets. It is here that the King of ashes gathers his minions **Aīnoa the Unforgiven** (see p.99), **Yh-Azahir the mad** (see *Players Handbook*, p.245) as well as many other powerful beings who fell for the dark promises of the Acheronian dignitary.

SEWERS (THE)

Dominant attitude: Sleight

FAITH:  + 1

Area: Unexplored

Access: They are many and very different one from another. Manholes are guarded, locked, trapped or even disused.

When they first settled on the ruins of the Cynwāll city, the Dogs of war discovered under the upper city a network of pipes, designed to carry the wastewater down into the bay. The new inhabitants of Cadwallon adopted these sewers. As the city extended and the lower districts were built, new pipes were required and connected to the Cynwāll network. This enterprise seemed quite complicated due to the unstable ground. The guild of Architects then decided to build the pipes at the surface. The lower city is crisscrossed with great pipes emerging from the ground here and there. Some of the poorest districts are not even connected to the sewers and people dispose of their waste out on the streets.

Besides this network, great underground tanks were dug out to stock the overflow of wastewater. The mechanisms allowing to open and close these gates are controlled by the Sewer workers.

The sewers are often part of dark designs such as infiltrating the upper city, meeting grounds or trapping enemies in the floodable rooms.

Here are a few of the notable places of these intertwining canals.

- The **Demijohn** is located under the fiefdoms of Gamehead and Drakaër. This succession of tanks is the den of a group of ragmen. They collect the city's waste and keep it in empty decantation tanks once everything has been referenced. Tens of thousands of items are stored there, silent witnesses to the cultural and historical profusion of the city. Led by **Vytrio** (see p.98), this group is able to gather a lot of information from a simple object; the militia often meets the "Demijohns" for their advice concerning a piece of evidence. The blowers can also be found there, they are usually busy hunting the vermin using toxic gas, in order to protect the Demijohn's collection.

- The **oasis** is the name given to a group of tunnels with high levels of humidity and heat. This network extends mainly under Ghieronburg and under Ogrokh: Most shrews ignore that this place shelters Elementals of Water, who are hiding there since the invasion attempt by the leaders of Anfoëbia. The presence of these spies at the heart of the Free city has not been discovered yet. Such information is sure to spark some trouble with the diplomacy of the reflection of Water (see *Secrets*, volume 2).



VEGETAL ENTRAILS (THE)

Dominant attitude: Subtlety

FAITH: ☉ + 2

Area: Unexplored

Access: A grove South of Morgue Street (Soma); a grove North of the Incarnate (Ogrokh); a grove West of the Skinner (Gamehead).

The vegetal entrails are a network of narrow tunnels of unknown origins. These underground passages owe their name to the strange vegetation that has developed on its walls. Huge creeping plants have colonized the place, crushing solid rock with their roots. The luxurious vegetation renders any kind of exploration tricky. Certain passages are completely blocked; others are ended by walls covered in strange symbols associated to Ophidian beliefs.

The vegetal entrails are an emanation of Desire and those who reach the surface spring into magical groves.

- The **strip-leaves** are a group of tunnels controlled in common by the guilds of Dressmakers and Tailors. They use many vegetal species to design stronger, softer or ever more surprising materials. In the noble districts of the city, purepale leaves – the name given by the merchants to one of the leafy plants carpeting these underground tunnels – are used to make extravagant and fashionable clothes that change color according to the wearers mood.

- The **Entrails of Desire** (Style/Immobilis) are located in the seediest parts of Gamehead. The harvest of elegratia is controlled by a handful of dealers working for the guild of Ferrymen. The latter have discovered the narcotic properties of this delicate red flower, urging anyone to the undergrounds. For some time now, the flower of desire can be found here and there on the streets of Cadwallon; the dealers are trying to hide the fact in order to maintain their monopoly.

WAILING PIT (THE)

Dominant attitude: Sleight

FAITH: ☉ + 1, ☽ + 2

Area: Unexplored

Access: An access shaft was found after knocking down a house on the Shaproa. A gully of running water East of Ogrogh, near the Span.

This network of natural caves was still called the “Singing pit” not so long ago. Grottos excavated by the running waters and covered in chalky concretions. In the quietness of the depths, the streaming water and spraying of the falls sound like a captivating melody. Disturbing vegetation has developed in the largest caves: a mix of vines, giant lichens and ferns. Vestiges of metal walls and rusted doors to access shafts have been found in several places. This was probably a mine or a quarry used to extract rocks.

VEGETAL CLOTHING

The properties of the strange plants from the entrails of Cadwallon are varied and many are still waiting to be discovered. Some are regularly used by the Cadwë, thanks to the guild of Tailors.

Vegetal clothes cannot be cumulated with any kind of armor. They are fragile and vulnerable to fire, cold temperatures and extensive immersions.

- **Crimson attires:** This garment provides Protection 2 with no penalty. It looks like any ordinary piece of clothing, cut from a very tight material.

- **Pale cape:** It increases the difficulty of Look out/DIS tests aiming at smelling its bearer.
- **Cape of thorns:** In hand to hand combat, the wearer adds 1 to the Damage of his weapon if it has a reach strictly inferior to 5.
- **Flower apron:** This strange apron increases the movement capacity of its wearer; it allows him an extra free quarter turn for each movement.
- **Lily tunic:** The wearer wins a bonus of 1 to his mastery to oppose a confession or a manipulation.

Article	Origin	Legality	Availability	Weight	Price
Crimson attires	CAD	Yes	7	1 kg	100 D
Pale cape	CAD	No	8	2 kg	150 D
Cape of thorns	CAD	Yes	8	3 kg	200 D
Flower apron	CAD	Yes	6	1 kg	100 D
Lily tunic	CAD	Yes	6	2 kg	150 D

• The **bell of the horned-one** (Sleight/Stag) has assembled in the first few caves of the Howling pit. These Drune trackers offer their services as guides. But not long ago, they have decided they would not venture down the cave for less than a small fortune. In fact the singing of the water is now troubled by gloomy wails and fayrys sometimes come rushing to the surface, frightening the locals. Some scholars believe a land slide has freed some particularly voracious predators. It is in fact an aberration prime (see p.124) that has been freed from its prison after an earthquake. Other kinds of clones have also been freed and now roam the underground.

• The **rotting sewers** (Pugnacious/Immobilis) is the name given to the dampest part of the Wailing pit. The walls are covered in dense and oppressing vegetation. Adventurers venture into the pit to capture fayrys and other strange creatures living there. A prosperous trade has been established, magicians and scholars are ready to pay fortunes for such curiosities. The underground hunt is not that easy and some preys are far from defenseless, such as the "stranglers", hunting fayrys with long prehensile appendices. **Velvet** (see p.98) is one of the unavoidable celebrities of these tunnels.

TOMB OF THE MASKS (THE)

Dominant attitude: Discipline

FAITH: 🌐 + 1, 🌑 + 1

Area: Habitée

Access: A long tunnel heads straight for the heart of one of the pillars of Drakaër.

Although it was discovered only a few months ago, this network of caves has already been visited many times. It was one of the last hideouts of the Utopia of the Sphinx, dating back to the time when they opposed the Ophidians. The tomb, originally one of their sanctuaries, was discovered by the Ophidians.

The assailants found themselves trapped by masks, which closed themselves for protection. The remains of every day items as well as bones were found inside. Spread around a central corridor, dozens of rooms are accessible. Ornate masks, also called aalshem, are fixed to each door. Although some of them are purely decorative, others seem to have more complex functions, hiding traps or closed by very complex locks. Many rooms have not been opened yet. Most of these masks have already been stolen by raiders and exchanged among circles of collectors.

THE FACES OF THE SPHINX

Wearing one of these masks can give an advantage to its wearer, but sometimes it can be dangerous to tinker with the technology of the Sphinx.

You can create aalshems with the same game effects as the following distinctive features: Authority, Bravery, Luck, Righteous, Resolution or Strategist. The effect lasts 1d6 rounds and the mask is limited to two activations per day.

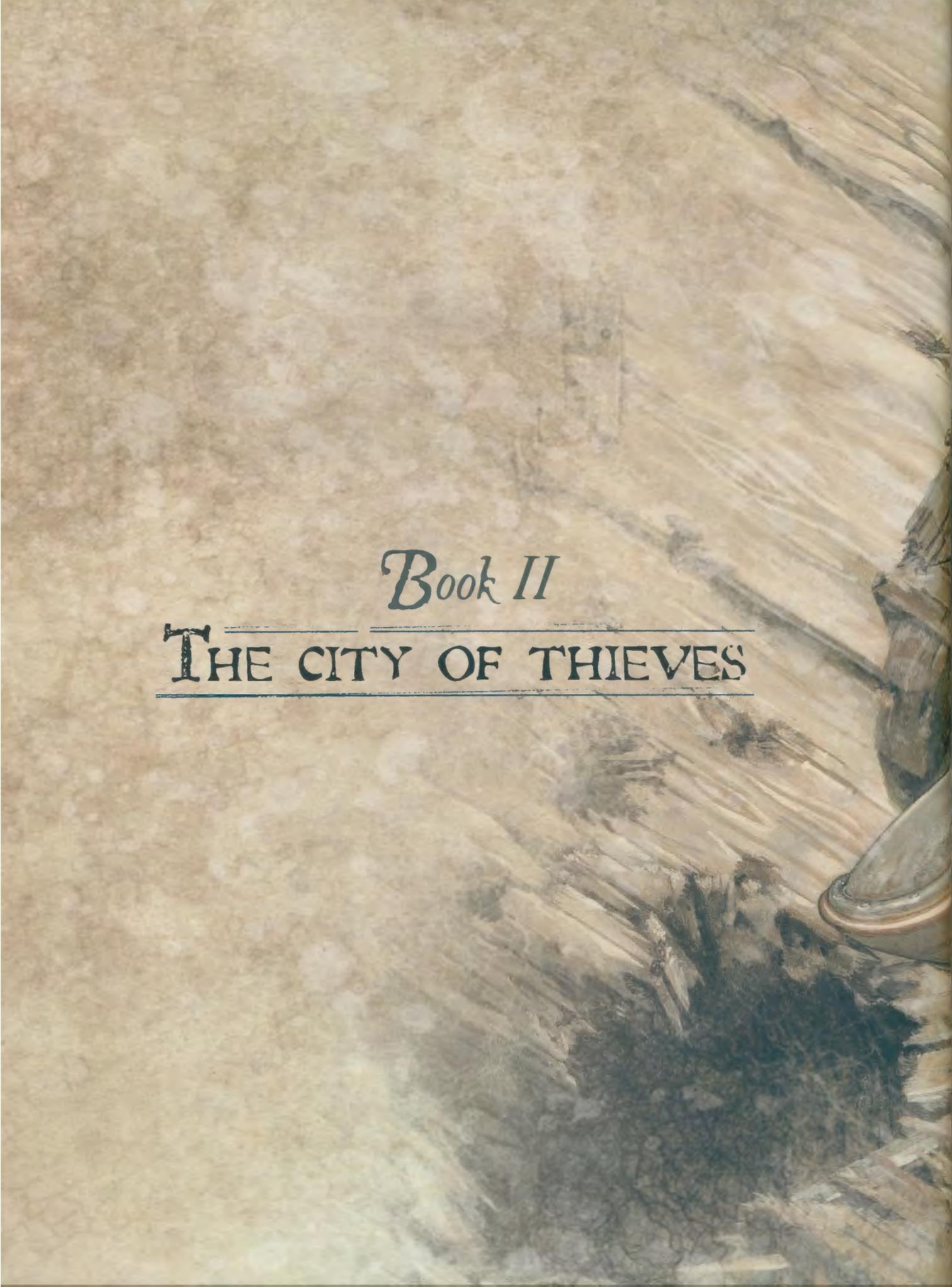
For each use of the mask, the game master rolls 2d6. If it is a double, the spirit of the Sphinx temporarily (2d6 rounds) invades the wearer's psyche and forces him to go back to the tomb of the masks to regain its place.

Some aalshem can also share visions of the past, often in connection with striking events of the history of the Utopia of the Sphinx.

In the surrounding taverns, it is possible to hear all sorts of disturbing stories about masks that would have changed expression. Several adventurers went mad when confronted with this phenomenon, to the point where the small minded folks have already called it the "curse of the masks".

• The **Ivory scars** (Darkness/Hydra) is a group of caves colonized by a band of Mid-Nor Possessed. They have decided to find the masks in order to use them in combination with Chtonian enchantments, to bind them to their canopy dolls and corrupt the technology of the Sphinx. Therefore it is possible to meet roaming creatures covered in stitches, wearing expressionless ivory masks...Quite a disturbing vision indeed.

• The **Gears room** (Light/Immobilis) is one of the most puzzling caves. A group of complex masks of various sizes form a frieze of gears locking a metal door. This lock protects a room bound to the reflections of Cadwallon. This room is the departing point of the exile of the Utopia of the Sphinx. The place is full of documents related to magical research. Temporary encampments have been built in front of this metal frieze. Some shrews are frenziedly working on the mystery of this door, hoping to earn a lot from the treasures it protects. One of the most venerable ones working on this mystery is a man called **Baliak** (see p.96), who has sworn to open this door one day.



Book II

THE CITY OF THIEVES





*The City
of thieves*
EXPERIENCE

Once more, dawn greets me with the pleasure of contemplating the exuberant flowering of magical groves sprouting even in the heart of winter. How stunning is the spectacle of this luxurious vegetation once its soft green shoots have pierced the thick layer of muddy ice. In the deep silence of a snowy morning, I walk slowly, inhaling the freezing air searching for a particular fragrance. I feel dull, withered and my feet are so sore from the biting cold. Yet still I am captivated by the charms of Cadwallon. Thus clad in its dress of snow and flowers, its beauty prevails over the grime streets and crumbling buildings. This city holds me against its bosom, stronger than any woman could. Charming and treacherous in turn, Cadwallon knows how to appeal to the heart of those in which she sows the wildest dreams. The knots in my entrails tighten painfully, leaving me kneeling in the snow, void of any strength. The craving is coming and with it the pain. I must hastily fend what I have come to get, the bitter comfort of my faltering life: the flower of desire. An enthrallingly fragrant and delicate flower which only grows in Cadwallon.

To this plant and its unpredictable flowering, I owe my fall. I who told epics up hill and down dale and ate with the powerful...From my words, a world of legends was born; men and creatures came to life from my lips and were handed to a crowd hanging to the thread of my imagination. Now my tales ring like empty shells. I am merely good enough to earn a meager meal by telling farces of my own making.

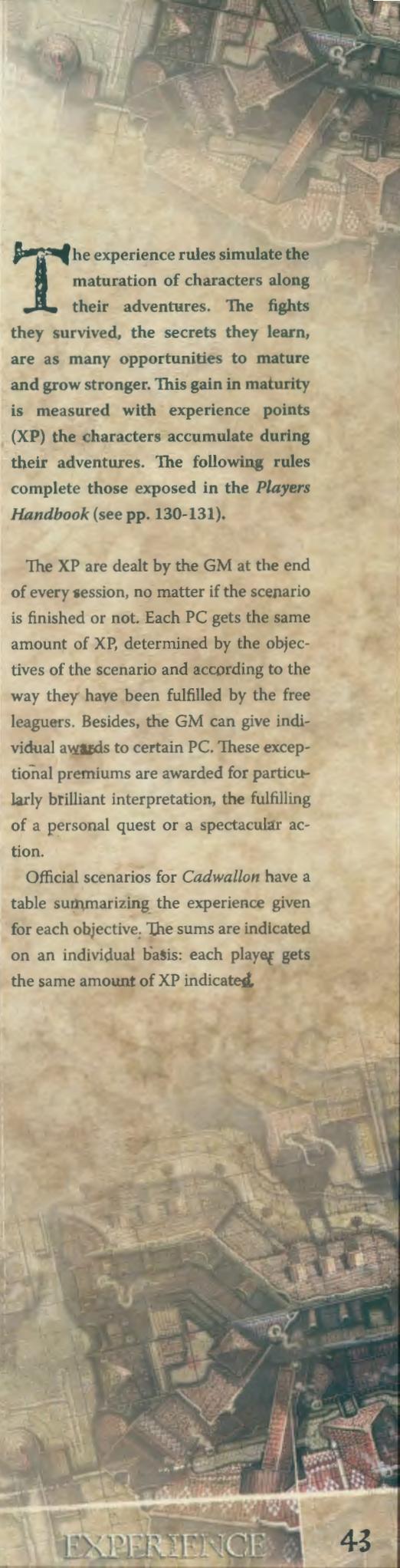
Of course at the beginning, the mere fact of getting intoxicated with its scent was my sweetest muse. How foolish was I to believe that breathing its fragrance would feed my inspiration! All around me everything seemed brighter. The slightest sensation gave birth to a new epic.

Once the sweet smell gone with the wind, how cruel was the delusion...Like an ephemeral stage, the painting tore, unveiling a gloomy reality, leaving me bitter and misled.

Through my folly, I began to infuse the flowers to draw all its intensity, and then I discovered the art of distillation. Today, even the spirit of desire, the blending of alcohol and flower juice, is barely enough to draw me from my torpor.

Each morning sees me wandering, shaky and nauseous, feverishly looking for the delicate buds to spread with the first rays of sunlight. Cruel oddity of nature, this plant grows and flowers wherever and whenever it wants to, in a shady courtyard one day, on a rooftop the next...So each morning, the quest picks up again and I wander without being certain of anything else than the thousand coming tortures if the flower isn't found. I keep an eye on the lost dreamers yearning for its petals; sometimes to ally with them, sometimes to fight against them.

I know one day soon I will not wake, lost for good in those sweet dreams.



The experience rules simulate the maturation of characters along their adventures. The fights they survived, the secrets they learn, are as many opportunities to mature and grow stronger. This gain in maturity is measured with experience points (XP) the characters accumulate during their adventures. The following rules complete those exposed in the *Players Handbook* (see pp. 130-131).

The XP are dealt by the GM at the end of every session, no matter if the scenario is finished or not. Each PC gets the same amount of XP, determined by the objectives of the scenario and according to the way they have been fulfilled by the free leaguers. Besides, the GM can give individual awards to certain PC. These exceptional premiums are awarded for particularly brilliant interpretation, the fulfilling of a personal quest or a spectacular action.

Official scenarios for *Cadwallon* have a table summarizing the experience given for each objective. The sums are indicated on an individual basis: each player gets the same amount of XP indicated.

HOW MUCH?

The amount of XP corresponding to each objective is indicated in the table besides. Normally, a scenario played in an afternoon should give 1000 XP, if it is a success. This scenario can earn the PC twice the amount if they fulfill all the objectives of this scenario.

In fact a scenario must contain several objectives: one main objective and several secondary ones. So even if the PC are not completely successful in the scenario, they can still earn a few XP. In the same way, there are several levels of success, according to the number of secondary objectives fulfilled by the PC. Official scenarios display a great number of objectives; some have very little chance of being fulfilled by the free leaguers. The amount of XP of these objectives corresponds to the level of boldness and efficiency required from the PC.

WHY SO MUCH XP?

Some players might be surprised by the quantity of XP associated to each objective and the average 1000 XP per scenario. It is not a mistake. *Cadwallon* is meant to offer the players a constant progression and the feeling of "earning" something after each session, or so. Unless they fail to succeed, they can acquire or enhance an ability at the end of the scenario.

All the same, it could seem surprising that the amount of XP associated to each category of objectives increases since the sums spent do not increase with the value of the ability or the attitude that is being enhanced.

This "avalanche" of XP can be explained in two ways. To stress the players feeling of having accomplished something great, the reward in XP must correspond to the importance of the event that happened, on the one hand. On the other, if the quantity of XP necessary for a precise improvement does not vary, the improvements wanted by the players will change over time: during the first games, they will wish to widen the range of their abilities (500 XP), but afterwards they will turn to distinctive features (2000 XP) and to Attitudes (5000 XP). The earning must increase with the players' aspirations!

THE OBJECTIVES

During a scenario, the PC fulfill objectives leading to the unfolding of a plot. Normally the label obviously indicates how to do it: "Save the princess", "discover the assassin", etc. It is wise to always formulate an objective using a verb to make it obvious how it should be done.

If an objective is only partially fulfilled, it is up to the GM to determine if the PC are allowed the whole, part or none of the XP associated to the objective. For instance, if the PC freed the princess but she died during the escape, the GM can decide that the PC should not get any XP. On the contrary, if they discover the identity of the assassin without being able of having him tried, the GM can give them some of the XP, if he thinks that it is just a matter of time.

By the end of the session, the GM gives the XP to the PC for all the objectives fulfilled, no matter if the scenario is finished or not.

The table besides indicates reward estimates in XP for each kind of objective that the PC can accomplish during the scenario. These values indicate the XP given to each PC.

- **Minor objective:** Fulfilling such an objective only affects the lives of some unimportant individuals in the Free city. It is a family issue, a personal problem or petty theft. It can also be a secondary objective in a more important mission, such as keeping the person who hired them incognito or avoiding being spotted by the militia.

- **Local objective:** A district, a fiefdom or individuals weighing on the fate of Cadwallon are implicated.

But fate is not changed for sure or the consequences are not immediate. It can be a crime implicating one of the Peer's relatives (but not the Peer himself), the discovery of minor archaeological vestige or the accusation of a lesser member of a guild.

- **Strategic objective:** The fate of Cadwallon is at stake.

By fulfilling such an objective, the PC have directly and deeply modified the fate of the Free city. They have saved or ousted a Peer or an influential member of a guild. They have discovered a major archaeological vestige or unveiled a historical secret of the city.

- **Mystic objective:** The fate of Aarklash is at stake.

Many secrets buried under Cadwallon are bound to the Rag'narok and to the genesis of the Creation. Fulfilling such an objective, the PC interfere in the game of the gods and incarnates. They solve the mystery of the origins of the city or decipher part of the mystery of Desire.

- **Duel:** A fight between the PC and a NPC or a dangerous creature with importance regarding the plot.

The amount of XP depends on the POT of the defeated enemy.

The GM should not hesitate to create secondary objectives, or even physically locate them on the game board of an opposition: discovering an Ophidian statue in zone X, using the switch in room Y, etc.

To determine and quantify the objectives of a scenario, the GM must foresee the range of the consequences. It allows him to determine the category of his main objective. The other objectives must be of a lower category. According to the number of objectives in a scenario, its length as well as the POT of the PC, the GM is invited to modulate the amount of XP

for each objective. Thus, the amount associated to each objective will be higher if there are fewer, if the PC have a high POT or if the session is long.

Besides, some GM organize their scenarios into long campaigns, each scenario taking the PC closer to an important secret. There are two possibilities:

- The main objectives of each scenario are as many steps leading to the secret of the campaign. In this case the GM must give the PC bonus XP at the end of the campaign to reward them for their success. This bonus must be equal to the lowest amount for the objective category corresponding to the end of the campaign.

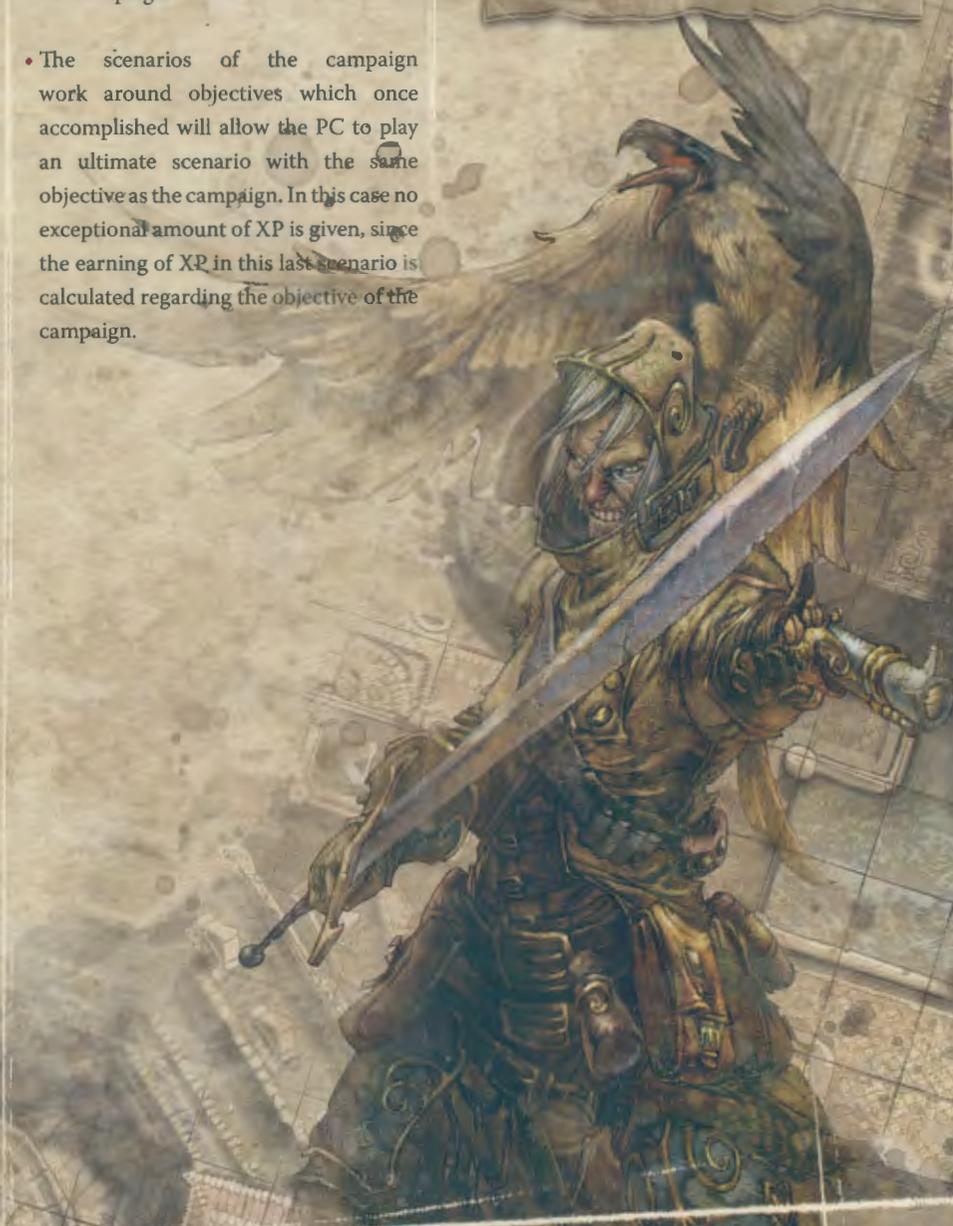
- The scenarios of the campaign work around objectives which once accomplished will allow the PC to play an ultimate scenario with the same objective as the campaign. In this case no exceptional amount of XP is given, since the earning of XP in this last scenario is calculated regarding the objective of the campaign.

EXPERIENCE

OBJECTIVE	XP
Minor	100-500 XP
Local	500-1 000 XP
Strategic	1000-2500 XP
Mystic	2500-5000 XP

DUEL	XP
POT between 1 and 5	POT x 50 XP
POT between 6 and 10	POT x 100 XP
POT between 11 and 13	POT x 200 XP

PREMIUM	XP
Spectacular action	100-300 XP
Great idea	100-300 XP
Interpretation	100-500 XP
Personal quest	100-500 XP



PREMIUMS

Just like the objectives, the premiums are arranged in categories.

Spectacular action: The PC has stood out during the session by saving his league, by being particularly bold or by accomplishing a heroic feat. Since such actions are often necessary to fulfill objectives, the GM should only give this premium for a particularly spectacular and efficient action.

Great idea: While the league only had half of the information in an investigation, the player's mind clicked and he discovered the culprit. Or he answered the enigma even before the GM had finished announcing it. As many scenarios require the players to understand the plot, this premium should only be given when the player goes faster than the scenario and the GM.

Interpretation: Breathing life into one's character is as important as fulfilling the mission. When the player entertains the others through his exceptional interpretation of his free leaguer, he is entitled to a premium. Yet in order to avoid third rate acting, the GM is advised to only give it when the interpretation is bound to the scenario (a tricky moral dilemma for instance) and as long as it does not lessen the speaking time of other players.

Personal quest: Along the adventures, each PC will develop his own network of relations and his own ambitions. Some of them appear during "mini-adventures" or short scenes integrated to the scenario by the GM. When the PC carries out such a quest, he is entitled to a premium. But solving daily issues is not enough; this quest must have long term consequences for the character or for the Free city.

EXPERIENCE OF THE NPC

By default the NPC do not earn any XP during adventures with the PC. The reason is simple: it is the PC's adventure. Even if they are not the most powerful actors, they are important elements. It is their story and they are the ones coming out changed. Besides, it would be extremely tedious for the GM to trace the XP accumulated by all the NPC and modify their sheets.

But some campaigns will give a particular role to NPC, justifying the earning of XP. That is why this NPC must fulfill two conditions. First of all he must be recurrent which means he has to appear in several scenarios of the campaign. It can be a young ambitious necromancer trying to acquire enough power to call the tide of the dead. The rhythm at which he will gain his trade ranks and his attitude points will be crucial. On the contrary, the

PC can be in charge of a young Cadwë noble who has to learn to run a fiefdom and to manage alone in the political arenas of Cadwallon.

- **If the NPC is an ally of the PC**, he earns as many XP as the PC for the objective concerning him or for the event in which he has taken part, not taking premiums into account.
- **If the NPC is an enemy of the PC**, he gains the XP corresponding to the objectives the PC have not fulfilled during the scenario. Contrary to the PC, he only gets the XP at the end of the scenario, once it is too late to fulfill these objectives.

In either case the NPC only earn XP if they appear or must appear in the scenario.

ADVANCED OPTION: STAGING EXPERIENCE

As it is detailed in the *Players Handbook*, the acquisition of an improvement through XP is immediate. But if the GM and the players want, character maturation can be staged in one of the following ways:

- **Changing direction:** If the player spends his XP in such a way that it deeply modifies his character (new trade, unusual distinctive feature, etc.), the GM can ask him to explain the reasons of such a change and describe the scene;
- **Training:** The GM describes a short scene in which the PC is trained to what he has learned over his latest mission. He can ask the PC to do it himself by describing this training, specific to the characteristic that has been improved. If the PC has a high rank in the trade concerned or a high POT, he is not the one being trained: he is training students and it is through teaching them to better themselves that he manages to better himself;
- **Mystic questioning:** The GM describes a short scene during which the PC contemplates the events he has recently experienced and the impact they have on his life. The GM can question the player so the player can interpret his interrogation.

Usually each of these scenes takes less than a fictional day for the character.

ADVANCED OPTION: THE PC'S EXPERIENCE

The rules in the *Player's handbook* only offer to improve the trade rank and therefore one's Potential, which is enough to begin with. Nevertheless, after a few games, this method can reveal limited. The evolution of the abilities and knowledge are dictated by the choice of trades while some players might want to increase them more freely. Here is some advice and rules on how to push the abilities and knowledge beyond the level authorized in the rulebook.

CROSSOVER TRADES

Various trades offer the same abilities and knowledge. The easiest and most cost efficient way to gain more than one level in the latter consists in selecting complementary trades. This method also offers to increase one's potential.

The typical examples are:

- **Confrontation trades with confrontation trades:** The optional "weapon" abilities (Slash, Bash, etc.) allow the player a great range of combinations;
- **Incantation trades with incantation trades:** The "Incantate/Special" ability choice can easily be combined with each other;
- **Incantation trades with some interaction trades:** Emissary, Scholar or even Spy allow "choose one" knowledge, which make combinations easy.

BEYOND RANK FIVE

The very specialized characters (such as dwarf warriors with Endure, for instance) may have rank five abilities from their creation. Choosing a trade offering an extra rank in these talents allow giving the extra level to another ability or knowledge, since it is impossible to exceed rank five.

This is another possibility, less efficient then crossover trades, but useful nonetheless: five levels in an ability is always handy.

TRADE CHANGING

To obtain the following rank in a trade, one needs to invest one level in all the abilities and knowledge of the rank in question. Therefore all one needs to do is change trade before fulfilling these conditions. This solution works perfectly with the first trade rank, it remains null and is therefore not written on the characters sheet.

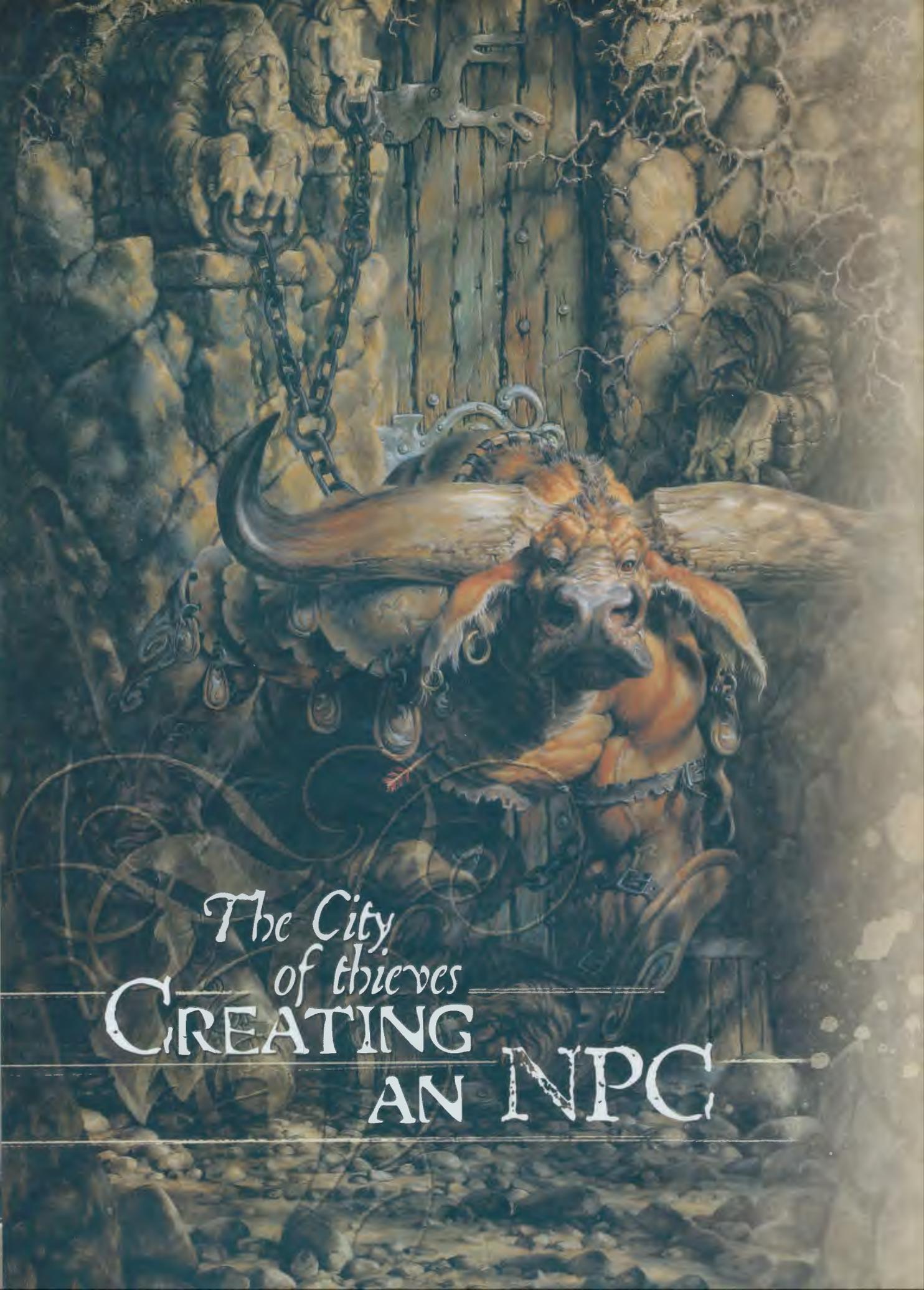
But it cost a lot of XP and requires to have it all planned in advance.

ADVANCED OPTION: IT'S GOING TO COST AN ARM

Take your time to think about the pros and cons of this rule before using it. It changes the balance of the game, allowing the players to create more powerful and more competent characters, but less good at exploiting their abilities. Yet it is important for revolution trades, until extra trades have been published.

It is possible to increase the rank of any talents which is part of the open trade, but the following limitation must be applied:

- It is impossible to exceed the level which would have been obtained during character creation.
Example: *In a trade open till rank three, the abilities of the first rank can have go up to level three, while those of rank two are limited to level two and those of rank three to level one;*
- It is impossible to exceed the rank which would have been reached during character creation.
Example: *A rank six mage can have five levels (the maximum available) in the abilities and knowledge of the first rank, five in those of the second rank, four in those of the third, etc.;*
- The cost of this increase is 700XP per rank. This ability or knowledge level gives access to any advantage connected to it.
Example: *One level in one "Path of magic" knowledge gives access to one spell;*
- It is impossible to invest several times in a special capacity.
Example: *A mage can get the capacity "arcane gem crafter" only once.*



*The City
of thieves*
**CREATING
AN NPC**

Garwyn was walking, ill at ease, down the streets of Ghieronburg. Although Labn shone bright in the sky, and the magical creatures around the free leaguer seemed cheerful, this was still risky business. Under their cute pixy looks, these fayrees, immortals and Elementals could truly turn out to be quite fierce...

Despite the apprehension, Garwyn kept tailing the stranger through the arcades. The information given by his steward had given him the opportunity to meet Master Taste.

Among the uncanny crowd of Arcadia, it was Garwyn who felt odd. The strangers face seemed almost human, although curiously pallid and hairless. He seemed to have no problem walking through the crowd; as even the Wolfen stepped out of his way. And yet Garwyn could not see anything scary in his traits or his demeanor. A cold shiver ran down his spine. The stranger was probably not made of flesh and bones. Elemental, immortal or fayry...Garwyn spotted where he lived and went back to his companions, Kargyl and Urum, at the leaguer's den.

As he finished his report, Urum puffed his orc chest.

— This guy don't scare me! And the Duke asked us to get rid of him, so will do it! The Wolfen growled to hush his companion.

— His name is Shardak. The word on the street says he's from Hollowdeep. He is a renowned emissary, many people have heard of him and many are afraid of him.

— If he's not mortal, he might have terrible powers, in addition to any other skills he might have.

— He may be renowned, but not for his fighting skills, and that's not our case.

The following night, the three companions were following Shardak along the eerie streets of Ghieronburg. Earlier that day, their target had shown immune to poison as he enjoyed the many dishes of Master Taste specially "seasoned" by Garwyn.

Yet he did not seem to have spotted the free leaguers.

Suddenly, Garwyn saw the shadowy figure of Urum leap out of the shadow of a building and charge Shardak. He immediately unsheathed his weapons as Kargyl dropped into the street. Awkwardly, the emissary did not look surprised. He glared at Urum, pulled a dark gem from a fold in his cloak and uttered a spell. Dark swirls shrouded the orc's feet, bringing Urum to an unexpected halt.

— Magician!

Garwyn had yelled to warn Kargyl as panic seized him: he had spotted under Shardak's cape enough gems of Darkness to feed a whole academy.

Alas Kargyl had already closed in on his opponent. Yllia allowed the Wolfen to see Shardak's face and terror clenched the warrior's soul. His mind made the connection with the gems of Darkness. His shout answered Garwyn's.

— Immortal!

Shardak was not born on Aarklash. Made of Darkness and flesh in equal proportions, he could never be killed in the strict sense of the term. This ambush, this whole mission was pointless.

As they ran off in retreat, Garwyn only wish was for his companions and himself to live long enough to report this failure to their steward.

The *Players Handbook* gives you the rules to create a free leaguer. They can be slightly altered and completed to allow the GM to easily create NPC who, through their origin or their nature, are not subjected to the same rules as the free leaguers.

When the GM creates a NPC, he must keep two things in mind.

1) A NPC only goes through step #6 if he is or was a free leaguer.

2) If the *Players Handbook* offers to systematically create free leaguers with maximum POT 3, a NPC's POT may range from 1 to 13 depending on the power the GM wants to give him.

SUPPORTING CAST

The following paragraphs provide the tools to the GM to wisely choose the POT of NPC as well as how many trades and what level in these trades they should be given. Besides, two characters with the same POT do not mean that they are equals. The GM will find in these pages advice to deal experience points in fields other than those bound to the trades, such as distinctive features for instance.

POTENTIAL AND TRADES

To decide how many trades a NPC should have and the level of each trade, the GM must answer two questions.

What POT?

Not only does this value determine a NPC's place in Cadwallon and on Aarklash, it also measures his power. Here is an estimate of a character's celebrity and what he is capable of, according to POT.

- **POT 1:** A common individual, or someone who would have problems following free leaguers on their adventures. Most Cadwë have a Potential of 1. They are generally not represented with miniatures. When it is the case, the TL is responsible for their intervention.
- **POT 2:** A professional with a certain level of expertise or someone resourceful enough to make a good free leaguer.
- **POT 3 to 5:** Experienced adventurers well able to put up a fight as a group when facing danger.
- **POT 6 to 9:** Powerful and dangerous individuals, or leading characters of the Rag'narok. Their name alone is enough to inspire or devastate free leaguers.
- **POT 10 to 13:** The greatest heroes of the Rag'narok. They often display terrifying powers and can fend off the militia of Cadwallon on their own. A league wouldn't stand a chance against them, unless the people composing it were exceptional or very experienced.

Which trades?

The POT chosen for a NPC decides the sum of his two highest trades. In order to rank them and maybe give the NPC extra trades, the GM must determine the level of competence of the NPC in each trade. The table below provides the necessary indications.

Examples:

- *A blacksmith's apprentice has one rank in the "Craftsman" trade whereas the blacksmith's worker will be rank two and a fully trained blacksmith will be rank three. The official blacksmith of the ducal militia has four ranks in the "Craftsman" trade; the most famous dwarf engineers are rank five*
- *Sophet Drahas has several incantation trades at rank 4 or 5 (he is an adept in Confrontation) as well as several interaction trades and probably one confrontation trade. Good luck to anyone who wishes to challenge him!*

Besides, when the GM creates a NPC who doesn't live in Cadwallon, he must not put too much emphasis on the name of the trades, especially when adapting profiles from *Confrontation/Rag'Narok* to *Cadwallon*. The trade names found in the *Players Handbook* are the names the Cadwë give to these professions. It does not mean they cannot be changed. Thus a Cynwäll varsÿm would probably be a "bandit" in Cadwë terms. Even though it is a fighter specialized in infiltration and secret missions.

Finally, the NPC can be given a trade with a rank higher than three. In such a case the abilities associated to this trade have a value determined using the table besides. It reads like the table found page 142 of the *Players Handbook*, it is merely applied to the highest ranks of the trades.

During the creation, no ability can exceed five. If a NPC gets an ability value higher than five, the extra points must be reported to another ability of this trade starting with the abilities of the first rank of this trade.

DISTINCTIVE FEATURES

The NPC are all given the distinctive feature or the feat bound to their origins. Besides, all the characters detailed by the GM on a sheet can be given their own distinctive feature. But only those who have experienced one or several striking events

- a military campaign or an adventure
- are allowed a second distinctive feature, just like the free leaguers after their first adventure.

If the GM builds a NPC from a *Confrontation* profile, he can use the abilities from the wargame.

EXPERIENCE POINTS

Once the creation process finished, it is possible that the character might not correspond exactly to what the GM intended. Besides, a PC with a high Potential has most likely used some of his experience points to enhance his attitudes, bought new distinctive features, etc.

To represent this, the GM can deal experience points to his NPC to a maximum of 1000 XP per POT point. This possibility shouldn't be used systematically. For standard NPC the previous steps should be enough.

NPC TRADES

Character	Rank	Equivalence in <i>Confrontation</i> (Rag'Narok)
Inexperienced	1	Irregular/Initiate/Devout (1)
Professional	2	Regular/Initiate/Devout (1)
Experienced professional	3	Veteran/Initiate/Devout (1)
Gifted professional	4	Elite/Adept/Zealot (2)
Specialist	5	Special/Adept/Zealot (2)
Renowned throughout Aarklash	6	Living legend/Master/Dean (3)

TRADES AND ABILITIES

TRADE RANK	RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
1	1	0	0	0	na	0
2	2	1	0	0	na	0
3	3	2	1	0	na	0
4	4	3	2	1	na	0
5	5	4	3	2	na	0
6	5	5	5	3	na	1

A NPC created in this way can reverse the "Ducats for XP" rule if the GM needs a particularly rich or well equipped character. For 1000 XP, the NPC gets 1000 D.

Once, equipped the NPC is ready to meet the PC!



ADVANCED OPTION: CHANGING THE ATTITUDE OF NPC

Usually a NPC always uses the attitude written on his sheet or, when he does not have one, the attitude of the location where the opposition is staged. But the choice of attitude is a crucial tactical choice, and the attitude characterizing the NPC or location best might not always be adapted to the opposition or to a particular round. So, the most experienced GM can change the attitudes of their NPC to turn them into dreaded opponents. If the GM decides to do so, he must warn his players at the beginning of the game. Besides, during the first round where he intervenes, a character must always choose his favorable attitude. He then changes it according to the same rules as the PC.

VERY DISTINCTIVE FEATURES

The distinctive features presented here simulate rare particularities or traits of supernatural origin. They are therefore reserved to NPC. But if the GM feels comfortable enough with the universe and the rules, he can authorize some of them to his players' characters.

*Colossal (Passive)

The size of a Colossal character is considered superior by two points when determining the number of health points per health state (#) and his reach.

Obligation: The player must declare two compulsory gambles when testing Slither/SLE.

*Construct (Passive)

This character is not really a character. It is an artificial construction or an automaton with a conscience. It never goes into rout and is not affected by poison and sickness. On the other hand it cannot be healed, it must be fixed.

Obligation: The character must obey the orders of its master or owner. If it doesn't have one, it must be adopted as quickly as possible. Without a master or an owner, a Construct cannot benefit from the adding rule and none of its actions or reactions can be favored.

*Dreadful (Passive)

The character is so frightening that those who try to resist his natural FEAR may not benefit from any free or bonus die.

Obligation: The character must try to intimidate all opponents who resist his natural FEAR.

Ephemeral/X (Passive)

The character has magical origins or suffers from a strange illness. When he draws too much from his tangible frame, he dies away little by little.

During an opposition, the player rolls 1d6 at the end of each round. If the result is higher or equal to X or "6", the player loses as many health points. In such a case, the d6 must be cast one last time, with the same effects. A character with this distinctive feature cannot benefit from Regeneration/X.

Obligation: When an ally of the character uses Heal/DIS, he must be targeted first.

Ethereal (Passive)

A character with this distinctive feature does not have a real consistence; he is pretty much a ghost. He benefits from the following advantages:

- He cannot be Stunned;
- Damage dice rolls targeting him do not benefit from the adding rule;
- He is never forced back, but can force back opponents;
- He never suffers from movement penalties due to the nature of the game board;

- His movements are never hindered by control zones;
- He can pass through obstacles, no matter if they are objects or miniatures. But he cannot end his move "inside" an object. If a frightening Ethereal character passes through a character, the latter must resist the FEAR of the Ethereal character.

Obligation: The character cannot interact with those who do not have this distinctive feature.

*Flight (passive)

The character has wings or some kind of means allowing him to fly. He can use his MOV to move in the air.

Obligation: The character must end his move on the ground.

*Gigantic (Passive)

The size of a Gigantic character is considered superior by three points when determining the number of health points per health state (#) and his reach.

Obligation: The player must declare three compulsory gambles when testing Slither/SLE.

*Hyperian (Passive)

The Hyperian are the chosen few of Light. They are never considered in rout and benefit from the distinctive feature Alliance/Dragon. Besides, all characters from the Meanders of Darkness (even the Living dead), as well as Elementals and Immortals of Darkness consider Hyperian as frightening opponents, even if their MAS is higher than the Fear generated by the Hyperian. Finally the Hyperian are always considered frightening by frightening characters and creatures.

The characters of the Meanders of Darkness, as well as Elementals and Immortals of Darkness cannot benefit from the "Hyperian" distinctive feature.

Obligation: The character must always fight those he suspects of serving Darkness.

*Immortal (Passive)

The gods cannot manifest themselves on Aarklash, but their legions are there to prove that the legends are true.

If an Immortal is eliminated, he reappears in his Realm of origin.

The Immortals are classified as Immortals of Light, Destiny and Darkness. Among each of these categories, the Immortals are classified according to one of the three circles of divine hierarchy. For each of them, X corresponds to the circle from which the character comes from.

- The *third circle* gathers the lesser beings, servants of the celestial or demonic powers.
- The *second circle* is constituted of powerful beings from the celestial or demonic Realms.
- The *first circle*, finally, is composed of the most powerful and most respected beings from the forbidden spheres...

An Immortal is immune to poison and illness.

Each Immortal is given one of the following distinctive features:

- **Being of Light/X:** Beings of Light are affiliated to the Ways of Light and have the distinctive feature "Righteous";
- **Being of Destiny/X:** Beings of Destiny are affiliated to the Paths of Destiny and have the distinctive feature "Conscience";
- **Being of Darkness /X:** Beings of Darkness are affiliated to the Meanders of Darkness. They are immune to the effects of rout. Besides, all characters consider the Beings of Darkness as frightening. Finally a Being of Darkness is immune to all forms of magic or divine domination.

Obligation: An Immortal can only be associated to characters from the same way as him.

*Immunity/X (Passive)

Immunities are magical or natural properties protecting certain characters. X designates a type of weapon, a technology, a path of magic, a divination litany. A character with this distinctive feature is immune to the effects of X.

Obligation: The character must have Subtlety as favorable attitude.

*Insensitve/X (Passive)

When a character with this distinctive feature is targeted by a spell or a miracle (or when he is inside its area of effect, the player controlling him can roll 1d6. On a result inferior or equal to X or ☒ (the



YLLIA'S PHASES

1D6	PHASE	DURATION	EFFECT
1-2	Crescent moon	4 days	No modifier
3-4	Quarter moon	4 days	+ 1 in SLE
5-6	Gibbous moon	2 days	+ 1 in DIS
7-8	Full moon	2 days	"Possessed" or "Born killer" and + 1 in DIS or + 1 in the attitude favoring the ability Incantate (Water)/Special.

lower of the two), the character does not feel the effects. It does not mean that it is cancelled, simply that the character evades it.

Obligation: The character must have Subtlety as favorable attitude.

*Living dead (Passive)

A Living dead character is immune to poison, to illness and to rout, but can be affected by the FEAR of Hyperian characters. Besides, all characters consider the Living dead as frightening opponents. The rules of Fear apply normally.

Obligation: The character must obey the closest magician practicing necromancy. If there isn't any, the Living dead acts according to his own free will.

Loved by the gods (Passive)

The player chooses a category of abilities.

☐☐, ☐☐ and ☐☐ obtained on the rolls for any move of this category can be considered as ☐☐, ☐☐ or ☐☐ by the player. So it is possible to play on the adding rule.

Obligation: The character must actively participate in the Rag'narok. He is then necessarily opposed to the free leaguers loyal to Cadwallon.

Nanism

The character is very small for his race. His SIZE is definitely reduced by one point, as well as his Reach. If the base associated to his race is a creature's base, the character must be mounted on an infantry base.

Obligation: The Power and the HP per state of health is reduced by a point.

*Reinforcement (Passive)

When a character with this distinctive feature is eliminated, its miniature is placed at the edge of the game board (unless the effect that has eliminated him says that he is "removed from the game"). He is called reinforcement. If several sides have characters with this distinctive feature, each side has its own reinforcements.

During each deployment phase, each side with reinforcements rolls 1d6. The result affects the reinforcement character with the lowest POT:

- ☐☐ or ☐☐: The character is removed from the reinforcements. He is not removed from the game, but cannot be affected by reinforcement tests.
- ☐☐ or ☐☐: No effect.
- ☐☐ or ☐☐: The character comes back to the opposition. He is immediately placed at a maximum distance of four squares from another fighter on his side and cannot be placed in contact with an opponent.

A specific character with a name cannot be given this distinctive feature.

Obligation: The character must obey the ally with the highest Potential.

*Selenite (Passive)

The Selenites are descendents of the Ylliar, one of the two founding clans of the Kingdom of Alahan. In their veins runs a magical blood. A Selenite character gets Incantate (Water)/Special+2 as well as Alliance/Wolf. Besides, he benefits from mysterious powers depending of Yllia's phases. A waxing cycle begins with a crescent moon and ends with a full moon. A waning cycle then begins to end with a crescent moon. Each of these cycles last 12 days, but the phases do not all last the same time, as indicated on the table of Yllia's phases.

When the exact phase cannot be indicated by the calendar, the player rolls 1d6 and reads the table above. Otherwise, one only needs to count the days to know Yllia's phase.

Obligation: The character must choose the attitude favored by Yllia.

Stateless (Passive)

A Stateless character can join any faction of Cadwallon. He is either an individual who has rejected his culture (or was rejected by it), or a non affiliated supernatural being. He integrates the group so well that after a month or a scenario, he gains the most common distinctive feature among his companions-in-arms. If several distinctive features are found in the same proportion, he chooses one of them. Distinctive features with a "*" symbol before them cannot be given to Stateless characters. If the Stateless character is affiliated to no particular faction, he does not gain any distinctive feature.

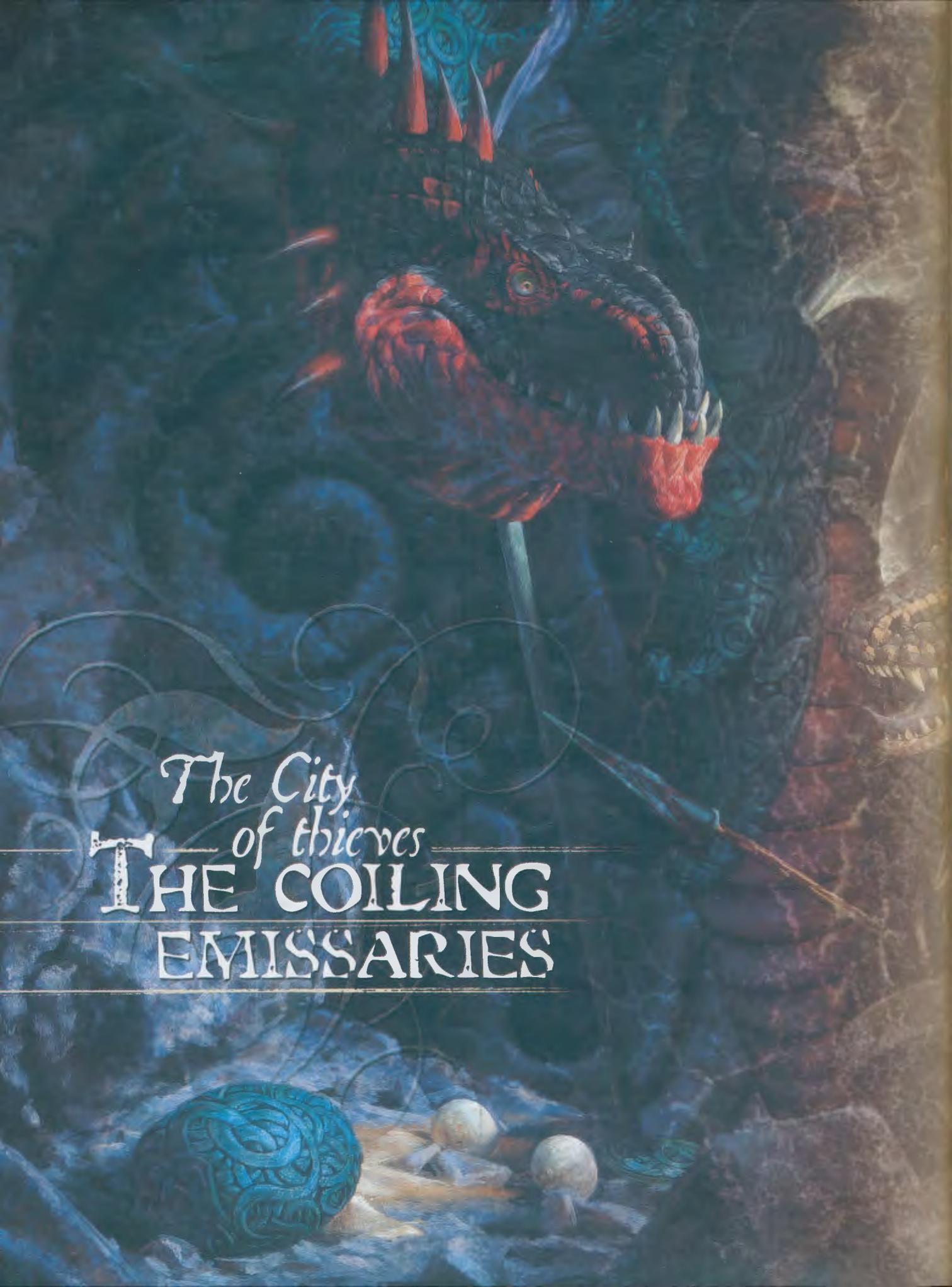
Obligation: The character must be loyal to his new group.

*War mount (Passive)

This distinctive feature is reserved to mounts but the rider who tamed or trained it also benefits from it (to the GM's appreciation).

An extra die is kept on the Damage roll of a confrontation action in contact. The adding rule applies to the results kept. These effects only apply if the character fights on his mount.

Obligation: The character must be in contact with his target from the beginning of the round.



The City
of thieves
THE COILING
EMISSARIES

His perception is blinded by visions from the depths of the past.

For a brief instant he floats through the tales of a mnemosian in the trace of six original dragons emerging from the Void. A fugitive and powerful scene reducing him to anguish. Ophidians have died under the hold of these visions. He resists and fights to remain conscious on the threshold of these origins and contemplates the protective flight of the dragons. Their majestic wings flap to deliver a message as if the wind whispered their desire: they disperse within the Elementary Realms after capturing their creator, the god Desire.

S'Erum remembers having swooned and grabbing the edges of the desk to keep his balance under the archivist's wary gaze.

Another page... another dead language. Breathtaking perceptions, confused and deafening thoughts. He dives into a universe of divine resonance. Only the mnemonic filter protects him from madness. Following the trail of the dragons, he realizes that giving up freedom to Desire could destroy Creation and that they must become guardians of its sanctuary, the jail keepers of its prison.

Then, a dazzling sensation in the midst of this chaos. He almost faints. The archivist orders him to rest for a night before continuing the experiment. S'Erum obviously obeys without imagining that his catalepsy will last four days and that the master archivist himself will come to wake him from his dreamless slumber. He continues reading, ready now to confront the chaos. He bends but does not submit to Vortiris' frigid anger, the only dragon that continues to seek his creator's freedom and escapes to create an empire on another continent, Belgorn.

Finally, the Alliance, the origins and the conception of a people. The dead languages remind him of the oath of a dragon and a lord-magi, Celebdel, whose enchantment provides Vortiris with the means of bearing a child alone, giving birth to primitive offspring, the first ophidians, who became his heirs.

The womb of a demigod and a decadent magician. Vice was born in this womb. Vice has grown with failures and unfruitful attempts from all of the monsters that cross the historical paths of Vortiris' firstborn.

Vice. An untamable force, invisible and sly magic that can capture your soul and tear it into pieces at any time. It invades you, transcends you and condemns you. S'Erum remembers having cried, his hands grasping the desk. Bitter tears over dead languages, angry tears over a limp people chained to the unforeseeable whims of its origins.

*The Ashes of Wrath,
Chapter X*

The mysteries of Cadwallon are tightly connected to ancient people supposed to have disappeared from the surface of Aarklash: the Utopia of the Sphinx and the Ophidian alliance. If the representatives of the former have in fact left the continent, the Ophidians are hiding in the entrails of the Free city. With the Rag'narok, these elders have undertaken the task of tying alliances with the Meanders of Darkness and are unfolding their dark design concerning the Jewel of Lanever.

THE OPHIDIANS

The origins of the Ophidians are lost among the myths of Aarklash, and even the most learned among the scholars do not know all the details.

The father of this reptile race is Vortiris, a dragon of Darkness. He established himself on Belgorn and built the domain of Naherys before the Age of battles. For reasons known of him alone, he offered an alliance to Celebdel, the mage-lord of Algandie.

This powerful mage had mastered a rare form of magic, typhohism. Cruel and warlike, Celebdel ruled his kingdom through terror, and wished more than anything else to found an empire. Convinced that Vortiris would allow him to conquer Aarklash, he accepted to help the dragon. Together they created a new race to the likes of Vortiris: the Ophidians.

Under the rule of their father – who they consider as a god –, the Ophidians conquered Belgorn and managed to impose their vision of the creation to the whole continent. They destroyed all those who opposed them and founded the Ophidian alliance.

At the height of its power, the Ophidian nation was at war with a mysterious people, the Utopia of the Sphinx. During this conflict, Vortiris left his people to pursue a quest, the purpose of which no one

remembers. This departure traumatized the Ophidians and created a schism which still divides the Ophidian alliance: some believe Vortiris to be a physical being with great destructive powers, others do not believe in his existence and see the god as a symbol or as an esoteric allegory.

Even without Vortiris, the Ophidian alliance still fought the Sphinx. In 254, the Serpents perceived their father's call beyond the Elemental realms. Most of them answered this call, causing the fall of their race, leaving only a handful of Ophidians behind.

The descendants of the latter are the Ophidians who still roam under Aarklash and feed the legends of the other nations living on the continent. For a long time, only scholars and the heroes of the Ragnarok believed in their return.

After several centuries, the Ophidians are now participating in the war of the

age of Darkness in broad daylight. They are interested in Cadwallon; some say that Vortiris departed from there. The only thing preventing the Ophidians from razing the city and getting rid of the Cadwë annoyance is their numerical inferiority. Yet they remain a deadly threat to Cadwallon and its defenders.

As their name indicates, the Ophidians are reptiles and not mammals. They deeply disgust mammals and mammals disgust them. Their race is divided in two lineages: "common" Ophidians and "vortirans". The latter are physically more powerful and are destined to live longer. As they grow old, they transform to become wyverns.

It is not easy for other peoples to differentiate male and female Ophidians. Often, only clothing and smell will indicate an Ophidian's gender; females wear more ostentatious armor and decorations

than the males. Besides, a careful witness will notice that the males mouth is often more muscular and squarer than the females'.

Ophidians remain faithful to their culture and come to Cadwallon for only one reason: to uncover the secret connecting them to the history of the city. Those who decided to go into exile, come to Cadwallon to conceal their desertion under the excuse of a mystic quest. What they fear more than anything else, is to meet one of their kind. The same goes for the very few Ophidians who were born in Cadwallon.

ELEMENTS, CULTURES AND ATTITUDES

CULTURE OF THE MAGICIAN	KNOWLEDGE		INCANTATE ABILITY	
	CULTURAL MAGIC	POSSIBLE PATHS	PRIMARY ELEMENT(S)	POSSIBLE ELEMENT(S)
Serpent	Typhonism	Chtonian Black	Darkness (SLE)	Air (DIS) Earth (PUG) Water (SUB)

NEW RACE: OPHIDIAN

Because of their strange and ancient character, this race is, by default, reserved to NPC. It is more likely that the Ophidians will become recurring opponents of the free leaguers rather than their allies; which is the choice we have made for the development of the official range. Nevertheless Cadwallon is your game, and it is up to you to decide if your players are capable of interpreting one of these Elders.

Race	Ophidian
SIZE	4
Favored attitude	SLE + 2
HP/#	4
MOV	5
POW (CC)	4
Natural weapons	Claws and fangs, FEAR.
Distinctive features	Consciousness or Toxic/X

LES CENDRES DE LA COLÈRE (THE ASHES OF WRATH)

The events in William Hawk's novel, *Les Cendres de la Colère* (The Ashes of Wrath), take place before the situation of Cadwallon as it is exposed in the *Players Handbook* and in the *Secrets* collection. The events told in this novel have several consequences:

- In Soma, the Solitary lodge harbors in great secrecy members of the Lodge of Hod. The latter are establishing a clandestine library of books saved from the assault against the Erratum;
- In Gamehead, survivors of the Erratum, led by S'Karz have taken refuge in the bog;
- More Ophidian survivors have stayed in Var-Nokkt, asking the guild of Dressmakers for asylum.

Deciphering the books of the Ophidian library will take time. The task of the templars of Hod is even more difficult since the inquisition is trying to expose the lodge's deeds in Soma. If the inquisition manages to do so, the impious books will be burnt, helping the Ophidians very much. On the contrary, if the templars of Hod get hold of several secrets, they will be able to torn them against the Ophidians:

- The coiling emissaries have been identified as the split personalities of an Ophidian. As they do not dare act directly, afraid the Duke of Cadwallon might stick his nose in their activities, the templars of Hod are hiring free leaguers to assassinate the emissaries during their next visit;
- Evidence of the collusion between the Ophidians and the Dressmakers has been discovered. The Lodge of Hod is about to release this information to

discredit the Dressmakers. To avoid a scandal, free leaguers have been hired by the guild to retrieve compromising documents;

- Evidence of Ophidian presence under Ghieronburg has been discovered. The Lodge of Hod is preparing an expedition. There have been leaks which gave birth to rumors among the free leaguers: some shrews would have heard of a treasure hidden under Parchedale and are about to go after it. Obviously some are going to be tempted to head there first to grab the gold.

DISTINCTIVE FEATURES

Average size and weight M/F: 2,80 m (400 kg)/ 2,50 m (350 kg)

Life expectancy: 200 years

Distinctive features and feats:

Consciousness or Toxic/X

Cultures: Serpent, Ram, Scorpion

Size: Large (4)

Base: Large creature (50 x 50 mm) or type "2"

Assets: Skillful (ADR + 2).

Frightening (FEAR = PUG + 2).

Heightened sense of smell.



TYPHONISM

Typhonism magic is a corrupt version of the Lions' Hermetic magic. Bound to the Abyss, this path draws the magician to make dark deals with demons.

Decorum:

- Spasms run through the magician's body as he enters into resonance with the Abyss, allowing him to bargain with demons;
- Demonic grunts and murmurs sound around the magician, witness to the link woven with the Abyss.

NEW CULTURE: SERPENT

The **Ophidian alliance** gathers all the Ophidians faithful to Vortiris. Its members are torn by Vice, an evil urging them to many excesses, notably of rushing head on into the Rag'narok.

A free leaguer from the culture of the Serpent, no matter his race, is a former Ophidian slave. For a better interpretation of such a character, it would be preferable for the player to have read the novel *Les Cendres de la Colère* (*The Ashes of Wrath*), by William Hawk.

CULTURE:	Serpent
PUGnacity	–
SLEight	–
STYle	–
OPPortunism	+ 1
SUBtlety	+ 1
DIScipline	–
Cultural abilities	Slither/SLE, Pierce/SLE, Intimidate/PUG
Knowledge	Entities
Distinctive features	Consciousness or Possessed
Cultural contact	OP, SC, MV
People of the magician	Serpent
Cultural path	Typhonism
Possible paths	Sorcery, Chtonian, Howls, Curse
Primary Element	Darkness (PUG),
Possible Element	Air (OPP), Earth (DIS), Water (SUB)



Wings of the Abyss

Range: Personal
Duration: Special
Difficulty: 7
Cost: 4

The magician gains the feat "Flight" for the current round, using his MOV. At the beginning of each of the following rounds, the magician must spend two gems of Darkness if he wishes to maintain the Wings of the Abyss. If the spell ends while the magician is flying, the latter suffers the damage due to the fall.

Two gambles allow to increase the MOV value by 1 for a flying magician.

Funeral march

Range: 8 squares
Duration: One day
Difficulty: 9
Cost: 5

The magician gets +2 to all his confrontation abilities and his Damage rolls implying the target. Besides, the target suffers a -2 penalty for all the Damage rolls targeting the magician.

The magician can only have one Funeral march cast at once.

Mask of the Abyss

Range: Personal
Duration: 5 rounds
Difficulty: 6
Cost: 4

The magician now has a FEAR score equal to his PUG.

Two gambles allow to increase the FEAR value by one point to a maximum of +2.

Putrefaction of the Abyss

Range: Area
Duration: 5 rounds
Difficulty: 8
Cost: 3

The zone is full of images, sounds and smells from the Abyss. The characteristics of the zone are modified in consequence and the Threat level increases by 2 points.

Sight and hearing are limited to four squares (with a minimum difficulty of 6 for facts using these senses. Smell is reduced to 0).

Each gamble allows to increase the duration of Putrefaction of the Abyss by a round.

Typhon's blood

Range: Control zone
Duration: 5 rounds
Difficulty: 7
Cost: 2 1

One weapon located within the range of the spell is covered in poison (POW 1d6) causing extra Damage.

Two gambles allow to affect an extra weapon or give a +1 bonus to the Power of the poison.

Dark blood

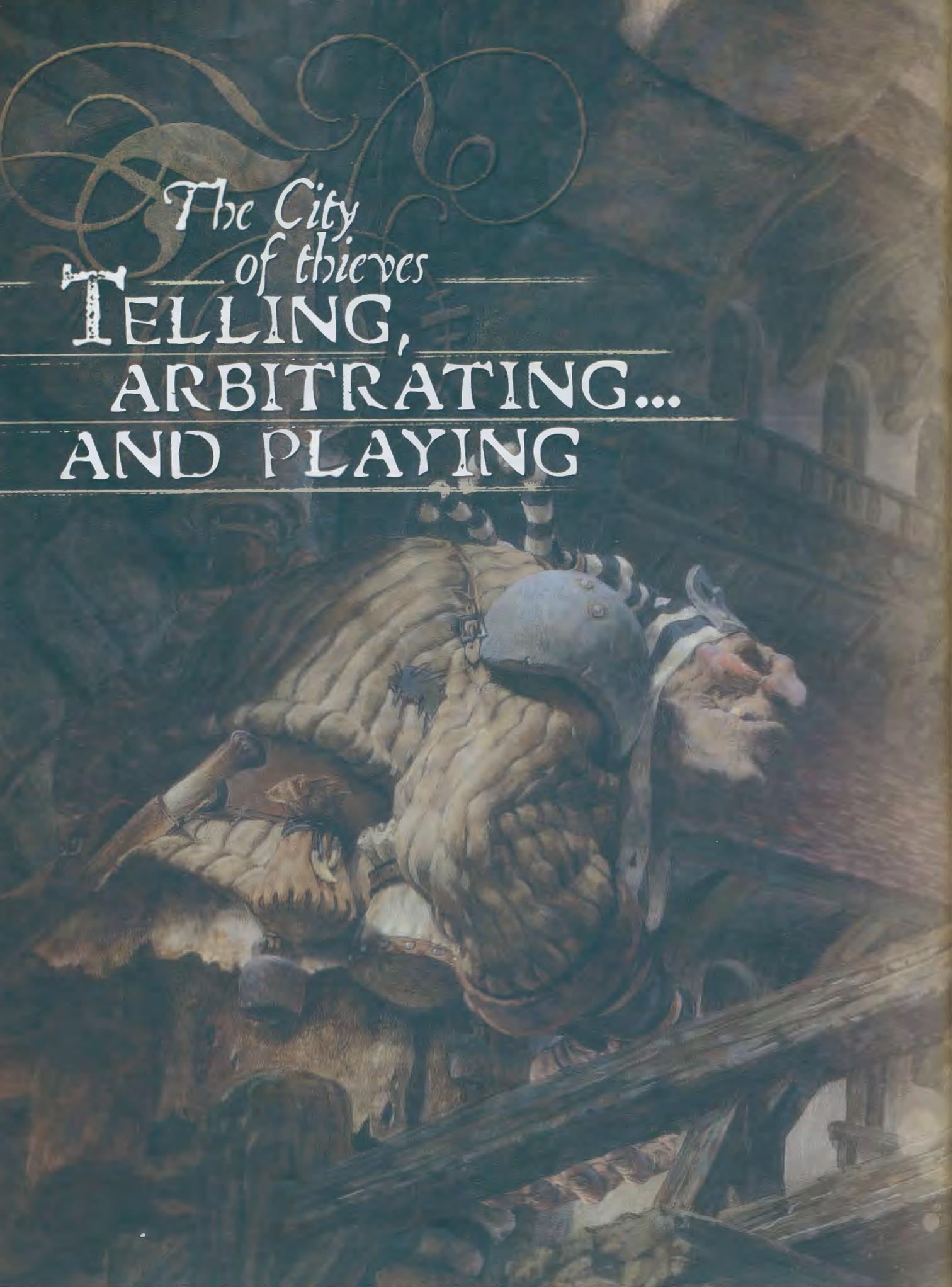
Range: Control zone
Duration: 5 rounds
Difficulty: 6
Cost: 3

A black liquid oozes from the magician's hands and spreads over one object of any kind (a door, a machine, a wall). The object automatically loses 1 Structure point per round, its protection is ignored. This degradation is silent and odorless.

Each gamble allows to maintain the effect of the spell for a round.



*The City
of thieves*
TELLING,
ARBITRATING...
AND PLAYING



Garwyn stood up when his Wolfen companion arrived. The latter bent his head to enter the attic. The Drune stared him in the eye, as the Wolfen showed his fangs. Urum stepped in between his two companions, his presence seemed to soothe them.

—We have all night to act. Kargyl tell us what you know.

—The documents are on the first floor, just as we were told. The bad news is that the house has hired a new and very...disciplined Captain of the guard. The good news is that the guards who are not on duty do not sleep here, but in a house a couple of streets down the road.

Urum gave a worried glance to Garwyn.

—Well we're free leaguers, aren't we? We'll pull it off.

—Are we getting in through the basement?

—No, too risky. The undergrounds of this fiefdom are packed with weird creatures.

Urum puffed out his chest.

—Among my tribe, we have no fear of monsters!

The Wolfen and the human answered together:

— This is not Bran-Ö-Kor, this is Cadwallon!

— Well, maybe. Do you have a plan?

Garwyn smiled.

— As usual. I enter, I go unseen, I tinker with the locks. You stay a good deal away from me and Kargyl stays on the look out in the street to stop any reinforcement if the alarm is given.

The Wolfen growled.

— Is it my fault if houses were not built for the Wolfen kind?

Garwyn moved with the agility of a cat. At the corner of the corridor, he had a look. Seeing the guards walking away, he signaled Urum to come closer. Stuck in his armor, axe in hand, the orc was as noisy as a brontops. The Drune felt the guards getting nervous but not enough to give the alert. He picked the lock and entered the master's office.

There, in the dark, he went through the drawers. He found a carefully rolled scroll and...

— Charge!

In a flash, Urum fell on the approaching guard. He split the man's skull with a single strike. Too late. With the war cry of Bran-Ö-Kor and the thump of the corpse collapsing on the floor, the dreaded signal rang.

— Alarm!

In the street, Kargyl was getting ready for the worse. He could see reinforcement dashing to the house. The Wolfen stood in front of them and summoned the power of Water to confuse his enemies.

—We are not the free leaguers you are looking for. It is a false alarm.

Some guards stopped running, but the others charged. Kargyl showed his fangs. He could deal with these guards, but the militia would soon be there.

On the first floor, Urum ran as quick as possible, with Garwin unconscious on his back and the scroll under his arm. To give himself heart, he imagined he was running in the great arid plains of Bran-Ö-Kor. The window was only a few steps away and with it, the promise of freedom.

Suddenly the Captain of the guard stumbled into the room, crossbow in hand. A deadly bolt caught the orc's knee. Urum still jumped and landed heavily on the street. He looked up; five militia men were standing around him...

A ROLE PLAYING GAME

Cadwallon is a tactical role playing game, which places emphasis on the use of miniatures, placing and player coordination. It would be possible to favor this tactical aspect and let down character interpretation. This is not bad idea in itself. Nevertheless, resuming Cadwallon to a wargame on a very limited scale allowing players to develop the management of fights with an exceptionally high level of detail, means missing out on half of the game.

Here is some advice to avoid such things.

CHARACTERS

The atmosphere of the game relies essentially on the players and the characters, both PC and NPC. Distinctive features and feats are the elements which characterize most a character. They are related to his origins, or his race, or even his training and beliefs... More than simple elements of the game system, opening various tactical possibilities, they provide precious guidelines to breathe life and emotion to characters. Distinctive features and feats will animate these delicate sculptures representing characters. These are directions to build passionate interpretations. Nevertheless, they must be perceived as ways of life, as a pointer to an individual's character.

Feats can be sorted in two categories: those related to psychology and those describing a physical capacity.

Here are a few examples which will allow you to understand how both categories work. But we will not go over every

single distinctive feature. One of the great pleasures of *Cadwallon* consists in understanding, in defining what each of these feats and distinctive features represent for each PC or NPC. Talk about it with your friends, discuss it on forums... A game of *Cadwallon* does not necessarily end when you put your character sheet away!

Psychological distinctive features

Distinctive features and feats of this category represent the way the characters understand fights, but also life itself. Bravery, Fanaticism, Scout or even Resolution/X are good examples. In these four cases, more than the technical effects, these feats are traits of character defining a way to behave. Obligations are a great help to understanding exactly what it implies.

So a character with Bravery is a courageous individual, who behaves like a hero. He values loyalty and virtue before anything else. He refuses to abandon his companions, does not attack his enemies from behind, etc. But, he might be haughty or even show spite for people who do not see fighting and life the way he does. When someone brave does not respect his obligations, he goes through a moment of moral uncertainty, he questions his own value and will not dare face danger.

This is only an example, but missing out on obligations bound to a distinctive feature can lead to interpretation! Even the lack of obligation bound to a feat can be staged: thus a character, with "Bravery" as a feat, is persuaded of being a hero to a point where he allows himself to sometimes overlook his conception of courage. He flees because victory is impossible; he is protecting his life and his companions since he is the only one able to vanquish when the free leaguers will be back or because it is more important to lead the way than cover a retreat – and, of course, he does not forget to explain this to his companions!

A zealous believer, with Fanaticism, will defend a cause greater than him without ever wavering, a cause for which he is capable of the noblest sacrifices as well as the darkest deeds, in the limits of his cause. A Fanatic is a rock, unable to step down when attacked and ready to do anything to defend an ideal so great that the question of honor or reputation need not be asked. When a Fanatic goes against his obligations, he believes in nothing anymore and seems lost.

An individual with the feat "Scout" is a very discreet being, he loves shadows, careful silence and is extremely cautious when he moves. He begins by hiding before doing anything else. His obligation shows it well: not a word louder than the previous, no abrupt or unwanted movement. Always stealthy, a Scout is not comfortable in the limelight. Smooth and invisible is his motto. He is there to see without being spotted, to listen without being heard. Such a character should be played without talking much, except to give direct and precise information. If he doesn't respect the obligations bound to this distinctive feature, the character could, for instance, let it all out and be overwhelmed by bursts of emotion he used to hold back.

The same goes for a character with Resolution/X, who will probably be stubborn, almost certainly picky and always obsessive. He will demonstrate rock hard willpower and be entirely orientated towards success. His attention is not in cause (as it could be the case for "Concentration/X"), but his character. A resolute being knows he will succeed, be-

cause he is unable to conceive the idea of failure. Once more, his obligation resumes his spirit quite well: when he starts something, he has to finish it. If he abandons before having achieved success, his will is broken, he will not take any decisions on his own and will just follow his comrades.



Physical distinctive features

Feats and distinctive features can define the appearance of a character as much as his way of moving around or fighting. Mutagenic/X and Toxic/X are the perfect example.

Beyond his ability to alter his attitude bonuses, Mutagenic/X implies a noticeable physical instability. A being with the feat "Mutagenic/X" can and must change all the time. His size, the color of his skin, his whole appearance varies according to his mood, to his environment and, eventually, to his needs. When talking to an orc, a human with the feat "Mutagenic/X" will see his skin turn grey and thick, fangs will start growing. Through this reflex mimicking, he becomes physically closer to his vis-à-vis. Some very influenceable individuals can undergo involuntary trans-



formation as people talk to them: their ear grows wider as they are told to "open their ears", or start to feel tight in their clothes when told to "grow up!" etc.

It allows to stage the awkwardness generated by the presence of a Syhar mutant. It gives a lot of interesting interpretation possibilities. Rather than saying "I increase my Discipline", it is possible to describe how the character concentrates and the way his bones become denser, his skin thicker, his neck wider, as if the mutant was trying to become tougher, more resilient...Closer to a dwarf, discipline embodied!

When a character with Mutagenic/X ceases to respect his obligations, he becomes more stable, but his attitude is probably fixed, more awkward than a normal being. It obviously requires much effort to maintain a stable shape, a state that is not natural for him. On the contrary, a mutant without an obligation can control his bodily changes at will, in which case the GM can allow him some control over useful changes, such as skin tone, eye color, hair length. These alterations have no technical effect, but can make the character's identification harder, conceal his mutant nature or render him more handsome (or less revolting at least).

Toxic/X can go through the same handling. Like Mutagenic/X, this distinctive feature physically alters characters. For instance, an orc with Toxic/X will have thinner and more mobile fangs than his kind usually has; he might even be able to deploy them in his mouth like those of a snake. An Akkysian elf will have claws or spikes on his fists, or his fingers might even ooze a poisonous sweat. It can also be an obviously poisonous thick and gooey liquid.

Besides, and it is probably the most important part, a Toxic/X individual acts like a snake. He is always on the look out and attacks anything threatening out of pure reflex, meaning anything within contact. He might suddenly attack his comrades or passers-by. Of course, it is up to the player to decide to what point he wants to be aggressive. Do not forget that a character willing to keep toxic as a distinctive feature must try to poison all those that touch him, an obligation which takes on a particular importance in the busy streets of Cadwallon!



A character with Toxic/X who stops fulfilling his obligation can wear gloves or cover his fangs; he can also concentrate to lessen the amount of venom in his glands or extract the poison... When Toxic/X becomes a feat, he might become harder to spot, or it might become easier to extract his venom, because the character has exceptional control over himself.

Free league

A free league is a heterogeneous group, an association of individuals generally showing quite "adaptable" morals, sharing very few principles or interests other than the Ducat. It cannot be avoided because, as the law states it, a free league must consist of individuals of different origins.

This creates a major risk: unity might never be achieved within the league, the free leaguers may never find what to do together and refuse to cooperate with one another.

To thwart this natural tendency there are three points which require your attention:

- The first and most simple is comradeship in combat. Even a Wolfen can get killed by a resolute enemy in greater numbers; a group will have no other choice than stand united if they hope to survive against a dangerous opponent. A divided league has close to a snowball's chance in hell of surviving... The GM must not hesitate to concentrate the opposition's forces on certain specific characters, the most dangerous for instance (meaning the best fighters usually), force them into a corner. Thus all the players will learn the importance of unity to achieve victory. Other advantage, the most brutal characters are also those who are persuaded of being

able to pull it off by themselves. Therefore they should be the GM's main targets. This should force the creation of a true free league united by comradeship. If the worst was to happen, the best fighters who fell under the number of enemies will see their confidence shattered: the group relied on them, these fighters were sure they would survive on their own but yet they failed their comrades.

- The second point is the result of combat, but can also be expressed in *role-play* situations. One of the elements necessary to the cohesion of a free league rests on the use of support abilities such as Defend, Command or Coordinate. Leagues work and survive because they urge very different individuals to help each other, creating an unexpected synergy among characters who wouldn't get along otherwise, as in a guild for example. Characters helping each other are successful because the whole of a free league is stronger than the sum of its parts. A group of individuals, fighting on their own, are doomed to fail and, probably die as well.

Fear provides the opportunity to use one of the simplest and yet most precious support abilities: Command. One out of every two free leaguers has it, since it is part of the free leaguers common traits given to them at the end of the character creation. Besides, the most powerful fighters rarely have a high Mastery level. By using frightening opponents, the GM will create a situation where, in order to fight efficiently, all the free leaguers will need a good commander. Another possibility consists in carefully studying how support abilities work and use them on NPC. Once the players have understood the interest of these abilities and

feats the hard way, they will start using them themselves. A small group of fusiliers of the Griffin helping each other using Defend, for instance, is the perfect demonstration of the use of this Ability;

- Eventually the third tool which will cement the unity of the free leaguers is the league itself. The choice of the headquarters will save a lot of money to all its members; the common treasure will force them to collectively manage their spending; the steward will give them advice and orders, forcing them to work together.

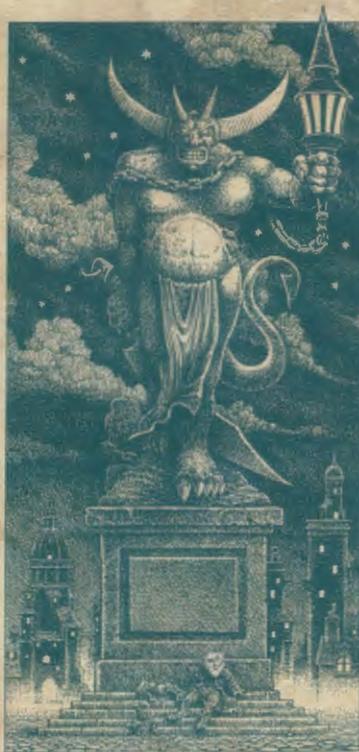
Give to your free leaguers a disused building or, even better, let them choose a district and describe a building that almost corresponds, but not exactly, to what the characters and the players were looking for, in order to have them repair and alter the building. If a member of the league gets arrested, give a generous dig into the free league's common treasure, do no hesitate to have the steward intervene. The latter is perfectly allowed to go as far as forcing them at gun point to share the money they had kept for themselves: the law states that they must share all they have, not only what they are willing to give to the common treasury! Allow, during character creation, the players to lend money to each other: after all once the free league will be created, they will be sharing their resources.

These three elements are enough to create a united and efficient free league. The only uncertainty is the time it will take to achieve unity: Before one of them dies, or over a cold corpse?

Motivations

The motivations are not only an optional technical parameter. In fact, they show the players how to interpret their character as a free leaguer. But they are also a hint for the GM to what kind of incidents or events to stage to strongly commit the characters.

- **Felicity:** The free leaguers following the way of Felicity have joined the free league with the hope of gaining something. They are glad to have become free leaguers and, paradoxically, condemned to frustration, because they will never reach the objectives they are pursuing. Ambition, tradition and adventure are never-ending quests. The GM must keep in mind that Cadwallon is the city of desire and not satisfaction. So motivations bound to Felicity must be staged to reflect this. The players must feel frustration gnawing at their character's soul.



For instance the sum they were supposed to get is not paid entirely. It might not be much, maybe one or two Ducats missing, nothing to complain about...And yet how much frustration for a few klûs! The same happens when free leaguers of Felicity never get exactly what they are looking for from a deal; the person they are dealing with is often more greedy, a bit more stubborn than he would usually be with another negotiator. If a prestigious office was promised to this kind of character, it has to evade him, for some other slightly less satisfying office.

These small events should not occur all the time; but, if they appear from time to time, they build the atmosphere of Cadwallon, the city of marvels, a magical city which generates many cravings and a lot more frustration and disappointment.

- **Destiny:** The free leaguers urged by Destiny are individuals who are adrift on uncertainty and follow the whims of life. They believe they have chosen to join the free leaguers; they are wrong. Life is steered by an overwhelming force, throwing them into the adventures and the plotting of Cadwallon. Yet this illusion of freedom or the recognition of the inevitable allows free leaguer of Destiny to be glad of their life. In Cadwallon, they are probably those closest to bliss.

To represent this, the GM must stage a city at the heart of individual fates doomed to collide, thus writing History. The players must feel that their adventures are inevitable and that they can only give in to these overpowering events.

Thus, solicitors of all sorts will come to find the servants of Destiny. The league's steward gives his orders and recommendations to the free leaguers because he wants to be obeyed; the trader who is looking to recover his stolen cargo meets the servants of Destiny, because he confusingly feels that they *must* help him.

The friends and those dear to these characters always get into trouble: they get kidnapped, threatened, fall in love with the wrong person and so on. If there is an artifact sought by the city leaders, a drug that erases all memories, the GM should not choose at random the character dragged into such stories. On the contrary, he must load all the weight of Destiny on the shoulders of the servants of fate...This is the way things go in the Jewel of Lanever!

- **Pain:** The wretches who have joined a free league following the way of Pain live under the yoke of everlasting constraint. They have mortal enemies when others would have faithful friends; they are fuelled by projects of merciless re-

taliation; they have chaos and entropy tailing them and the bright days to come are not for them. Satisfaction and happiness are not the rewards of the servants of Pain. They only enrolled in a free league hoping to evade suffering and despair.

Because Cadwallon is the city of constantly frustrated desire, a city of great hope and even greater disappointment.

Staging this is probably as easy for the GM as for the players.

Paranoia is the first solution. A runaway clone sees scorpions everywhere; they all seek to kill him. He puts all his heart in missions since he believes that if he ever fails, he will lose the meager protection provided by Cadwallon. Without this protection, he is almost certain, he will be handed in to the omnimancers and left to suffer their wrath! Of course, this is only the result of his paranoia: in fact the lords of Syharhalna care as much about the fugitive as about their first stem cell culture...

All the GM has to do is hide here and there a mutant in ambush or a spy (who have no business at all with the runaway clone) and leave a few hints subtly pointing to the enemies of the characters of Pain to maintain a disquieting atmosphere!

Another possibility consists in harassing the characters from time to time with small requests: a bankrupt creditor or an old acquaintance resurfaces to claim a few Ducats or a few klús. Almost nothing really, a simple reminder that what was lost once can be lost again.

A last option consists in staging the rise – or the fall! – of an archenemy. Once again it does not mean putting the character in an unbearable situation or urging him into a suicidal vendetta. He just needs to be reminded on a regular basis that someone benefits each time the free league makes a mistake. The fall of a hated enemy is also the opportunity to sharpen the feeling of despair of the servant of Pain, since he loses all possibility of revenge.

THE GM'S ROLE

Since the GM is the arbitrator in role playing games, he has greater responsibilities in the game than the players. It is his duty to cleverly balance all the elements so that everyone enjoys themselves...including himself!

The proper use of the tiles

The *Reversible Gaming Tiles* are precious tools, but they must be used correctly. With a single gesture, a game session is launched, just time to explore the game board and the game is over.

The two details the GM must keep in mind are the following:

Les deux détails qu'un MJ doit toujours garder à l'esprit sont les suivants :

- First of all, the *Reversible Gaming Tiles* are an indication the GM gives to his players: he is showing them that he believes a confrontation with NPC is possible. This sign of danger should not be used too often. The displaying of one or several tiles must correspond to the perspective of a confrontation. This fight does not have to be unavoidable, but must be possible or even highly probable. Using this tool too often when the eventuality of a fight is remote will only lower the guard of his players and they will then take tricky situations lightly. Characters killed in a situation they believed to be trivial might be victims of their own blindness, but they are also victims of the GM's ease in displaying the *Reversible Gaming Tiles*;
- Tiles also require time. A whole evening can be necessary to solve a situation on a game board. One thing leading to the other, it is easy to end up using this precious auxiliary each time, because the tiles add a lot of tactical interest while avoiding painstaking descriptions. Nevertheless, they must not limit plots to confrontation situations.

Because *Reversible Gaming Tiles* are often synonymous of "danger", they urge the players to play rough...and yet a conflict situation can be perfectly solved through interaction moves, using mind over brute force. On this issue, the GM's role is important: He must not hesitate to reward diplomatic success as well as military victories. Not only is it the "smooth" way to maintain the Threat level lower, but it will also offer rewards different than those claimed from fights. At the end of a battle players hardly resist the urge to loot the corpses, they earn Ducats and material. This is impossible after an interaction situation. The GM must keep it in mind and offer players something after an interaction opposition: a contact, further information, a good deal...Cadwallon is not the city of death but of desire!

The GM is a player

The classical role given to the GM in role playing games is the role of referee and plot master. Nevertheless, *Cadwallon* makes him a player like any other, because he must submit to the restrictive tactical rules of the game, he is then far from the almost divine role of the GM in other games.

This particularity is mainly visible when he displays the *Reversible Gaming Tiles*. You will probably have experienced the fact that it is difficult to keep the game master's screen between the board and the GM. You should not hesitate to get rid of it to manage a tactical situation, because it allows the GM to cross the line separating the players and him, and to become a player among the others. Although he has his own rules, his role as moderator and savior of the clumsy players is harder: He must split his dice between action and reaction before anybody else, use them, and conceive tactics like anybody else around the table to win!

It is important for the GM to leave his role as arbitrator to try, using all means at his disposition, to carry out his objectives. He is the one creating tension among the other players, because his objective is not their success anymore, but quite the opposite. On the other hand, he benefits himself from the attention generated by the tension around the table...

A MINIATURES GAME

A game of *Cadwallon*, because of its elaborate tactical system, mainly risks seeing the tactical element of the game supplant role play, and yet the contrary is not totally impossible. Here is a little advice to help avoid this mishap, no matter how improbable it is.

THE CHARACTERS

When the *Reversible Gaming Tiles* are put on the table, the characters lose a lot of their character and threaten to turn into a combination of numbers and capacities. Interpreting ones character becomes less important. It is quite normal, and necessary for the tactical dimension of the game.

Here are a few problems that might occur and the solutions we have thought of.

Declaration phase

If the players only play their role and believe they can help each other or simply coordinate their actions through talking or interpreting their character, they are in for quite a surprise. The spreading of the dice is a crucial phase for the coordination of the PC. But it must not take too long

- we are supposed to be playing after all
- nonetheless it must give the players the opportunity to organize tactics as a group, relying on the synchronization of their actions at first.

Notably during the first games, the GM can gain a lot by pointing out mistakes made in the way the dice were split or the attitude chosen, in order to teach the players of course. Two players who wish to play one after the other must spread their dice in their A.P. and R.P., depending on their respective attitudes, on those of their possible opponents, on the number and the spreading of the GM's dice...

On the other hand, all the players, even the GM, must comply with this discipline. It is not because one is a beginner that this essential aspect of *Cadwallon* must be forgotten...

Support abilities and distinctive features

Cadwallon requires, during tactical phases, to forget the role for a while and mainly adapt to what one's character really is able to do. Since everything has a cost in *Cadwallon*: knowing how the command, seduce or argue has a cost in abilities and distinctive features. A character who doesn't have the appropriate feats and abilities is unable to do so, even if his player, through rhetoric or charisma, knows how to sway his comrades.

It is up the GM, from the first game, to point out this particularity of *Cadwallon*. A player who loves to give orders should then choose an officer trade, for instance, in order to avoid frustration.

Another way to balance the game consists in "strongly" suggesting the distinctive feature that each character should receive after the first game. This rule is certainly not a mere boost it is one of the tools allowing the players to adapt their character to their taste, depending on what they found out in the game.



THE ROLE OF THE GM

When he has set one or several *Reversible Gaming Tiles* on the table, the GM loses a part of his attributions and becomes less of an arbitrator and more of a player. He is subjected to stricter rules, which limit him in certain domains, but which offer him also the possibility the elaborate tactics and observe their result. It is a sudden change, if not brutal, which implies altering the game system. This essential mechanism is dreadfully efficient. The excessive intrusion of role playing in tactical phases is the grain of sand which can derail everything since it sends the GM back to his story telling role. It forbids any interesting tactical management or at least makes it very difficult.

When the tactical phase begins, some game effects which could result in *roleplay* must be interpreted using the rules of the tactical system, or simply ignored. Thus, it is less important to interpret the feats or distinctive features. In the same way, fear becomes a technical element, which the GM must describe as such. The fact of not having a favored attitude anymore or losing the benefit of the adding rule should be enough. The GM should rather choose behaviors that can be represented on the board: the player whose character is under the influence of fear does not need to say so. On the other hand, he may have to move out of reach of a frightful being, even if, tactically, it is not the ideal solution.

The proper use of role

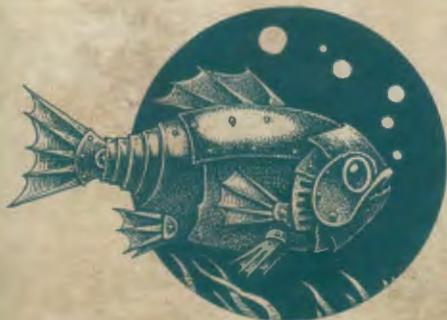
It is the GM's difficult task to balance the role playing with the sessions dedicated to tactic.

The use of the *Reversible Gaming Tiles* and the miniatures allows everyone to elaborate precise combat strategies. The combination of the various abilities and distinctive features will be the source of an infinite number of tactics. On the other hand, role playing requires the use of imagination and the common representation of a situation not precisely detailed. Therefore it generates some inaccuracies which the *Reversible Gaming Tiles* were designed to eliminate.

Nonetheless, *roleplay* can sometimes appear in tactical phases, and might take too much space. It is always tempting to manage an opposition without using dice, simply by arguing with the GM, who also tends to like it as he usually likes interpreting his NPC. The origin of the difficulty resides then in the use of the game board. It might be displayed too early, making the progression towards the area of the opposition difficult. If the characters are not fleeing and are only using facts of movement, the GM might have been a bit quick in displaying the tiles and he might see his players begin to interpret their characters too much in order to fill the void. On the contrary, if long talks take place without costing any facts or moves, the tiles are not used correctly.

The display of the *Reversible Gaming Tiles* is a problem when some aspects of the game are managed trivially – talks, negotiation between the players and the GM – while other situation are more restrictive – spreading the dice in A.P. and R.P., rolls. When a game board has been displayed, argue and barter abilities must be used: some *roleplay* is lost, but it is essential to maintain a certain balance between fighters and negotiators. This element is essential since negotiations between PC and NPC take a lot of time when staged.

Cadwallon is not opposed to performing social interaction scenes, far from it. Simply the risk of confusion exists between tactical phases and *roleplay* phases. The first are staged on a board with precise rules; the second give all their depth to characters and their role. These two aspects must be mixed without ever being confused...A delicate balance as thrilling to achieve as to maintain!



TALKING: HOW MUCH DOES IT COST?

Everything has a cost in *Cadwallon*, even the mere fact of talking. There are three cases possible, but the GM must adapt the following advice to the way the game is played around the table. In any case, talking among players, notably before spreading the dice, is “free”; the same way “Hand me the pen” does not cost the player anything!

- Warnings and short sentences are free facts.

Example: “Be careful, an orc behind you!”, “I charge”, “I’m out of mana gems”, etc.;

- Longer explanations cost one die; the GM is free to draw more from the pool of those who talk too much if the explanations keep on going.

Example: “Wait, now that I have charged, you must cast your spell on me, otherwise the plan is not going to work! (one die) But if you remember what we said; I charge, you cast the spell so that I can disengage and then the others charge all together (a second die). Hoy! My dice! Why are you taking my dice, that’s not fair! (free).”;

- Arguing, Intimidating or Fooling are moves. They must take place during dice rolls!

Example: “I tell him that I’m a guard from the militia and since I’m wearing a uniform, he should let me through?” (Fool/OPP with a free gamble for the disguise; or even a test of Disguise/STY where each successful gamble will be a quality for the ensuing Fool/OPP test).

The GM is a referee

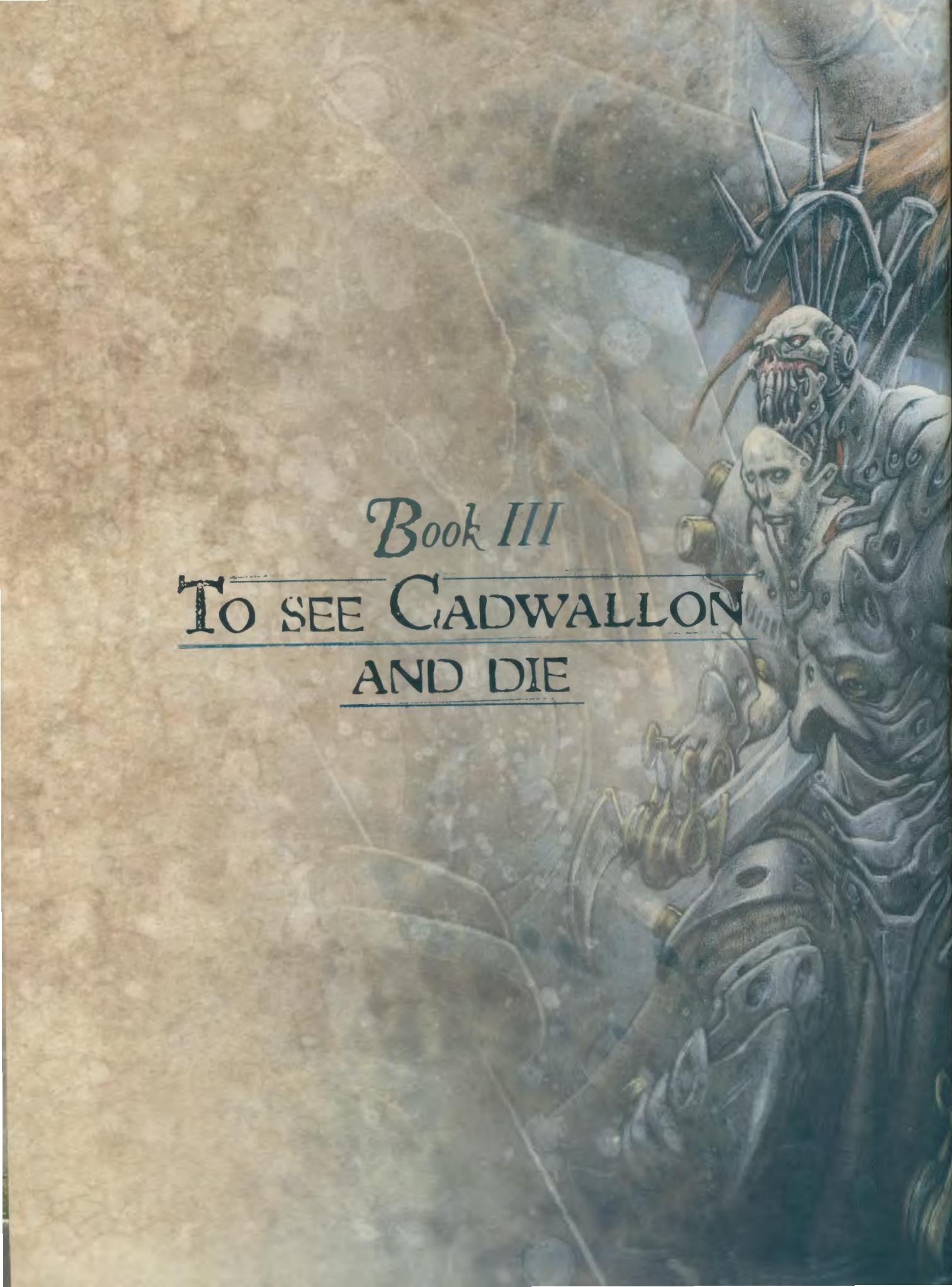
Even though we speak of a game master in *Cadwallon*, he is more of a game leader. The difference between both status is subtle yet important.

The master is the authority figure managing the game. The players owe him a certain amount of obedience, because he is the one sovereign, deciding if the characters live or die.

The leader has two roles: guide and referee. In his first office, he is in charge of presenting the plot before letting the players off. Here he has a similar role to the master. It is a role he assumes mainly during the *roleplay* phases. In his second office, he becomes a mere user of the rules. He might have to intervene as an arbitrator sometimes. He does not have the power to kill a character: in order to do so, he must send NPC, who can perfectly fail at it. He might even find himself in a situation where he is unable to beat his players, because they were smart enough to defi-

nately thwart the NPC’s plans. Those are the uncertainties of tactics, which weight the same on all those who participate in a game of *Cadwallon*.

These uncertainties are the salt of a tactical role playing game; the players, because they are on equal footing with the GM, can achieve astounding victories which they know they owe to nothing more than to their abilities and not to the GM’s mercy. The latter, on the other hand, can and must be proud of having held the characters in check, since he is restricted, as much as the players, to rules limiting his actions: “To win without peril, is to triumph without glory” but *Cadwallon* adds: “and vice versa”.



Book III
TO SEE CADWALLON
AND DIE





To see
Cadwallon
and die
EXPLORATION

The streets of Soma were strangely calm on that evening. At night, in the dim light of the street lampposts, Cadwallon revealed its beauty. The Free city was a bright jewel set on the peninsula of Lanover. The grime on the streets and the greed in the rogues was fading with the shadows. Even sounds seemed muffled, and one could here the waves lapping against the quays of the port of the Ondine. Those with a particularly heightened sense of smell could sense a whiff of salt which made its way through the sickening stench of the lower city.

The inhabitants of the district could feel it. Instead of rushing home, some of the slightly tipsy Cadwë walked the street, taking the opportunity to taste the sweetness of the night. The rogues just watched them go by, their greed surrendering to the surrounding calm. The harlots, passing by, merely gave suggestive stares at the wanderers instead of their usual show of lascivious and crude poses. The militiamen, at ease, a few streets from there, were talking with the citizens and enjoying their drunken friendliness.

And yet the truce was not going to last for ever. The guards standing in front of the embassy of the Kingdom of Alaban knew it. Relaxed, but still on the look out, they scrutinized the darkness trying to spot anything out of place. And yet they had nothing special to fear, they were well aware of the measures taken by their Captain. Besides, they knew they could count on reinforcements, even though they would only call them as a last resort. As the keepers of the reputation of the embassy as well as its security, they were to disturb the quietness of the neighborhood only upon extreme circumstances.

Who would be mad enough to attack them anyway? Everyone knew that the embassy was guarded by mages and soldiers. The embassy was a huge trap ready to ensnare anyone a bit too curious. Trapped locks, alarm systems, no precaution had been forgotten to guarantee the secrecy of diplomatic talks.

Ngir was observing the Barbans from a rooftop. He measured the absurdity of the situation. He and his free leaguer companions were to infiltrate the embassy, steal a certain letter and get out, without anyone being able to link the burglary to the Duke of Cadwallon. Despite all the Barbans precautions, it could still be done. Observing the rooms where the lights went out and came back on, Ngir had mapped out the patrol patterns. He was convinced he knew where the Captain of the guard had his office and he had calculated how much time there was left before the next change of guard.

The free leaguer slowly stood up to send the signal to his companions. All he hoped was that they would trigger the alarm after he got hold of the letter, not before...



Before deploying miniatures to play, it is necessary to prepare a scenario, and sometimes a game board. This chapter exposes advice to get the best out of the exploration rules to create balanced, fun and original scenarios.

THE STREETS OF CADWALLON

The first thing to determine, when the GM sets the game board up for a street scene, is its geographic location. The following location profiles allow to quickly setup a board representing a district of the city.

By default, all outdoor areas on this kind of board are Busy with a crowd. There are two kinds of streets:

- The streets of the **upper city** are generally easier to travel upon and the buildings lining them more imposing (aristocratic houses, guild headquarters, etc.). The law enforcing forces are present in larger numbers and the maintenance of public lighting is a lot better.
- The streets of the **lower city** are generally narrow, winding and lack any kind of maintenance compared to the upper city. The ground surface of buildings tends to be smaller, but their height can be pretty impressive. The houses are piled on top of each other, forming several storey high buildings. The law enforcement forces patrolling these streets show a lot less zeal and public lighting is very poor.

DESCRIPTION OF A BOARD

Official Cadwallon scenarios all use the same format to present the various areas of a game board. This is meant to be easy to read and accessible; the GM are invited to use the same system to prepare their own boards.

No matter its type, each area is described in the same way:

- Its **name** comes with the following information: number of the area/name of the area (Inhabited AND/OR Guarded AND/OR Patrolled/number of the patrol/number of areas on its path AND/OR Watched/number of the area it is watched from AND/OR Calm OR no mention if it is default).
- A **first paragraph** describing what the PC perceive of the area when they arrive.
- A **second paragraph** describing what can be found in the area.
- A **last paragraph** detailing the behavior of the NPC present in the area.

The numbers of the areas are arranged so that the highest correspond to the area where the objective of the scenario is located (the noble who must be killed, the documents to retrieve, etc.) and the lowest designate to the entrances.

CROWD AND WANDERERS

The street is first of all a passageway, which is why the crowd is managed using the **Attendance**, which defines the number people present in the area. The Attendance can be defined for the whole board or for each specific area, depending a how much detail the GM wants.

Unless the wanderers' behavior requires a move, they are not represented by miniatures. And yet the crowd does have an influence of the characters' actions (see the insert on the next page).



LAW ENFORCEMENT FORCES AND ROGUES

The presence of rogues or law enforcement forces (militiamen, guild of Ferrymen, etc.) in an area has a great impact on the unfolding of a scene.

- The rogues will bother any individual they do not know.
- The law enforcement forces stop and question odd looking people, meaning people showing an attitude other than the attitude of the area where they are.

When the law enforcement forces are called in or if they are already there, the rogues scatter to avoid any confrontation. When the rogues hold a district, they have most likely paid the militia to look elsewhere. Thus when the GM prepares a game board, he must choose if it is ruled by the law enforcement forces or by the rogues. Anyway when the TL reaches 13, the militia intervenes no matter the district (unless the scenario says otherwise).

Besides, the law enforcement forces and the rogues may both guard, patrol or watch an area when they are present. Only these kind areas are affected by "Alert!" and "Action stations!" levels as they are connected to both kinds of NPC.

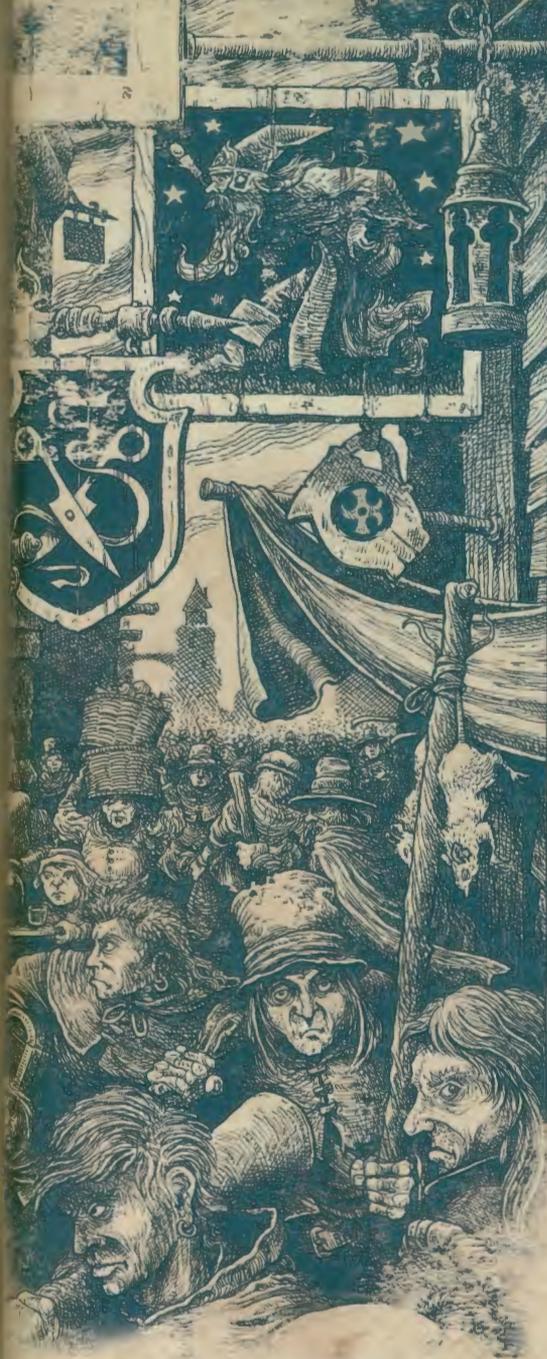
THE STREETS OF CADWALLON

THE UPPER CITY		
	Day	Night
TL	2	1
Light sources		Torches, lanterns, lampposts
Lighting	Clear	Dark
Sound	Noisy	Quiet
Smell	Fragrant	Odorless

Nature of the ground: Cobbled streets, roofs.

THE LOWER CITY		
	Day	Night
TL	1	3
Light sources		None, candles, torches
Lighting	Clear	Dark
Sound	Noisy, Deafening	Quiet, Noisy
Smell	Sickening	Odorless, Fragrant

Nature of the ground: Hard packed earth, roofs.



THE CROWD

Attendance	MOV	Distance	Deployment
Deserted area (0 to 3 wanderers)	0	0	1
Pretty busy area (4 to 8 wanderers)	0	0	3
Busy area (9 to 12 wanderers)	+1	-1	5
Very busy area (13 to 20 wanderers)	+2	-2	8

- The presence of the crowd hinders movements. The **MOV** column indicates the cost modifier for every square covered by a miniature:
- The individuals in the crowd limit the range of sight of the characters. The **Distance** column indicates the number of compulsory gambles for moves such as Shoot/SLE, Aim/SLE and Look out/DIS. These compulsory gambles allow the player to use the ability "Hide/OPP" with his character.
- If individuals in the crowd have to carry out a move, the GM displays in the area the number of miniatures indicated in the **Deployment** column. The NPC represented are called wanderers

THE COUNTRYSIDE

The term countryside designates the strictly natural and wild areas (jungles, swamps, etc.) outside and inside Cadwallon.

The wild stretches of land can be peaceful havens or particularly dangerous locations. All sorts of creatures live there. The law enforcing forces never go there no matter the TL, unless they have a good reason to (GM's call), and there are no artificial light sources.

By default, all countryside areas are Calm.

CREATURES

The hosts of rural or countryside areas can seem to behave somewhat strangely to those who are not used to it. Most animals try to avoid conflicts, some of them, notably predators, are sometimes aggressive. A creature is defined by the same characteristics as the NPC of the peoples of Aarklash. Yet its attitude depends on the group the creature belongs to.

THE COUNTRYSIDE

	Day	Night
TL	1	1
Light sources		None
Lighting	Quiet	Dark, Pitch dark
Sound	Calm	Quiet
Smell	Odorless	Odorless

Nature of the ground: Hard packed earth, rough terrain, vegetation.

CREATURES ATTITUDE

Group	Attitude	Example
Predator	Pugnacity	Tiger of Dirz
Mount	Sleight	Horse
Magic	Style	Gargoyle
Herbivore	Opportunism	Brontops
Smart	Subtlety	Monkey, Kraken
Pack	Discipline	Wolf

INTRUSIONS

The term "intrusions" regroups infiltrations, surprise attacks and abductions carried out under the guards' nose. These more specific situations require taking into account a great number of rules and technical parameters. Besides, they are potentially dangerous: in a private location, the guards know who is allowed to be there and who is not, and they will not hesitate to threaten intruders!

- The **target** is the location where the infiltration takes place.
- The **inhabitants** are the legitimate occupants of the target.
- The **guards** are characters in charge of the security of the target. They are led by a Captain of the guard and move in groups called **detachments**.
- The **creatures** are wild animals and fantastic monsters inhabiting the target.
- The **intruders** are the characters carrying out the infiltration. A character also becomes an intruder when his presence in a location is a disturbance for the inhabitants. Most of the time, the intruders are the PC. If more intruders are present in the target at the same time, the actions of these rivals cause an increase the Threat at the end of each round: TL +1.

Note: By default, all indoor areas are Calm. "Alert!" and "Action stations!" levels only affect the indoor areas the guards are in charge of.

CHARACTERISTICS OF A TARGET

Besides the parameters of the game board, the target has its own characteristics.

- **Potential of the employer:** It is equal to the POT of the character or the organization living inside or managing the target. The guards' POT is always lower or equal to the employer's.
- **Frequency of the relief:** The time after which the guards are relieved. It is usually inferior to an hour. If the frequency indicated is equal to zero, the guards of this target will not be relieved during the on going opposition. If the relieved guard goes missing, it will generate evidence (see the *Players handbook*, p.211). If the PC do not time the moment of their intrusion, consider that half of this delay has gone by.
- **Reserve:** This indicates the total number of reinforcements the guards posted in the area can call. If the reserve indicated is equal to 0, it means they have none. It also indicates the number of the Guarded or Patrolled area where the reinforcements will be sent to if the alert is given. The reserve must count a detachment for each of these areas.
- **Detachment size:** The number of guards present in each detachment.
- **TL:** If the target constitutes an autonomous game board, the original TL is determined according to the nature of the target (see next).

NATURE OF THE TARGET

Infiltration has become a recognized activity in Cadwallon; it has its codes and traditions. Besides some general considerations, each nature presented here indicates in brackets the original TL of the target. The Cadwë traditionally distinguish their targets as follows:

- **Dwelling (1):** A Cadwë's dwelling, no matter his lifestyle. The probability of it being guarded is pretty low except for large estates and palaces. A dwelling rarely contains reserves higher than 10 guards. If a dwelling only consists of one area, it is considered Inhabited by default.
- **Lair (3):** These are installations owned by an organization, a guild, a league, some secret society, etc. Nobody usually lives there, but it is used to store a lot of secrets and equipment. The guards are numerous and well trained. The reserves may reach as high as twenty guards for a "standard" Lair, fifty for a guild's headquarters and even one hundred guards in the best guarded embassies!
- **Ruins (3):** These are open buildings worn by time or an underground complex located under the Jewel of Lanever. Nobody ever lives there, but creatures may have settled in some forgotten rooms.



CAPTAIN, WE'VE GOT AN EMERGENCY

This section is a tool to prepare and even improvise an infiltration.

- **Choosing the tiles:** Even in the case of an unexpected intrusion, the GM must set tiles on the table! If he is truly caught off guard, he may only display the tile where the PC are deployed, and then complete it with more tiles as they explore the board. Even in this case, the GM would be advised to anticipate the PC's progress and prepare a mini-map behind his screen.
- **Determining the target's characteristics:** It is essential to know the POT of the employer and the size of the reserves. The first will be determined considering the importance of the employer in the city and the difficulty the GM wants to impose on his players (see below). If the GM believes the employer has a particular reason to fear infiltrations, he can consider the employer to be one category above his typical Potential. The size of the reserves can be deduced from the nature of the target. Once the reserves are determined, the GM can decide the size of the detachments; two or three guards constitute a standard detachment.

- **Placing the guards:** Their position has to be anticipated, even in an improvisation, in order to be able to correctly inform the players about the permanent perception of their characters. For the GM, an infiltration is similar to a game of chess; he ought to play one move ahead of the players. The table below provides some help, allowing you to quickly decide if it is likely that guards may be posted in a given area.

- **The patrols:** In an improvisation, setting up a patrol can be pretty tricky, since it requires the management of an overall map of the target.

If this map is known by the GM, he can elaborate the patrol path and use the usual rules.

If in the unfolding of the game, he did not anticipate this point, he must use the table below to determine the areas which might be Patrolled. Only the areas with two exits are patrolled: one for the patrol to come in and one for the patrol get out.

If there is a doubt, and if the table allows it, the GM must consider that Guarded areas are also Patrolled (to make sure the guards are still there!), the same goes for the areas connecting these Guarded areas.

Without a complete path, the GM must determine if the patrol is in fact in the same area as the intruders by using the usual rules, but deducting (13-POT of the employer) to the number of areas on the patrol path.

CAPTAIN, WE'VE GOT AN EMERGENCY

POT	In front of the doors	Exit areas	Windows areas	Patrols?	Calm areas?
1-4	-	Detachment x 1 (M)	Patrol (Ground floor)	No	Yes
5-8	Detachment x 1	Detachment x 1	Patrol (Ground floor)	Yes	Yes
9-10	Detachment x 1	Detachment x 2 (M)	Patrol	Yes	No

"Detachment x Y" indicates that the area is Guarded by Y detachments of guards.

"Patrol" indicates that the area is Patrolled by a detachment of guards.

In front of the doors: If guards are present on the street in front of the main entrance.

Exit areas: If the guards are present inside or in areas with exits leading outside. "(M)" means that only the main entrances are concerned. On the upper floors, areas with a staircase are considered main exits.

Windows areas: If the guards are present inside the target or in the areas with windows. "(Ground floor)" means that only the ground floor rooms are concerned.

Patrols?: If the other areas besides those indicated the other columns are patrolled.

Calm areas?: If there are any Calm areas inside.

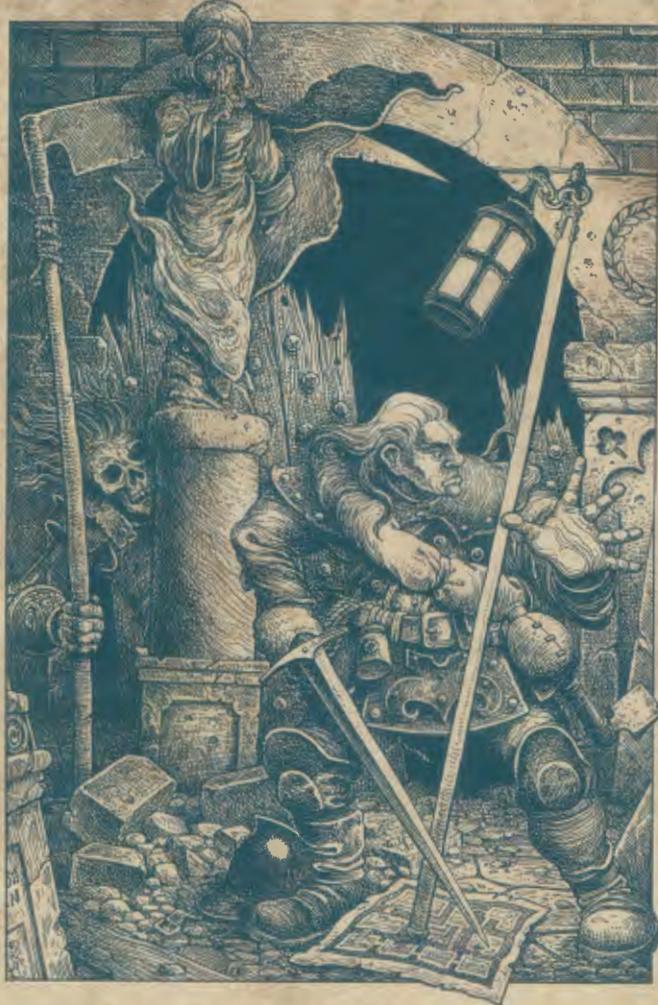
HAZARDS

Hazards constitute a tool for the GM to stage situation where the PC's enemy is not a character but the scenery itself (traps, accidents, etc.). Staging hazards requires potential dice and an attitude. This allows the GM to manage the hazards using the same tools as for characters.

When a hazard is triggered, the GM reveals its existence at the end of the round. In the following round, he has it intervene at a moment determined as if it was a character: depending on the number of dice placed in the AP and its attitude. In case of a tie, if the attitude is not enough of a tie breaker, the hazard loses the initiative. To determine if the hazard affects a character or an element of scenery, the GM uses the dice given by the POT and rolls a test as if it was a character using an ability.

Each hazard is described according to the same format:

- **Attitude:** This criterion simulates the surprise effect, obviousness or force of a hazard. It allows to determine the moment in the round when the attitude will be resolved. The number in brackets indicates the value of the attitude taken into account when rolling a hazard test;
- **POT:** The number of dice used in hazard effects. The POT simulates the importance of the hazard and the danger it represents. Some hazards are only solved once: they are then indicated as "instantaneous". Otherwise, the POT of the hazard is regenerated like the POT of a character; it is solved again until it is entirely neutralized;



- **Trigger:** In what circumstances can/must the hazard be staged? "Scenario" means that the GM stages the hazard when he believes it is the right time according to the unfolding of his adventure. "Immediate" implies that the

hazard is solved once the conditions required to trigger it are fulfilled.

Then you will find a description of the hazards and ways to stage them.

NATURAL HAZARDS

COLLAPSE

- Attitude:** PUG (2).
POT: 9 (Instantaneous).
Trigger: Scenario.

A collapse is a general term simulating the fall of debris or of a body. It might be a tunnel caving in, a ceiling crumbling down, the crash of a flying creature or of a machine. According to the nature of the collapse, it can affect one square, an area, a tile or the whole game board. The GM reveals this area of effect when he announces the collapse.

When this hazard is staged, the GM rolls $Xd6+3$, X being the number of dice spent. If the roll is not an automatic failure, the characters and the elements of scenery suffer a Damage roll with a POW depending on the nature of the collapse (see below). A character may try to Dodge/OPP or Stunt/STY before the resolution of the hazard roll to evade the effects of it. The final result of this test becomes the difficulty of the hazard test.

If the GM places dice in RP for the hazard, he can use them to affect a character each time the crumbling structure loses a Structure point.

Although this hazard is instantaneous, it can go on for several rounds: the POT dice which are not spent during a round are kept for the following. When all the dice have been spent, the collapse is over.

COLLAPSE



Collapsing masse	Power
Stone	1d6
Rocks	3d6
Ceiling	4d6
Underground, house	6d6

Important: Collapse Damage rolls are Penetrating/2.

INFERNO

Attitude: PUG (4).

POT: Spécial

Trigger: Scénario.

An inferno simulates a fire which is likely to spread. It always begins on a single square and has a POT of one. At the beginning of the following round, the POT is recalculated: it is equal to the radius, in squares of the area of effect of the inferno.

An inferno is obvious to sight and smell. It generates a perimeter of lighting (3) from each square affected. Once it affects several squares, the smell becomes particularly strong (see *Players handbook*, P.206). Finally, it becomes obvious to hearing when it affects several areas.

When the inferno is perceived by an NPC or when it is obvious to all senses, it causes the Threat to increase (TL+1) at the end of each round.

When the GM manages the effects of the inferno, he can use the POT dice to solve the following actions.

- **Grow:** The fire spreads along the flammable material, drawing snakes of fire on the ground and climbing the walls. Each AP die allows to spread the fire by one square in all directions. The fire can only spread to squares containing flammable material. If there are no squares fulfilling this condition, the fire can spread if it is likely that a flaming item may fall or be projected beyond the area of effect of the fire. To simulate this, the GM must spend as many dice as the number of squares the fire leaps to get to a square containing flammable items.
- **Set fire:** With the wind and temperature differences, the fire cracks and jolts, threatening to set fire to those who come to close. The GM announces a target and rolls Xd6, X being the number of dice spent. If this test is not an automatic failure, the targeted character starts to burn. A character can react with a Dodge/OPP or a Stunt/STY before the resolution of a hazard to evade its effects. The final result of this test becomes the difficulty of the hazard test. This effect can also be used to set fire to an item or a specific element of scenery. A flaming character suffers a Damage roll (POW 3d6, penetrating Ø) due to the fire and the heat at the end of each round, during the conclusion phase.

SOURCES OF DANGER

The sources of danger presented in the *Players handbook* (see p.228) are not always managed as hazards. In such a case, here is the way to proceed:

Fire and heat inflict damage the first time a character is exposed to them, then at the end of each round, during the conclusion phase, as long as he is under the effects of them.

Drowning and asphyxiation both inflict damage each time a Swim/PUG test is missed or at the end of each round, during the conclusion phase.



- **Blaze:** The fire intensifies in the area it already occupies, devouring anything flammable with a beastly appetite. The GM rolls Xd6, X being the number of dice spent. If the roll is not an automatic failure, every character inside the area of effect suffers a Damage roll due to the fire and the heat (see *Players handbook*, p.228). A character can react with an Endure/PUG test. If the result of his test is equal or superior to the inferno roll, the character suffers no damage.

It is possible to partially put out a fire with a fact (1d6), as long as the character uses something to choke the flames (water, blanket, etc.). The fire is put out in one squares located within the character's reach. The POT of the inferno diminishes by a point each time all the outside squares in the fire's area of effect are put out.

FLOOD

Attitude : SLE (3).

POT: 3

Trigger: Scénario.

A flood pours great quantities of water into the streets or drowns the underground passages of Cadwallon. It can be caused by the overflowing of the rivers running through the city, by rain storms or even by tidal waves (in this case the POT is worth six).

Depending on the nature of the flood, it affects an area, a tile or a game board. In the first round, the flood affects Short size characters (SIZE 1). The size affected increases by a level with each round. Unless it is tidal wave, a flood does not rise above Large Size. Finally, the flood is animated

by a current, the direction of which is defined by the GM according to the source (a river, the sea shore, etc.).

When the hazard is resolved, the GM rolls $Xd6 + 3$, X being the number of dice placed in the AP. The final result of the roll constitutes an independent pool of MOV points that a character affected by the flood is forced to move following the current. If an obstacle prevents a character from performing this movement, he suffers a Damage roll with a POW equal to the number of MOV points which could not be spent.

Besides, the area of effect of a flood is a stretch of water deep as the Size affected. The final result of the last roll to solve the effects of the flood is the difficulty of any Swim/PUG test.

QUICKSAND

Attitude: SUB (2).

POT: 3

Trigger: Immediate.

The quicksand threatens to swallow characters who do not pay attention. It can stretch over one to three squares. Quicksand is considered stealthy when there is vegetation in the same area or when the lighting is not Clear.

When a character penetrates the area of effect of quicksand, his momentum forces him to spend two MOV points to move an extra square. Moreover this triggers the resolution of the quicksand. The GM rolls $Xd6+2$, X being the number of dice spent. If this roll is not an automatic failure, the character loses one MOV point. Points lost in this way are cumulative. They are not recovered as long as the character is caught in the quicksand.

A character can react with a Swim/PUG test. If the final result of this test equals the result of the quicksand roll, the character does not lose any MOV points.

The same procedure is applied during the following round, the GM solves the effects of the hazard. Each of these rolls affects all the characters in the area of effect. If a character enters this area of effect while other characters are already inside, the GM must use RP dice to affect him immediately. Otherwise he must wait for the next quicksand action.

A character caught in quicksand has to resort to a Swim/PUG (8) test to move. If it fails, he loses a MOV point. A character who loses all his MOV points asphyxiates in the quicksand.

A character located outside the area of effect can help a trapped character, if the latter is within his reach. Catching the trapped character or throwing him a rope is a fact (1d6). Once this is done, the trapped character can swap the Swim/PUG test for a Force/PUG to resist the effects of the quicksand. Besides, the character located outside of the area of effect can roll a Force/PUG test to pull his companion towards him. The difficulty of the test is determined as usual; a success allows to move the trapped character one square. A character caught in the quicksand but who benefits from exterior help, gets a free gamble for his Swim/PUG tests to move in the quicksand area.

When he gets out of the quicksand, the character immediately recovers all the MOV points he lost.

ACCIDENTS

COLLISION

Attitude: SLE (3).

POT: MOV (Instantaneous).

Trigger: Immediate.

A collision happens when a vehicle hits a character or another vehicle. The GM rolls $Xd6 + 3$, X being equal to the MOV of the vehicle causing the collision. If this roll isn't an automatic failure, the character or the vehicle suffers a Damage roll with a POW equal to the MOV of the vehicle causing the collision, plus the Damage Modifier due to its Mass (see *Revolution, Secrets*). If the victim of the collision is pushed back, it moves out of the vehicle's trajectory.

A character can react with a test of Stunt/STY. The final result of this test becomes the difficulty of the roll simulating the collision.

SLIPPING/SKIDDING

Attitude: OPP (2).

POT: 2

Trigger: Immediate.

A skid takes place each time a character moves on a particularly unstable surface: a ship's deck in the middle of a storm, a sloping roof under lashing rain, etc. Usually, the MOV cost of terrain simulates the sometimes unstable character of some surfaces. So this hazard should only be used in exceptional circumstances.

When it is the case, the GM rolls $Xd6 + 2$, X being the number of dice spent. The final result is equal or superior to the character's DEF, he falls into a neighboring square. If the terrain he is standing on is an obvious slope, the character falls into a square located lower on the slope. This might force the character to fall over the edge.

A character can react with a Stunt/STY. The difficulty for this reaction is determined as indicated in the ability's description (see *Players handbook*, p.191).

CRASH

Attitude: OPP (4).

POT: SIZE of the character.

Trigger: Immediate.

A crash happens when a character uses the ability Stunt/STY to land on a surface too fragile for him:

- For Short Size characters (SIZE 2) or Medium Size characters (SIZE 3): a surface made out of fabric;
- For Large Size characters (SIZE 4) and over: wooden flooring or a surface made out of fabric.

The GM solves a (POT) $d6 + 4$ roll. If the result is equal or superior to the result of the Stunt/STY test, the surface breaks under his weight and the character falls.

If this fall ends on another surface which might crash as well, a new hazard is solved before the Damage roll due to the fall. The result of this roll is halved if the surface does in fact break.

REARING MOUNT

Attitude: PUG.

POT: POT of the mounted creature.

Trigger: Immediate.

A mount rears in the following cases:

- The rider is in rout;
- If it loses health points;
- The TL is superior to its POT.

When a mount rears, it tries to throw its rider off and run away. The GM rolls a Force/PUG test using the mounts values. If the result is superior or equal to the rider's MAS, the latter falls off and suffers a fall equal to the SIZE of the mount. It is possible to react to this hazard using Ride/STY.





To see
Cadwallon
and die

CONFRONTATION

— But I'm telling you I've been mugged, Officer! You cannot...

— Not interested. You go acting the Soma, you pay the price. Now, how about you...

The Officer clad in his shiny armor drew his breath and left out a roar which must have been heard throughout the garrison:

... GET LOST!

The young man managed to go white despite the numerous cuts and bruises coloring his face. His shoulders dropped as he turned on his heels and beaded out of the office. Outside, the ordinary spectacle of a militia garrison awaited him: a few young people standing in front of a closed office, hoping to be recruited; all around the yard, veterans equipped with bits and pieces were smiling sardonically. This morning was not short of motives for a good laugh. There was the delightful spectacle of the young blood still full of hope in joining the militia. There was also this young burgher, a Barban freshly arrived from his kingdom, still full of the convictions and moral sternness of Alaban. His swollen face was first hand testimony that reality had slapped him in the face...with a bag full of bricks.

He stopped in the center of the yard scrutinizing the men making the militia of Soma. Their uniforms obviously showed the wear of time, the wages had to be pretty low, because sometimes a piglet or a chicken would run across the yard, they had probably been taken from the stall of an unlucky shopkeeper, unless they were given as a reward for some service by a thankful merchant.

The veterans felt the young man's gaze weigh upon them. They could also see his face harden as he began to realize.

With a hurt hand, still bearing the trace of a heavy boot, he grabbed from inside his coat a promisingly chubby purse.

— Would there be anybody ready to help me?

The militiamen's gaze brightened, his attention caught by the leather pouch and its precious content. One of them got up, leaving his amphora down. He wiped the wine dribbling from his dirty and badly shaven chin with the back of his hand.

— They call me Sergeant Bracus. Who did that to you boy?

— A fellow I bumped into on the port of the Ondine. He was wearing only breeches and had odd tattoos on his arms and torso. He was build like a Griffen fortress, with muscles like a Sybar golem!

— Right. Did he take anything?

— No. He just gave me a right beating, and then directed me to the garrison!

Sergeant took a second to think. His eyes squinted as he evaluated the situation. He seemed to come to a decision.

— Get up lads! We're back in business. Bragh Mac Bragh is spoiling for a fight!

As the militiamen got up and equipped themselves with surprising efficiency, the Sergeant turned towards the Barban. He caught the purse shown by the young man, picked a few coins and gave him back.

— You're going places boy. Anyway you understood the only rule standing in Cadwallon. Everything has a price here. This city is a whore I tell ya.

The militia is in charge of maintaining the peace in the Free city and serves in the Duke's army if need be. For both duties, they work with the other legitimate armed forces of the city, such as the Peers' troops, and cope with those, tolerated, of the guilds. Its officers and leaders gladly submit to this exercise, notably because they are aware of the militia's limitation: political plotting and geographical borders hinder its powers, and the militia often has to negotiate to reach its goals.

ORGANIZATION

THE CONSTABLE

The Duke hands down his power to a Constable. Depending on the influence of the Duke on the politics of the city, the nomination of the Constable is more or less a compromise with the guilds, the aristocracy and sometimes the leagues themselves. Officially, the Constable remains the Duke's subordinate, and reports to him alone. This is one of the perversities of Cadwë politics. In fact it happens that the Constable has enough prestige on his side or is politically powerful enough to become a true leading power.

When Den Azhir reached the ducal office, one of his first decisions was to name a new Constable. His choice was made without even consulting the Peers and was met with outrage. Nevertheless, the candidate imposed by the new Duke, a former orc free leaguer called Kal Rajghur, revealed himself a formidable administrator and a remarkable scholar. Following his wise guidance, crime fell back and only the Duke's direst enemies still complain about his decision. It must also be said that Kal Raighur does not hesitate to use his orc physique to put an end to any grievances. He has the Duke's entire trust, and the latter only intervenes in the militia's business if it is truly necessary.



Name: *Kelian Durak* League:
 Origin: *Cadwallon* Race: *Humain*
 Culture: *Lower city* Motivation: *Incarnate*
 Feats: *Ruthless, Leadership*
 Distinctive feature(s): *Bravery, Implacable*
 Trade(s): *Officer, Soldier, Sleuth*
 POT: *5* XP:

SIZE: *Medium* (3)
 MOV: *4*
 POW: *3*.d6
 FEAR:
 DEF: *4*
 MAS: *3*

HEALTH POINTS
 Stunned
 Unflurt
 Light Wound -1
 Serious Wound -2
 Critical Wound -3
 INCapacitated (-4)
 PROTECTION
 PRO: *3* Mod: *1*

PUGNACITY		SLEIGHT		STYLE		OPPORTUNISM		SUBTLETY		DISCIPLINE	
Bash	■■■■■	Activate/Open/Close	x16	Disguise	□□□□□	Abjure	□□□□□	Argue	□□□□□	Analyse	□□□□□
Charge	□□□□□	Aim	□□□□□	Dominate	□□□□□	Channel	□□□□□	Barter	□□□□□	Command	■■□□□
Drive	□□□□□	Climb	□□□□□	Examine	□□□□□	Conceal	□□□□□	Consecrate	□□□□□	Confound	□□□□□
Enclure	■■□□□	Design	□□□□□	Fantasize	□□□□□	Crook	□□□□□	Cypher	■■□□□	Coordinate	□□□□□
Exult	□□□□□	Design	□□□□□	Fend off/Parry	□□□□□	Distract	■■□□□	Disarm	□□□□□	Defend	■■□□□
Force	□□□□□	Enchant	□□□□□	Get up	□□□□□	Dodge	x16	Feel	□□□□□	Heal	□□□□□
Impress	x16	Evoke	□□□□□	Incantate	□□□□□	Fool	□□□□□	Foretell	□□□□□	Improve	■■□□□
Incantate	□□□□□	Feign	□□□□□	Lunge	□□□□□	Hide	□□□□□	Identify	■■□□□	Incantate	□□□□□
Intimidate	■■□□□	Incantate	□□□□□	Preach	□□□□□	Hunt	□□□□□	Incantate	□□□□□	Look out	■■□□□
Revoke	□□□□□	Mediate	□□□□□	Ride	□□□□□	Incantate	□□□□□	Poison	□□□□□	Pray	□□□□□
Slash	□□□□□	Operate	□□□□□	Seduce	□□□□□	Peek an eye	□□□□□	Repair/Fix	x16	Reload a bow	x16
Smash	□□□□□	Operate	□□□□□	Shift position	□□□□□	Put to death	x16	Sermonize	x16	Reload a crossbow	2x16
Snap out of it	x16	Pierce	□□□□□	Strike back	□□□□□	Recharge	□□□□□	Speak	□□□□□	Reload a firearm	3x16
Subdue	□□□□□	Sail	□□□□□	Sunt	□□□□□	Sabotage	□□□□□	Study	□□□□□	Search	□□□□□
Swim	□□□□□	Shoot	■■□□□	Summon	□□□□□	Siege	□□□□□	Study	□□□□□	□□□□□
.....	□□□□□	Slither	□□□□□	□□□□□	Survive	□□□□□	Sublimate	□□□□□	□□□□□
.....	□□□□□	Take out a weapon/a gem	x16	□□□□□	Wrestle	□□□□□	Taunt	□□□□□	□□□□□
.....	□□□□□	Tinker	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□

PUG +3 SLE +3 STY +2 OPP +3 SUB +4 DIS -2

RANGED WEAPONS	POW	Rate	Range	Rel.	SIZE	Conc.
Crossbow	4 d6	1	6/12/18	2	3	-
	d6					
	d6					
	d6					

REACH						
		7				
7	6	6	6	7		
6	4	2	4	6		
6	3		3	6		

MELE WEAPON	Par. Mod.	DAM	Type	Reach	SIZE	Conc.
Fists	-	-2	C	0	T	-
Sword	-	+2	T	1	3	-1
The stunner	-	+4	C	0	4	-5



THE STUNNER

The Stunner is a magical hammer found by Kelian Durak during a shady investigation. The captain wields this powerful weapon with both hands. When he uses it to deal a successful master strike, the target loses one die from its AP or RP (for the player controlling Durak to choose) in addition to any other consequences of the blow. The Stunner has the same characteristics as a giant mallet.

KNOWLEDGES

Administration: <i>Cadwallon</i>	□□□□□	Fiefdom: <i>Kraken</i>	□□□□□
Administration:	□□□□□	Fiefdom:	□□□□□
Culture: <i>Lower city</i>	■■□□□	Fiefdom:	□□□□□
Culture:	□□□□□	Language: <i>Cadwe</i>	■■□□□
Faction: <i>Militia</i>	□□□□□		□□□□□
Faction:	□□□□□		□□□□□
Faction:	□□□□□		□□□□□
Region: <i>Cadwallon</i>	■■□□□		□□□□□
Region:	□□□□□		□□□□□

CONTACTS

NAME (ATTITUDE)	Intimacy	Localization	Page
Duc de Cadwallon	.2. □□	Den-Azhir	
Kalye	.2. □□	Trophy (the Square)	
Dil-Dan-Alar	.2. □□	Trophy (Little Klüne)	
The Archduke	.2. □□	Rampart (the Swamps)	
Seyr	.2. □□	Kraken (Buoyancy bay)	
.....	□□		
.....	□□		
.....	□□		

EQUIPEMENT

	Weight	/		Weight
■ The Stunner	10		■ Lantern	0.5
■ Breastplate	20		■ Calligraphy utensils	3
■ Crossbow and 20 bolts	4.5		■ Rucksack(x2)	2
■ Reinforced leather armor	10		■ Militia uniform(x2)	6
■ Shield	3		■ Clothes	3
■ Purse	..		■ Worn clothes	3
■ Tin trunk	3			
■ Suspend	2			
■ Parchment sheet	0.5			
■ Phial (oil)	..			
Ducats: .130..			TOTAL (Kgs):	42.5
			Bulk:	..1

KELIAN DURAK

"Incorruptible? Therefore expensive."

Kelian Durak was raised in the lower city. He became a militiaman who quickly climbed the hierarchy. Keen expert of the city and brilliant sleuth, militiaman Durak soon became sergeant. But all of a sudden, complaints and accusations of conspiracy concerning him came pouring in, bringing his advance to a halt. The rumor says he is one of the most corrupt Officers there is. Nevertheless and despite the thickness of his file, no evidence was ever found to terminate his career. On the contrary, his service record mentions many operations which might not have been handled according to procedure but have turned out to be great achievements. The seediest cases and the most explosive situations are often handed down to this already tainted militiaman.

In 1006, Kelian Durak will be wrongly accused of embezzlement and murder. Wanted by the militia, he will feign to give into corruption to fool the conspirators: the Usurers. During the skirmish which will occur at the end of the case, the Captain will face Sophet Drahas himself. He will lose the fight but will manage to get away; having snatched the Arcanum XV, the Devil, from the necromancer's claws.

Kelian Durak will be promoted to Lieutenant General and sent away while the Usurers cool off. Unofficially, the Duke gives him a mission of prime importance: retrieving the other missing arcana of the Tarot of Vanius. From then on Kelian will be implicated in the Rag'narok.

THE LIEUTENANT'S GENERAL

The Constable is assisted by his Lieutenants General.

The Lieutenants General are almost exclusively chosen among the aristocracy, but tradition prevents them from being nominated in their family's fiefdom. Meant to guarantee the impartiality of its high ranking officers, this law has generated two perverse effects. First, many noble families have used the nomination of one of their offspring to generate problems in an enemy fiefdom. Second, long lasting alliances have been woven between some families. The Lieutenant General of the one supporting the activities of the other, and vice versa. Each change of posting brings its lot of endless negotiation.

THE OFFICERS

Each Lieutenant General runs a **garrison** composed of Captains, Lieutenants, Sergeants and militiamen. It is possible and not uncommon for Officers to come from the common people. Thus, some Captains are former rogues or fallen free leaguers forced to join the militia.

Yet a great many **Captains** and **Lieutenants** come from local nobility: The youngest of great families, heirs of disgraced or bankrupt lineages, these Lieutenants are less preoccupied by maintaining order than safekeeping the interests of their relatives.

The **Sergeants** are militiamen from the ranks, who have earned their rank through internal promotion, or are veterans with leadership experience in one of the many armies fighting on Aarklash.

AD VALTATION

"You've got an ugly mug? The lil' ones keep stoning you on the street?
— The militia needs people like you!"

Slogan of the militia's recruitment office

AD VALTATION

Finally, the satisfaction of some rudimentary criteria is enough to be recruited by the militia upon presentation at the barracks.

All militiamen subscribe to the Militia's Club for their old days; in exchange they are housed and fed at Fort Gentle, in Ghieronburg, if they cannot get anything better. Besides they receive a modest pension. Although the Militia's Club is an independent organism, the militia always intervenes with great haste if anything happens at Fort Gentle: many militiamen have old friends spending a peaceful retirement there. And the militia often comes for the old timers' advice, their contacts and experience came out handy on many occasions.



THE GARRISONS

The militia of Cadwallon is organized in garrisons. There are twelve of them, one for each of the eleven fiefdoms of the city. This organization chart counts an extra garrison. This twelfth garrison is due to a counting error made by some unknown accountant in the early days of the Free city. It has no true existence, no commanding Officer and no men assigned to it. Officially that is...

Each garrison is run by a Lieutenant General, supported by a variable number of Captains and Lieutenants. All the Lieutenants General gather for weekly meetings in the barracks of the Den Azhir garrison, at the ducal palace, in one of the towers.

Depending on the numbers in each garrison, it can have no Captain at all or on the contrary an overabundance of commanding officers. According to a rule of thumb, the Lieutenants are coordinated by a veteran chosen among their ranks, no matter if he is Captain or not, depending on the finances of the garrison. In the upper city, the Captains are two or three per garrison and command three to four

MILITIA'S CONTACTS

A militiaman's contact depends on the fiefdom he is assigned to:

- **Automaton:** Pteryx, the archeo-goblin
- **Den-Azhir:** Eriel
- **Drakaër:** Erchar
- **Gamehead:** Tragga
- **Ghieronburg:** Sergeant Martial
- **Kraken:** Kan Bitterfist
- **Ogrokh:** No one
- **Rampart:** Penthow
- **Soma:** Mirole
- **Trophy:** Joe
- **Var-Nokkt:** Master Örn

SERGEANT CADWË

Race: Human
Culture: Lower city
Trades: Guard 3, officer 2
Dominant attitude: Pugnacity
Power: 3
Feat: Ruthless
Movement: 4
Potential: 5
Size: Medium (3)
Distinctive features: Bravery, War cry/5, Vivacity
Characteristics:

- PUG 2
- SLE 3
- STY 2
- OPP 3 (DEF 4)
- SUB 4
- DIS 2 (MAS 3)

UNhurt ■■■■
Light Wound ■■■■
Light Wound ■■■■
Serious Wound ■■■■
INCapacitated ■■■■

Knowledge:

- Culture (Lower city) 2
- Faction (Militia) 2
- Fiefdom (Choose one) 4
- Language (Cadwë) 2
- Region (Cadwallon) 2

Abilities:

- Analyse/DIS 1
- Bash/PUG 2
- Command/DIS 2
- Confound/DIS 1
- Crook/OPP 2
- Defend/DIS 1
- Disarm/SUB 1
- Identify/SUB 2
- Intimidate/PUG 5
- Look out/DIS 5
- Parry/STY 3
- Slash/PUG 5
- Wrestle/OPP 2



Contact
 Spécial (See box)
Equipment: Bells, breastplate, keys, militia uniform, purse (x2), shield, sword and 125 D.

Lieutenants each. On the contrary, some of the fiefs of the Lower city only have a unique Lieutenant as sole commanding officer.

Each garrison is organized into a number of sections:

- **Section I, "the pencil pushers"**, is the commanding section. It is run by the Lieutenant General himself. It coordinates the various sections and administers the garrison for the whole fiefdom;
- **Section II, "the trash sniffers"**, manages the garrison's treasure. In some sensitive fiefdoms, its duty also extends over internal affairs: members of this section hunt down their corrupt colleagues. In the richest fiefdoms, section II has become a vast money laundering machine, which unofficially offers banking services to a certain number of privileged people;

• **Section III, "the killers"**, is the elite unit of each garrison. It mainly consists of former free leaguers. These militiamen are men and woman trained for combat and versed in the use of magic. Their mission: to intervene when the militia encounters a threat beyond the capacities of ordinary soldiers. The killers are almost always sent against free leaguers who refuse to surrender.

Their fierce and uncompromising reputation need not be explained: its members well know that when free leaguers are forced to a fight against the militia, they cannot leave any witnesses. The fights of section III are therefore deadly most of the time;

- **Section IV, “the hunt”**, is the investigation unit of the garrisons. Last on the militia’s budget priorities, it usually has no more than a sergeant or two, when the Lieutenant General went through the trouble of appointing them. Too many infractions take place in the Jewel of Lanever to go after all the offenders and the militia already has enough work to do with those they catch red-handed. Yet sometimes the victim of a crime (or his family) has enough influence to instigate a proper investigation. In such cases, the Lieutenant General assigns one or two veterans to examine the case full time. These volunteers are then added to the section IV;
- **Section V, “the fortune tellers”**, is specialized in offences concerning tarot mages and Cartomancers. If the richest fiefdoms can afford to hire the services of a mage on a permanent basis, most of the time it is independent magisters or free leaguers who are recruited for the time of the investigation;

- **Section VI, “tongues of gold”**, is in charge of the public relations of the garrison. Its main role is to soothe the sensibility of the powerful, the diplomats and any another person too important to be received by ordinary militiamen. Versed in the lore of diplomacy and procrastination, the members of this section have developed, in every fief, indisputable gifts for finding excuses for delays, inefficiency or failures, while talking up the dreadful efficiency of the garrison;
- **Sections VII and above, “urban sections”**, carry out the everyday work of the garrison. The militiamen patrol the streets, chase beggars, escort the drunkards to the station and keep the peace in a general and subjective way. Most of the militiamen in each garrison are part of these sections, depending on the importance of the fiefdom and the funds available to pay the wages...

MILITIA

slang

Going to church: To be interrogated using the *Codex of Merin*.

To do the immobilis: To stand on guard.

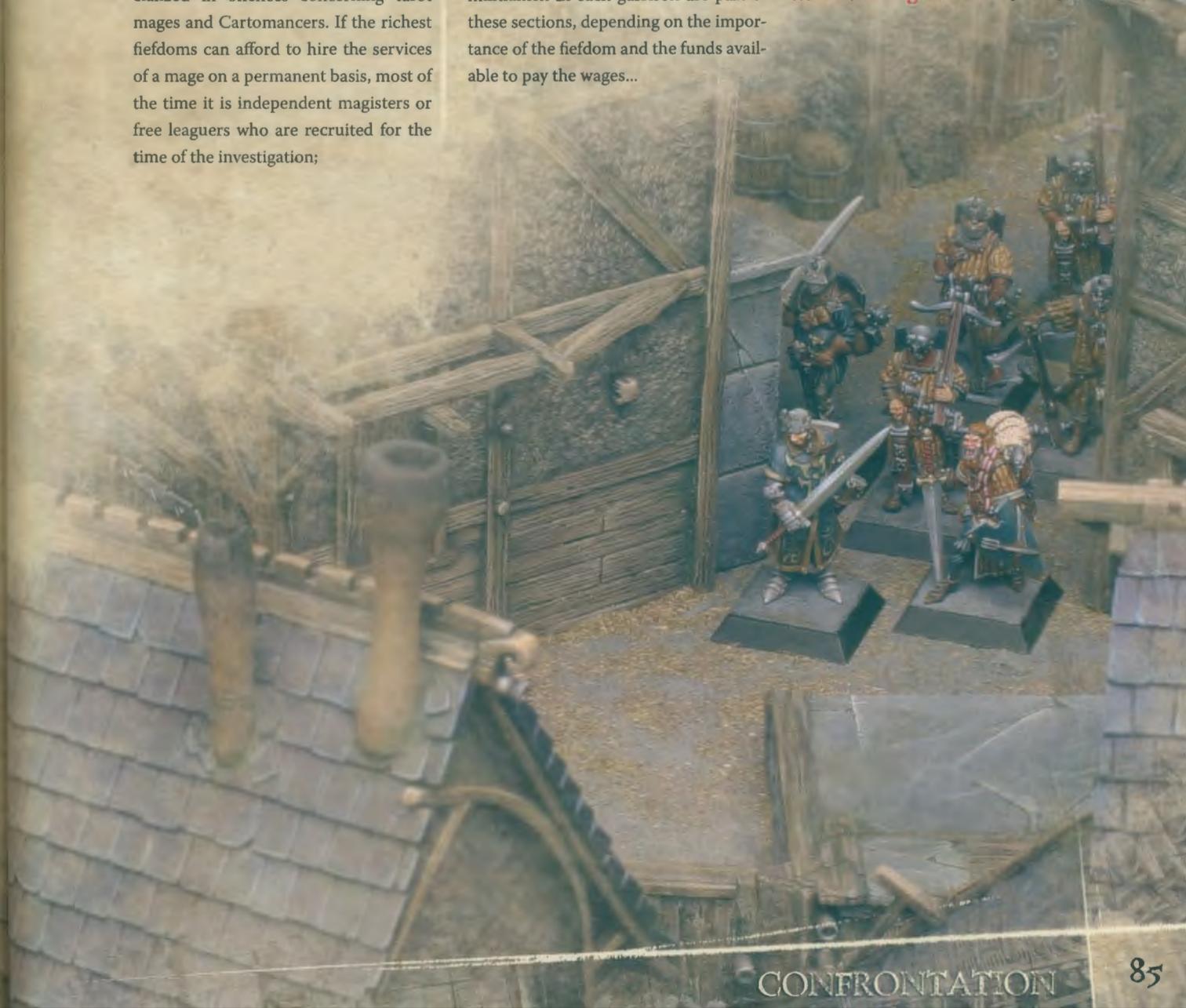
To get a skull: To arrest a rogue by killing him.

To head for the shades: To shadow someone.

Brat: A contact.

Wielding the codex: To literally use the weight of the arguments found in the *Codex of Merin* during the interrogation of a suspect.

The twelfth garrison: The fifth column.



THE AUTOMATON

Barracks: The Fine Shaft.

Lieutenant General: Eloise Drakaër.

The militiamen of the Automaton have a lot of work trying to soothe the tensions between the Daikinee (Scarab) and Akkyshan (Spider) communities. Even though it rarely comes to armed fights, it is still necessary to remain watchful. The Duke and the Constable have chosen one of Albanne Drakaër's nieces to keep an eye on the fiefdom. With her privileged Cynwall contacts, they hope she will earn the consideration of both Peers' families.

GHIERONBURG

Barracks: Shaproa

Lieutenant General: Brenann Standing-wind.

Ghieronburg is not the easiest of places to be a militiaman. Not only do they have to watch out for fantastic creatures roaming in Arcadia, but they also have to cope with the Ghieron's soldiers, stationed at Camp Valiant. Unfortunately, the ducal civil servants are led by someone totally overwhelmed by the situation: Brenann Standing-Wind. He has no idea where to begin and the militia is therefore absolutely powerless.

THE KRAKEN

Barracks: The docks.

Lieutenant General: Dorn Khaurik Argam.

The militia has given up on the Kraken. Between the sailors' and the guild of Ferrymen's swindles and the ambitions of the Peer, there is no more room for law and order. And yet Dorn Khaurik Argam would not want anything else in the world. This ruthless and incorruptible Lieutenant General dreams of restoring the Duke's authority over the former goblin colony. He organizes "raids" in the nomadic lands, but is unable to pacify them for good. Besides, he must guarantee the defense of Cadwë shores against pirates and potential invaders. Finally, he has real trouble trying to keep the well-known Captain Keljan Durak under control.



GAMEHEAD

Barracks: The Little Arenas.

Lieutenant General: Yolane Aoue.

The militiamen stationed in Gamehead are under the impression of living in another city. Provocations among the Wolfen (Wolf and Hyena) of Cadwallon occur on a daily basis and the rumors concerning the Skinner require evermore investigation.

Yolane Aoue is doing her best to maintain cordial relations with all the factions present in the fiefdom. Serdak has even "entrusted" her with a few Wolfen militiamen, but she does not know if she can trust them.

OGROKH

Barracks: The Stock.

Lieutenant General: Andreas.

The streets of Ogrokh are calm. Compared to the calamities of other fiefdoms, the pilferers of the Stock or the drunken soldiers of the Span do not seem so dangerous. The issues of Ogrokh are not related to public order, but to politic disorder. Therefore Den Azhir has chosen Andreas, a man he can trust if the situation was to worsen in Ogrokh. The former free leaguer maintains iron discipline in his ranks, in order to be ready for anything.

One of the militia's slogres, **Olrak**, can be found in the stalls and the taverns of the fiefdom.

THE TROPHY

Barracks: The Square.

Lieutenant General: Kaltyr.

Like many other things in the Trophy, the Peer has lost control over the militia. Lieutenant General Kaltyr almost officially offers the services of his men for gold. Nonetheless, the district has not entirely fallen into chaos, since Kaltyr doesn't want to lose his clientele and see them leave for another fiefdom. And so apart from some truly dangerous locations such as Pillory Square and Southaven, the militiamen patrol and keep the peace everywhere else. Kaltyr knows it has to be done if he wants to stay in office: the Lieutenant General is a commoner who only owes his nomination to his perfect service record as a free leaguer. He knows this exception has caused some commotion among the noble families, and that they only need one opportunity to restore tradition.

THE RAMPART

Barracks: The Muck.

Lieutenant General: Karag the Howler.

The militiamen of the Rampart are not many, badly equipped, and often lack motivation. Besides, they are led by a Wolfen who is a formidable fighter, but totally unable to lead or run a garrison. He is trying to defeat the Archduke, but Lil'Cad is still standing.

The barracks of the Muck is slowly slipping into disuse like the rest of the fief. The free leaguers can still count on **Sergeant Toldar**.

SOMA

Barracks: Heaven Heights.

Lieutenant General: Aristide Ghieron.

Soma is apparently a quiet fiefdom. The militiamen carry out their patrols and the passers-by, can wander around without having to be too cautious, as long as they avoid Morgue Street and the slums of the Ondine. If the presence of the guild of Thieves can worry some people, it really doesn't disturb the calm of the neighborhood. The local barracks are run by a young nephew of the Ghieron Peer. Diplomat and aristocratic, he marvelously juggles with the touchiness of the Barhan Ambassador and the leaders of the guild of Thieves.

DEN AZHIR

Barracks: North Gate.

Lieutenant General: Gyllia Var-Nokkt.

Den Azhir is the most heavily patrolled fiefdom in all Cadwallon. Its many militiamen are well equipped and brilliantly supervised by Gyllia Var-Nokkt, a head dwarf. She knows that political plotting is bound to the fief's nature and that the embassies are beyond her reach, despite the crimes they instigate; but she is not concerned about it. She is glad to do what she is told to, which is keeping the streets spotless, for the prosperity of Cadwallon.

At the Ten thousand paces prison, it is possible to befriend **Algerik**.

DRAKAËR

Barracks: The Pillars.

Lieutenant General: Melyze Soma,

Like the rest of their upper city colleagues, the militiamen of Drakaër do not have to cope with any real difficulty. But the Drakaër family will not give them a second to rest. They have strict instructions on how to sternly fight guild related offences and criminality in the Crimson dress. Their Lieutenant General, a young magician of Soma follows the orders, although she would rather avoid tackling the guilds head on, if the choice was hers to make.

VAR-NOKKT

Barracks: Ka-Ån-Vor.

Lieutenant General: Angus von Kraken.

Life is easy for the militiamen of Var-Nokkt. On the one hand, there are few rogues in the fief. On the other hand, the security of most districts is guaranteed by the Blades or the guilds' troops who have settled there. The main preoccupation of the Var-Nokkt militia is to prevent the occasional friction between the various independent armed forces. Angus von Kraken takes the opportunity to supplement his income by hiring his men to support the guilds' troops and by forgetting some minor excesses.

Umbar is the person to contact concerning all the shady activity in the fief.



MILITIA CROSSBOWMAN

Race: Human

Potential: 2

Size: Medium (3)

Distinctive feature:

Characteristics:

- PUG 2
- SLE 3
- STY 2
- OPP 3 (DEF 4)
- SUB 4
- DIS 2 (MAS 3)

UNhurt ■■■■

Light Wound ■■■■

Light Wound ■■■■

Serious Wound ■■■■

INCapacitated ■■■■

Culture: Lower city

Dominant attitude:

SLEight

Power: 3

Feat: Brutal

Abilities:

- Crook/OPP 2
- Bash/PUG 2
- Defend/DIS 2
- Hide/OPP 1
- Identify/SUB 1
- Look out/DIS 4
- Shoot/SLE 2
- Strike back/STY 1

Trades: Shooter 2

Movement: 4

Knowledge:

- Culture (Lower city) 2
- Fiefdom (Choose one) 4
- Language (Cadwë) 2
- Region (Cadwallon) 2

Contact

Special (See box)

Equipment: Crossbow (50), militia uniform, purse, reinforced leather armor, shield, sword and 35 D.



CADWË MILITIAMAN

Race: Human

Potential: 2

Size: Medium (3)

Distinctive feature:

Characteristics:

- PUG 2
- SLE 3
- STY 2
- OPP 3 (DEF 4)
- SUB 4
- DIS 2 (MAS 3)

UNhurt ■■■■

Light Wound ■■■■

Light Wound ■■■■

Serious Wound ■■■■

INCapacitated ■■■■

Culture: Lower city

Dominant attitude:

PUGnacity

Power: 3

Feat: Brutal

Abilities:

- Bash/PUG 2
- Crook/OPP 2
- Identify/SUB 1
- Intimidate/PUG 2
- Look out/DIS 4
- Parry/STY 1
- Slash/PUG 2
- Wrestle/OPP 1

Trades: Guard 2

Movement: 4

Knowledge:

- Culture (Lower city) 2
- Fiefdom (Choose one) 4
- Language (Cadwë) 2
- Region (Cadwallon) 2

Contact

Special (See box)

Equipment: Bells, keys, militia uniform, purse, reinforced leather armor, shield, sword and 50 D.



MILITIA VETERAN

Race: Human

Potential: 3

Size: Medium (3)

Distinctive feature: Cri de guerre/3

Characteristics:

- PUG 2
- SLE 3
- STY 2
- OPP 3 (DEF 4)
- SUB 4
- DIS 2 (MAS 3)

UNhurt ■■■■

Light Wound ■■■■

Light Wound ■■■■

Serious Wound ■■■■

INCapacitated ■■■■

Culture: Lower city

Dominant attitude:

PUGnacity

Power: 3

Feat: Brutal

Abilities:

- Bash/PUG 2
- Crook/OPP 3
- Feign/SLE 1
- Fool/OPP 1
- Identify/SUB 1
- Intimidate/PUG 2
- Look out/DIS 4
- Parry/STY 1
- Slash/PUG 2
- Wrestle/OPP 1

Trades: Guard 2, miscreant 1

Movement: 4

Knowledge:

- Culture (Lower city) 2
- Faction (Militia) 1
- Fiefdom (Choose one) 4
- Language (Cadwë) 2
- Region (Cadwallon) 2

Contact

Special (See box)

Equipment: Bells, forged documents, keys, militia uniform, purse (x2), reinforced leather armor, satchel, shield, sword and 125 D.



MILITIA OGRE

Race: Ogre

Potential: 2

Size: Large (4)

Distinctive feature:

Characteristics :

- PUG 2 (FEAR 3)
- SLE 3
- STY 2
- OPP 3 (DEF 4)
- SUB 2
- DIS 4 (MAS 5)

UNhurt

Light Wound

Light Wound

Serious Wound

INCapacitated



Culture: Ville basse

Dominant attitude:

PUGnacity

Power: 5

Feat : Ruthless

Abilities:

- Bash/PUG 2
- Crook/OPP 2
- Identify/SUB 1
- Intimidate/PUG 2
- Look out/DIS 4
- Parry/STY 1
- Slash/PUG 2
- Wrestle/OPP 1

Trades: Guard 2

Movement: 5

Knowledge:

- Culture (Lower city) 2
- Fiefdom (Choose one) 4
- Language (Cadwë) 2
- Region (Cadwallon) 2

Contact

Special (See box)

Equipment: Bells, keys, militia uniform, purse, reinforced leather armor, shield, sword and 50 D.



OFFENSES, SENTENCES AND FINES

The logic behind all fines and sentences is the following: the law seeks to compensate the financial prejudice, but in no way the moral prejudice. Thus rape is less severely punished than mutilation, since the financial prejudice of rape is pretty low; it merely implies greater difficulties in finding a husband or a wife. On the other hand, mutilation implies the partial, if not absolute, impossibility to practice one's trade; financially speaking, the prejudice is very important!

Cadwë law only defends Cadwë interests and prosperity; foreigners are therefore not protected, and must turn to their embassy or to some less official solutions to seek justice.

The *sentences* describe the sanctions that Cadwë justice will apply to culprits. The *compensations* indicate what he will have to pay to the victim of his crime or to the victim's relatives, if the victim appeared to be unable to benefit from this reparation.

Fines and compensations must be paid immediately after the verdict. The culprits who are unable to pay the money owed are tried again, this time for debt. The extra sentences (banishment, maiming, execution and so on.) are applied up until the debt is paid off.

The free leaguers are subjected to the same rules of justice, to the notable exception that it is the league and not the individual who is tried. No physical punishment can therefore be applied. Even better, the league is only required to pay the financial fines and compensations. All other punishments (maiming, banishment or execution for instance) are purely and simply ignored.

BEATING, BREAKING, AND KILLING

Assault: Action of attacking a Cadwë without any destruction of property or any incapacitating injury.

- *Sentence:* None. The Cadwë take justice into their own hands, the militia and magistrates have better things to do.

Battery: Crime of attacking a Cadwë causing destruction of property and public disorder prejudicial to the commercial activity of the city. An incapacitating injury is considered a crime of maiming (see further),

- *Sentence:* Fine of 5 ducats.
- *Compensation:* The cost of repair or replacement of the clothing and equipment damages. Only in cases of flagrante delicto.

Rioting: Action of creating public disorder as a group.

- *Sentence:* Fine of 500 to 5000 ducats shared among all the rioters. The instigators are banished or executed, according to the magistrate's choice.

Murder: Action of killing a Cadwë.

- *Sentence:* Fine of 100 to 1000 ducats. Banishment and/or death penalty.
- *Compensation:* Reparation equal to the victim's patrimony.





Maiming: Action of diminishing, in a permanent way, the physical capacities of a Cadwë to participate to the city's prosperity.

- *Sentence:* Fine of 50 to 1000 ducats, according to the gravity of the mutilation. The executioner inflicts the same mutilations as the offender inflicted upon his victim.
- *Compensation:* Reparation equal to half a year of the mutilated victim's wages, plus 10%.

Torture: Action of inflicting great pain to an individual, leading to the disturbance of public order, thus harmful to the commercial activity of the city, having for purpose the gaining of information from the victim, the use or spreading of which could cancel all or part of a Cadwë's capacity to participate to the prosperity of the city.

- *Sentence:* Fine of 25 to 100 ducats, according to the gravity of the injuries. Only in cases of flagrante delicto and if the actions may trouble public order.
- *Compensation:* Reparation of variable cost, according to the value of the information obtained and the prejudice the revelation or the use of the given information caused.

Criminal damage of property: Action of voluntarily destroying the belongings of a Cadwë.

- *Sentence:* Fine equal to the value of the items destroyed, taking into account the repairs required. The culprit will have both his hands severed.
- *Compensation:* Reparation equal to the cost of the fine.

Rape: Action of forcing a Cadwë into having sexual intercourse causing a loss in status which might prevent the victim from finding a spouse, hence cancelling all or part of the said victim's capacity in participating to the prosperity of the city. Some marriage contracts may benefit from this protection after marriage (at the cost of 1% of the dowry paid by both spouses to the public treasure of the district).

- *Sentence:* Fine of 5 to 100 ducats. The instrument of the crime will be severed when possible. Banishment.
- *Compensation:* Reparation equal to the amount of the dowry plus 10% (dowry of the victim if the victim is a woman; dowry of the wife if the victim is a man).

STEALING

Embezzlement: Action of stealing, through deception and abuse of power, sums of money owned by a Cadwë or a Cadwë organization.

- *Sentence:* Fine equal to twice the sum embezzled. Banishment.
- *Compensation:* Reparation equal to twice the sum embezzled.

Burglary: Action of trespassing on Cadwë property by damaging doors, windows or locks.

- *Sentence:* Fine of 20 ducats.
- *Compensation:* Reparation equal to the cost of the repairs necessary. Extra compensation may be obtained for psychological prejudice equal to the cost of more elaborate anti-trespassing measures.

Fraud: Action of getting hold of a Cadwë's money undeservedly.

- *Sentence:* Fine equal to twice the sum stolen. The culprit will be branded and/or will have his tongue severed.
- *Compensation:* Reimbursement of the sum despoiled.

Practice of a trade without proper guild licensing: Action consisting of practicing a trade ruled by a guild without having obtained a license from the latter.

- *Sentence:* Fine of 25 ducats. The culprit is put to the pillory for a time which may vary from one hour to several days, depending on the magistrate and the guild offended.
- *Compensation:* Reparation equal to the loss plus 25% paid to the guild offended.

Non settlement of debts: Action of evading the payment of a debt contracted from a Cadwë citizen or a Cadwë organization.

- *Sentence:* Fine equal to 1% of the sum owed. Confiscation of property till the fine is paid. Banishment if the fine is still not paid off after the confiscation.
- *Compensation:* Reparation equal to twice the sum owed, taken from the culprit's property ; if the debt is not reimbursed after such process, the plaintiff may dispose of the culprit as he wishes.

Larceny: Action of taking goods from its legitimate owner. Only in cases of flagrante delicto. Otherwise, the crime of "theft" does not exist in Cadwë law. In the worst cases, it may be considered as practice of a trade without proper guild licensing.

- *Sentence:* Fine equal to a negotiable fraction of the value of the item stolen. The culprit will have his left hand severed.
- *Compensation:* Reparation equal to a negotiable fraction of the value of the item stolen. Restitution of the stolen item.

MESSING AROUND

Purchase and commerce of gems of

Darkness: Action of selling or buying a gem of Darkness.

- *Sentence:* Confiscation of all belongings. Three days at the pillory.

Withholding evidence: Action of holding items or facts from Cadwë justice, thus hindering the application of Cadwë law.

- *Sentence:* Fine of 5 to 100 ducats, according to the importance of the evidence concealed.

Obstruction of justice: Action of preventing agents of the Duke or of the ducal justice from practicing their function.

- *Sentence:* Fine of 50 to 1000 ducats, according to the gravity of the case.



Slavery: Action of selling a self-aware being without its consent.

- *Sentence:* Confiscation of the earnings, fine of 5 ducats per slave remaining according to the taxation on goods for sale.

Insulting behavior towards Ducal agent: Action of abusing agents of the Duke or of the ducal justice.

- *Sentence:* 1 ducat (and more, according to the rank of the militiaman), unnecessary brutality by the law enforcing forces may be used against the culprit.

Contempt of court: Action of abusing a representative of the Duke or of ducal justice during a trial.

- *Sentence:* Fine of 20 ducats, one bone to be broken chosen by the magistrate.

Contempt of court - important: *Some magistrates use their right as a trademark by always breaking the same bone. An unwritten tradition disapproves of breaking the culprit's skull.*

DEATH PENALTY!

Public practice of necromancy (the practice of necromancy is not regulated in the private sphere, since some schools teach it).

High treason (the Duke and his magistrates are sole judges of the nature of crimes which may be considered as high treason).

Assassination attempt upon a vassal of the Duke.

LEGAL FEES

Legal fees: 50 ducats.

Appeal privileges: 250 ducats.

Ordinary militia escort (six militiamen and a Sergeant): 20 ducats.

High security escort (twelve veteran militiamen, six crossbowmen and an Officer): 100 ducats.



Prison accommodation (per day):

- *Ordinary cell, dungeon:* 10 pence.
- *Common cell, straw and one meal per day:* 50 pence.
- *Double cell, covers, a separation, two meals a day, unlimited water supply:* 3 ducats.
- *Single cell, comfortable, four meals a day:* 15 ducats.
- *Luxury cell, a double bed with sheets of silk, unlimited food and wine:* 50 ducats.

Important: *The non-settlement of judicial costs is considered a non-settlement of debts crime (see above).*



To see
Cadwallon
and die
I — INTERACTION

The workshop run by the young dwarf still reeked of smoke and was covered in the ashes of the latest explosion. A heavy thermo diving-suit stood open and partially disassembled in a corner of the shanty house. Obviously all the money the dwarf earned went straight into the maintenance of his costly machine. Like many among his kin, Nuart Dashallot worshipped his boiler and the devices it fuelled. But in this particular case, the adoration was based on cold logic: twenty meters under the surface of the unsettled waters of Shipwreck Bay, the slightest failure could have dire consequences.

The dwarf eventually walked away from his worktable, and cracked his back with obvious relief.

"I don't know. I'd say you'll find no one able to tell anything. I'd be glad to be of any kind of help to Master Orn, I know I owe him a lot, but really...

Seeing his interlocutor reaching for a purse, the young dwarf waved him not to and resumed:

"It's not about the money. I have myself ventured the city's underground and I know enough to give you some good advice: don't even bother."

A gloved hand put down on the table a phial, containing a milky liquid; as well as a bag full of metal bits and pieces. This time Nuart's indifferent look completely disappeared from his face to let place to greed beyond measure.

"Water of Uren... Is that a pressure regulator? By Odnir and Uren! You want to get touch with him that bad? If you survive, do not hesitate to come and see me again! By Uren and Odnir! Fate is finally smiling at me!"

The dwarf opened a trapdoor hidden under a thick layer of soot and debris, revealing a flight of stairs leading underground.

"Follow me, let's go talk about it quietly, what I'm about to tell you must not be heard."

A few moments later, the dwarf had poured a very tasty spirit in a couple of crystal glasses half covered in barnacles.

"I recovered everything from a shipwreck. Captain's cabin. He he! The bugger! His boat sinks and his nicely sipping a fine glass with a lady... I found them still in each other arms. Well it could have been the wreckage, often the bodies get a bit shaken around, but they usually they keep their clothes on if you see what I mean."

The dwarf sniggered a little, sipped his glass and clicked his tongue with delight.

"Well here is what you need to know. I don't really know how to contact him and I don't think you can. Yet if someone can, it's got to be Ainoa, Ainoa the Unforgiven. You'll find her in the underground. I'll draw you a map. But she'll cost you a fortune, but she might, and I did say might, be able to help you. May Odnir keep you from meeting her. I've heard she sold her soul to... Well to whom you're trying to contact."

NEW CONTACTS

This chapter introduces new contacts, who cannot be selected during the creation of a free leaguer.

Although these inhabitants of Cadwallon are known by everyone, they are reserved to the GM. There are two reasons to this:

- The players know that some of them exist. As they cannot choose them as contacts, they suspect them to be part of various plots;
- The GM can develop them as he wishes to use them as NPC as important as those described throughout the Secrets collection.

These new contacts follow the same description format as those in the *Players Handbook*.

THE CONTACTS OF CADWALLON

These contacts are notorious inhabitants of the Free city. Any character can note them as contacts with the GM's approval. In the first part of the book, their names are mentioned in bold in the description of the Fiefdoms and the districts. Knowing them also means having the attention of the passers-by.

THE CONTACTS

Name (POT): The name under which the characters know the contact. In Cadwallon, it is not uncommon to use nicknames or possess several identities. The value in between brackets indicates the Potential of the contact. It is equal to the sum of the two best trades of the contact, eventually one point higher if the contact is an incarnate.

Race: Indicates the race of the contact and therefore the type of miniature which can represent him or her.

Culture: Indicates the culture the contact comes from.

Trades: Those of the contact. The GM can use this information to interpret the contact and have him interact with the PC.

Knowledge: Indicates the knowledge specific to the contact. A contact can give information, or even reveal secrets precisely, clearly and in detail about the fields of knowledge he has and only those.

Distinctive features: Those followed by a "(F)" are Feats.

Location: The place where the contact spends most of his time when he is in Cadwallon (either because he works there, or because he lives there).

A quick presentation allows the players to get an idea of the contact and his motivations. Information is given about the kind of help he can provide, how to wheedle him

Barnacle the Sly (3)



Race: Goblin

Culture: Rat

Trades: Bandit 1, sea dog 2

Knowledge: Culture (Rat) 2, Faction (Guild of Ferrymen) 1, Language (Cadwë) 2, Language (Goblin) 2, Region (Cadwallon) 2, Region (Larõnn strait) 2

Distinctive features: Goblin's jeers, Scout, Survival instinct (F)

Location: Outskirts (Immobilis archipelago)

The sailor and his questionable hygiene can be found by locating their ship, a small and chubby decked sailboat. As a former pilot of the harbor, he knows the waters of Cadwallon and the surrounding islands very well. Dressed like a pirate, he claims to be in cahoots with the crew of the *Black Tooth*.

Compass (3)



Race: Dwarf

Culture: Boar

Trades: Bandit 1, shrew 2

Knowledge: Culture (Boar) 2, Language (Language of Gheim) 2, Mythology 2, Region (Cadwallon) 2, Region (Underground of Cadwallon) 3

Distinctive features: Hard boiled, Scout, Reorient

Location: Underground (Glory-hunt)

Compass is old and crippled; he has been living in the darkness of the tunnels for years. He became blind after a nasty wound, had to adapt to his new environment. His sense of orientation and his extraordinary memory are precious and often required to guide groups of shrews in the maze of tunnels.

Algerik (2)



Race: Human

Culture: Lower city

Trade: Guard 2

Knowledge: Culture (Lower city) 2, Fiefdom (Den Azhir) 4, Language (Cadwë) 2, Region (Cadwallon) 2

Distinctive feature: Ruthless (F)

Location: Den Azhir (North Gate)

Algerik is one of the many jailers of the Ten thousand paces prison. He walks those dark corridors day and night. Gloomy by nature, he drenches his sorrow in the jars of beer he downs when he is off duty.

Algerik has one fault, he is loquacious. For a jar or two, he is ready to tell about the prisoners' ravings and the protests of those who believe they are innocent.

Baliak (3)



Race: Human

Culture: Lower city

Trades: Merchant 1, shrew 2

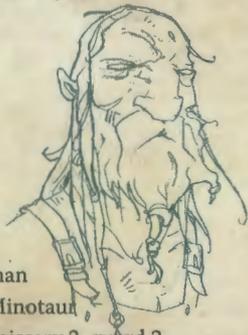
Knowledge: Artifacts (Ancient objects) 2, Culture (Lower city) 2, Fiefdom (Automaton) 2, Region (Cadwallon) 2, Region (Underground of Cadwallon) 2

Distinctive features: Artifact (Aalshem: Luck), Bravery, Hardened (Exploration)

Location: The Automaton (The Fine shaft)

Baliak is an old explorer who claims to know the underground of Cadwallon like the back of his hand. Many riches brought back from the underground pass through his hands, as he sells them off on the markets. Many suspect him of forgery, but his knowledge is way too precious, so he is not really worried about it.

Henneg (4)



Race: Human

Culture: Minotaur

Trades: Emissary 2, guard 2

Knowledge: Culture (Minotaur) 2, Fiefdom (Den Azhir) 2, Language (Sessair) 2, Leagues 2, Region (Avagddu) 2

Distinctive features: Dodge, Romeo (F), War fury (F)

Location: Outskirts (Wall of Earth)

Innkeeper at the Tavern of the Tarot, Henneg is one of the people who are most up to date on rumors concerning the Free city. His establishment is a rally point for the free leaguers who enjoy its relative peace. He passes on the leagues' offers and knows where to find potential employers for those he likes.

Juraane (3)



Race: Elf

Culture: Upper city

Trades: Missionary (Felicity) 1, scholar 2

Knowledge: Cult (Felicity) 1, Culture (Sphinx) 1, Culture (Upper city) 2, Fiefdom (Ghieronburg) 2, Fiefdom (Var-Nokkt) 2, Language (Cadwë) 2, Region (Cadwallon) 2, Region (Underground of Cadwallon) 1

Distinctive features: Concentration (F), Enlightened, Rigor

Location: Underground (Walled library)

Juraane is a young woman who believes she is destined to find a sanctuary of the Utopia of the Sphinx under the city. She sometimes wears a mask of metal she found in a cellar in Ghieronburg. Despite her young age, she shows great willpower and has already herded a group of faithful to support her.

Nuart Dashallot (3)



Race: Dwarf

Culture: Lower city

Trades: Pilot 2, Shrew 1

Knowledge: Culture (Lower city) 2, Fiefdom (Kraken) 2, Language (Cadwë) 2, Region (Cadwallon) 2, Region (Underground of Cadwallon) 1

Distinctive features: Hard boiled, Hardened (Exploration), Survival instinct

Location: Underground (Shipwreck Bay)

The young and dauntless dwarf first dived using the rudimentary diving-suits used by the harbor workers to refloat ship. Spending all his savings, he had a high tech thermo diving-suit tailor made, allowing him to explore the depths of the sea in search of sunken marvels.

Olrak (2)



Race: Ogre

Culture: Lower city

Trade: Guard 2

Knowledge: Culture (Lower city) 2, Fiefdom (Ogrokh) 4, Language (Cadwë) 2, Region (Cadwallon) 2

Distinctive features: Enormous, Ruthless (F)

Location: Ogrokh (the Stock)

Olrak is one of Andreas' goons. But the militiaman is not known for his reaction speed: Olrak is a slogre; His impressive build is distorted by his aggravating portliness, even by ogre standards. He rarely resorts to violence, never runs after rogues, but spends most of his time watching delicatessen and stuffing his face.

Sergeant Toldar (5)



Race: Human

Culture: Lower city

Trades: Guard 3, officer 2

Knowledge: Culture (Lower city) 2, Faction (Militia) 2, Fiefdom (Rampart) 4, Language (Cadwë) 2, Region (Cadwallon) 2

Distinctive features: Bravery, Ruthless (F), Vivacity, War cry/5

Location: Rampart (the Muck)

Toldar was born in the Muck and has lived there all his life. He realizes how unfair the situation is for all those who live in the Fiefdom, but he approves of Camelia's choice: the guilds are a cancer and they must be severed from the rest of the city. He also realizes that his Lieutenant General is not up to the task and that his barracks lacks almost everything. Therefore he does not hesitate to help the free leagues in exchange for a hand in an investigation or any operation requiring some extra power.

Umbar (3)



Race: Dwarf

Culture: Upper city

Trades: Guard 2, miscreant 1

Knowledge: Culture (Lower city) 2, Faction (Militia) 1, Fiefdom (Var-Nokkt) 4, Language (Cadwë) 2, Region (Cadwallon) 2

Distinctive feature: Ruthless (F)

Location: Var-Nokkt (Ka-Ân-Vor)

Umbar joined the militia so long ago he has problems remembering his "previous" life. He knows all the tricks of the trade and has no more illusions. He has figured out long ago that hopes of riches were contrary with the trade. With this harsh reality in mind, he grabs all he can: racketeering the rogues, looting the evidence and ransoming the victims. Although far from commendable, he is nonetheless aware of all that goes on in Var-Nokkt.

Velvet (4)



Race: Human

Culture: Upper city

Trades: Cut throat 2, Shrew 1, Shooter 2

Knowledge: Administration (Cadwallon) 2, Culture (Upper city) 2, Expertise (Powder) 2, Faction (Explorers) 3, Fiefdom (Drakaër) 3, Language (Cadwë) 4, Leagues 2, Region (Cadwallon) 2, Region (Underground of Cadwallon) 2

Distinctive features: Fanaticism, Instinctive firing, Sharpshooter

Location: Underground (Wailing pit)

Velvet owes her nickname to her deep and sensual voice. This buxom woman of roughly, thirty is in fact a ranged weapons expert. Just as accurate whether she is wielding a musket or a bow, she is the woman of the situation when cover fire is required. This former free leaguer has dedicated herself to the hunt in the underground since the loss of her companions.

Vytriol (5)



Race: Goblin

Culture: Lower city

Trades: Cat burglar 2, Shrew 3

Knowledge: Culture (Lower city) 4, Expertise (Everyday objects) 4, Faction (Guild of Sewer workers) 3, Faction (Militia) 2, Language (Cadwë) 2, Region (Sewers of Cadwallon) 2

Distinctive features: Cat's paw, Recycler, Survival instinct

Location: Underground (The sewers)

Vytriol is a former Cat burglar who, one day, had to hide in the city sewers to save his life. He quickly fell for the "charms" of this maze of pipes. He now collects strange items he finds there ever since. This hobby soon became a true passion.



CONTACTS OF THE RAG'NAROK

These contacts are celebrities of Aarklash who are for the most part already represented in the *Confrontation/Rag'Narok* range. They are all Incarnates. Only exiled characters can note them as contacts! Most of them are great travelers who sometimes spend a few days in the City of thieves. Some stay there on a more regular basis, but their influence reaches beyond the free city. To know them means to have the attentive ear of their people. One can also call upon them for information or support, but the delay for an answer will be greater.

Aïnoa the Unforgiven (6)



Race: Human
Culture: Lower city
Trades: Duelist 3, spy 2
Knowledge: Culture (Lower city) 2, Faction (Blades) 2, Fiefdom (Ogrokh) 2, Fiefdom (Soma) 3, Language (Cadwë), 2 Region (Cadwallon) 2
Distinctive features: Ambidextrous, Assassin, Incarnate, Mercenary, Vivacity
Location: Underground (The court of ashes)

Unless one has a death wish, nobody would dare question an assassin working for Sophet Drahas. Nevertheless Aïnoa cultivates her own independence and can become a precious source of information, as she hires her services to the richest. Yet her soul does belong to the King of ashes and her daggers are covered in an extremely quick poison.

Ayane (6)



Race: Human
Culture: Lion
Trades: Duelist 3, sleuth 2
Knowledge: Culture (Lion) 2, Etiquette (Diplomats) 2, Faction (Guild of Ferrymen) 2, Fiefdom (Rampart) 3, Language (Barhan) 2, Region (Kingdom of Alahan) 2
Distinctive features: Bravery, Incarnate, Possessed (F), Toxic
Location: Outskirts (Darkshore)

S'erum's syhee (see *The Ashes of Wrath*) has remained in Cadwallon after her master's departure. Unpredictable, she soon got herself the reputation of being a merciless fighter. For a time she served the guild of Ferrymen, before being presumed dead. She now works among the smugglers of Darkshore.

Lykai the Freed (5)



Race: Wolfen
Culture: Wolf
Trades: Guard 2, shooter 3
Knowledge: Culture (Wolf) 2, Faction (Guild of Goldsmiths) 2, Language (Wolfen) 2, Nature 2, Expertise (Powder) 3, Region (Diisha) 2
Distinctive features: Born killer (F), Consciousness, Harassment (F), Incarnate, Pariah
Location: Outskirts (Windswept hill)

For a long time, Lykai was the slave of a rich merchant of the city before he became a warrior and vanished. One day, he reappeared in Cadwallon and soon built himself a reputation as a bounty hunter working for the guild of Goldsmiths. One can now find him at the headquarters of the Howling pack, a lonely crumbling house at the foot of Windswept hill.

Sylann (7)



Race: Elf
Culture: Dragon
Trades: Officer 3, shooter 1, soldier 3
Knowledge: Cult (Noësis) 2, Culture (Dragon) 2, Faction (Army of Lanever) 3, Language (Cynwäll) 2, Region (Republic of Lanever) 2, Strategy 3, Technology (Powder) 1
Distinctive features: Concentration/3 (F), Incarnate, Leadership/3, Righteous, Sequence/3, Steadfast,
Location: Outskirts (Watching tower)

Sylann is a hero to the members of the Cynwäll nation. He recently filled the office as commander of the Watching tower. He stayed there just enough time to restore discipline and the respect of the Noësis before riding back to battle. He never misses the opportunity to come back and rest at the tower where he converses with his dragon friend Jarak Maloth.



To see
Cadwallon
and die
INCANTATION

Something was squirming in the shadows. It could smell of blood and it screeched. Aldenia desperately sought a way out of this cave, but got lost in the dark. Scraping her hands and knees on the rocks, she could hear the moaning of many wounded or agonizing creatures. And she could feel the beast on her heels, as well as the burning of its contradictory emotions and the madness due to its captivity. Aldenia collapsed prostrate and terrified. She would have screamed too, if she could...

Aldenia woke up, sweat soaking the back of her neck. Picking a card she evoked the Card-with-no-name using the Creation. No enemies around. The young woman walked over to the window, opened the shutters and contemplated Nlia, high in the sky. The cool night air refreshed her. Once she had recovered her wits, she went to her desk and spread out the cards of her tarot.

She had not had such nightmares since her initiation as a tarot-mage. It ought to be connected. Still drenched in sweat, Aldenia sat down and looked at her twenty two cards. It had been happening for several nights now, the Doors and Keys would slightly come to life whenever her gaze swept over the cards. The illustration seemed to become more consistent as they shot out of the card. She had become used to the phenomenon; and yet, she turned pale as she witnessed that the other cards, those to whom she had not yet found the way to unlock their magical powers, were also starting to animate. She panicked and put the cards away, dressed up and left her room.

On the street, she snapped back to reality as the nightmare faded away with each step. A sound drew her attention. Footsteps on a roof. Looking up, she thought of evocating the Card-with-no-name again, but she stopped her hand. She was not sure she could trust the tarot. Above her, standing before the bright disc of Nlia, she saw the silhouette of the Harlequin. She recognized his cocked hat and Aldenia could almost make out the colorful lozenges of his costume. The Harlequin saluted her and hopped down on the other side of the house. Aldenia followed him.

There, in a backstreet, she found him waiting for her in front of a cartomancer's stall held by an Akkyshan elf. Aldenia's blood ran cold. The spider-lady addressed her as if the most illustrious of all Cadwë was not standing next to her.

— May I draw the cards for you?

Without thinking, Aldenia stepped closer to the cartomancer and to the wooden board where she was laying the cards.

— It is not necessary. I know the tarot better than you.

— Are you so sure of it?

The cartomancer drew the Card-with-no-name. The Akkyshan caught Aldenia's surprised gaze.

"Your pick."

As Aldenia's shaking hand hovered over the deck, she felt its powerful magic. She closed her eyes and picked a "random" card. The Harlequin. The spider-lady bent over the board and whisper into Aldenia's ear.

"The creature you see in your dreams, should it be unleashed?"

Fear and anguish clutched Aldenia's heart.

— No!

— Would you be ready to fight it?

Aldenia hesitated. The card of the Harlequin reassured her.

— Yes.

Synaiya smiled.

— It is time for you to try on your new costume.

Unveiling the secret of the tarot of Cadwallon means unveiling the secrets of Cadwallon. It was not long before the tarot-mages made this saying their motto and they never stopped studying the power radiating from the cards. This quest ended with the formation of a caste of tarot-mages, meant to become the keepers of truth and greater powers: the tarot-masters.

THE SECRETS OF TAROT-MASTERS

By manipulating their cards, tarot-mages who had accidentally become blind or deaf, managed to reach a state in-between slumber and wakefulness. During these experiences, some of them have developed their perception beyond normal sensitivity and have shared Desire's dreams. By cross examining various testimonies, the tarot-mages have established the following fragments of truth:

- A power is buried under Cadwallon;
- This power is dreaming;
- The tarot of Cadwallon echoes, through its symbols, the dreams of this power;
- The tarot cards collect the powers of this power, source of the tarot-mages magic;
- The Doors and Keys are a border between the dreams of the power and reality, while the Onys represent its dreams and nightmares.

United, at first, in the quest for knowledge, the tarot-mages were divided into two rival clans after these discoveries, as they were urged by imprecise and contradictory meditations: One group is seeking to free the power, the other believes its mission is to keep it imprisoned. These two factions chose to take the names of two particular cards in the tarot of Cadwallon: the rag'nars for the first group and the harlequins for the second. The rag'nars believe the power is in pain, that it is calling the tarot-mages to the rescue and that it will turn Cadwallon into paradise once it is freed. From the harlequins point of view, the power is dangerous – hence its imprisonment –, it is trying to manipulate the tarot-mages and it will cause the end of the world if it was ever to be unleashed.

As time went by, rumors spread concerning these individuals, speaking of tarot-mages with extended powers, telling of tarot-masters and reporting anecdotes about the harlequins. The latter had the idea of inventing the myth of the Harlequin, a popular hero, a lone protector of Cadwallon and its common people. The plan worked and the harlequins diverted the attention away from their existence and from their true activities.

THE GAME TABLE

The tarot-masters, harlequins and rag'nars alike, have understood that the power they have discovered is not only physically captive under the city. The city itself – its architecture, its streets, its buildings, etc. – constitutes a magical seal! For the harlequins and the rag'nars, Cadwallon is a gigantic chess board on which they are competing; when the rag'nars manage to knock down a tower to sap the bond holding the power in shackles, the harlequins change the pattern of a Square to tighten the magical vise ensnaring the prisoner.

Harlequins and rag'nars are organized according to the same model; their society comprises four functions: kings, queens, knights and pages.

THE KINGS

These tarot-masters voluntarily mutilate their eyes and ears to lessen their perception of reality and increase their capacity to connect with Desire's dreams. They live recluses in dark rooms, relentlessly manipulating their deck, trying to find a way to destroy or reinforce the magical prison that is Cadwallon.

THE QUEENS

The queens protect the kings. Traditionally, this function is held by women. Equally good in confrontation trades as in the arts of tarot-mage, they take care of those who have sacrificed their senses to grow closer to the power and guide the other tarot-masters. Their task is certainly not superfluous since both factions constantly try to eliminate rival kings and queens.

THE KNIGHTS

The knights are tarot-masters who have devoted themselves body and soul to the freeing or the security of Desire's captivity. They are the armed members of the tarot-masters. They are on the frontline of the war between the harlequins and the rag'nars. They have the greatest admiration for their kings.

When a free leaguer becomes a knight, he is usually asked to remain among his league, in order to benefit from the support of his companions for delicate missions.

THE FOOL

One of the harlequin knights is chosen to fulfill a particular role: the Fool. He is in charge of perpetrating the myth of the Harlequin, the gold hearted thief and protector of Cadwallon. To do so he is given the treasure of the harlequins, three arcana of the Tarot of Vanius: The Magician, Justice and the Star.

An incident has definitely anchored the Harlequin among the urban legends of Cadwallon. This event happened thirty years ago, when the ambassador Shahas, the predecessor of the actual representative of the Lion, was in office. Rolo, a thief from the lower city, had the idea of dressing up with a cocked hat, a mask and a cape with a colorful lozenge pattern to break into the Lions embassy and sidetrack the suspicions onto the Harlequin. The Fool managed to thwart this plan, but gave a glimpse of the powers of the cards of Vanius he held. The rumor grew and the Harlequin was given a thousand marvelous powers: he became invisible, he could move as fast as lightning and leap over the moon...

A faithful of the Ram, the Bogeyman, saw the trace of the Tarot of Vanius in the tale of Rolo's misadventure. He has been hunting down the Harlequin ever since to get hold of the legendary cards.

DIRTY HANDS ON THE TROPHY

Trophy is at stake in a fierce struggle between two Hands, the Montarchet Hand and the Honey Hamlet Hand. The Montarchet Hand is a harlequin court. Its king and its queens are part of a single family, the Montarchets. They are the butlers of the Round tower in Comedy Garden. Officially, Lysa (Goblin/Upper city/Tarot-mage 5) is the last of the lineage. In reality, her grandfather, the king of the Montarchet hand, lives in an underground lair in the buildings foundations; and more Montarchets occupy most of the offices in the residence of the Peer of Trophy. The Montarchets had to manage with the fiefdom's leader when they moved into the Round tower. Some of the Kelts have been entrusted with the secret and have joined the tarot-masters. It is notably the case of the page, Erwan Standing-wind (Human/Minotaur/Tarot-mage 6), the Peer's uncle. There are around ten knights in this hand; mostly humans from Comedy Garden and goblins from Little Klûne.

The Honey Hamlet Hand is a faction of rag'nars. Although it is pretty old, it is also pretty small in numbers with only four tarot-masters. The king is a bedridden ogre, who can be found in a tent in Honey Hamlet with a pair of devoted elves for queen and page. This hand only has a single knight, Wuzant Mee (Goblin/Lower city/Merchant 4, tarot-mage 5). The deeds of the latter give him many levers on his various customers. But lately, the hand has known a radical transformation. During the last leap day, the rag'nars' pages have chosen to affect a new page to the Honey Hamlet hand. Forging the identity of a prestigious Shaka of Jackal (Shaka-Kran'Tak), the tarot-master (Orc/Lower city/Guide 1, spy 1, tarot-mage 6) has settled in the Trophy where he earned the loyalty of the orc community, turning its members into a devoted mob easy to manipulate! The situation rather unnerves Wuzant Mee, whose prestige and usefulness has known quite a slump.

THE PAGES

The pages are the intermediaries between the kings and the other tarot-masters. They are the ones listening to those who made the sacrifice. They interpret their visions, determine the ensuing objectives and send the knights on missions. Supposedly acting as mere interpreters; they are in fact the leading body of the harlequins and the rag'nars.

THE HANDS

Independent cells, called the hands, are organized around the various kings. Each mutilated tarot-master is surrounded by one or several queens and a page who passes on the instructions to a variable number of knights. Most often, the tarot-masters only know the colleagues of a same hand; apart for the pages, who entertain regular contacts with the other pages of their faction and meet on Fool's day which corresponds to the leap day of the year. The harlequins then choose the knight who will be the Fool for the coming year (or two years when the leap day is cancelled to synchronize the Cadwë calendar with the revolutions on Lahn).



THE ONYRS

ONYRS AND KEYS		
KEYS	DREAMS	NIGHTMARES
The Emperor	The High Priestess	The Empress
The Chariot	The Pope	The Lover
Destiny	Justice	The Hermit
The Card-with-no-name	Strength	The Hanged Man
The Tower of Destruction	Temperance	The Devil
The Sun	The Star	The Moon

THE ONYRS

Onyrs are present in the common tarot of Cadwallon. But for the tarot-masters, they are a lot more than mere playing cards.

The Onyrs work in pairs, one representing one of Desire's dreams, the other representing one of his nightmares. Access to the domain of dreams is regulated by one of the Doors, the Magician; access to the domain of nightmares by another Door, Creation. Rag'nars magic draws its source from Desire's dreams, which are reflections of his hopes of freedom. The harlequins use his nightmares. Finally there are two particular Onyrs: the Rag'narok, which symbolizes the tarot-masters trying to liberate the power held captive under Cadwallon, and the Harlequin, which represents those who wish to prolong his imprisonment.

- **The Harlequin and the Rag'narok:** The Harlequin and the Rag'narok are identical. Both cards only show a colorful lozenge pattern. Only their name and number changes.
- **The High Priestess:** A majestic lady occupies the center of card number II. In her right hand, she holds a scepter which generates around her a blinding halo of light. She has tears in her eyes and running down her cheeks, but she has a third eye, dry this time, right in the middle of her forehead.

- **The Empress:** A severe and soldierly looking woman occupies the center of card number III. In her right hand she brandishes a threatening sword with a crown shaped pommel. The weapon generates a circle of flames all around the lady, whose eyes reflect the flames.

- **The Pope:** Card number V represents an angel descending from the heavens in a column of light. His great wings and armor are glowing and he carries a sheathed sword. He is smiling with his hand held out in front of him.

- **The Lover:** Card number VI represents the scenery of a puppet theatre. There is a puppet occupying the center of the stage: it's a knight with great wings in his back. His lifelike gaze is looking upwards to his mistress, a woman with a cruel smile who is pulling the strings.

- **Justice:** Card number VIII shows a prison. A man is tied up in the dark. The door is open, letting in a flow of light. On the threshold is standing a woman in a great white dress; she is throwing into the cell a broken crown and a broken puppet.

- **The Hermit:** Card number IX shows a pit full of snakes. There is a man in rags curled up in a ball at the bottom of the pit. He is begging the man crossing the bridge above him. The man is wearing a large dark coat, but white clothes are visible underneath. He crosses the bridge without a look for the begging wretch.

- **Strength:** Card number XI is dark. There are nine white plain masks. The eyes of only one of the masks seem to shine. The eyes are looking upwards to three stars.

- **The Hanged Man:** Card number XII shows a man hanging from the gibbet burning in red, yellow and orange flames. Above the gibbet, in the background, two severe eyes under a crown, contemplate the scene.

- **Temperance:** A peaceful scene is illustrated on card number XIV: amidst a luxuriant garden, a mother is rocking three children in her arms.

- **The Devil:** The sea is roaring on card number XV. Three small boats are lost in a storm. A great boat with three masts is sailing away. The skipper is an undead Captain.

- **The Star:** On card number XVII a man is pictured lost in a labyrinth. He is holding a cut piece of thread. Nevertheless he is walking towards the exit, following a star shining in the sky.

- **The Moon:** On card number XVIII, there is also a man lost in a maze. The moon, showing a faded face, illuminates the scene and its light multiplies the shadows and increases the frightening perspectives in the labyrinth. The man looks terrified.

EVOCATION

To perform an **evocation** using an Onyr (Evoke/SLE), the tarot-master needs three cards: the Onyrs concerned, the corresponding Key (see the table "Onyrs and Keys") and a Door (the Magician for the rag'nars, Creation for the harlequins). It is a sort of sentence in which the tarot-master indicates that, using a Key, he opens a Door which leads him to one of the power's dreams or nightmares in order to release its powers. The mana points required to cast a spell are taken from the reserve of the Key used.

As opposed to Keys and Doors, the Onyr are not charged in mana. Therefore they are not used for summoning, sublimation or abjuration.

DIVINATION

Tarot-masters exploit the Onyrs to decipher the past, present and future. When they draw the cards, recurring combinations seem to appear. Nonetheless, no one until now has managed to unveil a prediction pattern. Therefore, as opposed to what they managed with the Keys and Doors, the tarot-masters were not able to determine any symbolic pendant to the Onyrs.

The signification of the Onyr evades the tarot-masters because they study them

individually from the Keys and Doors; when in fact the ultimate secret of the tarot of Cadwallon is that it constitutes a map of the labyrinth which separates Aarklash from the Realm where Desire is held captive. The Onyrs are reflects of the intermediary fringes, Unfinished Realms built from Desire's dreams and scattered through the maze. The Doors represent the passages between these dreamlike worlds, and the Keys are the pointers of a mystical compass used for orientation in these worlds. A tarot-master who would manage to decipher this extremely complicated enigma using its twenty two parameters could travel and reach Desire, hence possibly supplying him with the means of leaving his prison following the path backwards.



INITIATION

When a tarot-mage reaches rank 5, he can become a tarot-master. To do so he must contact the rag'nars or the harlequins. Often enough it is the tarot-masters who take the initiative of this meeting. In fact, they keep an eye on promising tarot-mages which could possibly one day join their ranks. When a tarot-mage is ready, a knight contacts him. The side of this first interlocutor often determines the faction the new tarot-master will join. But it can happen that both sides spot a potential recruit at the same time. The initiation is then more complicated and is the result of a real choice

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the candidate. The knight mentor is also given the mission to orient a tarot-master towards a Hand according to the instructions given by the pages. The newbie will first work as a knight, then if he wishes to and if he is zealous enough, he may become a page or a queen, or even a king if he accepts to mutilate himself to serve the cause of his new family. The roles of pages, queens and kings are usually given to NPC since these are full time tasks, which is incompatible with the status of a free leaguer. Under the direction of the knight acting his mentor, the tarot-master may access the special capacity of rank 5 and later to rank 6 abilities of tarot-mages.

Rank 5: The Onyr's magic. Tarot-masters have access to a list of seven new spells, evocations of the rag'nars or evocations of the harlequins, according to the side they join. The first spell is gained at the same time as this special capacity. Later the tarot-master will learn the six other spells alone by studying the cards: gaining a spell requires the spending of 500XP. If the tarot-master decides to change side, he will need to start his progression in a second tarot-mage trade beginning from rank 1 and confirm his change when he reaches rank 5 in this second "tarot-mage" trade: this path is painstaking but it will prove his determination (and it will also allow him to keep the spells of the faction he betrayed).

Rank 6: Evoke/SLE, Dominate/STY.

THE DEAL

The deal unfolds in three stages: finding the Key, closing the Door and opening the Door.

In opposition each stage costs 1d6.

• **Finding the key:** The tarot-master put the two Doors in front of whoever the prediction is addressed to (which might be himself) face down. He reveals the card on the top concentrating on the situation described.

If it is the **Creation**, the key to the situation does not depend on the questioning person. The tarot-master cannot do anything for him.

If it is the **Magician**, the key to the situation does depend on the questioning person. The tarot-master can go on to the next phase.

To simulate the search for the Key around the game table, the GM tells the tarot-master player which card is on top of the deck. A tarot deck can be used. In such a case the GM arranges himself the deck and hands it to the tarot-mage player.

• **Closing the Door:** If the Magician is drawn, the tarot-master carries on his prediction. He mixes the six Keys, and has a look at the card on top of the deck. This is the **inverted card**, which indicates the state of mind which will lead the questioning person to certain failure (see Table of predictions).

• **Opening the Door:** Finally the tarot-master mixes the Keys again, and looks at the card on top of the deck. This is the **upright card**, which indicates the state of mind which will be favorable to the questioning person (see Table of predictions).

To simulate the opening and closing of the Door around the table, the GM tells the tarot-master player which card is on top of the deck. A tarot deck can be used. In such a case the GM arranges himself the deck according to the scenario and to the situation examined by the tarot-master; and hands it to the tarot-mage player. The GM may add some commentary to direct or complete the player's interpretation.

THE GAME OF DOORS AND KEYS

The game of Doors and Key is optional. It is recommended to reserve it to experienced game masters and players. In fact, the use of the prediction table, which is the core of this tarot master power, requires the game master to have a very precise overall view of the on-going scenario, and the players to be able to interpret general information and make it useful.

The use of the Onyrs' magic is not the only secret technique used by the tarot-masters: they also use the game of Doors and Keys. This practice completes the two prediction techniques used by mere tarot-mages, the set of the Doors and the voice of the Keys (see p.282). This third art pushes even further the divinatory use of the Doors and Keys: It allows the tarot-masters to pierce the secrets of time in order to find solutions to complicated or dead end situations.

TABLE OF PREDICTIONS

EMPEROR (STATE OF MIND: DISCIPLINE)

- Inverted Emperor: Act alone, do not depend on others, rely solely on yourself...
- Upright Emperor: Act as a group, find allies, share the tasks...

CHARIOT (STATE OF MIND: SLEIGHT)

- Inverted Chariot: Do not try to do too good, do not go into too much detail, aim for the essential, approximation is enough...
- Upright Chariot: Be demanding, aim for excellence, seek perfection, failure is not an option...

DESTINY (STATE OF MIND: OPPORTUNISM)

- Inverted Destiny: Take time, think before acting, beware of hasty decisions...
- Upright Destiny: Be reactive, grab the opportunity, follow instinct...

CARD-WITH-NO-NAME (STATE OF MIND: SUBTLETY)

- Inverted Card-with-no-name: Do not get lost in abstract pondering, think short term, do not ask too many questions...
- Upright Card-with-no-name: Establish a strategy, take time to think, act on the long run...

TOWER OF DESTRUCTION (STATE OF MIND: PUGNACITY)

- Inverted Tower of Destruction: Beware of impulsive decisions, moderation is the key, do not rush...
- Upright Tower of Destruction: Rather choose action, do not waste time, try harder...

SUN (STATE OF MIND: STYLE)

- Inverted Sun: Remain discreet, do not show intentions...
- Upright Sun: Negotiate, communicate, prefer relationship...

THE EQUIVALENCE TABLE

D6	TAROT OF CADWALLON	COMMON TAROT	CORRESPONDING ATTITUDE
☐	Emperor	Emperor	Discipline
▣	Chariot	Chariot	Sleight
▢	Destiny	Wheel of fortune	Opportunism
▤	Card-with-no-name	Death	Subtlety
▥	Tower of destruction	Tower	Pugnacity
☀	Sun	Sun	Style

THE MENTORS

Among the tarot-masters, there are two famous knights often sent out as mentors: the Akkyshan sisters of the Rampart, Synaiya the Convert and Ienà.

Already renowned as a faithful who has rejected the faith in Darkness of her culture of origin, Synaiya (Elf/Spider/Tarot-mage 5, warrior monk 3) is also a harlequin knight. She lives the struggle between the harlequins and the rag'nars as the furtherance of her commitment in favor of Light. In her opinion, the power slumbering under Cadwallon is a monster of Darkness, whose liberation would be a catastrophe. The harlequins could not find a more zealous knight to convince tarot-mages to join their ranks.

In a dissimilar way, Ienà (Elf/Spider/Tarot-master 5, tarot-master 5) has also rejected Akkyshan beliefs: she has drifted away from Darkness to embrace the Cadwë ideal of freedom. She openly reproaches her sister for her engagement on the way of Light. She believes this Alliance to be as fanatical and as dangerous as Darkness. After having followed her sister among the harlequins to try and persuade her to change her mind, Ienà finally betrayed the harlequins to join the rag'nars. Now each time she steals a tarot-mage from the harlequins, she feeds the grudge she holds against Synaiya.

THE SPELLS

The tarot-masters dedicate themselves to an important mission: deciding if the prisoner slumbering “under” Cadwallon should be freed or held captive. They are less frivolous than tarot-mages. They do not give trendy labels to spells and simply call them by their traditional names.

THE EVOCATIONS OF THE RAG’NARS

Evocation of the Rag’narok

Cost: 3 (Magician)
Difficulty: 6
Target: Personal
Range: 0
Duration: 1 hour

The tarot-master is clad in an illusionary disguise. He seems to be wearing a cocked hat, a long nosed mask, a large coat with a lozenge pattern and soft leather boots. His ranks of Climb/SLE, Dodge/OPP, Lunge/STY and Stunt/STY are replaced by his Evoke/SLE rank (except if they are already higher).

Evocation of the High Priestess

Cost: 2 (Emperor)
Difficulty: 6
Target: A character
Range: 5 squares
Duration: Instantaneous

The tarot-master blows on the embers of the targets regrets and remorse: he immediately gains 1 IP (+ 1 per gamble) against this character.

Evocation of the Pope

Cost: 3 (Chariot)
Difficulty: 8
Target: Personal
Range: 0
Duration: Instantaneous

The target recovers all his health points. The target will not be able to benefit again from this spell before dawn.

Evocation of Justice

Cost: 2 (Destiny)
Difficulty: 6
Target: Personal
Range: 0
Duration: Until the end of the on-going opposition

The tarot-master gets a bonus die for all his Abjure/OPP tests.

Evocation of Strength

Cost: 2 (Card-with-no-name)
Difficulty: 5
Target: Empty square(s)
Range: A tile
Duration: Special

The tarot-master creates an illusory copy of himself, plus one per gamble. Each copy appears on an empty square chosen by the tarot-master. It remains still and has no substance. A copy disappears when ever it is touched, when the tarot-master wishes it to vanish (fact worth 1d6) or when the tarot-master leaves the tile.

Evocation of Temperance

Cost: 3 (Tower of Destruction).
Difficulty: 8
Target: A character.
Range: 5 squares.
Duration: 1 hour + 1 hour per gamble.

The target falls asleep. For the entire duration of the spell, it is impossible to wake the target up.

Evocation of the Star

Cost: 1 (Sun).
Difficulty: 6
Target: Personal.
Range: 0
Duration: Instantaneous.

This spell can only be cast during an opposition. The tarot-mage’s perception is heightened: the player can have a look at the GM’s map for three seconds, plus one second per gamble.



EVOCATION OF THE HARLEQUINS

Evocation of the Harlequin

Cost: 3 (Creation).
Difficulty: 6
Target: Personal.
Range: 0
Duration: 1 hour.

The tarot-master is clad in an illusionary disguise. He seems to be wearing a cocked hat, a long nosed mask, a large coat with a lozenge pattern and soft leather boots. His ranks of Climb/SLE, Dodge/OPP, Lunge/STY and Stunt/STY are replaced by his Evoke/SLE rank (except if they are already higher).

Evocation of the Empress

Cost: 3 (Emperor).
Difficulty: 6
Target: Personal.
Range: 0
Duration: Until the end of the on-going opposition.

The damage caused by the tarot-mage, using a weapon or his magic, is increased by a point, plus one point per gamble.

Evocation of the lover

Cost: 2 (Chariot).
Difficulty: MAS of the target.
Target: A character.
Range: 5 squares.
Duration: Until the end of the on-going opposition.

The tarot-master weaves sentimental connections with the target of the spell. This connection allows the tarot-master to double the IP obtained with successful interaction moves on this character.

Evocation of the Hermit

Cost: 3 (Destiny).
Difficulty: 8
Target: Personal.
Range: 0
Duration: One round + one round per gamble.

The tarot-master becomes invisible. Yet he is not considered stealthy and can be spotted using other senses than sight.

Evocation of the Hanged Man

Cost: 3 (Card-with-no-name).
Difficulty: 7
Target: A character or a creature.
Range: 10 squares.
Duration: Until the end of the on-going opposition.

The target feels it is being tracked by a very acute enemy it cannot see. The target starts to worry and cannot rest anymore. The target is unable to fully concentrate on a task: the target cannot take any gambles.

Evocation of the Devil

Cost: 3 (Tower of Destruction).
Difficulty: 7
Target: A character.
Range: 5 squares.
Duration: One night + one night per gamble.

When the target is asleep, it is visited by violent nightmares. The target's POT is reduced by a point after each nightmare filled night (but can never fall beyond 1). Each point lost is recovered after a night of peaceful sleep.

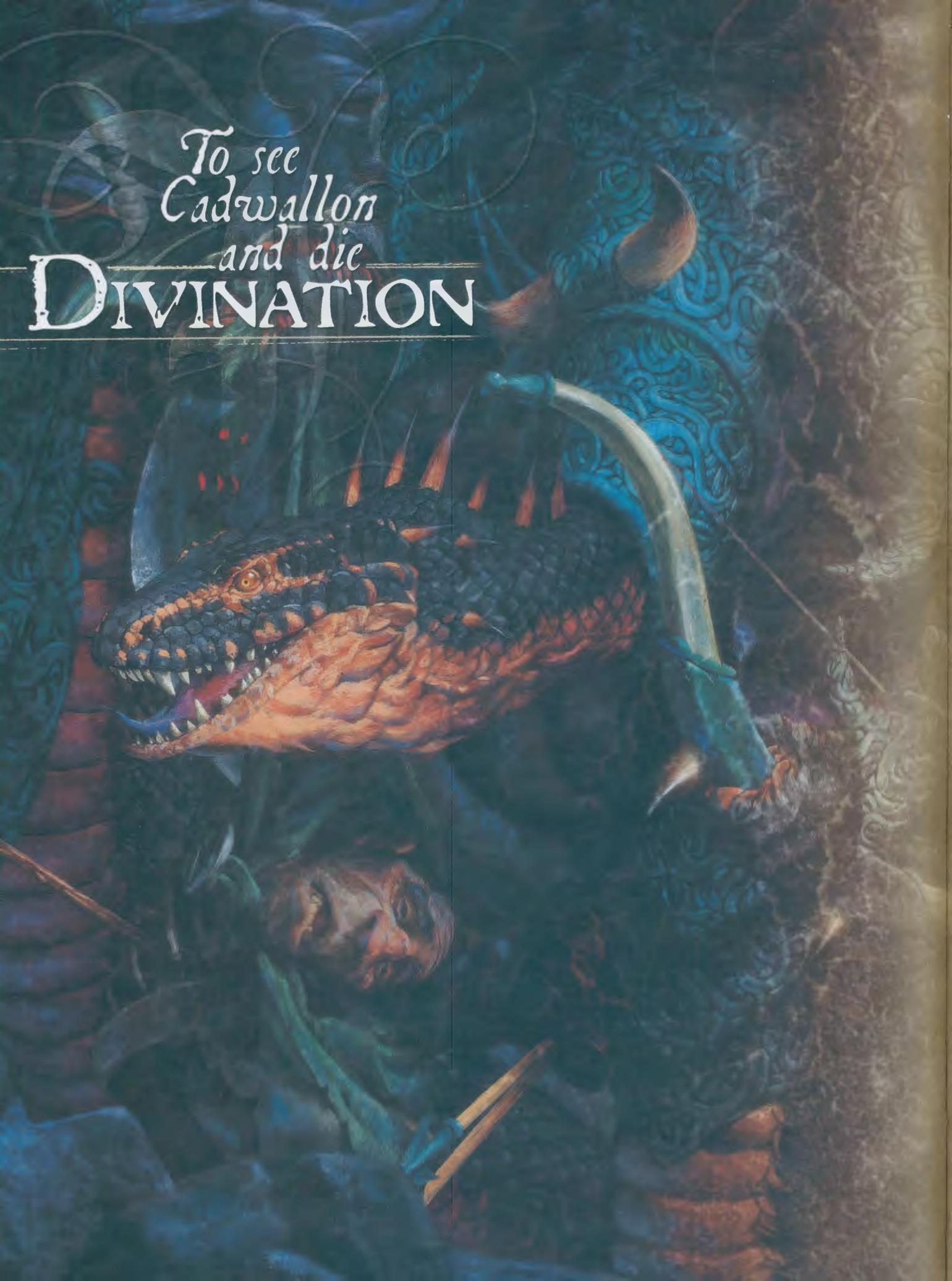
Evocation of the Moon

Cost: 3 (Sun).
Difficulty: 6
Target: A character + a character per gamble.
Range: 10 squares.
Duration: One round.

The targets perception is lessened. Everything seems blurred, elusive and unstable. Look out/DIS tests are automatically failed.

To see
Cadwallon
and die

DIVINATION



Captain Durak has resorted to his brutal methods on an innocent person once again. My brother, his last victim, was a former templar turned missionary! How could he have been linked to the crimes the militia accuses him of? I am his brother, by Merin, I have known him long enough! No, the One god would have never let it happen. Of course no one understood his decision to leave the armor of the temple to wear the clothes of the missionary. But the choice was his own, and an honorable one too.

I was never able to equal you, brother. All I could do was follow in your steps, in my own way. I became a promising minelayer, I was expected to have a great career... Only if Durak, may he be cursed, had not killed you! O Merin, how cruel are Your ways sometimes!

Fortunately, time for retaliation has come. Seeking vengeance, I left it all. I deserted my unit. I stole part of my comrades' wages to pay for my journey to the Free city. I have offered my services to death itself, I walked away from the light of Merin. Unless it is part of His design. Of course it is... He who decides it all, His cleansing fire must have guided my actions... I am accomplishing His will!

Today, all these sacrifices will be rewarded. I will accomplish the fate Merin laid before me. I will kill Captain Kelian Durak.

Captain Durak always walks in the middle of the street. He is a cautious man, who rarely follows the same pattern twice. But "rarely" does not mean "never". And here he comes! He is level with the barrel of powder, I ignite it. He hears it and turns towards the noise... But it is too late for him! The terrifying blast blows the four surrounding houses.

Brother, you have been avenged.

He is still alive! How is it possible? He was standing less than a metre from the bomb! What kind of demon protects this damned Captain? I will try again. Tomorrow, I will use my rifle. That way, I will be sure of the result, absolutely sure.

I am at the second location, the one I had selected if this was to happen! The massive silhouette of my target is standing in my scope. I cautiously aim for the forehead. I have got all the time in the world; I cannot miss him from here. I pull the trigger, the shot hits Durak right in the middle of his helm. I can clearly see the blood gushing from his skull. The man is massive, he only slightly wavers. Eventually he collapses like a tree struck by lightning. Merin guided my hand!

He is still alive! Merin how could You let it be? I will not give up. I have another plan."

Sheet of paper found on the dead body of a suspect killed by Captain Kelian Durak.

An Incarnate is a champion of the gods, who was invested by them with incredible powers. As a counterpart, fragments of their soul, the Elixirs, have been dispersed throughout space and time.

Often unaware of their status, many Incarnates believe they only owe their powers to themselves and ignore that their fate is not in their hands anymore. They are the agents of the gods in the Rag'narok and are urged to gather their Elixirs to reach the Harmony, the ultimate power.

INCARNATION

The gods incarnate mortals who have caught their interest, no matter the distance or the numbers. They choose whoever they want, whenever they want and often prefer, though not always, individuals from the people they watch over. Alas this special relationship is forged for better and for worse. Save for a few exceptions, one is not born Incarnate. One has to experience an incarnation. Immortality has a cost: when they incarnate an individual, the gods tear part of his psyche, fragment it and spread these fragments throughout the infinity of the Realms (See *Players Handbook* p.259). What is left of the soul after this terrible trial is called **Essence**. The fragments dispersed by the gods are the Incarnate's Elixirs. The Essence and the Elixirs, specific to each Incarnate, are different from the mana and the power of faith.

Another life then begins for this new Incarnate. Now invested with a divine mission and yet often unaware of it, he seeks to recover his Elixirs to restore his Essence. He casts himself, body and soul, into an insane quest to find himself and follows the long path designed by the god who got hold of his fate.

THE RIGHT STUFF

Note: *In Confrontation and in Rag'Narok, Incarnates are also called Characters or Incarnate characters. In Cadwallon, a character is an Incarnate only if he has the distinctive feature Incarnate (See further).*

The Incarnates can manage the impossible; they are the heroes of the Rag'Narok. They have many powers. Through the power of their Elixirs, these champions can fend off whole regiments with daring counter attacks. Their master strikes, fed by divine ire, reap enemies no mortal's hand could ever scratch. Their heroic actions can rally companions in rout and help their people win legendary battles.

Incarnate magicians, true masters of the magic, can bend magic to serve their will and draw mana from deep inside themselves to feed the devastating spells they have intuitively mastered.

By their side, the faithful who have been incarnated are the messiah of the gods who they have chosen to serve. The flame burning in them sets fire to the braziers of faith and war. What King would fear defeat with divine champions leading his armies?

Incarnates are immortal. A swift twist of fate will always save an Incarnate from death: the arrow heading for the heart of the champion finally hits a medalion, a flask or some brave anonymous soldier who stepped into the trajectory as an ultimate sacrifice. And even if the Incarnate is maimed, charred and gone with the wind, the will of the gods is never affected. The memories of the witnesses are altered, the ashes gathered and the wheel of time warped.



There is only one exception to this rule: in certain circumstances, an Incarnate can die by the hand of another Incarnate. It is a way among many others for gods to settle their arguments or to unfold their plots. Each god designates his champion and the winner scores an important victory for his god. Most Incarnates do not live long enough to understand that they cannot die of old age. Less than a handful of Incarnates are aware of their immortality. Most grasp very little about their powers. Many believe that their aptitudes are the result of their own experience and not a godsent gift. Those who have understood that they are part of a great cosmic plan designed by the gods, are few and often at the height of their career. Such understanding requires great sensitivity, which is the field of faithful and magicians. Those who do understand, conceal their knowledge because knowing the secrets of the gods means drawing their anger and the attention of their champions.

Finally, being an Incarnate means being branded by a god. This distinctive feature is recognized by other gods and, as surprising as it may be, by magic itself. The few who know this singular property can use it to recognize or find Incarnates: some spells will not work and some miracles cannot be called in their presence.

THE ELIXIRS

The Essence of an Incarnate is incomplete until he has gathered his Elixirs. Therefore he often feels unfinished, obsessed by an object, a location, an event or a dream... This spiritual need prevents the Incarnate from ever feeling comfortable anywhere.

Each time an Incarnate finds a significant Elixir, he experiences a new Incarnation, a new burst of power.

To set off to find one's Elixirs is a dangerous mission. An Incarnate's Elixirs can be anything and anywhere, even in time. It can be artifacts holding a great place in the tutelary god's plane, a lost piece of knowledge that must be found and delivered; a secret or a location where the Incarnate must stand at a key moment. Many gods use Elixirs to try and guide the Incarnates on a precise route. Others spread them randomly, because they are only interested in their champion's potential.

The most perverse or warlike gods sometimes give the Elixirs of an Incarnate to another Incarnate, urging them to fight for the mastery of a world at war. These rivals are called Shadows and they are the source of many legendary duels through the history of Aarklash.

An Elixir can also be a precise location in space and time. A particular event, the fulfilling of a quest or the understanding of something will reveal to the Incarnate that part of his Elixir was slumbering deep inside of him. The fate of each Incarnate is unique.

LIVING AS AN INCARNATE

Being an Incarnate means to lose the control over ones destiny without further explanation and being thrown into an epic odyssey. The existence of an Incarnate is strongly influenced by the god who has chosen him. Sometimes his fate follows his personal aspirations; sometimes it doesn't.

An Incarnate is on a quest. He is trying, often without being aware of it, to reach his next Elixir, his next Incarnation. Each incarnation is more powerful than the previous; the quest for Elixirs is a quest for identity but also for power. Before the dawning of the Rag'narok, many Incarnates went on adventures inspired by the quest for their Elixirs, accompanied by some followers. Some tried to ignore the call of fate by dedicating themselves to a cause. But since the great battle has begun, the Incarnates are revealing themselves slowly to the rest of the world through their accomplishments. These exceptional individuals step into their due position as agents of higher powers and champions of the Rag'narok.

Some scholars are starting to understand that these people truly are extraordinary and try to know why, with more or less success. The three or four wiser people who have a clue of what the Elixirs might be are building hypothesis on how to harness this incredible power, whereas the anonymous crowd is whispering, feeding on rumors and beginning here and there to worship Incarnates a demi-gods. Armies rise in their wake, sending Aarklash deeper into the Rag'narok.

It sometimes happens that an Incarnate himself understands the supernatural nature of his new abilities and realizes he is the stake of higher interests. He then has to make a choice, the only true choice of legendary heroes: follow his destiny or his own free-will. Those who choose their

own free-will become voluntary orphans and wandering champions tormented by contradictory aspirations. Their road often leads them to Cadwallon, the refuge of exiles from all horizons.

Nine out of ten Incarnates ignore their nature and the powers they have. They believe they owe these capacities to their own expertise or to their luck.

And one Incarnate out of ten merely knows a fragment of the truth. He has realized he possessed strange powers or felt a higher entity looming over his fate. Among those who furthered their research and got hold of a greater part of the truth, some refuse to be the gods' toy and rebel against their condition, without much success: their road always leads them to their Elixirs. Others embrace the cause of their god and finish the task which was given to them, adding great glory to their name.

One Incarnate out of a hundred knows the whole truth. He knows the extent of his powers and knows he will never die. The very few who have achieved this level of consciousness have told no one about it for fear of the terrible consequences.

HARMONY REGAINED

No matter what happens, an Incarnate will never revert to the mortal he once was before his Incarnation. When he finds a significant part of his Essence, he might be caught in successive incarnations, each one leading him to the next step on his trip.

When an Incarnate manages to gather his Elixirs and restore his Essence, he lives his apotheosis: the harmony. Having overcome the divine trials, he transcends for a moment the laws of Creation and frees himself from the influence of the gods. Some Incarnates choose to fade away to merge with the Creation and try to weigh on the com-

ing fatality. Others prefer to remain with the other creatures. Among them, some become loners, free to use their fabulous powers as they wish. Finally others remain faithful to their cause and carve their place into history: these warriors become the **major allies** of the people they fight for, magicians become **virtuosos**, and the faithful grow to be the **avatars** of their tutelary god.



INCARNATE

The character was blessed by divine grace. He is destined to play a particular role in the Rag'narok. This blessing gives him the following distinctive features.

If he has nothing but incantation trades:

- Sequence/X;
- Arcane mastery;
- He can change spells after each period of inactivity of at least six hours;
- Some game effects have no influence on him. These details are described with the effects concerned.

If he has nothing but divination trades:

- Sequence/X;
- Piety;
- He can change miracles after each period of inactivity of at least six hours;
- Some game effects have no influence on him. These details are described with the effects concerned.

In the other cases:

- Sequence/X;
- Counter-attack;
- Master strike/X;
- Assault fire;
- If he has access to spells and miracles, he can change them after each period of inactivity of at least six hours.
- Some game effects have no influence on him. These details are described with the effects concerned.

An Incarnate begins each opposition with an Elixir pool equal to his POT. He can draw from this pool to activate the following powers. Unless mentioned otherwise, each power costs one Elixir point.

- Changing one of his distinctive features to a feat until the end of the round;
- Constituting one's AP and RP after all the other characters. If several Incarnates use this power at the same time, they place their dice after the other characters, and then according to their dominant attitude;
- The Incarnate and all the other characters on his side within (POT of the Incarnate) squares automatically resist Fear until the end of the round;
- Resuscitation. This action doesn't cost any Elixir points and always happens when the PC cannot see it happen. The location of the Incarnates death and the memory of the witnesses are altered to correspond to this change in the fabric of reality.
This power cannot be used if the coup de grace was dealt by another Incarnate.

An Incarnate can earn Elixir points by accomplishing the following actions:

- Killing another Incarnate. The gain corresponds to the POT of the defeated Incarnate. These points are kept until they are spent and are added to the pool of the Incarnate;
- The character carries out an action which furthers the cause of the god who incarnated him. The gain may vary from 1 to 6 points depending on the importance of the task accomplished. These points are kept until they are spent and are added to the pool of the Incarnate;
- Finding one of his Elixirs. The Elixir pool of the Incarnate increases by 1 to 3 points permanently, depending on the importance of the Elixir found;
- Experiencing a new Incarnation. The same as "One of his Elixirs" above. Besides the Incarnate gains 10 000XP. This event is exceptional and happens at a turning point of the Incarnate's life.

Incarnates get a +1 to their POT. The NPC presented in the Players Handbook who's POT has been calculated in this way are in fact Incarnates. Only an Incarnate can use an artifact.
This distinctive feature can never become a feat.

Obligation: The character must recover his Essence; he is now obsessed by an element chosen by the GM. An Incarnate is freed from his quest for his Elixirs when he reaches the Harmony, after many adventures. Interaction rules between an Incarnate and his Shadows are not detailed in this extension.

These are beyond the scope of *Cadwallon* or *Secrets*.

IN GAME

Any GM wishing to see an Incarnate intervene in his adventures, must remember that Cadwallon is not a game of Incarnates because the Free city is at the periphery of the Rag'narok. It is the free leaguers' job to secure this situation. Any PC who would become an Incarnate could be seen by his peers as a threat to the stability of Cadwallon.

Incarnates are exceptional NPC. To represent this, they all have the distinctive feature "Incarnate" (See the insert besides) representing their unusual aptitudes. Beyond these technical issues, the GM must keep in mind a few essential notions.

EXCEPTIONAL BEINGS

As champions of the Rag'narok, their intervention in a scenario is rare. Their power is such that they can outshine the capacities of a league. In order not to steal the limelight from the PC, Incarnates cannot take decisions for them; they are only there as scenario elements.

- **Relation:** The PC met an Incarnate during their adventures. He can become their contact and provide them with useful information concerning events and factions of the Rag'narok.
- **Ally:** The Incarnate can become the friend of one or several PC. He can require their help to find an Elixir, which can be material for many scenarios, or give them a hand when things go pear shaped.
- **Mentor:** A PC is taught by an Incarnate. In order to maintain the unique quality of this relation, the GM is encouraged to leave the Incarnate out of Cadwallon or ask for heavy compensation for the teaching provided. Once more, this is good scenario material.

- **Enemy:** Incarnates are great enemies that should not be underestimated. A free league can dedicate its whole existence to thwarting the evil plans of a powerful Incarnate, such as Sophet Drahas. The PC's actions could even have consequences on the events of the Rag'narok!

IMMORTALS

The GM is invited to use all necessary devices to avoid the death of an Incarnate, except if the opponent is another Incarnate. The descriptions given by the GM must then correspond to the reality as the gods changed it.

A PC may spot the GM modifying the storyline and changing the rules to save the Incarnate, which means that, once per opposition, the PC can use a fact (1d6) and denounce the GM's manipulation out loud. The GM is encouraged to announce the use of this rule the first time the players denounce it.

- If their intuition was correct and they caught the GM red handed, their characters immediately gain the knowledge "Incarnation";
- If they were wrong and they mistook an event with divine intervention, they lose a point in the knowledge "Incarnation". The value of this knowledge cannot be lower than 0.

The PC can also benefit from an increase in this knowledge if they discover true information concerning Incarnates.

KNOWLEDGE: INCARNATION

- 1: The PC has conflicting memories concerning the last opposition when the divine intervention targeting the Incarnate he met took place. He sometimes has strange dreams about it.
- 2: As above; besides, strange memories spring to the PC's mind if he is in presence of an Elixir of the Incarnate.
- 3: Carrying out a fact (1d6), the PC feels the presence of incarnates within three squares of him.
- 4: As above; besides the PC can pinpoint Incarnates within six squares of him.
- 5: The PC witnesses the divine intervention with his own eyes; he sees the swift change in reality and observes the alteration of the memory of the people around him. He cannot intervene. If he says too much concerning his discovery and especially if he talks to a faithful, he might draw the gods' attention.

DIVINE WILL

An Incarnate is a champion of one of the gods of the genesis: Conscience (Merin, Odnir), Beauty (Lilith), Inspiration (Jackal, Rat), Conquest (Arh-Tolth), Wisdom (Noësis), Desire (Vortiris), Cycle (Mid-Nor), Torment (Vile-Tis), Virtue (Arin), Vice (Salaüel), Instinct (Earhë, Yllia) or Hope (Cernunnos, Dänu).

Each god has his own personality, determined by their name and their vision of the Creation. The values bound to each god have an influence on the behaviour of the Incarnate. Often a god will choose an Incarnate because he shares his aspirations, but it is not compulsory.

To see
Cadwallon
and die

REVOLUTION



The door was closed.

No matter what ever is at stake, no matter the place, no matter the mission, it always leads to a door.

And the door of this strange underground temple was locked.

Ashylä and her free leaguer companions had tried to open it by all means: she had tried to tinker with the old lock and the others had tried everything else, spells, miracles, riddles. Nothing had worked. It was Kurz the dwarf who had the jolly good idea which was now taking Ashylä to one of the Architects trading posts: they needed to borrow some heavy artillery.

The beautiful and smooth Akkyshan infiltrated the storehouse, alone among the war machines of the guild of Architects. She dropped herself in the rows arranged by the Cadwë military engineers, scrutinizing the familiar darkness. The lighter pieces (those a man could carry alone) were stored in carefully piled up crates or put away on some large shelves. The most impressive machines were simply parked in a corner of the storehouse, awaiting the next raid of Ashylä's kinsmen: Griffen guns, local manufactured cannons, ballistae, etc. The leaguer shivered thinking that one day her job might take her to a battlefield, amidst fere and death.

The guards' footsteps urged Ashylä back to reality. She quickly slipped in behind a large crate, as high as an ogre, and listened carefully. After a few seconds, she heard a light mechanic purring coming from inside the crate. Looking through a gap between the planks, she could make out a humanoid and four armed metallic silhouette. Slightly worried by the size of the construct, she chose to find another hiding place. She leaped on top of an armored chariot out of the guards' sight.

Bombs, guns and constructs. The Architects were completely out of their minds! As far as her eyes could see, Ashylä was overlooking rows and rows of destruction and death dealing devices. She eventually spotted the two guards. She silently reached for her bow, aimed carefully, swiftly shooting two arrows one after the other. She made sure her victims were out of the picture and went back to the window to warn her companions. All they had to do now was disassemble the griffen gun, get it out of the storehouse and get it to the underground to rebuild it in front of the door, hoping the tunnel would be large enough to get in with such an instrument.

The damn door was not going to remain locked for long!



TRAPS

The rules presented in the Revolution chapter of the *Players handbook* describe the devices most commonly used by the free leaguers. Yet the leaguers are not the only ones resorting to the various technologies of Aarklash. The most powerful Cadwë tend to booby-trap their houses to protect themselves and their belongings against thieves and free leaguers. Besides, the latter sometimes need some of the larger tools to accomplish their missions. Therefore, the chapter presents the artillery pieces of Aarklash and Cadwallon as well as the rules to use them.

The traps are all machines (see *Players handbook*, p.315). They cannot be used with the ability *Activate/SLE*: once built, a trap is triggered when the conditions for its activation are fulfilled.

Yet some traps have a *Complexity* value. It is used to determine the difficulty of the *Tinker/SLE* to neutralize it definitively or not. If the test is a failure, the GM rolls 1d6 to tests the instability of the trap. If the result is inferior or equal to the *Instability* of the trap, it is triggered by the failed defusing test.

TRAPS

Article	Origin	Legality	Availability	Weight	Price
Alarm system	All	Yes	8	na	75 D
Giant boulder	All	Yes	10	na	500 D
Arrow trap	All	Yes	8	na	500 D
Pit	All	Yes	4	na	25 D
Trapped ceiling	All	No	12	na	1 000 D
Trapped lock	All	No	8	na	75 D
Trapped pit	All	No	8	na	50 D

Alarm system

Achievability: 8
Complexity: 6
Instability: 3
Weight: -
Origin: All.
Legality: Yes.
Availability: 8
Price: 75 D.

This trap is not intended to neutralize intruders, but it is meant to warn of their presence. Most often, it's a trip wire pulled across a corridor or an access, connected to a set of bells. Discovering such a trap requires a test of Search/DIS (7).

To neutralize it, cutting the wire while maintaining the tension by tying the ends to a couple of nails, so that the bells don't ring is usually enough.

Stepping into a square where the wire is pulled will trigger the trap. The TL goes up by one point.

Arrow trap

Achievability: 10
Complexity: 8
Instability: 3
Weight: -
Origin: All.
Legality: No.
Availability: 8
Price: 500 D.

Most often, an arrow trap is concealed inside a wall or a Medium Size piece of furniture. It sends a volley of arrows in a straight line when it is triggered (by a pressure platform a trip wire pulled across a corridor). When it is inactive, the arrow trap is concealed; only the holes containing the arrows are visible. Therefore a test of Search/DIS (8) is required to detect

such a trap. Even when triggered, it is only obvious to hearing if the area is quiet.

The arrows might hit any character facing the trap, as far as a distance of four squares. The GM does a single roll to determine if the potential targets are hit, by rolling 2d6 + 3. If the result is equal or higher to the target's DEF, it is hit. It then suffers a wound (POW 2d6). The arrows might be poisoned. The cost of the poison is not included in the price of the mechanism.

Most of the time, arrow traps can only send a single volley of arrows. An improvement can add an extra volley instead of the usual effect (for each extra volley a dose of poison might be required). It is also possible to improve the mechanism to add + 1 to its roll (see *Players handbook*, p.331).

Giant boulder

Achievability: 10
Complexity: 8
Instability: 4
Weight: -
Origin: All.
Legality: No.
Availability: 10
Price: 500 D.

This type of trap is rarely found outside of ruins, underground tunnels and fortifications. When pressure is applied to a platform (one or several squares in size), it triggers a counter-weight which liberates a gigantic stone or metal ball. Most of the time, this trap is set in corridors as large as the giant boulder's diameter. Discovering an element of this trap requires a test of Search/DIS (6).

Neutralizing this kind of trap consists in spotting the pressure platforms and blocking the counter-weight system.

The giant boulder moves in a straight line over 3 + 1d6 squares. It squashes anything in its trajectory, inflicting Damage rolls (POW 5d6) with a Damage modifier of + 10. It is possible to stop the boulder with a test of Force/PUG. The SIZE of the Boulder is 5 and the difficulty of the test is increased by the result of the d6 determining the speed of the boulder.

Pit



Achievability: 4
Complexity: -
Instability: -
Weight: -
Origin: All.
Legality: Yes.
Availability: 4
Price: 25 D.

This trap is a simple hole in the ground. It can spread over one or several squares. On a tile with vegetation squares, such pits can be hidden by branches and a test of Search/DIS (6) is required to find it. In urban areas, pits are almost always open and obvious. Walking on a pit implies a fall.

No matter if the pit is open or not, it is possible to use Stunt/STY to pass over it or Climb/SLE to climb its walls. Failing one of these moves implies a fall. Most pits are three meters deep (Large Size).

There might be stakes at the bottom, which might also be poisoned. These stakes give a +3 to damage caused by a fall and also inflict the damage due to the poison. Setting these up increases the Achievability of this trap by two points.

It is also possible, instead of the stakes, to leave a monster at the bottom of the pit. A guard must then regularly come to feed it, reckless intruders are generally not enough. Such a creature automatically attacks any character who falls down the pit.

Trapped ceiling



Achievability: 8
Complexity: 10
Instability: 4
Weight: -
Origin: All.
Legality: No.
Availability: 12
Price: 1 000 D.

This type of trap is rarely found outside of ruins, underground tunnels and fortifications. Pressure is applied to a platform (one or several squares in size) used as a trigger, or it might even be an “inverted” pressure platform generally supporting a valuable item. In this case, when the item is taken off its platform, the trap is triggered. It causes the cave-in of all or part of the ceiling in the area. This cave-in can have two effects:

- Block the exits in the area. The characters must dig to get out;
- Wounds the characters located on the squares in the targeted by the cave in. The effects are then managed as a collapse (see p. 79).

Trapped lock



Achievability: 6
Complexity: 8
Instability: 3
Weight: -
Origin: All.
Legality: Yes
Availability: 8
Price: 75 D.

Trapped locks are often built-in on chests or safes, but some particularly paranoid Cadwë have them set on their bedroom door. A trapped lock works like a regular lock, but it can also project a poisonous dart. Some models are only triggered after a failed attempt to tinker with the lock. Some are triggered when the door is opened without the key being in a particular position. Discovering a trapped lock requires a test of Search/DIS (9).

When it is triggered, the mechanism projects a poisonous dart in the square facing the door. If there is someone in this square, the GM rolls 2d6 + 3. If the result is higher or equal to the character's DEF, he is hit and suffers a wound (POW 1d6). If the character loses at least one health point, he undergoes the effects of the poison used on the dart.

The cost of the poison is not included in the price of the mechanism. Moreover, it is possible to improve it to add + 1 to the mechanism's rolls (see *Players handbook*, p.331).

Trapped pit



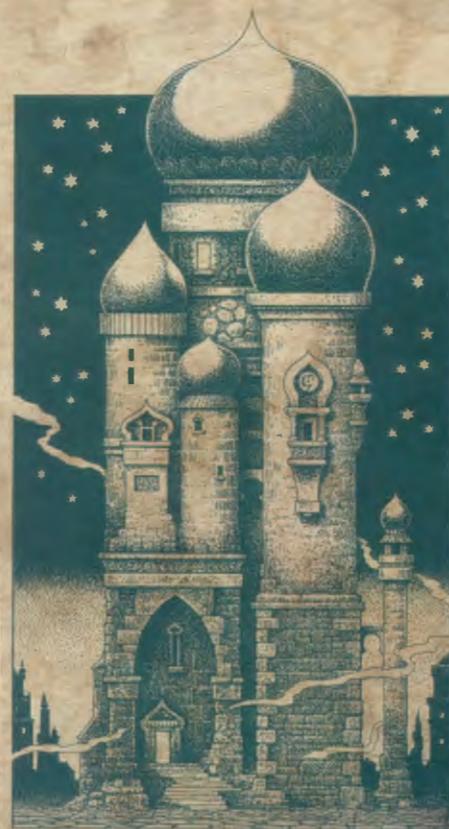
Achievability: 6
Complexity: 6
Instability: 2
Weight: -
Origin: All.
Legality: Yes.
Availability: 8
Price: 50 D.

The trapped pit is an improved version of the pit, but it can only be set inside a building. A hole is dug in the ground and covered by fake flooring. The trapdoor opens when triggered by something heavy enough and the character standing over the trapped pit falls. A trapped pit is always concealed. A test of Search/DIS (8) is necessary to discover it. Walking over a trapped pit, which has not been neutralized, causes a fall with the same effects as a pit.

Nonetheless, trapped pits have an extra advantage: they can close again once someone has fallen inside, imprisoning the unfortunate wretch. The latter then needs to fulfill the following conditions to open the trapped pit.

- Use Tinker/SLE;
- Have access to the fake flooring;
- Be able to see inside the trapped pit.

A trapped pit can be equipped with stakes or shelter a creature as in a pit.



WAR MACHINES AND CONTRAPTIONS

ANATOMY OF WAR MACHINES

War machines gather three different kinds of constructions, each of them connected to a different technology:

- **Fortifications** are solid construction, but cannot be moved. These are inert inventions;
- **Artillery** pieces are massive and dreadful weapons which require a crew to be moved and operated. By default these are Powder inventions. They can be related to Naphta or Steam when they use these energies;
- **Vehicles** are wonderful machines which can move by themselves. They always require a crew to be operated. By default, these are Machines. These inventions can be connected to Naphta or Steam when these energies are used to power them.

Artillery weapons categories

War machines with artillery weapons are split in several categories:

- An artillery weapon can either be light or heavy, depending on the caliber of its shells and the amount of powder used;
- An artillery weapon can either be considered perforating or zone, according to how it was built or the type of ammunition used. Zone weapons are less powerful, but affect an area of effect. Perforating weapons can affect several targets standing in a straight line.



REVOLUTIONARY WEAPONS

Explanations regarding the use of the weapons contained in the Revolution chapter of the *Players handbook* might be misunderstood, here are some clarifications.

Weapons with a Complexity value, notably steam or naphta powered weapons, must first of all be operated, then wielded to hit the target of the attack. Therefore a character using such a weapon needs to perform two moves: first using the ability "Operate: (choose one)/SLE" and second the ability related to the weapon used (Shoot/SLE, Slash/PUG, etc). The second move does not generate an incident if the test is a failure.

Characteristics

War machines have specific characteristics:

- **SIZE:** Indicates the Size of the machine in height as well as the surface it occupies;
- **Mass:** Only propelled or mobile machines have a Mass. This value indicates the number of squares it needs to move in a straight line before being allowed a 90° rotation;
- **Crew:** The minimum number of servants and substitutes required to operate it.

Besides these characteristics, war machines have particular distinctive features and feats. All these values are come with the characteristics of the weapon mounted on the machine. The weapon is described according to the format of personal weapons.

Crew

Artillery pieces and vehicles are operated by a crew. A crew is composed of servants and substitutes. At least one servant is required; a servant may be helped by only substitutes.

A servant is a character with the ability "Operate (choose one)/SLE" required by the machine used. There are no particular compulsory conditions to become a substitute. To count in the crew, a character must be able to reach the machine and must be outside of any enemy's zone of control.

If there are no servants in a crew, the machine cannot be used. If there are less crew members than the mandatory minimum, all tests related to the machine suffer -1 penalty on the final results per crew member missing.

FIRE!

An artillery piece can only be used if it is out of reach of any enemy.

To shoot with such a weapon, it must be loaded first, by spending as many AP dice indicated in the "Rec." column. These dice can be provided by all the crew members.

The weapon must then be prepared and leveled. This requires a test of "Operate (choose one)/SLE" the difficulty of which is fixed by the Complexity of the machine. If this test is a success, the weapon is ready to shoot. Otherwise there is an incident. Once the weapon loaded and leveled, a servant can roll a Shoot/SLE test to try and hit the target. This test never implies an incident. It can be done by another servant than the one who prepared the weapon.

If there are more crew members than the minimum required, the extra crew members can coordinate their efforts.

The effects of artillery fire are different if it is a perforating weapon or zone weapon.

Perforating artillery

If the **perforating artillery** missile misses its target or knocks it over, it carries on its trajectory. To simulate this, a line is traced from the center of the square or of the four squares occupied by the weapon bearer or the war machine to the square(s) occupied by the target. If another possible target stands further along the line, a new shot is solved. The player rolls as many dice as during the original shot minus one per target missed or thrown to the ground (incapacitated). In addition only one die is kept on the Damage rolls after the first Damage roll. The player goes on until a target takes the damage without falling to the ground.

Important: *The steam cannon (see Players handbook, p. 318) is a light perforating artillery weapon.*

12	3	2
9 and 5	X	4, 10 and 11
8	7	6

Zone artillery

When a **Zone artillery** weapon fires, there are two possible cases. If the shot is a success, the area of effect is centered on the targeted square. If the shot is missed, dispersion is solved using the dispersion diagram. Only 1d6 is rolled to determine by how many squares the shot strays.

Unless mentioned otherwise the radius of the area of effect is one. A single Damage roll is done for all the targets located in the area of effect. The central square suffers the whole of the damage inflicted by the weapon. The other squares only suffer half of it (before deducting the PRO) if it is light artillery, and the whole of the damage if it is heavy artillery.

Indirect fire

Certain weapons are allowed indirect fire, meaning it can shoot at a target that none of the crew members can see. To do so the crew must communicate with an observer who has a line of sight on the objective. This communication can be done by voice, a semaphore or hand signing. This kind of shot does not benefit from the adding rule. The dispersion distance for an indirect shot is determined rolling an extra d6. A weapon which is not subjected to dispersion on direct fire uses the dispersion of zone artillery when using indirect fire.



MOVING A WAR MACHINE

Artillery pieces are moved by the crew members. They perform a first fact (1d6/DIS) to lift the machine. They have to resort to the fact "move" as they carry the machine. The MOV used is the lowest among the crew members, minus the mass of the machine. The mass is decreased by one per extra crew member above the minimum crew. Finally the crew has to put the machine down once they arrive with another fact (1d6/DIS).

Vehicles have their own propulsion. The servant has to control the speed of the machine rather than generate it. To start a machine, the servant must perform a Pilot/PUG (Complexity) test. If it is a success, the machine is immediately thrust forward and its MOV must be spent immediately to move. In a similar way, just before the pilots resolution phase, a new movement must be performed. The pilot can then move the vehicle once again using the ability "Pilot/PUG" as indicated in the Players handbook. He can also stop the machine using this ability. A mobile machine can take a 90° turn at the beginning of its move and another after having moved by as many square as its mass. None of these 90° turns are free.

DISTINCTIVE FEATURES OF WAR MACHINES AND VEHICLES

Machines, vehicles and fortifications are not ordinary constructions. They are meant to last and endure damage, which is why they have specific distinctive features and feats.

Impact/X (passive)

The machine was built or equipped to inflict maximum damage in head on collisions. When it collides into a character or an element of scenery, the resulting Wound due to this accident (see p. 79) is done keeping the two best dice.

Besides it is possible to attack enemies by hitting them with the front of the machine. The pilot carries out this attack using his ability "Pilot/PUG", as if it was a charge (see *Players handbook*, p.170).

In case of a collision, the damage inflicted by a vehicle with Impact/X is increased by X for every section of four squares (even incomplete) traveled. Besides if it has an "Unstoppable" marker (see further), the damage is increased by X every two squares instead of four. Such a machine also inflicts a Damage roll to any character who ends his movement in a square adjacent to its front.

Finally, if a machine with Impact/X inflicts enough damage to incapacitate a character or to make an object Unusable, it does not constitute an obstacle any more. The machine can then resume its movement if it has any MOV points left to spend.

Obligation: The pilot must take X extra gamble when he wants to avoid a collision or stop the vehicle.

Rampart/X (passive)

Markers representing defensive elements can be deployed within a radius of X around a war machine with this distinctive feature.

Obligation: The war machine's MOV is definitely reduced to 0.

Reaper/X (passive)

The machine is equipped with scythe blades on its sides. When during its movement, it crosses a character's or an element of scenery's adjacent square, it inflicts a Damage roll with a POW equal to the MOV of the machine modified by X. A character react with a test of Stunt/STY (6), Dodge/OPP (8) or Parry/STY(8) to evade the damage.

Obligation: the machine must inflict damage to all eligible targets.

Stable (passive)

A stable machine cannot be targeted by spells and miracles concerning only characters and creatures. Besides, its mechanisms are so solid and reliable that machines characteristics cannot be diminished using talents, distinctive features or feats. Yet, the effects which generate Wound rolls can still be applied to stable machines.

Obligation: The machine cannot be modified or equipped with new articles.

Transport/X (active)

A vehicle with this distinctive feature has sufficient room inside to embark characters. The sum of the passengers' SIZE must be inferior or equal to X. Besides, this distinctive feature is associated to an access which determines the side by which the characters get in and get out of the vehicle.

Characters can be deployed inside a transport, in the limit of its capacity. If too many characters want to be deployed inside, those with the slowest default attitude are left outside.

During an opposition, a character can embark aboard an open transport and if he is in contact with the access and spends two MOV points. Unless it is locked, opening an access is a fact (1d6/SLE). A character can also disembark from a transport, by spending two MOV, if its miniature can be displayed outside of the vehicle and in contact with the access.

If the war machine transporting the character loses its last Structure point, the passengers suffer a Damage roll with a POW equal to the PRO of the machine. Those who survive are displayed on the squares which were occupied by the vehicle or on the neighboring squares.

Obligation: To embark or disembark from a transport, it must be motionless. Both actions are therefore impossible when the transport is given an "Unstoppable" marker.

Unstoppable (passive)

An Unstoppable war machine does not stop picking up speed when it moves. This velocity makes it very difficult to assail. Besides, it inflicts Damage rolls with a POW equal to its MOV modified by its mass upon collision.

To benefit from this distinctive feature, a machine must fulfill the following conditions:

- It must have spent in one round more MOV point than written on its profile;
- It must not have been stopped by an element of scenery or hazard;
- Its pilot must not have stopped it.

The machine is given an unstoppable marker at the end of its pilot's resolution phase. Even though the miniature representing it is motionless, the machine is always considered as moving. To attack or interact physically with it, a character must fulfill one of the following conditions:

- Be located in front of the machine;
- Have previously performed a test of Force/PUG (MOV of the machine);
- Perform an action which does not require the target to be in contact.

Moreover, a character targeting an unstoppable machine with the ability Charge/PUG does not benefit from the extra die on the Damage roll.

Obligation: A machine with an Unstoppable marker cannot reorient at the beginning of its movement, it has to wait for its first turn.

THE WAR MACHINES^(*)

Article	Origin	Legality	Availability	Weight	Price
Aberration prime	SC	No	12	1 000 kg	25 000 D
Armored chariot	NA	No	12	10 000 kg	25 000 D
Barricade	All	Yes	4	500 kg	10 D
Cynwäll nova	CY	No	11	500 kg	20 000 D
Land Mine	All	No	9	1 kg	50 D

^(*) All the light artillery munitions have the same characteristics as the cannon ball (see Player's handbook, p344). The heavy artillery ammunition costs double.



REVOLUTION: WAR WEAPONS

Article	POW	Fre	Range	Rec	SIZE	Diss	Origin	Legality	Availability	Weight	Price
Armored chariot cannon	8d6	2	12/24/36	4	3	na	NA	No	12	10 t	25 000 D
Ballista	*	2	10/20/30	4	3	na	LI	No	10	500 kg	1 500 D
Culverin	12d6	1	10/20/60	5	3	na	GR	No	11	500 kg	2 500 D
Mountain breaker	*	1	-/32/48	6	4	na	GB	No	12	1 500 kg	3 000 D
Naval gun	*	1	8/16/24	4	3	na	CAD	No	10	500 kg	1 000 D
Ogrokh cannon	*	1	8/16/24	6	3	na	CAD	No	10	500 kg	2 000 D
Veuglaire	8d6	1	10/14/18	5	3	na	GR	No	11	500 kg	2 500 D

WAR MACHINES OF THE RAG'NAROK

Aberration prime

Achievability: 12
Complexity: 4
Instability: 3
Weight: 1 000 kg.
Origin: SC.
Legality: No.
Availability: 12
Price: 25 000 D.

The existence of the aberration prime is still a rumor in Cadwallon. The gossip in the embassies says that the Syhars would have discovered a new stem onto which they have transplanted terrifying biomechanical weapons. Some even speak of "variants".

The aberration prime really exists. It's a horrifying killing machine far beyond the power of previous aberration. This symbiosis of flesh and metal is designed to

attack enemy fortifications and stand up to Incarnates. It perceives its environment with the heightened senses of a predator and obeys simple orders uttered in Syhar. Its intelligence is limited, close to that of a tiger of Dirz.

There are several variations of the aberration prime, depending on the stem and the mechanical implants used. A given aberration prime can only have one head, one chest, one dorsal spine and one type of weapon besides the femoral blade and/or the mandibles. Each element gives it a distinctive feature or characteristic bonuses.

- Simple head: Survival instinct;
- Argus module: Consciousness;
- Gaping jaw: Master strike/0
- Profiled head: MOV + 1;
- Femoral blade: Feint;
- Mandibles: Sequence/4;
- Anatomical chest: FEAR + 2;
- Armored chest: PRO + 2;
- Scrawny chest: FEAR + 1, PRO + 1;
- Simple dorsal spine: Rapidity;
- Superior dorsal spine: Mutagenic/4 becomes a feat.

Finally, the aberration prime delights itself with the fear and the pain it inflicts to its opponents. This satisfaction exhilarates the predator and enhances its performances. For each frightened or incapacitated opponent during an opposition, its Mutagenic/X value goes up by a point to a maximum of eight.

Armored chariot

Achievability: 10
Complexity: 8
Instability: 3
Protection/Solidity: 8/25
Weight: 10 t.
Origin: NA.
Legality: No.
Availability: 12
Price: 25 000 D.

Compared to an iron bull, the dwarf armored chariot is a heavily armed and protected vehicle. Pulled by two armored razorbacks (not included in the price), it is equipped with a wagon boiler and a pressure regulator. Gambles taken on the operation of the boiler are therefore added to the armored chariot's MOV. It can

ABERRATION PRIME

Potential: 8

Dominant attitude: Pugnacity

Size: Large (4)

Movement: 8 **Power:** 5

Distinctive features: Born killer, Construct, Enormous, Fierce, Implacable/2, Mutagenic/4.

Feat: Brutish charge

Characteristics:

- PUG 6 (FEAR 7)
- SLE 3
- STY 2
- OPP 2 (DEF 3)
- SUB 2
- DIS 2 (MAS 3)

Protection:

Biomechanical shell (PRO 2)

Abilities:

- Charge/PUG 3
- Climb/SLE 2
- Endure/PUG 3
- Hide/OPP 3
- Intimidate/PUG 3
- Look out/DIS 3
- Parry/STY 2
- Slash/PUG 4
- Slither/SLE 2
- Survive/OPP 3
- Swim/PUG 2

UNhurt

Light Wound

Serious Wound

Critical Wound

INCapacitated



Weapon	Par. Mod	Dam. Mod	Type	Reach	Diss
Claws	+2	0	S	0	na
Scythe	0	+3	S	+1	na



cross the enemy zones of control without stopping, but cannot change its orientation. Besides, some models are equipped with scythe blades fixed to their wheels. They then get "Reaper/2". The armored chariot is equipped with a terrifying cannon mounted on its turret. A fact (1d6/DIS) allows to change the orientation of the turret without changing the orientation of the chariot. Besides, the gun can shoot even when the chariot is in contact with enemies. But it cannot shoot at the squares neighboring the chariot. The cannon is a heavy perforating or zone artillery piece depending on the ammunition. It is connected to a boiler and the Damage rolls it inflicts are modified by the gambles taken to operate it.

Embarked fighters do not have any line of sight on the outside. The inside of the chariot is considered a specific area and inside surfaces are considered as walls.

- **SIZE:** 5 (3 X 4)
- **MOV:** 6
- **Mass:** 4
- **Crew:** a pilot and a gunman.
- **Distinctive features:** War cry/8. Immunity/fear. Impact/4. Stable. Unstoppable. Transport/12 (rear access).

Ballista of the Lion

Achievability: 8
Complexity: 6
Instability: 2
Protection/Solidity: 2/15
Weight: 500 kg.

Origin: LL
Legality: No.
Availability: 10
Price: 1 500 D.

The baronies of Alahan have designed artillery pieces based on the structure of a ballista, but improving it so it could shoot several types of ammunition:

- When it shoots a stake, the ballista is a heavy perforating artillery piece (POW 10d6);
- When it shoots scree and loose stone, a ballista is a heavy zone artillery piece (POW 6d6);
- When it shoots a rock, a ballista is a light zone artillery piece (POW 8d6).

The shots with areas of effect can become indirect fire. These shot cannot pick a target less than four squares away.

- **SIZE:** 3 (2x2)
- **Mass:** 2
- **Crew:** 2
- **Distinctive feature:** Stable.

Barricade

Achievability: 4
Complexity: -
Instability: -
Protection/Solidity: 3/20
Weight: 500 kg.
Origin: All.
Legality: Yes.
Availability: 4
Price: 10 D.

Barricades are sometimes used to protect artillery pieces deployed away from the battlefield. A barricade occupies two squares, like a cavalry base, and constitutes an obstacle. Its height is equivalent to Medium Size. Nevertheless it is considered as Large Size when the ability "Force/PUG" is used against it.

Cynwäll nova

Achievability: 12
Complexity: 5
Instability: 2
Weight: 500 kg.
Origin: CY.
Legality: No.
Availability: 11
Price: 10 000 D.

Cynwäll novas are feared by all the enemies of Light. These constructs are built around particular modules recovered by Cynwäll archaeological research. No one can reproduce these modules, and even repairing them can be a complex operation. It is therefore impossible to build a Cynwäll nova without one of these modules, which are called "Nova modules".

A nova has a limited intelligence, suitable for combat. It perceives its environment like a human and receives orders in Cynwäll. It is possible to modify a nova so that it can understand another language, but the improvement will not produce its usual effects.



CYNWÄLL NOVA

Potential: 5

Dominant attitude: Discipline

Size: Large (4)

Movement: 5 **Power:** 4

Distinctive features: Construct, Sequence/3

Feats: Ambidextrous. Additional limb

Characteristics:

• PUG 3 (FEAR 4)

• SLE 4

• STY 2

• OPP 2 (DEF 3)

• SUB 2

• DIS 3 (MAS 4)

Protection:

Synthetic body (PRO 3)

Abilities:

• Bash/PUG 3

• Charge/PUG 2

• Force/PUG 2

• Look out/DIS 2

• Parry/STY 3

• Pierce/SLE 3

• Slash/PUG 3

• Slither/SLE 2

• Strike back/STY 2

UNhurt

Light Wound

Serious Wound

Critical Wound

INCapacitated



Weapon	Par. Mod	Dam. Mod	Type	Reach	Diss
Bastard sword	0	+3	S	1	-2
Spear	0	+4	P	3	-5
Battle axe	0	+4	S	1	-2
Mace	0	+3	B	1	-1

Land mine

Achievability: 8

Complexity: 8

Instability: 4

Protection/Solidity: 1/5

Weight: 1 kg.

Origin: CAD, GB, GR, LI.

Legality: No.

Availability: 9

Price: 50 D.

Land mines are used by soldiers of many nations to protect artillery pieces against enemy scouts. They are constituted of explosives and a mechanic detonator which is triggered by vibrations in the ground. They have to be buried using the talent "Conceal/OPP" to be fully efficient, but some units simply leaved them on the ground to frighten the attackers.

When a character or a creature of Short Size or above walks on a square neighboring the landmine, it explodes. A Damage roll (POW 5) is then inflicted to all the characters located in a square neighboring the land mine. The vast amount of debris projected allows to keep the two best dice of the roll.

If the explosion happens during a characters movement, and if he survives, he can carry on his movement with the remaining MOV points.

Mountain breaker

Achievability: 10

Complexity: 8

Instability: 3

Protection/Solidity: 5/20

Weight: 1 500 kg.

Origin: GB.

Legality: No.

Availability: 12

Price: 3 000 D.

The Imperial army of No-Dan-Kar possesses one of the most powerful guns on Aarklash: the mountain breaker. This heavy zone artillery piece can be used with a wide variety of ammunition. Nonetheless, this weapon cannot shoot at a target less than four squares away. Besides it does not have any short range. This is a naphta power artillery piece.

The ammunitions of the mountain breaker are the following:

• **Explosive ammunition (POW 12d6):**

This is the standard ammunition. No special rules;

• **Shell (POW 12d6):**

Once the Damage solved in the original area of effect, the player can designate two other impact points. Each of these areas must have at least one neighboring square with the original area. They generate (POW 6) damage rolls;

• **Inferno ammunition (POW 5d6):**

The area of effect of this ammunition has a radius of two squares. Furthermore, it generates POW 3d6 fire damage, besides the original damage roll;



- **Cerberian ammunition (POW 6d6):** Firing this ammunition creates three areas of effect from the point of impact targeted. The origin point of each of these areas is determined with a different dispersion roll.

Indirect fire is possible with a mountain breaker. Besides traditional indirect fire methods, it is possible for a servant or a substitute to ride the barrel. He then has the line of sight of a Very Large Size character.

- **SIZE:** 4 (2x2)
- **Mass:** 4
- **Crew:** 1
- **Distinctive features:** Stable. Rampart/6.

Naval gun

- Achievability:** 10
- Complexity:** 6
- Instability:** 2
- Protection/Solidity:** 3/15
- Weight:** 500 kg.
- Origin:** CAD.
- Legality:** Yes.
- Availability:** 8
- Price:** 1 000 D.

A great part of Cadwallon's resources come from its harbors. Unfortunately, the pirates have understood it well and relentlessly attack the trade routes linking the port of the Ordine and Kraken harbor to the rest of Aarklash. The guild of Architects has therefore designed naval guns for commercial use. These guns are small and efficient enough to be adapted to any kind of ship.

The naval gun is a heavy artillery piece. It is considered perforating (POW 10d6) when loaded with a cannon ball and zone (POW 6d6) when it is loaded with grapeshot.

- **SIZE:** 3 (1x2)
- **Mass:** 2
- **Crew:** 2
- **Distinctive features:** Stable.

Ogrokh cannon

- Achievability:** 10
- Complexity:** 6
- Instability:** 2
- Protection/Solidity:** 4/20
- Weight:** 500 kg.



- Origin:** CAD.
- Legality:** No.
- Availability:** 10
- Price:** 2 000 D.

These cannons are the result of the hard labor of the dwarf engineers of the Shooting range, in Ogrokh. These guns are made from a massive steel barrel and a thick wooden frame on wheel to easily move them around. Most of these cannons are affected to the cities fortifications, but the militia and the Khaurik's guard have some of their own. The guild of Blades secretly owns a few too.

The Ogrokh cannon is a heavy artillery piece. Depending on if it is loaded with a cannon ball or with grapeshot, it is respectively considered perforating (POW 12d6) or zone (POW 8d6).

- **SIZE:** 3 (2x2)
- **Mass:** 2
- **Crew:** 2
- **Distinctive feature:** Stable.

Griffin cannons

- Achievability:** 10
- Complexity:** 7
- Instability:** 2
- Protection/Solidity:** 3/15
- Weight:** 500 kg.
- Origin:** GR.
- Legality:** No.
- Availability:** 11
- Price:** 2 500 D.

The Imperial army of Akkylannie manufactures two kinds of artillery pieces engineered around the same frame: the culverin and the veuglaire. The culverin is a heavy perforating artillery piece which fires lethal cannon balls (POW 12d6), whereas the veuglaire is a heavy zone artillery piece which fires volleys of grapeshot (POW 8d6). These guns can only shoot at targets located at the same altitude as them.

- **SIZE:** 3 (2x2)
- **Mass:** 2
- **Crew:** 2
- **Distinctive features:** Stable. Rampart/4.



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