

ELGHTHILLD

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Once, there was the City.

For all the days of men, the wretched inhabitants of the fallen earth had toiled and bled and died in ignorance. They had made sacrifices to demons to avert their anger, and sacrifices to gods for no good end at all. Kings rose and fell, black sorcerers ruled and were dragged to Hell, and throughout it all mankind endured as creatures subject to all the suffering of the world.

It was a thousand years ago that the Sage came into this immiserated world. Some say that he was a renunciate of the black sorcery that prevailed in that day. Others insist that she was a priestess of one of the silent gods. Those stories and stranger ones are spoken of the Sage, yet all agree that there was no greater wizard in all the days of the fallen earth.

It was the Sage's wisdom that raised the Stair of Nacre and Pearl that led upward beyond the sky, to the broad avenues and fragrant gardens of the City. It was the Sage who planted the eight pillars upon which the City rested, and it was the Sage who placed the eight suns in the firmament, one to shine at every hour and seven more to circle the sky and tell the passing of hours. The Sage made the City and all good things within, and then the Sage led men upwards from the Stair of Nacre and Pearl.

The Sage's first chosen were those best beloved, those who had followed when all others had thought the work folly. It was to these men and women that the Sage granted the secrets of the City and the High Art that flowed from it. With celestial fire burning in their veins, these Great Ones became the Sage's emissaries and hands in the fallen earth below. They strode the earth with a might that neither devil nor king nor sorcerer could dispute.

They gathered in the peoples of men, leading them from their wretched cities and filthy villages to the Stair of Nacre and Pearl. Many came willingly from their bloodstained altars, but not all believed, and not all dared abandon their thirsty gods. These heathens remained in the darkness of the fallen earth and hated the Great Ones with the hate particular to unbelievers. They dwell in secret places to this very day, waiting and serving and now scarcely men at all.

Yet when every willing tribe and people had come to the City, the tumult was such that the Great Ones had no time to delight in their High Art. They appealed to the Sage for helpers in their work, and the Sage taught them of the Eightfold Secret, a lesser magic fit for those of lesser wisdom. The Great Ones gave this art to their favored among the tribes, and named them Servitors. These Servitors were sent to oversee the tribes and the peoples, and put to order the confusion of their coming.

And when all things were in order and the City

was rich with contented people and faithful Servitors, the Sage made a leavetaking. No word was spoken of where the Sage was departing, but the maker of the City promised to return one day, 'to amend what was imperfectly begun'. A last apportionment of authority was given to the Great Ones, dividing the rule of the City among them all, and then the Sage departed by ways that none could follow.

For four hundred years thereafter, the City prospered. Broad fields fed its inhabitants, the Servitors kept order and served the Great Ones, and the Great Ones were content in their studies of the High Art. There were the occasional group of malcontents who could not be satisfied even in this paradise, and they left for the fallen earth below, but their numbers were outweighed by the tribes that still made the pilgrimage to the Stair of Nacre and Pearl to ascend to the City above. The City was imperfect, perhaps, but it welcomed men in a way the fallen earth never could.

This welcome was not enough to preserve it. The Great Ones took husbands and wives and bore offspring, but they did not- or could not- share the secrets of the High Art. Immortal and unchanging, some grew discontented with their portion of rule, and conspired to have more... or to have all. The records of this time are fragmentary and contradictory, every scribe declaring the justice of his master's cause, but it is clear that a great war began in the streets of the City.

The Great Ones dared not face each other directly at first, and fought through the blades of their Servitors. Countless savage battles raged on the marble avenues of the City and in its fragrant gardens, and the broad fields were watered with the blood of men. More and more of the peoples were enlisted in the battle until all was a tumult of killing and war. Some few Servitors fled the fighting, abandoning their masters to save themselves and their kinsmen. More remained faithful to the end.

The end came when the Great Ones finally took to the field against each other. There were no survivors to describe the final hours of the City, but the chroniclers say that the clash of High Arts was more than the Sage's crafting could sustain. Fragments of the City fell like meteors from the heavens to crash in wastelands and far desolations. Some few heirs to the Great Ones survived by virtue of relics and artifacts of protection, and a scattering of Servitors were yet on the fallen earth, either in flight or on some mission for their master. The Stair of Nacre and Pearl was broken, and the sky was empty once more.

With the Great Ones gone and so much lost, the Servitors were hard-pressed to salvage their own lives from the ruin of the City. The fallen earth was a desolate place for the Eightfold Secret, the magic too

thin and weak to support anything but the most trifling gifts. Of the High Art there was no sign at all. If any Great One had survived, there were no marvels to show it, nor any of the miracles of the High Art. There was only the Eightfold Secret and the devil-arts of the heathens below.

It has been six hundred years since the City fell. The fallen earth is a patchwork of city-states and principalities, bandit kingdoms and desolations too wretched for any man with a sword to want. The Servitors sit in halls of tattered splendor and rule over half-savage nations. The uncharted wilderness is filled with heathens and worse, twisted monsters and sacred devils in equal measure. Yet there are fragments of the City there too, and the ancient strongholds of those who renounced its walls. There are treasures past imagining for those bold enough to seek them. And perhaps somewhere amid the wreckage is the secret that could raise the City once more.

*** WHAT THIS GAME IS ABOUT ***

Eightfold is a role-playing game in which players take the part of Servitors, heirs to the arcane powers of the Octants of the Eightfold Secret in the fantastic world of the fallen earth. Servitors possess powers beyond those of ordinary mortals, yet they remain frustratingly limited by the scant magical energies of the barren world.

The game draws much of its inspiration from the D&D of the late seventies and early eighties, from the simplicity of BECM D&D and the red and blue boxes. Another stream of encouragement has been the tropes of classic sword and sorcery fiction, with hard-bitten protagonists facing a world that is fundamentally meant for their aggrandizement yet hostile to the trappings of civilization.

Players can expect to plumb forgotten ruins, run from corrupt guardsmen, evade villages of half-human demon cultists, and spend the wealth of kings on villainous ale and worse company. The rulers of this world are corrupt, the people are venal, and the few dim lights of nobility and compassion are perpetually in danger of being crushed. It is for the players to decide whether or not even a sorcerously-blessed Servitor can afford the luxury of morals in the fallen earth.

The game requires a game master (GM) and one or more players, along with one eight-sided die for each participant. A supply of tokens can prove useful for tracking magical exertions- pennies are convenient for that purpose.

*** CHARACTER CREATION ***

Every character in the game is described by a set of attributes, talents, Octants, and degrees. Attributes describe the innate capacities of the character, while talents reflect special training or aptitude. Octant scores indicate a character's ability to manipulate arcane powers, and are not possessed by ordinary men and women. Only Servitors, heirs to the servants of the Great Ones, are gifted with the power to manipulate the Octants. Degrees are specialized outgrowths of the Octants, allowing for abilities beyond those of common humans.

Attributes

Each character can be described by eight attributes. A beginning character starts with a rating of 2 in Might, Grace, Clarity, and Spirit, and can divide 6 more points between these attributes. Three is considered a human average, and no attribute can be raised above five. After these points are spent, the character then determines their Physical Defense, Physical Condition, Mental Defense, and Mental Condition.

Might : This attribute reflects the physical strength and hardness of the character.

Grace : This attribute measures the character's agility and adroitness of control, both mental and physical.

Clarity : Characters with high Clarity think quickly and perceive clearly, and are difficult to surprise.

Spirit : Those characters with high Spirit have strong wills and charismatic force of character.

Physical Defense: Equal to 5 + the character's Grace score, this attribute measures how difficult it is to injure the character with physical attacks. Armor, defensive talents, and certain spells can improve this attribute.

Physical Condition: Equal to 5 + the character's Might score, this is a measure of how much physical punishment the character can take before becoming mortally wounded. Ordinary men and women have a Physical Condition equal to only their Might score, but supernatural creatures and magically gifted ones like the Servitors are more durable. Most damage to a character's Physical Condition reflects only nicks, scratches, bruises, and exhaustion. However, a character brought to 0 Physical Condition has been mortally wounded and will die quickly without a healer's aid.

Mental Defense: Equal to 5 + the character's Clarity score, Mental Defense covers the character's resistance to intangible mystical attacks and mental influences.

Mental Condition: Equal to 5 + the character's Spirit score, Mental Condition is a measure of a character's

remaining willpower and mental integrity. The supernaturally gifted are harder to befuddle than most; ordinary men and women receive only their Spirit as Mental Condition. Attacks that injure a character's Mental Condition progressively sap a character's resolve and focus. The effects of reaching 0 Mental Condition vary depending on the cause; a brain-scorching Mind Octant spell might kill a victim it reduces to 0 Mental Condition, while a honey-tongued demon might enslave the mind of a victim it saps. If no different effect is noted, a power that reduces its victim to 0 Mental Condition causes a coma until at least 1 point is recovered.

Talents

Talents add a +1 bonus to a character's roll when they're relevant to the action test being attempted. talents can only be taken once. If more than one talent applies to a given activity, apply only one bonus. Players should feel free to make up new talents appropriate to their characters, but they should be approved by the GM and any limits should be clearly noted on the character sheet. Note that lack of a talent doesn't mean that the character is incapable of that activity, or even that he isn't trained in it. Possessing a talent simply means that the character is exceptionally gifted in that activity. A beginning character may choose four talents.

Academics: Gain the bonus when attempting to recall or synthesize historical facts, mathematics, geography, or other academic fields. This talent does not cover magical knowledge.

Acrobatics: Gain the bonus when jumping, tumbling, swinging, or otherwise attempting some acrobatic movement.

Alertness: Gain the bonus when trying to detect an ambush, notice a hidden figure, or react to surprise. It adds to Initiative, but only when reacting to sudden and unexpected attacks.

Astuteness: Gain the bonus to resist social attacks and realize the nature of illusions. It adds to Initiative, but only if you've had a chance to observe your enemies beforehand. It'll help you react quickly when a deal goes sour or strike swiftly when you've scouted out a target, but it won't help responding to surprise or to an enemy that bursts out of nowhere.

Athletics: Gain the bonus when climbing, swimming, lifting heavy weights, or running.

Beguile: Gain the bonus when attempting to change another person's feelings about a person or idea.

Convince: Gain the bonus when attempting to persuade someone else of specific facts that may or may not be true.

Dodge: Gain the bonus to resist attacks that can be dodged with a few feet of movement. A character can't

use this talent unless he has at least three feet of open space around him.

Etiquette: Knowledge of how to behave in elite social circles and awareness of the major figures.

Healing: Gain the bonus when trying to heal or diagnose a living creature.

Heavy Weapon: Gain the bonus when using a melee weapon reliant more on brute force than finesse. Any weapon can qualify if the GM agrees, but a specific weapon can only ever be a Light Weapon or a Heavy Weapon- it cannot normally be used as both. This talent does not include thrown or projectile weapons, and it can't be used to add to defenses. For that, you'll need Parry or Dodge.

Hunting: Gain the bonus when tracking, finding game, using stealth against animals, or knowing the habits of game beasts.

Light Weapon: Gain the bonus when using a melee weapon reliant more on finesse than brute force. Any weapon can qualify if the GM agrees, but a specific weapon cannot be used both as a Light Weapon and a Heavy Weapon. This talent does not include thrown or projectile weapons, and it can't be used to add to defenses. For that, you'll need Parry or Dodge.

Parry: Using a weapon or bare hands to deflect a weapon. At the GM's discretion, this might include thrown weapons, but doesn't generally cover arrows or similar fast projectiles.

Profession: Choose a profession or type of craftwork, and gain the bonus when performing activities normal to that profession. The bonus cannot normally be applied in combat, even for more martial professions. Note that this talent represents exceptional talent in a profession, and is not necessary to represent more ordinary backgrounds in a field.

Ranged Weapon: Gain the bonus when throwing or shooting a weapon. If you're using a thrown or projectile weapon as a melee weapon, such as a throwing knife used as a dagger, this talent does not apply.

Security: Gain the bonus when attempting to pick locks, detect or disarm traps, or scout a building's guard schedule.

Survival: Gain the bonus when attempting to find food or water in the wilds, find small game, fashion shelters, or otherwise perform the tasks of living alone in the wilderness.

Toughness: Gain the bonus when resisting sickness, poison, exhaustion, or other bodily privations.

Unarmed Combat: Gain the bonus when fighting unarmed. This also allows the user to add +1 damage for each two full points by which their attack roll exceeds the target's defenses, unlike those lacking this talent.

GM Advice: Talents

Be careful when approving new combat talents. Dodge, parry, and the weapon talents are about as broad as any talent should be, as they're going to be applied on almost every round of combat, except when the character is deprived of his preferred type of weapon, hedged where he can't feasibly dodge, or hit with an area of effect attack that can't be evaded. Similar talents can be approved, but you shouldn't allow any single talent that regularly helps both offense and defense.

Non-combat talents are usually less problematic, though you should be careful not to approve any all-encompassing social talents. If a character can use the ability in more than half of the social interactions he has, it's probably too broad.

When approving a new talent, it's helpful to have the player describe at least one marginal circumstance that it won't help in, the better to lay out clear limits on the ability.

Octants

The Octants are the eight magical disciplines inherited by the Servitors, and skill in them is described by a level from 0 to 8. Few Servitors have skill in all the Octants, and most come to grasp the principles of only a small handful. The Octants have developed in four opposing pairs; Body opposes Mind, Earth opposes Sky, Iron opposes Wood, and Ravel opposes Twine. The Magic section beginning on page 5 explains more about each Octant and what it affects. Beginning characters can choose a major Octant with which they have a skill level of 2, and two minor Octants that they possess at a skill level of 1. They cannot choose their major Octant's opposing Octant as a minor one. Thus, a character who chooses to have Wood as their major Octant cannot choose Iron for one of their minor ones. Only the Servitors have the potential to master the Octants. Few descendants of the Great Ones' favored servants show this power, however, and perhaps nine of ten never manage to embrace their birthright. Those without the Octants must use other means to attain magical power- and most such alternatives require a price that begins with an eternal soul.

Degrees and Spells

Degrees are persistent, easily-accessed magical abilities obtained through intensive study and harmonization with their ruling Octant. Spells are more flexible, shorter-duration effects conjured through the power of a particular Octant. Most Degrees are difficult to learn and require the expenditure of serious effort to master, albeit some untutored Servitors spontaneously develop Degrees appropriate to their character and gifts. Conversely, spells can be learned with little more than a week's careful study, but they invariably require some source text to learn. All characters begin having

mastered two Degrees from their major Octant and one from each of their minor Octants. Characters cannot select Degrees that have higher requirements than they can meet- so their major Degrees must be level 1 or 2, while their minor Degrees must be level 1. A character who wishes to start with the knowledge of several spells can trade one or more Degrees for three spells apiece for which they meet the requirements, chosen from any Octant.

Equipment and Money

Characters begin with 240 silver coins worth of possessions. They might have this money in hard coinage from one of the local kingdoms, or they might have it in the form of equipment they've scavenged, inherited, or bought in the past.

*** MAGIC ***

In the days of the City the Great Ones found that the duties of tending to the commoners were a burden on their meditations. Rather than spending their hours in contemplating the mysteries of the High Art, teeming swarms of immigrants freshly arrived at the celestial City demanded their constant attention. It was agreed among the Great Ones that the most trustworthy of their commoner attendants would be granted a fraction of the High Art's power so that they might oversee the City's operation. These fortunate chosen became known as the Servitors and their gift was known as the Eightfold Secret.

The Eightfold Secret was but a shadow of the High Art. Its powers were rigidly limited and formulated, and the least of the Great Ones could brush aside its workings with a trivial expenditure of power. Unlike the demonic arts of former sorcerers and witchmen, however, the Eightfold Secret required no infernal pacts or soul-ruining rites. Under the aegis of the Servitors, the City rapidly became a peaceful and serene place for the immigrant peoples, a well-ordered refuge from the danger of the fallen earth below.

The lore of the Eightfold Secret was divided into four pairs of opposing arts. Servitors commonly concerned themselves only with that eighth of the art most important to their duties, and these Octants rapidly became the organizing principle of the Servitors. Each Octant's adepts were charged with a different duty in the City related to their particular expertise. While the Great Ones had given the Eightfold Secret to their servants, they had little interest in exploring its subtler aspects, as the High Art was a more convenient and efficient path to their desires. It was left to the Servitors to more carefully develop the gift that they had been given.

Originally, the power of the Octants was employed solely in the form of spells. These sets of incantations and gestures could produce potent effects related to the Octant from which they were derived. The duration of these effects was invariably limited, fading within minutes of their summoning, but it was time enough for many needs. Scholars of the Octants spent countless hours of labor in devising new spells, but once a spell was developed it could be learned with relative ease by anyone with enough mastery of the Octant to understand its principles.

In time, the wisest of the Servitors learned to imbue their bodies with special virtues related to the Octant they pursued. These powers, known as "Degrees" were the result of painstaking study and blind luck in research. Many Degrees were discovered and discarded as useless parlor tricks unworthy of the effort required to master them, but a few proved

valuable enough to pass down to others. Unlike spells, the learning of Degrees required extensive effort and intricate harmonization of the Servitor's body with the principles of an Octant. Most Servitors proved capable of mastering some Degrees, but few could master many.

In the wake of a terrible war among the Great Ones, the City fell and the Servitors were exiled to the fallen earth with the heirs of their former masters. Yet while the High Art had perished with the breaking of the City, the Eightfold Secret was scarcely disturbed. The greatest check on the power of the Servitors was the enfeebled state of the fallen earth's magical energies. Powerful spells and Degrees required careful fueling of the local magical field before they could be summoned, and many great magics fell into forgetfulness because of the difficulty of maintaining the magical energies necessary to power them. Determined study has taught the Servitors many ways of fueling the ambient energies of the Octants, but the weakness of the fallen earth's magical forces remains the greatest check on their power.

The Octant Ranks and Flux Tokens

Channeling the power of the Octants requires a mystical connection with the Eightfold Secret, with the greater powers requiring a deeper bond with that occult energy. A certain degree of this power naturally bleed through into the mundane world, providing a *rank* in each Octant that ranges from 0 to 8. The higher the rank, the more powerful the influence of that Octant on that area. Most areas have a rank of 1 in all Octants, though natural locations of great harmony with a particular Octant might rise as high as 2. Only edifices and locations carefully designed to channel the power of the Octants can have a background rank higher than 2, and even then, the greatest mystical architects of the fallen earth have failed to create an edifice that channels more than rank 5 of a particular Octant. Such enormously potent structures usually have numerous side effects based upon the ruling Octant, some of which can be extremely troublesome- or fatal- for those lacking Servitor magic. Servitors can always sense the rank of each Octant in their immediate presence and doing so is an effortlessly quick assay that does not interfere with other actions. It requires more sophisticated Degrees to actually sense the rank of each Octant in another Servitor, however.

This background rank is occasionally insufficient for Servitors who wish to work exceptionally powerful spells or employ advanced Degrees. In this case, the Servitor can focus his arts to magnify his connection to a particular Octant, increasing his own personal rank in an Octant while

leaving the background rank unaffected. Twisting one's mystical connection has its limits, however, and a Servitor can push his boundaries only so far before he becomes hopelessly desynchronized from the flow of the Eightfold Secret and must wait for his harmony to return.

A Servitor's ability to amplify his own bond is represented by *Flux Tokens*. Each Servitor has a number of Flux Tokens equal to his highest Octant level, plus any additional ones that might be gained from mastering certain special Degrees. This pool of tokens is reset every eighth hour: at midnight, at eight o'clock in the morning, and four o'clock in the afternoon. At these hours the Servitor falls back into synchrony with the Eightfold Secret, and the times of "high night, rising day, and fading day" are often used as references in Servitor legal documents and dealings.

Each turn, as a power action, a Servitor can place one Flux Token on any particular Octant provided his current Octant rank is less than his level in that art. If that token is still on the Octant by the end of the round, his personal rank in that Octant rises by one rank. This does not affect the background rank of the Octant, which remains the same for everyone else. Certain Degrees and spells can interfere with this process, so it's possible that the token might get removed before the end of the round, or additional tokens might get added. In either case, the rule remains simple; if one or more tokens is on the Octant at the end of the round, then the rank goes up by one. All tokens are removed from all Octants after a round is complete. Consistently pushing up an Octant's rank requires spending a new token each round.

A Servitor's Octant ranks slowly shift back towards the local base. For every five minutes that pass, all the Servitor's Octants float one step back towards the local rank. Thus, a Servitor who boosted his Body Octant rank to 5 in an area where the background rank was 1 would drift down to 4 after the first five minutes, 3 after ten, and return to the base of 1 after twenty minutes had passed. Conversely, a Servitor with a Wood Octant rank of 1 might enter into a sacred grove where the background Wood Octant rank was 2. Five minutes after entering, his connection with the Wood Octant would also rise to rank 2.

Manipulating the magical connections in an person's makeup is likely to draw attention from any Servitors nearby. All Servitors can instinctively sense increases in the Octant levels around them, even when not specifically paying attention to it, getting an impression of which Octant has been raised, the level it was raised to, and a general direction towards the subject. This sense is strong enough to wake most Servitors out of a sound sleep. Changing an Octant to a rank between 0 and 1 is magically 'audible' to all

Servitors within 10 feet of any person who contributed to that change, regardless of what physical barriers might exist between them. Changing an Octant's rank between 2 and 3 is audible within 100 feet, changes between 4 to 5 can be heard within 1,000 feet, and changes between levels higher than that are perceived by every Servitor within nearly two miles. Servitors who live in areas of regular magical working can intentionally shut down this sense in order to get sleep or focus without distraction.

Degrees and Spells

Degrees are formalized, controlled expressions of the Octants, special abilities that are regularly available without the uncertainty or drain of spellcasting. Most Degrees are the product of painstaking study and research combined with a healthy measure of blind luck. Despite centuries of effort, there remains no certain process to transform the transient magical energies of a spell into the lasting, innate powers of a Degree. Countless powerful spells exist that would be marvelously convenient to have as Degrees, but sagacious Servitors have poured out their lives in vain trying to discover the proper translation of powers necessary to make the conversion. Conversely, some untrained Servitors simply manifest their Degrees as natural outgrowths of their own nature and talents. Sometimes these savants can teach others how to replicate their talents, but often as not they're as much a mystery to their possessor as to anyone else.

Degrees are divided by Octant. A Degree cannot be used unless the Octant's strength in the user is at a certain rank. Simple Degrees require only a rank of 0 or 1, while more elaborate powers might require a rank as high as 5 to function. A Degree stops working if its user's Octant's rank drops below the minimum and restarts immediately if it rises again.

Degrees also require a minimum level in an Octant to master. Learning the Invocation of Iron Degree requires Iron Octant 1, for example, while the Verdant Life Degree requires Body Octant 4.

Some Degrees and spells are noted as being "Sustainable". Such abilities will continue to function so long as the user keeps dedicating an action to it each turn. Thus a sustainable Degree that requires an attack action to use can be kept in effect so long as the user spends an attack action each turn sustaining it.

Unless otherwise noted, Degrees and spells meant to be used at range can be targeted at any subject visible to the caster's naked eye.

Spells function in a manner similar to Degrees, also requiring a minimum level in a specific Octant to learn and a minimum rank in that Octant's

strength to cast. Many spells also require the spending of Flux Tokens to cast, and require too much time to be serviceable for combat use. A spell description line states the Octant level required to learn it, the Octant rank required to cast it, the number of Flux Tokens that must be spent, and the amount of time to cast the spell- whether it's quick enough to use as an attack action or if it requires a minute or more of incantation and gesture. Spells require at least one hand free and the ability to speak, and if they require more time than a simple attack action to cast they can be interrupted by damage done to the caster's Physical or Mental Condition. Spells that require a minute or more to cast force the caster to remain stationary, though they can still duck and weave in an attempt to avoid attacks. Spells that are disrupted by injury or forced movement fizzle out. Flux Tokens are spent at the end of a spell's casting, so disrupted spells do not drain energy.

Unlike Degrees, spells are relatively easy to learn. Provided that a Servitor has mastery of an Octant adequate to learn a spell and the proper documents, grimoires, and manuscripts for learning it, it requires only eight days of undisturbed study and practice to master it. Spell effects also tend to be temporary in nature. Unless noted otherwise, objects and conditions created by a spell evaporate five minutes after creation.

Actually acquiring access to a spell's formula is another matter entirely. Very few Servitors are willing to share such lore without extravagant recompense, and some go so far as to destroy their spell grimoires to keep them from falling into the hands of enemies, trusting in their own ability to recreate the grimoires with a few weeks of effort. The most common way for young sorcerers to acquire new spells is to find them among the effects of the fallen- or acquire them from wizards who are not aware of their own generosity.

Degrees Existing in All Octants

Invocation of <Octant>: Level 1, Rank 0, No action. Every Octant teaches techniques of husbanding power when in magically hostile areas. The possessor of this Degree can treat this Octant as having a background rank of 1 if it's not already higher, thus allowing her to pass through magically barren areas without losing access to her basic Degrees and spells.

Channel of <Octant>: Level 5, Rank 0, No action. A more advanced form of the Invocation of this Octant, the Servitor can treat the background rank of this Octant as 2 if it's not already higher.

Gift of the <Octant>: Level 2, Rank 0, No action. Painstaking harmonization can increase a Servitor's ability to hold and manipulate the Octants. This Degree grants one additional Flux Token to the possessor. This Degree can be learned in multiple

Octants- so learning both Gift of the Wood and Gift of the Iron adds two Flux Tokens.

Rebuke of <Octant>: Level 1, Rank 0, Power action. Just as every Octant teaches the summoning of its own power, it also teaches the suppression of its opposite. Earth opposes Sky, Iron opposes Wood, Body opposes Mind, and Twine opposes Ravel. The Servitor makes a Spirit attack against a single target's Mental Defense. If successful, the victim must immediately pay one Flux Token or be unable to boost the opposing Octant that turn. If the victim has already put down a token on the Octant and declines to pay the extra, the token on the Octant is lost.

Dam of <Octant>: Level 3, Rank 0, Power action. A more powerful mode of Rebuke, this Degree teaches a more emphatic quelling of the opposing Octant. The Servitor makes a Spirit attack against a single target's Mental Defense. If successful, the victim's opposing Octant is decreased by one rank down to a minimum of 0. If the victim's opposing Octant level is higher than the wielder's Octant level, they may immediately spend one Flux Token to ignore this effect. For example, Corben uses Dam of Wood against Heiduc, attempting to lower his effective Iron Octant rank by one. Corben's Wood Octant level is 3, however, while Heiduc's Iron Octant level is 4. Even if Corben hits with his Spirit attack, Heiduc can spend one Flux Token to stop the decrease.

The Octant of the Body

Body Octant magic relates to the physical forms of those creatures at least theoretically capable of channeling Octant magic. The intricate interplay of forces that makes up such sophisticated beings is an order of magnitude more complex than the raw substances of bestial or plant forms, and so the Body Octant does not have the tools to affect animals or plants. Effects that heal or cure human bodies belong to this Octant, as well as spells that alter the natural shape of such entities. In a more sinister vein, necromantic magic also partakes of this art, and spells that control the dead flesh and bones of men require mastery of this Octant to perform.

Within the City, the adepts of Body Octant magic were the healers of the common folk and the courtesans of the Great Ones. While the power of the High Art was sufficient to cure any affliction that a Great One might experience, the ordinary men and women within the walls were too numerous to be worth such exertions, and so the Servitors of this Octant were charged with maintaining their health. Others were enlisted as companions for the Great Ones and used their arts to obtain a beauty impossible for less gifted men and women.

In the present day, Body Octant adepts are most commonly employed as healers. One who displays power in the art can expect a reverent reception from poor villagers and townsmen, eager for any help with their myriad sicknesses. It's not unknown for a powerful healer to serve as the de facto ruler of a village. The villagers are often fearful of earning the displeasure of a Servitor who alone has the power to save their sickly spouses or fevered children. Others dabble in darker arts, seeking the secrets of the dead amid ancient boneyards and charnel houses. Some of these necromancers seek only understanding, but others prefer a privacy enforced by murderous undead.

Body Degrees

Healing Hands: Level 1, Rank 1, No action.

The Servitor has an intuitive rapport with the human body, and can treat injuries and sicknesses without requiring any particular tools or medicines. He gains advantage on all healing tests.

Rule of the Transient Flesh: Level 1, Rank 0, No action.

The Servitor has control over the sensations he experiences, and may ignore pain, cold, heat, and other physical stimuli at will. He becomes immune to normal weather and climate, and fire and cold based attacks suffer disadvantage on attack tests.

Halting the Mortal Flow: Level 2, Rank 1, Attack action.

The Servitor can stabilize a mortally wounded person with a touch. The victim will wake within five minutes with 1 Physical Condition point but can regain no more until after a full night's rest.

Immaculate Flesh: Level 2, Rank 1, No action.

Adepts of the Body Octant are known for their good health. The Servitor becomes immune to non-magical diseases.

Scourging Touch: Level 3, Rank 1, Attack action.

The Servitor gains advantage on all unarmed attacks against humans. The attacks are treated as light weapon attacks that do half Clarity damage, rounded up.

Ever-flowing Strength: Level 3, Rank 1, Power action.

The Servitor heals one point of their own Physical Condition, provided the wound was inflicted this same round.

Cleansing Radiance: Level 4, Rank 3, Attack action. The Servitor banishes one disease or poison from a target he touches. Damage done is not repaired, but the poison or disease itself is now gone.

Verdant Life: Level 4, Rank 4, Attack action..

The Servitor radiates an aura of irrepressible vitality. All conscious allies within thirty feet heal one point of

damage, including the user.

Rebel Limbs: Level 5, Rank 2, Movement action.

The bones within an enemy's body obey the Servitor, causing a Spirit attack against the Mental Defense of every enemy within twenty feet. Each one hit by the attack is forced to move fifteen feet in any direction the Servitor desires. The victims cannot be forced to do anything other than walk, dismount or jump.

Torrent of Life: Level 5, Rank 3, Attack action.

Focusing on himself or a visible ally within fifty feet, the Servitor can restore all lost Physical Condition points. This can restore a mortally injured character to full health. The Servitor's own maximum Physical Condition then decreases by 2 until after a full night's sleep.

Body Like Water: Level 6, Rank 1, No action.

The Servitor has such mastery over his own body that he can cause it to part harmlessly before weapons. Once per turn, ignore any injury done by a material object. The Servitor's maximum Physical Condition then decreases by 1 until after a full night's sleep.

Timeless Form: Level 7, Rank 1, No action.

The Servitor does not physically age while this ability is in effect. Lifespans of as much as a hundred and eighty have been reported, but the Degree gives no help to the mind in withstanding this weight of years. Senility or madness seems inevitable before two hundred years of life.

From Cradle to Grave: Level 8, Rank 6, Attack action.

The Servitor can make a Clarity attack against the Mental Defenses of all visible enemies within fifty feet. Any creature subject to Body Octant magic struck by this power falls unconscious and will die within a minute unless a healer's aid is given.

Body Spells

Body Over Mind: Level 1, Rank 1, 1 Flux Token, One minute.

This spell functions only on a willing subject. It removes a number of Mental Condition points up to a maximum equal to the caster's Body Octant level and adds these points to the subject's Physical Condition. Any points in excess of the target's normal maximum vanish in five minutes, but the lost Mental Condition points return only at the normal rate of recovery.

Counting Heads: Level 1, Rank 0, 0 Flux Tokens, Attack action.

The caster can use this quick cantrip to get an instant count of how many sentient beings are visible at present. This spell will not detect any hidden subjects that the caster cannot detect by other means.

Body of Clay: Level 2, Rank 1, 1 Flux Token, One minute.

The caster's body becomes soft and malleable at the

end of the casting, capable of slithering through any hole at least one inch in diameter. Possessions can be carried along as well, provided they too can fit through the aperture. The spell ends in five minutes. If the caster is not able to resume their normal shape by that time, they die.

Communing With Bones: Level 2, Rank 2, 1 Flux Token, Five minutes.

By touching human remains, the Servitor learns the time and cause of its owner's death, a clear vision of the body's appearance a few moments after life ceased, and the last thing that the dead subject saw.

Mending the Broken Vessel: Level 3, Rank 3, 1 Flux Token, One hour.

Scars and cosmetic injuries inflicted by nonmagical sources can be smoothed over and mended by this spell. It can regrow soft tissues that have been lost, but not bones or nerves. This effect is permanent.

Crumbling the Bones: Level 3, Rank 2, 1 Flux Token, Attack action.

The caster flares briefly with a light that enfeebls and weakens undead within thirty feet. The caster makes a Clarity attack against their Mental Defense. On a hit, they take damage equal to half the caster's Body Octant, rounded up, plus 1 for each 2 points by which the roll exceeded their Mental Defense. This is physical damage, though undead immune to physical damage take mental damage instead.

Linked Lives: Level 4, Rank 4, 2 Flux Tokens, One minute.

A brave Servitor can link her life with that of another. Physical Condition damage done to either is shared between the two, with each suffering half, rounded down. This spell lasts for ten minutes, or until the caster has taken Physical Condition damage from this spell equal to her Body Octant level.

A Face Anew: Level 5, Rank 5, 2 Flux Tokens, Ten hours.

With painstaking effort, the caster can remold a willing subject's physical appearance to that of any other figure of the same gender and approximate build. This effect is permanent.

Curse of the Eaten One: Level 5, Rank 3, 1 Flux Token, Attack action.

The caster makes a Clarity attack against the target's Mental Defense. On a hit, the subject suffers half the caster's Body Octant level in Physical Condition damage, rounded up, as gruesome tumors erupt over their body. They also suffer Disadvantage on all physical actions until the tumors wither away in five minutes.

Renewal of Members: Level 6, Rank 4, 2 Flux Tokens, Ten hours.

Lost limbs can be regrown by this spell, including bones and nerves. It cannot cure defects present from

birth, however, nor cure injuries inflicted by magic or enchanted objects. This effect is permanent.

Clarion of the Invincible Warrior: Level 7, Rank 4, 2 Flux Tokens, Attack action.

The caster may target himself or a willing ally with this spell. For a brief period of time, the subject becomes impervious to pain and injury, acting freely regardless of Physical Condition for a number of rounds equal to the caster's Body Octant. At the end of this period or if the spell is broken, the subject immediately falls to 0 Physical Condition and will die unless accorded aid.

Army of the Dead: Level 8, Rank 5, 3 Flux Tokens, Ten minutes.

Upon invoking this spell, all human corpses within one thousand feet of the caster that have not decayed to skeletal condition immediately rise back up as Shambling Corpses (see Enemies section), completely obedient to the caster's will. They collapse back into death half an hour later and cannot be raised by this spell again.

The Octant of Earth

The Earth Octant relates to unworked stones and earth, the bones of the world beneath its verdant skin. This art can affect only such materials as have not been shaped by tools. A wall made of bricks is not under the influence of the Earth Octant, nor an earthen embankment piled up by workers. Surfaces molded by magic or by the claws or hands of living creatures can still be affected, however. When in doubt, any earth or soil at least half-untouched by artifice can be assumed to be influenced by this Octant. Aside from this focus on earth and stone, the Octant also has rule over the particular qualities of rock- stillness, hardness, and durability.

In the days of the City, Servitors of the Earth were the laborers among the Servitors. Even in that class of gifted souls it was deemed necessary by the Great Ones that humble workers should be among their number. Strong backs and tireless labor were necessary for projects that could not be exposed to the clumsy ignorance of common folk, and so the Servitors of the Earth were appointed to provide the brute labor necessary for these plans. While their position was least among the Servitors, they yet retained privileges unknown to commoners. These privileges were guarded jealously against the presumption of the common people. In the present day, their common ability to sense valuable mineral deposits makes them in high demand at mines as overseers and foremen. More powerful delvers are prized as guardians for their tireless endurance and unsleeping vigilance. More than a few prefer the solitude of the wilds, however, for their arts permit them to live remote from civilized places.

Earth Degrees

Roots of the Earth: Level 1, Rank 0, No action.

The Servitor has an instinctive bond with the earth beneath him. He cannot slip, be tripped or be thrown and can travel up unworked stone or earth surfaces at his full rate of movement.

Sympathies of Stillness: Level 1, Rank 1, Movement action, Sustainable.

By standing in the same place for a time, the Servitor vents the motive forces around him down into the earth. Enemies within fifty feet of him at the time this Degree is used can move only half the distance they normally could until the beginning of the Servitor's next turn. This effect ends if the Servitor moves away from his current position.

Earthsense: Level 2, Rank 1, Attack action.

By carefully extending his awareness through the earth, the Servitor can feel out the contours of the unworked earth and stone around him. He becomes aware of the layout of all such materials within fifty feet of him, including hidden tunnels or passages. The servitor can identify all minerals and soils within this area.

Grip of the Ground: Level 2, Rank 1, No action.

The Servitor instinctively saps the momentum of threats around him. Projectiles and thrown objects suffer disadvantage in hitting him, provided he is aware of the attack.

Arms of the Mountain: Level 2, Rank 1, Movement action.

With a moment's concentration, the Servitor gains enormous strength. For purposes of lifting, throwing, or inflicting damage, the Servitor's Might is equal to his Earth Octant score or his current Might + 2, whichever is greater. This lasts only for the remainder of the user's turn.

Friend to the Stones: Level 3, Rank 1, No action.

The Servitor now draws strength from the earth, and no longer needs to eat, drink, sleep or breathe. The servitor is also immune to injury caused by falling stones or earthslides, and can slowly burrow through earth or unworked stone at the rate of one foot per minute.

The Mother's Crushing Embrace: Level 3, Rank 2, Attack action.

The Servitor briefly increases the pull of the earth on a single enemy within fifty feet, making a Clarity attack against the target's Mental Defense. On a hit, flying creatures are forced to the ground and creatures standing are rendered unable to move away from that place until the start of the Servitor's next turn. Victims also incur disadvantage on any action that requires movement.

Insensate Flesh of Granite: Level 4, Rank 3,

Movement action, Sustainable.

The Servitor's body becomes hard and obdurate as stone until the beginning of her next turn. Her movement rate is halved, but she takes two fewer points of damage from all sources.

Sovereign over the Stones: Level 4, Rank 4, Attack action.

Unworked rock now obeys the Servitor's will. A ten-foot cube of unworked stone or earth can be shaped to fine detail with each use of this Degree. As usual, materials shaped purely by magic do not count as worked or manufactured materials.

Nailed to the Ground: Level 5, Rank 3, Attack action.

A rocky spike erupts from the earth to impale a target standing on the ground within fifty feet of the user, bursting through most stone or wooden floors. The attack is a Clarity attack versus the target's Physical Defense. Targets struck take damage equal to half the user's Earth Octant, rounded down, +1 for each full 2 points by which the attack roll beat their defenses. The spike crumbles to dust within a minute.

Sensing the Interrupted Stillness: Level 5, Rank 1, No action.

The Servitor becomes immediately aware of all movement within fifty feet of him, provided no walls or doors intervene. Stealth against her is impossible without the use of completely concealing magic.

Avalanche Step: Level 6, Rank 4, Movement action, Sustainable.

The Servitor moves like a landslide. His Might is increased by 2 for all purposes of lifting, throwing, or inflicting damage, and his motions cannot be hindered by any nonmagical force or restraint. Chains are broken, doors are shattered, and nothing short of a stone wall can impede him.

Stony Flesh: Level 7, Rank 1, No action.

The adept's body is more rock than human flesh. He suffers only half damage, rounded up, from any physical attack. Resistances such as Insensate Flesh of Granite are applied after the damage is halved.

Fury of the Earth's Bones: Level 8, Rank 6, Attack action.

The bedrock beneath a structure buckles and churns, collapsing the building above. One use of this power can shake down an area of buildings a hundred feet on a side, and only powerful magical wards can prevent a building's inevitable ruin. People caught in this area of effect may be crushed by the buildings. If not, they must make a difficulty 13 Grace action test to remain standing.

Earth Spells

Hand of the Grave: Level 1, Rank 1, 1 Flux Token, Power action.

A swift incantation renders the caster's grasp virtually

unbreakable for five minutes. One hand can support the caster's entire weight without strain, and attempts to escape a grappling attempt incur Great Disadvantage unless the victim uses Grace for the opposed action test.

Assayer's Eyes: Level 1, Rank 0, 0 Flux Token, Attack action.

With a brief moment of focus and incantation, the caster can determine the exact weight and mineral or metal composition of any object he can hold in one hand.

Earthen Ward: Level 2, Rank 1, 1 Flux Token, Free action.

A quick cantrip saps the force of an incoming physical blow. This spell requires almost no time to cast, but must be thrown before the an attacker rolls, and can be used only once per round. If the attacker hits the caster, damage done is decreased by 2 before applying armor or other defenses.

Peerless Laborer's Iron Spine: Level 3, Rank 1, 1 Flux Token, Attack action.

For one minute per Body Octant level possessed by the caster, they become capable of shouldering enormous loads. Burdens of up to one ton per Body Octant level can be carried, and the load will not cause the caster to sink into even the softest surface provided it could carry him normally. This strength applies only to lifting and carrying, not to throwing or destroying objects.

Fetters of Stillness: Level 4, Rank 2, 1 Flux Token, Attack action.

The caster invokes an earthen stillness against a single target within fifty feet. On a successful Spirit attack against their Mental Defense, the victim is unable to move from their spot until the start of the caster's next turn, and grants all physical attacks Advantage against them.

Shatter the Mountain: Level 5, Rank 3, 2 Flux Tokens, Attack action.

With a single blow, the adept destroys a single inanimate object no larger than ten feet on a side. This power does not function against charmed or otherwise enchanted objects.

Foreman's Irresistible Prowess: Level 6, Rank 3, 1 Flux Token, Power action.

For one minute per level in the Earth Octant, all the caster's allies within fifty feet gain effective Might equal to the caster, if originally less. This Might does not add to their Physical Condition totals.

Curse of the Open Grave: Level 7, Rank 4, 1 Flux Token, Attack action.

With a gesture, pits appear beneath the feet of every enemy within fifty feet. Enemies must make a Grace action test against 5 + the caster's Earth Octant or be entombed alive when the pits close over them.

Stillness like the Hills: Level 8, Rank 4, 1 Flux

Token, Attack action.

The caster makes a Spirit attack against the Mental Defense against every enemy within fifty feet. Those hit suffer 2 points of Mental Condition damage for every turn in which they are not perfectly motionless. The effect ends after 5 minutes.

The Octant of Iron

The unfeeling domain of the Iron Octant is that of the axe, the chisel, and the sword. All tools fall into the purview of this Octant, and all objects manufactured with those tools. Whether an embroidered mantle or simple hoe, any object that is at least half-made by unliving tools falls into this Octant's domain. Unworked stone and earth is instead the domain of the Earth Octant, while unshaped plant matter is ruled by the Wood Octant. Among the tools important to this Octant are the weapons of war as well as the tools of creation, and this art sees at least as many warriors following it as craftsmen.

Long ago in the City, the men and women of the Iron Octant were charged with execution of elaborate plans created by the Great Ones. Strange devices of occult purpose and unfathomable principles were created by the hands of the Servitors, and the Iron Octant lent them a talent and a speed impossible for common artisans. While it was known that the same principles could be applied to a sword as to a carving knife, there was no need for the Servitors to concern themselves with such things. Few ever did until the final years of the City, when the Great Ones bade their Servitors fight and kill the servants of their rivals.

Now, the greater part of the Servitors of the Iron Octant are warriors. These men and women find it more necessary to master the arts of blade and shield than the proper employ of chisels and awls. Not all such warriors wish for their lot, but the world is often too dangerous and its inhabitants too violent for these swordwrights to put down their weapons. Common men and women can make what goods are needed and these same commoners would be just as glad for others to do their dying for them.

Iron Degrees

Craftsman's Willing Clay: Level 1, Rank 0, Movement action.

As the Servitor shapes her handiwork, it more willingly takes the form she desires. Gain advantage when using tools to create or break inanimate objects.

A Hundred Echoes of Iron: Level 1, Rank 1, Movement action, Sustainable.

Even a stone has the razor edge the Servitor needs. Any inanimate object can be used as a normal hand

tool or weapon of its size or smaller so long as it is held. The item returns to its original shape when put down or the Degree is no longer sustained.

Razor Dance: Level 2, Rank 1, No action.

Adepts of the Iron Octant often have an uncanny knack for mastering their weapons. The user gains advantage on any attack with a melee weapon.

Woven of Steel: Level 2, Rank 1, No action.

Woven cloth struggles to protect the Servitor. The Servitor is always treated as having Superb Light Armor so long as any manufactured clothing is worn. This effect can be summoned or dismissed with a power action.

Turning the Blade: Level 3, Rank 1, Movement action.

By intently focusing, the Servitor can deflect manufactured weapons before they do severe injury. Subtract one point from all damage done by manufactured weapons or objects until the beginning of the Servitor's next turn. This subtraction is made after any armor is applied.

Made Knows Maker: Level 3, Rank 1, No action. No object the Servitor has made will willingly do her injury. Ignore all damage from objects at least half-made by the Servitor, be it a sword's edge or a collapsing tower.

Hammer and Tongs: Level 4, Rank 3, Movement action.

The Iron Octant teaches its disciples to strike true. Gain great advantage on the next melee attack with a manufactured weapon this same turn.

A Day in an Moment: Level 4, Rank 2, Movement action, Sustainable.

The craftsman's hammer blurs over his work. When creating an object, the Servitor can work eighty times as fast as a normal craftsman. This Degree continues to function as long as it is sustained, even if the user's Iron Octant rank drops below 2.

Forest of Swords: Level 5, Rank 3, Attack action. The Servitor's sword is everywhere at once. Make a simple attack with a melee weapon against every enemy within ten feet.

No Walls to the Hammer: Level 5, Rank 3, Movement action.

All that is made can be unmade. The Servitor can dig through worked stone like soft sand, twist wrought steel like clay, and otherwise easily shape nonmagical manufactured objects. Objects held by an enemy cannot be molded.

All Is Iron: Level 6, Rank 3, No action.

So long as the Servitor is covered by some sort of manufactured cloth or armor, all manufactured weapons suffer Great Disadvantage in hitting.

Spoken Shape: Level 7, Rank 4, Attack action.

The Servitor's words become tools. The adept can transform any nonmagical inanimate material within

ten feet into a different shape of the same volume simply by describing how they wish it to be.

Allies Without Tongues: Level 8, Rank 0, No action.

Whenever the Servitor wills it, he is aware of all manufactured objects within thirty feet of him. His subconscious mind searches constantly for anomalies or dangers, and can wake him from a sound sleep if it senses a knife moving through the halls outside his room.

Iron Spells

Youth of Blades: Level 1, Rank 0, 0 Flux Tokens, Power action.

So long as a sliver of steel or fragment of haft remains, an adept can call a weapon back into wholeness. The weapon can be used as if unbroken for ten minutes per Iron Octant level of the caster and then collapses to powder and rust.

Maker's Mark: Level 1, Rank 1, 1 Flux Token, One minute.

By comparing two items of the same general type- two weapons, two pots, or the like- the caster can determine whether both were made by the same person. Objects that had multiple makers often confuse this spell.

Blessing of the Spear: Level 2, Rank 1, 1 Flux Token, Attack action.

The caster can briefly ally a weapon with its wielder, allowing the wielder to claim Advantage on one attack with that weapon that is made within the next five minutes.

Two of One: Level 2, Rank 1, 1 Flux Token, Attack action.

With a moment's focus, the caster can create a perfect duplicate of any non-magical object that they can hold in one hand. This duplicate lasts for five minutes per level of Iron Octant possessed by the caster before it evaporates into nothingness.

Hammer for an Anvil: Level 3, Rank 1, 1 Flux Token, Attack action.

The caster targets a crafted object within fifty feet that is nonmagical and weighs no more than ten pounds. Unattended objects are struck automatically and destroyed. Wielded and worn objects require a Clarity attack against the owner's Physical Defense.

Hauberk's Grace: Level 4, Rank 2, 1 Flux Token, Attack action.

The caster briefly ensorcells his armor to cooperate in his motions. For the next five minutes, the caster no longer takes speed or Disadvantage penalties from the armor he wears.

Clamor of the Marching Legions: Level 5, Rank 3, 1 Flux Token, Attack action.

This potent sorcery raises a number of empty suits of armor to fight as soldiers, provided the empty suits

and the weapons are available. Each one fights as a city guardsman for light armor or an elite soldier for heavy, using the stats in the Enemies section. Armor "killed" in combat is torn too badly to use again until repaired. The spell can animate two suits of armor per level of Iron Octant skill, and lasts ten minutes per level.

Master of the House: Level 6, Rank 3, 1 Flux Token, Attack action.

The adept gains a brief glimpse of every unconcealed human-sized or larger creature within the same building and can cause the structure to launch an attack at each or any of them. The attacks take the form of falling ceiling tiles, shifting furniture, collapsing stairs, or other environmental damage, and require a Clarity attack against the Physical Defense of each target, doing half Spirit damage rounded up, with no bonus damage for high attack rolls.

The Marching Tower: Level 7, Rank 4, 1 Flux Token, Ten minutes.

This spell confers the ability of motion on the building the caster occupies, out to a range of fifty feet. The building moves at the rate of roughly ten miles per hour and flows around any obstacles without harm to it or the blocking edifice. The spell lasts for an hour.

Lord of Blades: Level 8, Rank 4, 2 Flux Tokens, Power action.

This potent blessing is directed at one weapon. The next attack made with that weapon will miss only if a 1 is rolled on the attack die, provided the attempt is made within one round.

The Octant of the Mind

The Octant of the Mind rules the thoughts of higher creatures, of men and other reasoning beings. Simpler beasts are influenced by the Wood Octant, but manipulating the thoughts of even the dullest man requires this sophisticated art. Deep changes in a subject's mind are difficult to implement, but smaller tricks and adjustments can be accomplished with relative ease. The existence of this Octant is well-known among even commoners. While only the most paranoid would imagine that some strange thought or image was the doing of a Servitor, the threat these adepts can pose to the sanctity of a person's mind is acknowledged by all.

In the former days of the City the disciples of this Octant were most often responsible for maintaining the public peace. Those with a rosier view of the past tend to emphasize their ability to calm disorders and discover criminals. Those that are less enamored with the Great Ones paint them as a pervasive conspiracy that twisted the minds of rebels into docile obedience to their lords. The truth is lost to the ages, but none dispute that the power of the Mind Octant was

regularly employed in courts and peacekeeping. Nowadays these mindreaders tend to be the least trusted of Servitors. Men fear to have their secrets open to another's mind, and few understand the difficulty of true mindreading or the rarity of Servitors capable of it. They tend to be employed in shadowy and illicit pursuits where there are great advantages to be had in being unnaturally persuasive and yet inconspicuous to others. A few find a careful sort of respect as thief-takers and investigators, but the greater part find it wiser not to make much of their powers in public.

Mind Degrees

Sense of the Spirit: Level 1, Rank 0, Attack action.

The Servitor makes a Clarity attack against the subject's Mental Defense. On a success, the Servitor gets a sense of whether or not the subject has any hostile intentions at present. This power is normally undetectable by the subject, but using it more than once on the same subject in an hour will make them aware that the Servitor is using some sort of magic on them.

Inviolate Thoughts: Level 1, Rank 0, No action.

Servitors trained in the Mind Octant are much more difficult to influence than most. Attack rolls made by a Mind Octant degree or spell suffer disadvantage against them, and they become immediately aware of the attacker if the roll misses.

Trick of the Mind's Eye: Level 2, Rank 1, Power action, Sustainable.

With effort, the Servitor can mask himself as a nondescript man or woman in the minds of those around him until the beginning of his next turn. Against guards or other watchers, a Clarity attack versus their Mental Defense must be made; success means that the ruse is unnoticed. Acting in such a way as to draw attention automatically breaks the effect, and the Servitor cannot impersonate a specific person.

Whispers in Another's Head: Level 2, Rank 1, Attack action.

With a brief moment of focus, the Servitor can implant a single short idea in a target's head on a successful Clarity attack against their Mental Defense. The Servitor can then make a Spirit action test to influence the target's actions based on that thought, at a difficulty determined by the GM. The victim will normally imagine the idea is their own unless they have special reason to believe otherwise.

Silent Convocation: Level 3, Rank 1, No action.

At will, the Servitor can mentally link a willing group of people together. Only one such link can be maintained at once, and it can contain no more members than the Servitor's Mind Octant has levels. The participants must be within thirty feet of each other to begin with,

but can later go up to a mile away from the Servitor before they drop from the link. The link drops if the Servitor falls unconscious. Both words and images can be transmitted through the link, but no magic can be channeled.

Opening the Mind's Book: Level 3, Rank 1, Movement action, Sustainable.

By careful focus, one adept in the Mind Octant can feel the subtle social cues of an interaction. While this Degree is in effect, they gain Advantage on all social tests, and can speak any language spoken or understood by a sentient creature within thirty feet of them. This includes reading and writing if the creature knows that. This knowledge vanishes as soon as proximity ends.

False Fate: Level 4, Rank 2, Attack action.

The Servitor can confuse a target's understanding on a successful Clarity attack versus their Mental Defense. A hit has no immediate effect, but the Servitor can then determine the apparent outcome of the target's next action- making the victim believe a miss was a hit that killed his target, making a jeweler believe he'd assayed a gemstone as flawless, or making a diplomat believe his courteous offer was met by rank insult. This delusion snaps at the start of the Servitor's next turn if there is physical evidence to its contrary.

Friendly Fire: Level 4, Rank 3, Attack action.

With a successful Clarity attack versus a victim's Mental Defense, the Servitor can choose the target of their next attack, so long as it happens before the Servitor's next turn. Victims will not target themselves, but can end up swinging at empty space if so desired.

Unscrolling All Days: Level 5, Rank 3, Attack action. Secrets can be pried from unwilling minds. On a successful Clarity versus Mental Defense attack, the Servitor gains a full answer to one unspoken question. Each time this Degree is used, however, the GM secretly rolls a 1d8. On a 1, a plausible falsehood is told. Repeated asking of the same or similar questions will get the same or similar answers.

Mind of Iron: Level 5, Rank 1, No action.

Any attempt to influence the Servitor's mind with Mind Octant spells or Degrees requires two attack rolls wherever one is called for, and must use the worst. The Servitor also automatically regains one point of lost Mental Condition each turn.

Hiding the Rising Tide: Level 6, Rank 1, No action.

The Servitor has learned how to numb the awareness of others around him as he marshals his power. On a successful Clarity attack versus Mental Defense, the victim is unable to notice any changes in the Mind Octant rank for the next hour. This attack is automatically rolled against anyone who might naturally notice the Servitor's manipulation of the Octant level, whether or not the Servitor is aware of

them.

Lord of Masks: Level 7, Rank 4, Attack action.

The Servitor can mold minds like clay. On a successful Clarity attack versus Mental Defense, a victim can be forced to spend their next turn performing any actions that are not obviously suicidal. They will not necessarily imagine themselves under mental control unless given special reason to believe so.

Ghost of the City: Level 8, Rank 1, Movement action, Sustainable.

The Servitor under this effect is ignored by everyone around him unless he takes some action to draw immediate attention. Even in that case, his existence is completely forgotten as soon as he steps out of immediate sight of a viewer.

Mind Spells

Shocking Words: Level 1, Rank 1, 1 Flux Token, Attack action.

This spell requires a Clarity attack against the target's Mental Defense, and inflicts 1 point of Mental Condition damage if it lands. If the target is reduced to 0 Mental Condition by the damage, they stand stupefied and inactive until they regain at least 1 point of Mental Condition.

Honeyed Tongue of the Reader: Level 1, Rank 1, 1 Flux Token, One minute.

By carefully rehearsing a lie in conjunction with certain incantations, the caster allows himself to deliver it with striking plausibility. For five minutes after casting this spell, the caster can gain Advantage on any one action test that involves passing off a lie as the truth.

Begging the Question: Level 2, Rank 1, 1 Flux Token, Power action.

Useful when pressed for explanations and answers, this spell's gestures and incantations are extremely subtle, and can be noticed only on a successful free Clarity test against the caster's Mental Defense. The caster may make a Clarity attack against the Mental Defenses of all questioners present; on a success, a given target believes that a particular question has been answered satisfactorily. The caster does not know what answer he has supposedly given, and indeed, this answer may be different for different questioners.

Phantom Images: Level 2, Rank 2, 1 Flux Token, Attack action, Sustainable.

With focus and incantation, the caster can force a victim to see visions and hear sounds perceptible only to the target. The spell requires a Spirit attack against the target's Mental Defense. On a success, one particular audiovisual hallucination can be conjured. Sustaining the spell allows the caster to manipulate and control the hallucination, but they cannot fundamentally change its nature without recasting the

spell. Even if sustained, the spell lasts no longer than five minutes.

Taste of Thoughts: Level 3, Rank 1, 1 Flux Token, Attack action.

With a brief incantation, the caster becomes aware of all sentient minds within forty feet, save for those behind at least one foot of stone, three of earth, or a thin layer of metal. Precise locations are not learned, nor the identity of the minds, but species and general direction are known.

Shattering Contemplation: Level 3, Rank 2, 1 Flux Token, Attack action.

A single victim's mind is made to briefly buckle and sway under this attack. A successful Clarity attack against the target's Mental Defense does half the caster's Spirit in Mental Condition damage, rounded up, plus 1 for each 2 points by which the attack roll exceeds the defense.

Mind Thorns: Level 4, Rank 2, 1 Flux Token, Attack action.

With a Clarity attack on his target's Mental Defense, the caster makes a particular sort of action acutely stressful for the victim. This action may be as specific as saying certain words, or as general as attacking, but it cannot include any action which the victim must take for his own health and physical safety. If the victim performs this action anyway, he suffers one point of Mental Condition damage for each time he does so. The spell's effects fade in five minutes.

Knife of Unreason: Level 5, Rank 3, 1 Flux Token, Attack action.

A deft mental blow severs the victim's sense of plausibility. On a successful Spirit test against the victim's Mental Defense, they become convinced that anything they are told is the absolute truth, however it might defy their own senses and knowledge. This gullibility is not restricted to the words of the caster alone. The victim will not perform obviously suicidal or self-destructive actions. The effect fades in five minutes.

Mob Mentality: Level 6, Rank 3, 1 Flux Token, Attack action.

On a successful Spirit attack against the Mental Defense of all chosen targets within fifty feet, the caster can inculcate a single strong emotion and a subject for that emotion. This emotion is generally strong enough to provoke otherwise peaceable people to violence, and it can even more greatly influence those predisposed to heed it.

Scorching the Lesser Mind: Level 7, Rank 3, 1 Flux Token, Attack action.

On a successful Clarity attack against a target's Mental Defense, the victim is dazed, and incapable of carrying out attack actions. If it misses, the spell ends. Otherwise, the caster may then make a second Clarity attack on his next turn; if that too is successful, the

victim loses Mental Condition points equal to the caster's full Mind Octant and the caster may make a third Clarity attack on the following turn. If that also is successful, the target either dies or falls unconscious at the caster's choice.

Geas: Level 8, Rank 4, 2 Flux Tokens, Attack action. This spell can only be leveled against a victim with 0 Mental Condition. If it hits on a successful Clarity attack against the target's Mental Defenses, the subject becomes incapable of disobeying any orders the caster may thereafter give. This subjection is permanent damage to the subject's willpower, and will continue to be in effect until the spell is broken with Ravel magic.

The Octant of Raveling

Ravel Octant magic is unique in that it does not create effects of its own. Instead, it suppresses, undoes, and complicates the employment of other Octant magic. Scholars argue over the motivations of the Great Ones in developing this sort of magic, but it saw great use during the fall of the City when legions of Servitors fought amongst themselves for the glory of their masters.

Once, ravelers were the subtle hand of the Great Ones, the secret police charged with the maintenance of order among their Servitors. It was not that the Servitors were thought to be a threat to the Great Ones themselves, scholars say, but renegades could cause problems for the more loyal among their number. By giving Servitors the tools to sap their own rebels, the Great Ones did not need to personally attend to the annoying duty. Since then, ravelers have acquired new currency as assassins, witch hunters, monster slayers, and curse lifters. While few ravelers are especially strong in other forms of Octant magic, their ability to drag a mystically potent opponent down to their level often lets them turn some rampaging bandit-Servitor or supernatural beast into so much fodder for a mob of frightened peasant allies.

Ravel Degrees

Despoil the Degree: Level Varies, Rank Varies, Power action, Ranged.

This Degree exists in eight levels, and lower levels must be mastered before higher. The Ravel rank required is half the level required, rounded down- the level 5 version requires rank 2, for example. It is used against a single enemy, and on a successful Clarity attack against their Mental Defense, it nullifies one of that enemy's Degrees until the end of the Servitor's next turn. Nullified Degrees cannot be activated and confer no benefits. If the victim doesn't have the

Degree the Servitor is trying to nullify, nothing happens. This Degree functions only against Servitor Degrees, not spells or supernatural powers stemming from another source.

Tearing the Weft: Level 1, Rank 0, Movement action. The Servitor may put a Flux Token on the Ravel Octant, bolstering it at the end of the turn. This leaves the Servitor's power action free to perform some other activity.

Quench <Octant>: Level 2, Rank 1, Power action. A version of this Degree exists for every Octant, acting to suppress the power of that octant. When used, the Servitor makes a Clarity attack against the target's Mental Defense. On a success, raising that particular Octant's rank that turn requires two Flux Tokens instead of one. If the target has already put down a token, they may put down another immediately or acquiesce to the loss of the existing token at the end of the turn.

Eightfold Obviation: Level 3, Rank 1, Power action. The Servitor makes a Spirit attack against the target's Mental Defense. On a successful hit, the target must immediately pay one Flux Token or suffer the loss of one rank in one specific Octant. If the Servitor's Ravel level is higher than the target's Octant level, two Flux Tokens must be paid.

Curse of the Broken Beast: Level 3, Rank 2, Power action.

This Degree acts as Despoil the Degree, but it functions only against supernatural beasts and other monsters with magical abilities. A specific ability must be named for suppression, and if the creature does not have that ability the Degree is wasted. A raveler must have seen an ability used before he can suppress it, though he can then suppress it for all other creatures of that same type. This Degree functions against any supernatural power of a level equal to or less than the Servitor's Ravel level.

Dissonance of <Octant>: Level 4, Rank 2, Power action.

The Servitor makes a Clarity attack against a number of visible targets equal to their Ravel level. For the next five minutes, these targets hit lose an additional Flux Token for every token spent to boost that Octant.

Eightfold Masterful Reproach: Level 5, Rank 3, Power action.

The Servitor makes a Spirit attack against a single visible target. That target must spend a number of Flux Tokens equal to the Servitor's Ravel level or a single Octant rank is reduced to zero.

Telling the Secret: Level 6, Rank 4, Attack action. The Servitor focuses his enervating power on a particular Octant. That particular Octant decreases by one rank for all Servitors within fifty feet of the user, friends and enemies alike.

Eightfold Word of Negation: Level 7, Rank 5, Power

action.

Until the end of the Servitor's next turn, any Octant Degree or spell used against him forces the user to spend an additional two Flux Tokens to make it function and suffers great disadvantage on any attack rolls.

Not Of This World: Level 8, Rank 0, Free action. For the cost of one Mental Condition point, the true master of the Ravel Octant can automatically negate the effect of any single use of Octant magic used against her or on her. When targeted by a lasting effect or within a permanent zone of magic, this negation persists as long as the Servitor remains in the effect or area of the magic.

Ravel Spells

Taste of the Whip: Level 1, Rank 1, 0 Flux Tokens, Power action.

There are times when a raveler needs to know what's just hit him. This brief cantrip will reveal the name, Octant, and level of any Degrees, Spells, or other supernatural effects that have been leveled at him in the past round. It is easy to over-focus with this spell, however, and if the caster fails a Clarity action test against difficulty 9, he suffers 1 point of Mental Condition damage from the strain of introspection. This spell also occasionally fails to analyze especially rare or esoteric powers.

Showing the Web: Level 1, Rank 1, 1 Flux Token, Attack action.

This spell reveals curses, enchantments, and other magics that might be present. The caster perceives enchantments on persons, places, or things around him for the next five minutes. The accuracy of the spell is not fine enough to show names or details of the magic, but it does show the presence of enchantment.

Raveler's Fist: Level 2, Rank 1, 1 Flux Token, Attack action.

The caster shreds the strands of magic that animate a supernatural creature. This spell affects one creature within fifty feet that is reliant on magic for its existence. If the caster hits with a Clarity attack against their Mental Defense, they suffer the caster's full Clarity as physical damage plus 2 for every 2 points the attack exceeds their Mental Defense. They also suffer Disadvantage on any attack until the beginning of the caster's next turn.

Tearing the Weave: Level 2, Rank 2, 1 Flux Token, Power action.

The caster can shred spells affecting himself or an ally. One target within fifty feet can have any one Degree or spell affecting them removed if the caster succeeds in a Clarity test versus a difficulty of 5 plus the targeted effect's level. If targeting an effect of a level higher than the caster's Ravel Octant, the caster

suffers the difference in Mental Condition damage with each dispel attempt.

Rending Shield: Level 3, Rank 1, 1 Flux Token, Attack action.

This incantation makes it more difficult for hostile magic to affect the caster. When struck by a Degree or spell, the caster can choose to take Mental Condition damage equal to the effect's level rather than suffer the normal consequences of the magic. The spell then unravels, as it does after five minutes if no spell has been intercepted.

Burst of Obviating Power: Level 4, Rank 2, 1 Flux Token, Attack action.

As Tearing the Weave, but it removes the effects of the same Degree or spell from all allies within fifty feet if the Clarity test is made. Any Mental Condition damage from dispelling a more potent effect is suffered only once.

Vallation of Denial: Level 5, Rank 3, 1 Flux Token, Attack action.

This spell creates a translucent wall ten feet high, forty feet wide and one inch thick in any location within fifty feet of the caster. Any spells or Degrees cast through the wall from the same side as the caster take no penalties, but any effects sent through the opposite side require the user to make a Spirit test versus the caster's Mental Defense or else the effect fizzles out at the wall. The wall itself provides no hindrance to creatures or physical objects.

Twisting the Skein: Level 6, Rank 3, 1 Flux Token, Power action.

This spell temporarily blocks the skeins of power that fuel enchanted objects. On a successful Spirit attack against a target's Mental Defense, all Charmed objects on the target become inert and mundane until the beginning of the caster's next turn. Relics function normally.

Halting the Unseen Flow: Level 7, Rank 4, 1 Flux Token, Attack action.

The caster who invokes this spell becomes a physical barrier to the flow of magic for the next five minutes. He can feel the flux of magic within fifty feet and can elect to spend 1 Physical Condition point to negate the expenditure of 1 Flux Token. A victim can spend more Flux Tokens if desired to make the magic work or the Octant rise, but the caster can continue to spend Physical Condition points to negate the tokens for as long as they desire and have the points to spend.

Unmake the Made: Level 8, Rank 4, 1 Flux Token, Attack action.

This spell takes the shape of three successive Clarity attacks against the Mental Defense of a creature that requires magic to exist, all made as part of one attack action. The first attack does 4 points of Mental Condition damage if it hits; if it misses, the spell ends. The second attack does Physical Condition damage

equal to $8 + 2$ for each 2 points the caster's attack exceeds the creature's Mental Defense. If it misses, the spell ends. The third attack kills the creature outright if it hits.

The Octant of Sky

The Octant of Sky has dominion over all the elements of the heavens. The sun's fiery heat, the ice of bitter winds, lightning, mist, rain, and light are all within this Octant's purview. The products of this Octant are notable chiefly for all being very transient in nature, but it is often the case that a burst of searing flame or torrent of icy needles is only needed for a moment. Most Servitors who train for battle but eschew physical weapons prefer to gain mastery of this Octant.

In the days of the City, these men and women were charged with maintaining a pleasant climate and ensuring that the proper balance of sunshine and rain fell upon the fields of the City. The rich abundance of the fields was the fruit of their cooperation with the farmers of the Wood Octant, and for an age unknown they remained peaceful astronomers and weather-tamers. It was only towards the final years, when the City was torn by strife, that the more lethal applications of celestial powers were explored. Now, in the fallen world below, these storm-wielders are most often called upon to fight. Their magic is the most direct and spectacular of the war-arts. More than one pack of bandits or peasant rebels has been broken under the flames of the Sky Octant. Some villages make special arrangements with Servitors of this art both to win their prowess as protectors of the hamlet and their arts to bring good rains when the planting must be tended.

Sky Degrees

Skyborn: Level 1, Rank 0, No action.

The Servitor is immune to harm from normal extremes of climate, sunburn, or glare. Normal lightning will never strike him and magical lightning suffers great disadvantage to do so. He can predict the weather for the next twelve hours at any time.

Sparks of the Elements: Level 1, Rank 1, Movement action.

The Servitor gains control over small, non-injurious expressions of wind, flame, and frost. Gusts sufficient to ruffle papers, flames no larger than a candleflame, and cold sufficient to freeze a mug of water can be summoned at will, along with a glow of heatless light that illumines out to thirty feet around the Servitor. Such light requires no action to be sustained for as long as the Servitor desires it.

Misty Images: Level 2, Rank 1, Attack action, Sustainable.

The Servitor can create simple, soundless images within fifty feet. These images can move and have excellent detail, but no part of the image can extend more than ten feet from any other part. The Servitor cannot create images of empty space where objects actually exist.

Bolt of Celestial Fire: Level 2, Rank 1, Attack action. The Servitor can summon a gout of searing flame to strike an enemy within fifty feet. The attack roll is a Grace attack versus the target's Physical Defense, and a hit does damage equal to half the Servitor's Sky Octant rounded up, +1 for each 2 points by which the roll exceeded the target's Physical Defense.

Leap of the Eight Winds: Level 3, Rank 1, Movement action.

The winds buoy the Servitor up as she makes a mighty leap, moving five feet vertically or horizontally per level of Sky Octant expertise. As a side effect, the possessor of this Degree also becomes immune to falling damage.

Kin to the Clouds: Level 3, Rank 2, Attack action. A burst of white fog can be made to erupt for fifty feet around the Servitor, rendering vision impossible beyond five feet for anyone with less than 3 levels of Sky Octant expertise. The possessor can build this cloudbank slowly if desired, to make it appear more natural to any observers.

Gale Wind Wall: Level 4, Rank 3, Attack action. A roaring tempest of icy wind erupts before the Servitor and creates a wall up to 50 foot long, ten foot tall, and one foot thick, shaped to her specifications. The wall can be summoned anywhere within fifty feet of the Servitor. Physical attacks through the wall are impossible, and anyone trying to move through it must make a Might test against a difficulty of 6 + the Servitor's Sky Octant to succeed. The wall vanishes at the end of the Servitor's next turn.

Torrent of the Sun: Level 4, Rank 3, Attack action. The Servitor can aim at a visible location within three hundred feet and unleash a sphere of burning light that explodes at the target point. The burst has a radius of twenty feet, and makes a single Clarity attack roll which is compared to the Physical Defense of the victims. Damage is equal to the Servitor's Sky Octant level plus 1 for each 2 points by which the attack exceeded the victim's Physical Defense.

Breath of Frost: Level 5, Rank 3, Attack action. The Servitor exhales a gust of killing frost in a cone-shaped blast thirty feet long and thirty feet wide at its end. All victims within the area are attacked by a single Clarity attack roll compared to their respective Physical Defense. Damage is equal to the Servitor's Sky Octant level plus 2 for each 2 points by which the attack exceeded the victim's Physical Defense.

Eyes of the Noonday Sun: Level 5, Rank 1, No action.

The Servitor gains supernatural clarity of vision, seeing clearly without regard to darkness, glare, smoke, or mist and gaining advantage on any tests to visually perceive something. The Servitor may share this clarity of sight with any allies within fifty feet of her, up to a maximum number of people equal to her Sky Octant level.

Scion of the Clouds: Level 6, Rank 4, Attack action, Sustainable.

The winds enfold the Servitor, and they leap skyward. Flight at double their normal movement rate is possible for the duration of this Degree. It will continue to function as long as it is sustained, even if the user's Sky Octant drops below 4.

Fear No Storm: Level 7, Rank 1, No action.

The Servitor becomes entirely immune to ill effects from any heat, cold, rain, winds, or lightning, no matter how fierce. They will not be blown over by gales or wetted by storms, and can ignore fires both mundane and magical.

Wrath of the Heavens: Level 8, Rank 6, Attack action.

Lightning can be called from a cloudless sky to strike every creature within a hundred feet of a target point chosen within three hundred feet of the Servitor. A single Clarity attack roll is made and compared against the Physical Defenses of all victims. Damage is equal to the Servitor's Sky Octant, and even those who successfully resist take 2 points of damage.

Sky Spells

Glow of Friendly Warmth: Level 1, Rank 1, 1 Flux Token, Attack action.

The caster is suffused with a pleasant glow of comfortable heat regardless of the chill of the climate around him, and all allies within thirty feet can share in this warmth. The heat does not protect against magical cold, but comforts against even the iciest normal weather. The spell lasts for an unusually long time, and ends only with the next eighth hour when Flux Tokens are restored.

Rainward: Level 1, Rank 1, 0 Flux Tokens, Attack action.

Neither the caster nor any allies within twenty feet will be dampened by water, whether it comes by rain, snow, or by wading through a river. The spell lasts for one hour per level of Sky Octant skill.

Focal Lens of the Sky's Anger: Level 2, Rank 1, 1 Flux Token, Movement action.

This quick curse is leveled against one target within fifty feet. All Sky Octant magic or spells which cause heat, cold, or lightning gain Advantage to hit that target.

Rule of the River: Level 2, Rank 1, 1 Flux Token, Attack action.

Water can be controlled to a crude extent. A small stream can be diverted from its banks, or the caster and allies within ten feet can walk across water as if it were dry land. Manipulated water moves too slowly to be useful as a weapon in most cases.

Mute the Furious Heavens: Level 3, Rank 3, 1 Flux Token, One minute.

Weather can be softened for a mile around the caster. Torrential rains become light showers, hail becomes sleet, furious heat becomes a warm day, and similar changes. This spell can mute the weather for only ten minutes per level of Sky Octant skill. This is often enough to allay the worst of a storm or give time to find shelter in a blizzard, but it rarely breaks the pattern of truly bad weather.

Calling of Soft Rains: Level 3, Rank 3, 1 Flux Token, Ten minutes.

This incantation calls light rain for a mile around the caster. While not enough to cause flooding or other damage, it's excellent weather for thirsty crops. If cast during a drought or in notably arid climate, however, the caster must make a Spirit check against a variable difficulty, from 9 for a temperate climate merely suffering a drought to 14 for a desert. If the caster fails, he cannot recast this spell in this area for one week.

Blighting the Green Fields: Level 4, Rank 3, 2 Flux Tokens, Ten minutes.

Just as the Sky Octant can call rain, so it can also call hail. This spell creates hailstorms in an indiscriminate one mile radius, generally sufficient to badly damage crops and occasionally injure livestock. The supernatural nature of the hail is obvious, and any Sky Octant Servitor in the area of effect can tell that supernatural weather is coming during the casting of this spell. Use of the Mute the Furious Heavens spell anywhere in the Blight's area of effect will spoil the Blight entirely.

Shout of the Tempest: Level 4, Rank 2, 1 Flux Token, Attack action.

The caster of this spell looses a shout so loud as to crack stones and turn men's innards to jelly. The spell's effects are in a cone forty feet long and forty feet wide at the end. All creatures within the area take 2 points of Physical Condition damage. All buildings take varying amounts, with wooden huts and shacks being blown over and sturdy stone walls cracking slightly.

Winter's Freezing Wind: Level 5, Rank 3, 1 Flux Token, Attack action.

Cast in a rolling cone of dense, frigid air forty feet long by forty feet wide at the end, this spell traps its victims' legs in a thin skin of ice. The caster makes a Spirit attack against the Physical Defense of his targets. On a hit, the target is immobilized until they can deal 3 points of damage against the ice trapping them. The

ice has an effective Physical Defense of 9, and anyone other than the victim attempting to help will do normal damage to the trapped subject if they fail to hit the ice's Physical Defense.

Quelling the Unseemly Gale: Level 6, Rank 3, 2 Flux Tokens, One minute.

The master of storms may banish any inclement weather within two miles of the caster. Natural bad weather can form after this spell is cast, but the area will always be calm and temperate for its climate for at least one day after this spell is cast.

Master of the Heavenly Bounty: Level 7, Rank 4, 2 Flux Tokens, Ten minutes.

The caster may decree the weather within a radius equal to their Sky Octant level in miles. The weather immediately changes to the desired degree, including anything short of hurricanes or tornados. Even Mute the Furious Heavens can do no more than protect its own area of effect. The decreed weather lasts for up to one day.

Bridge of the Sky: Level 8, Rank 4, 2 Flux Tokens, One minute.

The caster creates a magical bridge of light before and behind him, sufficient for as many as one thousand men. The bridge speeds movement, allowing those on it to travel at the rate of twenty-five miles an hour over any terrain. The spell lasts for eight hours. If it ends or is dispelled, those on the bridge float harmlessly to the ground.

The Octant of Twining

The Octant of Twining was devised by the Great Ones to give their Servitors a means of augmenting and fixing the effects of other Octants. Many of the greater works of the Servitors were the product of groups of Weavers boosting the limited power of their brethren, though none ever reached the extraordinary feats of the High Arts. The creation of lasting effects and enchanted objects invariably requires some admixture of this Octant.

In the former world of the City, the adepts of this Octant served as arcane engineers and researchers. While the wrights of the Iron Octant would create marvelous devices, it required the cooperation of these weavers to imbue these objects with the sorceries required for their operation. The disciples of the Twine Octant also explored those details of Servitor magic too petty to concern the Great Ones, who had far more interest in meditating upon the mysteries of the High Art than working out the fussy problems of their servants. In the present day the services of these artisans are in less demand. Few have the determination to labor so long and so hard to learn talents that are useful mostly in improving the powers of others. Still, those few groups of Servitors

with enough organization to train and equip Octant-weavers are often richly repaid by the great increase in power that their allies bring with them. Many of the comparatively few magical items still fashioned in this fallen age are created by such bands.

Twine Degrees

Grace of the Octants: Level 1, Rank 1, Attack action, Ranged.

Briefly augment another's abilities. Choose an Octant and one visible ally within thirty feet. The target can treat that Octant as one rank higher than it is for purposes of spellcasting or Degree use until the beginning of your next turn. A person can benefit from only one Grace of the Octants at a time.

Marshaling the Weave: Level 1, Rank 0, Movement action.

The Twine Octant creates few effects of its own, so its adepts often are obliged to use other arts alongside it. Mastery of this Degree allows them to add one Fuel Token to the Twine Octant. This Degree leaves the adept's power action unused for the turn, allowing for another Octant to be bolstered as well.

Sparks in the Hand: Level 1, Rank 0, No action.

The wielder has learned a few things about modulating their powers. They gain one additional Flux Token as a permanent bonus to their total.

Surge of <Octant>: Level 2, Rank 1, Power action. Varieties of this Degree exist for all eight Octants. The wielder can spend one Mental Condition point to put a Flux Token on that Octant. A Servitor reduced to 0 Mental Condition by this Degree falls into a coma until he recovers at least one Mental Condition point.

Interposed Weave: Level 2, Rank 2, Free action. By spending two Mental Condition points, the user can force a hostile Servitor to reroll an attack roll associated with a Ravel Degree or spell targeted against the user. This Degree cannot be used twice against the same attack. A Servitor reduced to 0 Mental Condition by this Degree falls into a coma until he recovers at least one Mental Condition point.

Accrued Power: Level 3, Rank 0, No action. The wielder is expert at husbanding her energies. She gains an extra two Flux Tokens as a permanent bonus to her total.

Unbalanced Surge: Level 3, Rank 1, Attack action. The Servitor chooses any single Octant, spends a Flux Token, and adds one to his current rank in it. He then rolls a die and reduces the corresponding Octant rank by two- 1- Body, 2- Mind, 3- Iron, 4- Wood, 5- Sky, 6- Earth, 7- Ravel, 8- Twine.

Inexorable Invocation: Level 4, Rank 2, Power action.

The Servitor empowers the next spell or Degree used by him or an ally within one turn, giving advantage on

any action test it may require. The Servitor may hold his action to use this Degree in conjunction with an ally's casting.

Inviolate Sanctuary of the Octants: Level 4, Rank 2, Power action.

The Servitor may target himself or one ally within fifty feet. Any Ravel Octant spell or degree suffers great disadvantage in attack rolls against him or her until the end of the Servitor's next turn.

Torrent of <Octant>: Level 4, Rank 3, Attack action. For the next five minutes, whenever the Servitor puts a Flux Token on that Octant, all other Servitors within fifty feet, both friend and foe, have one free Flux Token put on that same Octant if they so desire.

Veins of Burning Light: Level 4, Rank 3, Attack action.

The Servitor makes a Clarity attack against a single target's Mental Defenses. On a hit, the victim suffers one point of Physical Condition damage for every Flux Token he spends for the next five minutes.

Uplifting the Earth: Level 5, Rank 3, Attack action.

The Servitor increases the background rank of a single Octant by one in the area fifty feet around him, up to a maximum equal to his own rank in that Octant. Any Servitors in this area whose own rank is less than this immediately gain the new rank. This Degree costs the caster Physical Condition points equal to the new rank of the Octant. This rank recedes after five minutes.

Mirror of a Thousand Threads: Level 5, Rank 4, Free action.

Octant magic used against the Servitor can provoke dramatic backlash. Any Degree or spell that requires an attack roll against the user will cause two points of Mental Condition damage to the attacker if it fails to hit.

Strength Like the Tide: Level 6, Rank 0, No action. The adept in the Twine Octant has enormous reserves of power. Add five Flux Tokens to the possessor's pool.

Untrammelled Will: Level 7, Rank 4, Power action. Until the end of the user's next turn, Ravel Octant spells and Degrees cannot impede his Octant usage in any way. Unless specifically stated, no Ravel Octant spell or Degree can prevent or impair the use of this Degree.

A Moment's Light: Level 8, Rank 3, No action. Once per turn, the master of the Twine Octant can use a spell or Degree as if his rank in that Octant were 8, regardless of its true magnitude.

Twine Spells

Trapping the Weave: Level 1, Rank 1, 1 Flux Token, Ten minutes.

This minor sorcery allows the caster to suspend the

effects of another Degree or spell of up to level 3. Once this spell is cast, the Degree or spell to be trapped must be cast immediately afterwards but does not take effect. Some time within the next hour, the caster can trigger it as a free action. This spell can be in effect only once on a given caster and the effect triggered can affect only him, even if it would normally affect multiple targets.

Measuring the Servitor's Work: Level 1, Rank 1, 1 Flux Token, Ten minutes.

After careful inspection of a magical item, the Servitor can gain a basic idea of its function, including the necessary steps to trigger its effects. This spell is not sophisticated enough to detect security measures or other dangerous side-effects from use of an item.

Eyes of the Sagacious: Level 1, Rank 0, 0 Flux Tokens, One minute.

For a brief moment, all magical items, creatures under the effects of a Degree, stationary magical effects and supernatural entities glow brightly in the caster's vision. This spell is too crude to reveal the presence of magic intended specifically to be subtle or to enhance stealth.

Arcane Distillation: Level 2, Rank 1, 1 Flux Token, Twelve hours.

The bottling of magical concoctions is a skill learned early by twinners. While these brews are not as powerful or versatile as true Elixirs, they can be useful in a pinch. The caster of this spell can create a one-ounce bottle of liquid containing a Degree or spell known to the caster of third level or less. A Servitor who drinks this bottle as a movement action is affected by the Degree or spell as if subject to it, regardless of their current rank in its Octant. The potion affects only the drinker, even if it would normally have multiple targets, and the effect lasts for five rounds at most. Potions made with this spell spoil after one week, require 15 silver worth of ingredients per level of the effect, and only function for Servitors.

Metaphysical Channel: Level 3, Rank 2, 0 Flux Tokens, Free action.

At a severe cost in stamina, the caster of this quick cantrip can successfully divert a hostile spell or Degree. If targeted by an effect of level 3 or lower, the caster may make a Clarity attack against the enemy's Mental Defense. On a hit, the effect is twisted to hit a target of the caster's choosing within five feet or miss harmlessly. The caster can use this spell only once between short rests, and it can divert only spells specifically targeted at the caster, not spells that affect an area. If the spell effects multiple targets, only the caster is protected.

Omens of the Iron: Level 3, Rank 2, 1 Flux Token, Five minutes.

Careful inspection of a magical device can reveal dangerous security measures or side-effects from its

usage. On casting this spell, the GM rolls a Clarity test versus a difficulty of 8, or higher for items designed specifically to avoid such scrutiny. On a success, a basic understanding of any security measures or side effects is obtained, though not necessarily how they might be circumvented. On a failure, the caster can detect no dangers. This spell always gives the same results on the same object for the same caster.

Lightning Caught in Amber: Level 4, Rank 2, 1 Flux Token, One minute.

For the next hour after casting this spell, the caster becomes capable of deferring a spell's effect on himself, whether hostile or benign. When affected by a magical power, the caster can choose to defer its effect. Each turn thereafter, at the start of his turn, he rolls 1d8 for each effect deferred. On an odd number, he takes one point of mental damage. On an even number, he takes one point of physical damage. The spells remain deferred until the caster releases this enchantment or falls unconscious, whereupon they all take effect on him immediately, in the order they were cast. Magic-dispelling effects cannot dispel deferred spells.

Wizard's Reach: Level 4, Rank 2, 1 Flux Token, Attack action.

The Servitor creates a mystical identity between himself and the location where he casts this spell. For the next five minutes, he can draw line of effect for all his spells and Degrees from either his own position or the location at which this spell was cast. This spell does not grant extended senses, so accurate targeting may be difficult.

Master of the Made: Level 5, Rank 3, 1 Flux Token, Free action.

The Servitor may cast this spell at most once per turn in reaction to being hit by a magical device's effects. Swiftly invoked, this spell negates the effects of any specific magical item used against the caster, though the physical properties of the item remain. Thus the caster could divert the magic of a Charmed sword that was about to stab him, but the sword itself could still do him injury.

Secrets of the Baleful Iron: Level 5, Rank 3, 2 Flux Tokens, Five minutes.

The caster of this spell may use its occult insights to craft a series of small adjustments to his handling of a magic item, negating any security measures or negative magical side-effects for using that item. This negation is permanent, though it helps only the caster. The caster must be aware that there are measures in place before this spell can defeat them, and some very powerful or curse-laden items may not be affected.

Candle of the Soul: Level 6, Rank 3, 0 Flux Tokens, Movement action.

This potent spell allows the caster to exchange

Physical Condition points for Flux Tokens, up to a maximum number equal to his Twine Octant level. These tokens must be spent first, and any remaining ones vanish after five minutes. The lost Physical Condition cannot be restored via magic, and requires a full night's rest to return.

Sorcery's Upturned Vessel: Level 7, Rank 4, 0 Flux Tokens, Attack action. The caster numbers four spells known to him that have casting times of less than one minute. After choosing, he rolls 1d8 and divides it by half, rounding up. That numbered spell affects him as if he were the target or focal point of the effect. If the caster survives, he may target the other three spells as he wishes. Normal Flux Token costs must be paid for each.

Endless Power: Level 8, Rank 1, 0 Flux Tokens, Attack action.
If the caster has 0 Flux Tokens, this spell will return one to him.

The Octant of Wood

The Wood Octant has command over plants and unthinking beasts. Wood, whether alive or dead, is affected by this Octant, as are all animals which do not reason. More subtly, this Octant also has dominion over those traits which are unique to animate life, in particular the quality of motion. Servitors adept in this Octant can imbue unliving matter with the power to move of its own, and grant supernatural speed to their allies.

In the former days, the Servitors of the Wood Octant were the farmers and herdsman of the City. The enormous population of commoners required an equally enormous amount of food, and the magic of the Wood Octant was used to fashion gardens and herds of remarkable abundance. In alliance with the weather-magic of the Sky Octant, these farmers helped give the commoners of the City such abundance as their ancestors could never imagine—and of which their later descendants could only dream. The foresters of the present day often follow much the same path. Life is hard, and any power to eke food from the fallen earth is an advantage to be embraced. Yet not all are content to some village's prized field-witch, and instead emphasize the talents of bow and hurled blade that the Octant also teaches. These rangers roam the deepest reaches of forest and waste, seeking lost fragments of the City's wisdom and whatever more material wealth they might find with it.

Step of the Crusted Snows: Level 1, Rank 1, No action.

The Servitor can walk or run across any solid surface, no matter how light or fragile, provided that he does not stop moving.

Wisdom of the Field: Level 1, Rank 0, No action.

The Servitor can determine by touch the nutritional value and toxicity of any plant or animal, and can identify known species. The Servitor is always alerted to any poisonous substance he is about to consume, whatever its nature.

Font of Arrows: Level 2, Rank 1, No action.

With no more than a thumb-sized fragment of wood, the Servitor can draw forth a perfectly-formed arrow without diminishing the fragment. These arrows disintegrate in seconds, but are called so quickly that the archer can summon one and shoot it in the same action. The archer gains advantage on any attack rolls with these arrows.

Falconer's Blade: Level 2, Rank 1, No action.

Thrown weapons are imbued with a hunting hawk's swiftness. The Servitor gains advantage on all thrown weapon attacks, and any object he throws can be called back to hand as part of the same action.

Horizon Shot: Level 3, Rank 1, No action.

When desired, the effective range of all thrown or projectile weapons reaches as far as the Servitor's unaided vision.

Tread of the Pack: Level 3, Rank 1, No action.

The Servitor can now run or walk twice as quickly as a normal man, moving sixty feet during a movement action. The Servitor never tires while running or walking, and can move at a sprint until natural sleep is required.

Cloak of Spinning Blades: Level 4, Rank 3, Attack action.

The Servitor sends a knife or other small weapon in a spinning orbit around himself. You may make a thrown weapon attack against one target in range even if you are currently in melee, and anyone who attacks you with a melee weapon until the start of your next turn suffers a simple melee attack from the weapon before their own blow can land.

Hermit's Undisturbed Solitude: Level 4, Rank 1, No action.

The Servitor's person and equipment blend visually and audibly with his surroundings when desired, requiring a Clarity test versus a difficulty of 5+the user's Wood Octant to notice him in motion. Watchers suffer great disadvantage on this test if the Servitor is still.

Master of the Iron Flock: Level 5, Rank 3, No action. Thrown and projectile attacks suffer great disadvantage against the Servitor.

Forest Stride: Level 5, Rank 5, Attack action.

The Servitor can touch a plant and indicate a direction and distance. The Servitor immediately appears next to the plant nearest to that point. Both plants must be

at least shrub-sized.

Mastered Motion: Level 6, Rank 3, Attack action.

With a moment of concentration, the Servitor can move to any location visible to his unaided sight, provided no obstructions such as bars or windowpanes intervene. The Servitor can even move to locations that would require flight to reach.

Torrent of Shafts: Level 7, Rank 4, Attack action.

A single arrow or thrown weapon is briefly transformed into a rain of weaponry that can level a simple attack against every visible enemy within three hundred feet.

One Road: Level 8, Rank 6, Attack action.

The master of the Wood Octant can reach any point in the world with a moment's concentration, provided he could theoretically walk there and there are no barriers intervening.

Wood Spells

Instant Decoction: Level 1, Rank 0, 0 Flux Tokens, Attack action.

By simply dropping no more than a pound of plant matter into liquid, the caster can cause it to deliquesce into the fluid, creating a perfectly prepared tea, medicinal tincture, or other extract.

Mended Branches: Level 1, Rank 1, 1 Flux Token, Attack action.

The caster can cause the mending of any physical damage done to a single piece of plant matter he is touching, whether a ship's mast or a living tree. Matter cut away from the object is not restored unless it is present.

Rule of Motion: Level 2, Rank 1, 1 Flux Token, Attack action, Sustained.

The caster can imbue an object within fifty feet weighing no more than ten pounds with its own motion. The object moves under the caster's will as long as the spell is maintained, and can float freely within the fifty-foot range at up to twenty feet per round. The force is relatively modest, and so cannot move objects being gripped or worn, nor strike with enough force to injure.

Harmony of Balance: Level 2, Rank 1, 1 Flux Token, Power action, Sustained.

The caster becomes capable of balancing on even the most precarious, unstable surface for as long as the spell is maintained. Only active efforts to dislodge him have a chance of succeeding.

Seedling to Blossom: Level 3, Rank 1, 1 Flux Token, Ten minutes.

A steady invocation channels the power of the Octant into a seed, causing it to sprout and attain the same degree of development it would have with up to one year's growth per level of Wood Octant possessed by the caster. Repeated use of this spell in the same area can badly deplete the soil.

Oakfriend: Level 3, Rank 2, 1 Flux Token, Attack action.

The caster becomes guarded against injury by wooden weapons, thorns, tree branches, and other plant life. The spell absorbs one point of Physical Condition damage per level of Wood Octant skill before ending. If not terminated by damage, it ends ten minutes after casting.

Harvest Blessing: Level 4, Rank 2, 2 Flux Tokens, Five minutes.

This brief ritual imbues a planted field with extraordinary vigor. Provided the weather is not exceptionally bad and the crops aren't physically damaged, they will yield at least twice as much as normal when harvested. This spell will affect up to ten acres of land for each level of the caster's Wood Octant.

Leader of the Flock: Level 4, Rank 2, 1 Flux Token, Attack action.

This spell is performed in conjunction with a simple ranged attack as part of the casting. If the attack hits, all attempts to strike the target with ranged weapons gain Advantage until the start of the caster's next turn and do 1 additional point of damage.

Prepare Journey Grove: Level 4, Rank 1, 0 Flux Tokens, Twelve hours.

This spell is used to create the special grove used by other spells for long-distance travel. The ritual is lengthy and requires a grove that has at least eight trees that are eight years old within thirty-two paces of each other. Expensive ritual components are used up in the rite, the materials costing at least two thousand silver coins. After the ritual is complete, the grove will remain functional for as long as all eight trees remain alive.

Grove Walk: Level 4, Rank 4, 3 Flux Tokens, Ten minutes.

By focusing on the configuration of trees in a particular journey grove, the caster can open a portal which will transport himself and his companions to that destination. The portal is ten feet wide by ten feet in height and requires that much space to manifest. It lasts for thirty seconds after creation. Casters need to know the precise arrangement of trees in a journey grove in order to reach it.

Bounty of the Land: Level 5, Rank 3, 2 Flux Tokens, Five minutes.

The caster can conjure a food crop in minutes. Provided soil and seed are available, they can call a harvest into being that is double the normal yield of the land used. This spell exhausts certain mystical potentials of the land, and can be used only once per year. It affects up to ten acres per level of the caster's Wood Octant.

Bridge of Arrows: Level 5, Rank 2, 1 Flux Token, Movement action.

Upon casting, the Servitor becomes capable of riding arrows either shot by himself or by an ally before the start of his next turn. He lands where the arrow does, without injury.

Long Journey Home: Level 6, Rank 3, 2 Flux Tokens, Five minutes.

With this spell, the caster can remove himself and up to one thousand pounds of companions or cargo to any location he has been in within the past week. If the location is now occupied by a solid object, the spell fails.

Eyes of the Forest: Level 7, Rank 4, 1 Flux Token, Ten minutes.

With meditation and ritual, the caster can briefly extend his awareness through all plant life within ten miles, perceiving anything within line of sight of a plant. He normally gets only a vague impression of events and people, though if searching for a specific person or activity it can be found.

Pact of the Bow: Level 8, Rank 2, 2 Flux Tokens, Attack action.

For the next ten minutes, any ranged weapon attack against the caster is reflected against the attacker as if they had targeted themselves. Servitors and supernatural beings can overcome this resistance by succeeding in a Clarity attack against the caster's Mental Defense. This roll must be made for each attack.

*** ACTION TESTS ***

Action tests are used to determine whether or not a particular feat can be accomplished. Balancing on a slippery log, carving up an enemy swordsman, or persuading a baron of the justice of your cause all can be resolved with an action test.

Action tests each have a *difficulty*. Difficulties range from 7, for a fairly easy task that could be accomplished regularly by a gifted or trained person, up to 16 or higher for feats that could only be achieved by a hero of legendary prowess.

Against this difficulty is matched an *action total*. This total is a roll of 1d8 plus the character's relevant attribute and any talent bonus. The attribute and talent to use will generally be obvious based on the kind of action the character is taking. Smashing down a door would be Might, for example, while swaying a mob would be Spirit. Clever players might devise ways to use attributes and talents in novel ways, such as using Spirit to persuade the mob to break down the door for you, or the Sailor talent to help identify an impostor posing as a bargeman.

Helpful circumstances, tools, or magic might add to the action total, while complications might subtract from it. If a character has help of this kind, he has *Advantage* on the roll, and can add +1 to his total. If he has extraordinarily effective help or perfect circumstances, he has *Great Advantage*, and can add +2 to his total. By the same token, shoddy tools or bad circumstances confer a *Disadvantage* penalty of -1, and really terrible circumstances or attempting a task without any of the tools normally required means *Great Disadvantage* and -2 on the total. A character cannot have both Advantage and Great Advantage on the same total, nor suffer Disadvantage and Great Disadvantage both. Apply only the largest modifier. It's possible that the character might have both Advantage from some cause and Disadvantage from another circumstance. In that case, add both modifiers up and use the total; thus, a hog-tied character with a superb set of lockpicks might have Advantage in picking locks, but suffer Great Disadvantage for having to use his teeth to do it, for a net modifier of -1.

Routine Success

Exceptionally talented or capable characters can expect to reliably perform many feats that less gifted characters might struggle to accomplish. To reflect this, talented characters can take a *routine success* on certain action tests. If the character's talent and attribute totals plus five are equal or greater than the action test's difficulty, they can automatically succeed

at the action.

Characters cannot take routine successes when in combat, when contesting another character's efforts, or while in other stressful, distracting circumstances.

Stacking Advantages and Disadvantages

Generally, more than one Advantage does not necessarily add up into one Great Advantage. There should normally be at least three different sources for Advantage before staging it up to Great Advantage, or three different Disadvantages before it becomes Great Disadvantage. A GM is justified in deciding that it requires a truly extreme situation to justify Great Advantage or Great Disadvantage rather than permitting cumulative helps or hindrances to amount to it.

GM Advice: Action Tests

An eight-sided die has a 50% chance of rolling five or better. If it seems like the player ought to be able to accomplish a given test at least half of the time, don't make the difficulty such that he has to roll higher than five to do it.

Routine successes are intended to let expert characters consistently accomplish the things they might expect to consistently accomplish. They're also there to give you a rough benchmark of competence. If it's noted that building a boat is a difficulty 8 action test, then you can expect that your NPC boatwrights have bonuses of 3 or better, since they regularly and repeatedly succeed at the task.

Don't call for an action test unless failure would have interesting consequences. If failure simply means that the player will keep trying until he rolls high enough, then you shouldn't bother asking for a test in the first place. Or if you do ask for a test, simply inflict some negative consequence for failure and then assume the character gets it right eventually. A craftsman might spoil his first batch of materials, or a hunter might find his first lean-to leaves him drenched after a midnight rain.

In this same vein, failure doesn't always have to mean the character simply fails. Failing the action test to convince the doorman to let the character in to see the baron might not mean a slammed door; it might mean the doorman introduces the character as a beggar asking for alms. If the plot you've prepared would be helped by the character's efforts succeeding, you can let them succeed- but with a clear negative consequence for their failed test.

Finally, be careful about the modifiers you allow. If the characters are claiming Great Advantage on everything they do, rolls that might normally be 50% successful are now 75% successful. Tacking a Great Disadvantage penalty on an already-difficult test can push it into sheer impossibility.

* * * COMBAT * * *

Initiative:

Each combatant rolls initiative, 1d8+Clarity+relevant talent. Ties go to the highest Clarity, or are rolled off if necessary. Each participant takes their turn in order, highest roll first, and when the last has acted the cycle repeats.

The Turn:

Each turn, a player can perform an *attack action*, a *movement action*, and a *power action*. Power actions must take place at the end of the player's turn, but attack and movement may be taken in any order. Action types may not be substituted or split up. You cannot forgo your attack action to take two power actions, for example, or move a little way, attack, and then move further.

Action Types:

Attack actions are either *simple attacks* or *complex attacks*. Simple attacks can be performed by anyone, and consist of a normal swipe of a sword, fist, claw, or other weapon. Complex attacks include spell casting, unique Octant powers, and use of other combat abilities.

Movement actions normally consist of moving up to thirty feet, picking up or manipulating objects, or otherwise doing some activity that could be accomplished in three or four seconds. If a player gives up their attack action, they can move twice as far or accomplish twice as much as normal.

Power actions are generally only taken by Octant wielders, and can only be used to trigger certain spells and Degrees that influence the magical environment around the caster, or the caster can put down a Flux Token on one of their Octants to increase their effective rank.

Some activities are so quick or simple that they require no action at all. Letting go of an item or saying a few words are examples of these free activities. These actions can be done at any time, even outside of a player's turn.

Attacking:

The attacker makes a Grace action test if using a light weapon, or a Might action test if using a heavy one. The difficulty of the test is the Physical Defense of the defender, plus any modifications for the defender's talents or advantage. If the attacker's test succeeds, the defender is hit and damage is inflicted to the target's Physical Condition.

For example, Hrothgar swings his battleaxe at Lyle the Quick. Hrothgar's axe is enchanted and grants him advantage, so he rolls 1d8 and adds to that his Might of 4, +1 for his Heavy Weapons talent, and +1 for

Advantage. His total is 13. Lyle the Quick's Physical Defense is 5 plus his Grace of 3 and +1 for his Dodge talent. His total is 9. Hrothgar connects, and Lyle faces a nasty cut at the least.

Ranged Attacks in Melee:

It's not generally possible to make a ranged attack against an adjacent enemy. Degrees and talents that aid thrown or projectile weapons do not function in such cases, and the attack is normally resolved as a melee attack. If the weapon is not normally intended as a melee weapon, such as attacking with an arrow or throwing knife in hand, the attack roll is based on Grace and does half the user's Might in damage, rounded up.

Grabbing and Grappling:

To grab an opponent, the attacker needs at least one hand free. He must make an attack against the opponent's Physical Defense using the better of his Might or Grace. If he hits, he and the target immediately make opposed action tests using the best of their Might and Grace scores. If the target ties or wins, he immediately breaks free from the grab. A grabbed target grants all attackers Great Advantage, takes Disadvantage on all physical attack rolls, and can neither move away from his captor or use weapons larger than a knife. Spell casting is also impossible while grabbed, though Degrees can be used normally. Each turn, the victim can use an attack action to make another opposed action against his captor, each using the best of their Might or Grace. Ties or wins allow the victim to escape. An attacker normally uses both hands to make a grab attempt, and suffers Great Disadvantage on the attack and any ensuing opposed tests if only one hand is used.

Special Maneuvers in Combat:

Characters often wish to do something out of the ordinary in combat, such as overturning tables, cutting down chandeliers, or toppling crumbled walls on foes. Most such special maneuvers can be resolved with a quick Might or Grace check. In cases such as shoving an enemy out of the way or tripping them prone, an attack can be made as normal against the target's Physical Defense, with the consequence being the target's forced movement or fall rather than damage. Most such maneuvers shouldn't do more than grant the target's attackers Advantage until their next turn, though particularly devastating gambits or situations might grant Great Advantage, or do damage in addition to hindering. In the cases that a maneuver might plausibly do damage, it should probably do half of a relevant attribute, rounded up- such as Might for shoving a crumbling wall over on an enemy, or Clarity for judging the exact moment to drop a burning

chandelier on an enemy's head.

Movement in Combat:

If a character is engaged in melee combat and wishes to move away from his enemy, he can either make a fighting withdrawal or simply flee. If he makes a fighting withdrawal, he forfeits his attack action and moves up to his normal movement rate away from the enemy. If he simply flees, he can retain his attack action, but suffers a free simple attack from each enemy he is engaged with before he moves away.

Advantage and Disadvantage in Combat:

Clever manipulation of the battlefield can grant Advantage to an attacker's rolls or subject enemies to Disadvantage in their attacks. Shoving furniture in front of enemies, chopping drapes down atop them, nimbly fleeing through heavy bracken, hiding in the steam of a cauldron suddenly overturned into a roaring fire... the opportunities are limited only by the cunning of the combatants. Advantage can be obtained by more straightforward means as well. Simply outnumbering the enemy is helpful; if two or three melee attackers have room to flank the same target, they can claim Advantage on their attack rolls. If four or more can mob a target, they can claim Great Advantage. Instances of Great Advantage should be rare, and reserved for situations where the attacker has come up with some striking edge over his opponent.

Characters should not normally suffer Disadvantage to their defenses, instead giving Advantage to attackers. Applying both Advantage to an attacker and Disadvantage to a target's defenses can turn an even-odds challenge into a near certain hit.

Inflicting Damage:

If the attacker isn't trying to kill the defender, they may take a great disadvantage penalty to their action test to hit, or simply a disadvantage penalty if the weapon is blunt or otherwise well-suited to avoiding lethal damage. If the resulting damage brings the defender to 0 Physical Condition, the defender is unconscious or helpless rather than dead. Otherwise, it's tracked as normal damage.

Hitting with a physical weapon inflicts half the wielder's Might in Physical Condition damage, rounded up. Hitting with a mental attack or spell may use a different attribute to determine damage, and if so it will be listed in the power's text. For each 2 full points by which the attacker's roll exceeded the defender's defense, an additional point of damage is done, or two additional points if using a two-handed melee weapon. Spells do varying amounts of damage depending on the specific spell used. Whether a given spell can be reasonably employed as a non-lethal attack and at

what disadvantage is a matter for the GM to decide. Injuries are generally minor, superficial cuts and nicks until the victim reaches 0 Physical Condition. At that point a telling blow has been struck.

Dying:

A creature reduced to 0 Physical Condition is dead or dying. Player characters normally have a minute or two of grace before expiring, while less important or heroic figures generally die on the spot. If magical healing can be applied in time, a character's life can be saved. Nonmagical healing may be sufficient to staunch the bleeding, and mundane healers can attempt a Grace or Clarity test at difficulty 11 to quickly patch the wounds of a dying creature. A dying creature can withstand a number of failed healing tests equal to its Might before it finally expires.

Healing:

As injuries that fail to bring the target to 0 Physical Condition are generally minor cuts and bruises, five minutes of rest and bandaging will bring a character back up to full Physical Condition. Mental Condition damage recovers more slowly, at the rate of one point per hour. Mental Condition will recuperate even if the character is exerting himself, however. Characters that have been mortally wounded and restored from the brink of death by magic are not so sturdy. They have a maximum Physical Condition of 1 until they get a full day's rest in reasonably comfortable surroundings. Characters stabilized through mundane means are more fragile still, and are incapable of anything more taxing than bed rest for at least a month. Use of magical healing can cut short this recuperation time, however, and get them back to full strength after a full day's rest.

* * * EQUIPMENT AND COINAGE * * *

Most kingdoms of the fallen earth use a silver-based currency, with any petty principality or pocket kingdom minting coinage meant to glorify whichever bandit prince happens to be warming the throne at the moment. The exact value of the coinage tends to vary with the purity of the metal and the size of the coins, but for convenience, all currency in the game is considered to be of one of three types. Silver coins form the basic monetary unit, with twelve silver coins making one gold one and twenty copper coins making one silver. Copper is the common currency of the poor, while gold coins rarely appear as anything more than entries on a merchant's ledger or a hoard in some long-forgotten ruin. Different types of coinage vary in size and weight, but for convenience each coin can be counted as weighing a half-ounce for encumbrance purposes.

Barter is common in isolated villages that lack access to a ready supply of currency, and haggling is almost universal when purchases of any size are made. The prices given for goods and services below reflect average prices in a large town after ordinary efforts at haggling have been taken into account. Goods that cost more than a few dozen silver are unlikely to be found in small villages, and those few examples that are available might cost twice or even three times as much. The only items that are likely to be cheaper in small villages are the products of agricultural labor. Large cities rarely have cheaper prices, but they usually have more of a given commodity for sale for those occasions when players want to purchase a score of good swords without denuding a town of its salable blades.

<u>Armor and Shields</u>	<u>Cost in Silver Pieces</u>	<u>Weight in lbs.</u>
Light Armor	40	15
Superb Light Armor	200	12
Heavy Armor	240	40
Superb Heavy Armor	1200	32
Shield	40	5
<u>Weaponry</u>		
Battleaxe (V)	60	5
Bow (P/R)	50	3
Crossbow (P/R/Slow)	30	8

Club	0	4
Dagger (T)	10	1
Greataxe (2H/AP)	80	10
Greatclub (2H)	5	12
Greatsword (2H/AP)	120	8
Halberd (2H)	60	12
Mace	40	6
Short Spear (T)	8	2
Spear (V)	30	4
Staff (2H)	1	6
Sword (V)	80	3
Unarmed attack (I)	-	-
Warhammer	40	5

**Miscellaneous
Adventuring Equipment**

Arrows or quarrels, 20	10	.1 ea.
Backpack	3	2
Bedroll	3	4
Clothing, peasant outfit	5	3
Clothing, sturdy travel outfit	10	5
Clothing, noble outfit	50	5
Hammer, wood axe, other hand tool	5	3
Horse, riding	60	
Pole, 10 feet	1	7
Rope, 50 feet	2	10
Lantern	4	2
Lockpicks	5	1
Lockpicks, superb	50	1
Metal flask, 1 pint	3	1

Oil, flask	1	1
Quiver	2	1
Tent	10	10
Torches, 20	1	1 ea.
Trail rations, one week	7	10
Waterskin	2	4
Writing kit		

Services and Lodgings

Ale, tankard	1 copper
Inn room, village, per night	5 copper
Inn room, city dive, per night	10 copper
Inn room, good, per night	1
Poor meal	3 coppers
Common meal	10 coppers
Fine meal	1
Wine, mediocre, bottle	10 copper
Wine, excellent, bottle	2

Daily Hires

Armorer	5
Artisan	4
City guide	1
Guard	30 copper
Prostitute, Common	15 copper
Prostitute, Courtesan	10
Sailor	15 copper
Laborer, Unskilled	12 copper
Laborer, Skilled	1
Thug	1

Armor and Shields

Armor is common among adventuring Servitors, but it does have its disadvantages. It slows motion, hinders movement, and can sometimes prove more trouble than it's worth. The damage reduction it provides affects only physical damage. Mental attacks and energy damage such as fire, lightning, or frost is not reduced, nor is damage that a wearer inflicts upon himself by using certain magical powers.

Light Armor: This armor consists of boiled leather, thick hide, reinforced clothing, and other relatively light and flexible substances. While worn, the armor reduces all weapon damage received by one point, down to a minimum of one point of damage. The armor does weigh down and restrain the wearer to some degree, however, and reduces their movement speed by five feet and inflicts Disadvantage on any Grace or Might action test that isn't an attack or a defense.

Superb Light Armor: Either a suit of armor created by a gifted Iron Octant crafter or a suit salvaged from a ruin of the Great Ones, this light armor is almost invariably obvious in its quality, being crafted from esoteric leathers and light alloys. There is no speed penalty attached to wearing it, though the wearer still suffers Disadvantage on any Grace or Might action test that isn't an attack or a defense.

Heavy Armor: Fashioned of heavy links of mail and hammered plates, this variety of armor is rare and expensive. Not only does it require great craftsmanship to make well, but it is also heavy and cumbersome to wear for long periods of time. It reduces weapon damage received by two points, down to a minimum of zero damage taken. It reduces movement speed by ten feet and inflicts Disadvantage on all Grace or Might action tests, including attacks. It does not lower the wearer's Physical Defense.

Superb Heavy Armor: Armor forged in the days of the Great Ones or by an inheritor of the Iron Octant arts of old, this suit of heavy armor is fashioned of occult alloys and intricately-designed plates. There is no speed penalty attached to wearing it, though it still inflicts Disadvantage on all Grace or Might action tests, including attacks. It does not lower the wearer's Physical Defense.

Shield: Use of a shield causes melee attackers to suffer Disadvantage on their attack rolls. A shield occupies the hand that carries it, and it is not possible to grasp anything else with the shield hand.

Weaponry

Some weapons have the "2H" quality, which indicates that they're used in two hands. The "V" quality means that the weapon can be used one-handed or two-

handed as the wielder desires. "T" weapons can be thrown, generally to a range of 20 yards + 5 yards per point of Might possessed by the user. "P" weapons are projectile weapons and can be shot out to an effective range of 100 yards, or 200 yards at Disadvantage. "R" weapons are Ranged, and are not designed for use in melee combat and do not benefit from most melee weapon talents. If used for a melee attack anyway, they use Grace for the attack roll. "AP" weapons ignore one point of armor damage absorption. "Slow" weapons require a movement action be spent to reload them. "I" weapons are considered Improvised. Unless the wielder has a Talent relevant to their use, the wielder does not gain the normal bonus damage given for an attack roll that exceeds the target's defenses.

Whether a weapon should be considered Light or Heavy for talent purposes is left undefined, to be determined by the player and the GM. One character may have a light, agile style with a spear, while another might rely on heavy thrusts and chops with the blade.

Adventuring Equipment

Most equipment is self-explanatory in nature. A riding horse is capable of carrying 300 lbs. including its rider, can travel thirty miles a day over flat land, and is not trained for combat. If pushed, a horse can travel fifty miles a day over flat land, but such treatment has a distinct chance of leaving the horse crippled or dead. Superb-quality lockpicks grant Advantage to any attempt to open locks with them. Torches last for one hour when lit, and cast clear illumination within twenty feet. Lanters last for six hours on one flask of oil, and illumine all within thirty feet. A flask of oil can be lit and thrown as a weapon, albeit it's clumsy. It's a Grace attack against the target's Physical Defense that suffers Disadvantage for its unwieldiness, and does half Grace rounded up in fire damage if it hits. Good aim does not help overmuch with the oil, so no extra damage is done for an exceptionally high attack roll.

Services, Lodgings, and Daily Hires

These prices reflect common expenses and wages. Hirelings will perform their duties under reasonable conditions, but few among them will care to explore the unknown or put themselves in special danger. Guards will fight to defend their charges provided that the odds are not too great and the enemies not too unnatural, and thugs are willing to rough up shopkeepers and perform other petty crimes. True assassins cost considerably more, however, and thugs are not notoriously discreet about who might be employing them. Armorers and other craftsmen can create common weaponry and armor for their

employers, but it generally takes too long to be of much interest to adventurers, and they are most often employed to outfit large numbers of other followers. Note that these daily hires do not include room or board; those employers who provide such can generally get away with paying only half as much, or even less in the case of unskilled laborers.

Encumbrance

Many GMs will want to simply estimate appropriate encumbrance for characters, and will not find it necessary to keep track of every item. For those who want a more detailed system, it can be assumed that every character can carry up to twenty pounds of gear per Might point without negative effects. Carrying up to twice this amount reduces their speed by 10 feet per movement action, and carrying up to four times this amount reduces their speed to ten feet maximum per movement action and inflicts Great Disadvantage on all Might and Grace action tests and Physical Defenses. Note that these movement penalties are all applied after subtracting any armor movement speed penalties but before applying any movement increases provided by Degrees or spells.

*** MAGICAL ITEMS ***

The fallen earth has only a pale echo of the magical energies of the City. Where once a host of magical devices existed to ease the lives of men and women, their descendants now make do with coarser tools. Few are capable of crafting the arcane and exquisite artifacts of the former age, and most wealthy lords would rather buy many mundane implements than one magical one. It is rarely worth the effort to acquire the costly materials for a charmed sword when the same price could buy fifty common blades. Still, ancient ruins and forgotten strongholds occasionally give up fragments of the past that present treasure-seekers still find useful.

Magical items are divided into two main types. The first are "Charmed" items, created with the Octants or with hedge witchery. These artifacts tend to be superior to their mundane equivalents in all ways. Blades are stronger and sharper, armor is lighter and better-wrought, and tools are superbly balanced for their use. Magical liquids known as Elixirs can endow even a peasant with brief magical benefits, and other Charmed artifacts contain more or less permanent magical effects that Servitors can call into service. Few of these effects are very powerful and many of them are eventually depleted through use. Most such Charmed items are created by adepts of the Twine and Iron Octants, and while they are very costly, it is not unknown for new ones to be made.

The other variety of magical artifact is not so common. These "Relics" are items once used by the Great Ones themselves, enormously powerful tools wielded by the godlike masters of the City. Most of the surviving Relics were originally intended for peaceful purposes. Weapons and armor of war were not created until the final days of the City, when Great Ones fought each other for a crown that all failed to seize. It is a great frustration to the existing Servitor kings that these items often required the High Art in order to function. Some of them simply fail to work for lesser beings. Others have actively malevolent effects on those others who presume to use them. A few are keyed to a specific Great One's bloodline, providing those families with one of their few recourses against their former Servitors. More than a few of them were torn down into their valuable components when it became plain that no one living could hope to make use of them.

Items descriptions include a level and an Octant most related to the item's effects. Any effects created by that item are treated as that Octant and that level for

purposes of magical resistance or Ravel effects. Magic items are normally self-powered and do not ordinarily require that the Octant rank of the area be sufficient to power it. The level of an item is most often a shorthand indication of how powerful it is. GMs should be careful about allowing PCs to discover items of a higher level than the average Octant level of the party.

Buying and Selling Magical Items:

There is no organized trade in Relics on the fallen earth. Even the most trivial Relic is possessed of enormous power, and no one could hope to keep possession of it unless he were able to stand off the army of whatever kingdom he happened to inhabit. Some Servitor heroes might be capable of doing just that, but merchants find it impractical. Other adventurers find it possible to conceal their discovery of the item, or disguise it as some lesser Charmed object.

Charmed objects do have a market, albeit a small and heavily restricted one. Kingdoms commonly forbid the sale of Charmed goods without permission of the local lord. This permission is rarely granted to any but the most trustworthy. Minor Elixirs can be purchased in large towns, but the crafting of more expensive Charmed items requires finding a magesmith and striking a bargain. Few can be found outside of the largest cities, as most Servitors capable of the intricate work find steadier employment in service to a king or other great lord.

In all cases, adventurers are advised to keep their possession of Charmed objects discreet. Local laws often forbid possession by those not of the nobility, and confiscation or worse is common. Attempting an open sale of a Charmed item requires either the tacit permission of the local lord or an ability to fight off whatever tax collectors or bandits might come to relieve the sellers of their goods.

Crafting Charmed Items:

If a GM does not wish for player characters to create their own magic items, it is entirely reasonable to simply decide that the rituals and preparations necessary for crafting Charmed objects are too onerous for any adventurer to satisfy. Any player planning on forging their own magical equipment should first check with their GM to be sure that such an option will exist in their game. If such is the case, the rules below provide a guideline for creating items.

Every Charmed object requires its own formula for creation. This formula might be found in an ancient ruin or passed down from a wise mentor, but the

formulas are always guarded as a valuable secret. Some formulae also require certain conjunctions of astrological bodies and seasons, and a formula that one ancient Servitor used to forge a mighty weapon might thus be utterly useless now. Broadly-useful formulas are thus exceptionally valuable.

Servitors can also attempt to create their own new formulas, but this is an exceedingly difficult enterprise. Designing such things is often as much a matter of blind luck as artifice, and even if a GM decides that such a design is possible, it will invariably cost at least a thousand silver coins to research. Such a price assumes that the Servitor has access to a fully equipped laboratory and library.

Assuming that the formula is had, the character must then spend large amounts of money acquiring the necessary ingredients for the enchantment. For objects that wear out and are destroyed through use, like wands, Elixirs, and Octant stones, the ingredients can usually be had simply for money in any large city's market. For items with permanent enchantments, it is common for at least one ingredient to be very difficult to acquire, necessitating some sort of adventure to obtain it. Mundane ingredients usually cost a sum in silver coins equal to the item's level squared, times one hundred. Thus, buying the ingredients for a Charmed sword that is a level 3 Iron Octant item would require $(3 * 3 * 100) = 900$ silver coins. Elixirs and Octant stones cost only a tenth of this sum to create.

Once all the ingredients are acquired, the would-be magesmith must actually fashion the object from scratch, imbuing it with the magic as part of its crafting process. This can take as little as a day for a dose of Elixir to a week for a Charmed sword to as much as two months for an enchanted suit of heavy armor. The enchanter can interrupt this work time to tend to other duties, but if he neglects it for more than a week at a time, the effort is spoiled and the ingredients are lost. Creating enchanted objects requires an appropriate workspace, whether it be a forge, an alchemy laboratory, or whatever other crafting tools might be expected. Iron Octant Degrees cannot substitute for these tools.

Aspiring magesmiths require a Twine Octant skill equal to the item's level, along with the Octant which the item most reflects. For example, an Elixir of Healing is a Body 2 item, so creating it requires Body and Twine Octants of 2 or better along with the formula and ingredients.

Charmed Items

Elixirs:

One-ounce vials of crystal or metal contain these precious fluids. Elixirs will keep indefinitely, and even non-Servitors can make use of them. Quaffing or applying an Elixir requires a movement action, including the time it takes to pull it out of a pocket or pouch. Feeding an Elixir to an unconscious ally requires an attack action. Elixirs that are thrown as a weapon require an attack action. Only one Elixir can be quaffed on any given turn, as the magical forces involved would otherwise tangle and potentially poison the drinker.

Bottled Thicket (Wood 3): A mud of seeds and compost, this Elixir is thrown like a grenade. Where it shatters, a thicket of clinging vines springs up in a ten-foot radius circle, forcing anyone who passes through it to make a Might test against difficulty 9 or be forced to stop for a turn to get free. The thicket crumbles to dust in five minutes.

Breathless Persistence (Sky 2): Bottled wind, this Elixir allows the imbiber to hold his breath for up to half an hour of vigorous activity. If he falls unconscious, however, he immediately begins to drown.

Conviction (Mind 3): After quaffing this Elixir, the next two points of Mental Condition damage the user suffers are removed from his Physical Condition instead. The potion wears off after half an hour.

Curselifting (Ravel 3): This potent apotropaic brew can remove a single magical effect of level 3 or lower from its drinker, provided he succeeds on a Spirit check against a difficulty of 4+the level of the effect.

Earthen Body (Earth 3): After quaffing this potion, the drinker and his equipment collapses into a slurry of mud for five minutes. The mud takes only half damage, rounded down, from all attacks and can ooze through small spaces. While in mud form, the character can do nothing but move at the rate of ten feet per round.

False Face (Sky 3): Brewed of moonbeams and mists, this potion allows the imbiber to mask himself and his clothing in the image of another creature of the same general size for ten minutes. The illusion includes sound, but not touch.

Fireburst (Sky 3): Hurlled like a grenade at an enemy, this requires a Grace attack against the target's Physical Defense. On a success, it does 1d8 fire damage divided in half, rounded up. On a miss, the main target takes only 1 point of fire damage. In either case, all other creatures within 10 feet take 1 point of fire damage.

Glassy Vision (Iron 2): Spread over the surface of a non-magical worked material, this Elixir briefly turns

one square foot of it transparent from the side that's been treated. The transparency lasts ten seconds.

Irresistible Allure (Mind 3): Dabbed lightly on the wearer, this Elixir renders sexually compatible targets much more suggestible, granting the user Advantage on all social tests. On a roll of "1" on the test die, however, the Elixir dredges up some unpleasant association, causing the test to fail and the target to become highly unfriendly.

Healing (Body 2): This brew mends minor cuts and scrapes at the cost of dizzying the person who takes it. The imbiber loses one Mental Condition point and regains two Physical Condition points. A mortally wounded character fed one of these potions is treated as if a successful mundane healing check has been made on them.

Hero's Might (Body 3): Concentrated prowess seethes in this bottle, granting the imbiber +1 Might for the next three turns. This potion cannot raise Might past 5, and it does not add to Physical Condition.

Surging Force (Twine 3): On drinking this Elixir, the subject gains one Flux Token. Five minutes later, they lose two from any they may have remaining. If they have none remaining, they take this as Mental Condition damage.

Woundbinding (Body 3): This Elixir is useful only to mortally wounded characters. When applied, the target is treated as if they just received magical healing, restored to a maximum of 1 Physical Condition until a full night's rest.

Youth (Body 7): This tiny, legendary potion freezes the clock for the drinker, halting aging for the next five years. The first time a character drinks an Elixir of Youth, the GM secretly rolls 1d8 and notes the number. Drinking more than that number of Elixirs of Youth will freeze the unhappy character in a permanent, unaging coma.

Wands:

Wands come in many shapes, materials and sizes, usually no shorter than six inches or longer than two feet. Wands conjure a specific magical effect for a Servitor at the cost of one Flux Token per invocation. Wands wear out with use, eventually. A newly-fashioned wand has 50 uses in it before it crumbles into fragments. Any Servitor with levels in the Twine Octant can determine how many uses remain in a wand.

Bone Rule (Body 4): Often carved of human bone, this wand scourges the restless dead. When brandished, the wielder can make a Spirit attack against the Mental Defense of all undead within fifty feet. Affected mindless undead cower and will not attack for thirty minutes unless attacked. Intelligent undead that are affected suffer Mental Condition

damage equal to half the wielder's Clarity, +2 for each 2 points by which the attack exceeded their defense.

Dread (Mind 4): The wand emits a thirty foot long, thirty foot wide cone of unreasoning terror, causing intelligent creatures affected by a Spirit versus Mental Defense attack to turn and flee at their top rate of speed for one turn.

Fire (Sky 3): A gout of flame is hurled at an enemy within 100 feet. If a Grace attack with Advantage hits their Physical Defense, they take 3 levels of fire damage.

Flame Eating (Sky 2): This wand pulls flames into itself to extinguish them, consuming up to a thirty foot cube of non-magical fire within one hundred feet with each activation.

Shattering Spray (Earth 3): The wand is used to strike the uncovered ground, causing a geomantic sympathy beneath a point up to one hundred feet away. All creatures within ten feet of that point suffer 1 point of physical damage from a sudden spray of sharp rock shards.

Transmogrification (Body 5): With a wave of this wand at a human target within fifty feet and a successful Spirit attack versus their Mental Defense, the target is transformed into a harmless four-legged domestic animal of the wielder's choice. The target retains their statistics and defenses but cannot attack or use spells. Each turn, the victim can attempt a Spirit test at a difficulty of the wielder's Mental Defense. On a success, the spell ends at the end of their turn. The effect lasts thirty minutes at the longest.

Truthtelling (Mind 4): The wielder must touch an intelligent creature with the wand in order to activate it. Once triggered, the wielder makes a Clarity attack against the target's Mental Defense. If successful, the wielder can ask one question of the target that must be answered truthfully. The magic is sympathetic in nature, however, and the target can then ask one question of the wielder which also must be answered truthfully.

Walking Stones (Earth 4): The wielder of this wand must sing or chant in order to operate it, touching the wand to a single stone object no larger than twenty feet on a side. The stone will move at a walking pace in the direction the wielder desires so long as the wand remains touching it and the wielder remains singing.

Warding (Ravel 3): Aimed at a creature that is supernatural in nature or requires magic to exist, this wand creates an apotropaic warding. The creature cannot physically approach the wielder unless they make a successful Spirit attack at Disadvantage against the wielder's Mental Defense. This effect ends as soon as the wand stops pointing at the creature.

Winds (Sky 4): This wand can be used in two modes. The first expends the use as a strong, crisp breeze

sufficient to power a sailing ship for a period of eight hours, blowing in whatever direction the wand is pointed. The second creates a savage gust requiring a Clarity attack against a man-sized target's Physical Defense. On a success, the victim is hurled backward twenty feet by the wind, suffering one point of physical damage and ending prone.

Weapons:

Many heroes make a point of seeking the best quality of weaponry that they can find. Kings and princes rarely have much use for equipment too expensive to dole out to soldiers, so the majority of Charmed weapons and armor are antiques from before the Fall. These weapons often have the insignia or runes of Great Ones long since lost to history, the last relics of their faithful Servitor warriors. Humans lacking magical gifts cannot benefit by the abilities of these weapons.

Arcing Bow (Wood 3): This bow completely ignores intervening cover, sending its arrows on a high, tight arc to strike behind intervening allies or obstacles. The effect is not helpful if the target has a roof overhead.

Charmed Weapon (Iron 3): The most common variety of Charmed weaponry, these implements are unusually sharp or hard-striking, doing 1 additional point of damage on any hit.

Dueling Weapon (Iron 4): Exquisitely crafted as much for art as function, these melee weapons grant Advantage to all who use them and add 1 additional point of physical damage to all hits. They grant no benefits if more than one enemy is adjacent to the wielder.

Graced Weapon (Iron 2): Scorned by Iron Octant warriors as being fancy toys for nobles who can't be troubled to learn true art, these weapons grant Advantage to hit with them.

Spider Bow (Wood 3): Named for the agile step of a spider, this bow permits its wielder to run up vertical surfaces at their full rate of speed, so long as they end their movement on a flat surface.

Veiled Weapon (Mind 4): Invariably a nondescript weapon, this implement is always overlooked by non-Servitors, no matter how obvious it is. Servitors can make a Clarity check against a difficulty of 5+the owner's Grace to notice it. Using the weapon to attack ends this effect for ten minutes.

Weapon of Celestial Flame (Sky 4): With a word, these weapons blaze alight with white fire. Damage done by them can be treated as fire damage, ignoring normal armor.

Weapon of Reaping (Body 6): Few weapons of antiquity were mightier than these implements, meant originally to tear through legions of lesser mortals. Whenever the wielder makes a simple or complex attack with the weapon, they automatically inflict three

levels of Physical Condition damage against every adjacent enemy lacking Servitor magic or other supernatural power.

Armor:

Armor designed in the days of the City is obviously superior to cruder modern efforts. The magewrights of the present day have managed to retain the same principles of effectiveness, but the fluted surfaces, immaculate polish, and perfect fit of City-crafted armor remains unique. Charmed armor resizes itself to fit any human-sized wearer, but its abilities function only for Servitors or supernatural entities.

Chameleon Armor (Iron 4): Indistinguishable from normal clothing, this armor reduces any physical damage taken by 1 point, down to a minimum of 1 point of damage. With one minute of concentration, the wearer can alter the armor's appearance to that of any normal suit of clothing.

Charmed Heavy Armor (Iron 4): Fashioned of rune-marked plates and blessed steel, this armor subtracts 2 points of physical damage from all injuries, down to a minimum of 0 damage. The wearer suffers Disadvantage on any Grace or Might tests they may make that are not attacks. This penalty does not reduce their Physical Defense.

Charmed Light Armor (Iron 3): Light and effective, this armor reduces any physical damage taken by 1 point, down to a minimum of 1 point of damage. It provides no penalties for use.

Legion Plate (Iron 5): Originally intended for Servitors manning the front line of battles against hostile forces in the City, Legion plate is even heavier than ordinary heavy armor. It subtracts 3 points of damage from all injuries, including energy attacks but not including mental damage. The wearer's speed is halved, and the limb plating is too cumbersome to allow effective shield use. The wearer suffers Disadvantage on all Grace or Might tests that are not attacks. This penalty does not affect the wearer's defenses.

Lucky Armor (Iron 3 for light armor, Iron 4 for heavy): Functioning as normal superb light or heavy armor under most circumstances, this suit is imbued with the luck of warriors who have lived through seemingly certain doom. Once per day, when a failed test or successful attack would reduce the wearer to 0 Physical Condition, the wearer can either reroll the test or force his enemy to reroll the attack.

Preserving Armor (Body 4 for light armor, Body 5 for heavy): Meant for important dignitaries and generals, this armor functions as a normal suit of superb light or superb heavy armor. If the wearer is reduced to 0 Physical Condition, however, they are automatically stabilized as if a successful magical healing check has been made. They will awaken in five minutes with 1

Physical Condition point, their maximum until receiving a full night's rest. If they are reduced to 0 Physical Condition again before they can so rest, they are killed.

Princely Hauberk (Iron 8): The pinnacle of Octant-forged armors, this heavy suit represents the best efforts of generations of magesmiths. It subtracts four points from all incoming physical or energy damage, two points from all incoming mental damage, and restores one Physical Condition point to the wearer each round provided that they are still conscious. The perfection of the armor is such that it is impossible to gain Advantage to hit the wearer with a physical weapon.

Raveling Armor (Ravel 4 for light armor, Ravel 5 for heavy): A normal suit of superb light or heavy armor under most circumstances, this armor forces enemy magic of a particular Octant to suffer Disadvantage to affect the wearer. The Octant the armor protects against is chosen at the time of the armor's forging, but it is never Iron.

Wardpact Armor (Iron 4 for light armor, Iron 5 for heavy): This armor is scrolled about with an intricate contract with the spirits of its material. Treated as a normal suit of superb light or superb heavy armor, it causes Great Disadvantage to enemies attempting to hit with a particular type of weapon- swords, bows, thrown weapons, axes, or some similar grouping. If the wearer willingly touches such a weapon, however, the benefit of the pact is lost for 24 hours.

Octant Stones:

Small artifacts of use only to Servitors, Octant stones serve to hold a small reserve of power sufficient to fuel a single Degree or spell even in the absence of sufficient Octant rank. Every Octant stone is described by an Octant and level, such as a "Level 5 Wood Octant stone". A possessor can spend ten minutes focusing the stone on any known Degree or spell of that Octant level or lower, such as attuning that Wood Octant stone to a level 4 Wood Degree. As a movement action, the owner can crumble the stone, releasing the energy and allowing them to use the Degree or spell provided that they do so on the same turn. No Flux Tokens need to be spent to power spells- the stone provides all necessary energy and Octant ranks. Crumbling an Octant stone creates a great deal of magical disruption for the wearer, and so only one Octant stone can be used every five minutes.

Charmed Equipment:

Fashioning items that do more than simply excel at their purpose is difficult for magesmiths. Even the smallest magical effect requires a great investment of effort to produce, and so those few conventional "magical items" they do create all tend to have a

certain minimum level of utility to them. Few are willing to pay the great sums involved for items that are often simply better versions of mundane equipment. Still, some wealthy and desperate buyers can be found for those examples of ancient craftsmanship that have survived the years.

Dead Man's Saddle (Wood 4): A sinister piece of tack fashioned of human skin, this saddle confers unnatural liveliness on the horse that wears it. Even if killed, the horse will continue to bear its rider until it rots away. A dead horse does not move unless mounted and can make no effective attack.

Ever-Empty Pack (Iron 4): Also appearing in the form of pouches or sacks, this backpack magically shrinks unliving worked objects placed within it to make them smaller and lighter. The objects return to full size as soon as they're removed from the pack. This pack can carry up to 400 lbs. of equipment at one-tenth its true weight.

Hunter's Boots (Wood 3): These boots leave no tracks and grant Advantage on attempts to move quietly.

Leapstones (Wood 5): Consisting of two matched, rune-covered pebbles no larger than a child's fist, these stones have a special sympathy. When the runes are pressed in the correct order, the holder and up to five other allies touching him are immediately teleported to the location of the other stone, provided the other stone is within one mile. This effect can be triggered only once a week. If there is no room for the user to arrive at the matched stone, the effect fails.

Nomad Mantle (Sky 2): Thick and warm, this cloak will protect its wearer from any mundane extreme of climate for up to eight hours at a time. When wrapped close around the wearer, it allows comfortable sleep even in wilderness conditions.

Scrying Bowl (Sky 5): A large, ten-pound silver bowl wrought with intricate symbols, this item can be used to see distant locations once per week. The bowl must be filled with water, and three drops of rain that fell on the location to be observed must be stirred in. The bowl then shows the location in question as if the user were standing directly on the spot where the raindrops fell. The bowl provides only vision, not sound, and its scrying lasts for up to half an hour.

Unquenchable Flame (Sky 2): A fragment of sunlight frozen in crystalline form, this thumb-sized shard casts clean radiance for forty feet around it. Squeezing it will cause it to emit a stream of sparks sufficient to light small fires.

Wandering Master's Tools (Iron 2): This item takes the form of a small leather belt pouch containing a half-dozen tiny tools- usually a wood saw, hammer, crowbar, wood axe, knife, and chisel. An item removed from the pouch grows to full size and remains so as

long as a person holds it. When dropped or destroyed, it vanishes and reappears in the owner's pouch.

Witch Rope (Wood 3): This fifty-foot coil of thin silken rope will move at its holder's command, slowly ascending, descending, coiling, or knotting itself as instructed by a person holding to it. It moves too slowly to be an effective weapon.

Relics

The Marvelous Pleasure Barge of Ashakka:

Appearing only as a small wooden coffer two feet long, one foot wide, and six inches deep, this Relic appears to have originally been an excursion-craft for one of the Great Ones. When the box is opened, it unfolds promptly into a large, squarish barge forty feet in length and twenty feet in width, with a low rail about the edge and a few cabins toward the stern. The Pleasure Barge can fly through the air at the bidding of the one who grasps its rudder-pole, protecting its passengers from rain and unpleasant extremes of weather. A perpetual feast is renewed upon the golden platters that are affixed to its dining tables, and objects aboard the barge never tip or tumble no matter how it may turn, not even when it is moving at its quickest pace of fifty miles an hour. The barge can be folded back into the coffer once it is no longer occupied. It is an altogether useful Relic, though certain ancient reports speak uneasily of the "exacting fuel" of the barge without making clear how exactly it is powered. None know its present whereabouts.

The Indigo Clarion of Worlds: The Clarion is a trumpet fashioned from a three-foot-long horn of deep blue, remarkable for the strange curves and twists of the horn that never seem to be quite the same for any consecutive examination. When blown, the Clarion calls forth a powerful devil who will slay the possessor's enemies without demanding a price in turn. Anything other than immediate slaughter requires a bargain, however, and this devil, supposed called "Akkam-Sin", is said to be a very exacting bargainer. The most famous use of the Clarion was at the fall of the city of Eshet Nur in the days shortly following the fall of the City. A vast swarm of refugees descended upon the garden-city, and when its possessors refused to open the gates a Servitor used the Clarion to call Akkam-Sin to force them open. As such siegecraft was not simple killing, a bargain was required, and sages disagree upon the price that was demanded. All that is clear is that the city of Eshet Nur no longer appears in the chronicles after that event.

The Grafting Sickle of Shabash Lim: At first glance this bronze sickle appears to be nothing more than a

simple farming implement. According to legend, however, the sickle is possessed of a remarkable ability to induce grafting upon living creatures. An arm can be trimmed and affixed to a man's stomach, a bull can be given fivescore eagle's wings, or a fruit tree can have its leaves edged with human teeth. Such is the power of the tool that the new limb is invariably functional and usable by the new possessor, however alien it might be to their nature. Unfortunately, modern users have rarely shown the same skill and prudence that the sickle's Great One creator used. Some say that madness is inevitable without the secret charms that the Great One possessed.

The Righteous Fist of Lugdal-Zag: Crafted long ago for a Great One with an interest in the sagacious rule of his servants, the Righteous Fist is an elbow-length gauntlet of golden metal set with countless small gems. The articulation of the fingers is perfect, and the craftsmanship so fine that there is no loss of sensation in the fingertips. The wearer of the Fist need merely point at a human and speak his will; the target will obey instantly and utterly, even unto death. Normal humans have no resistance against the Fist, while Servitors can spend 4 Mental Condition points to defy a command. The Fist's creator had thought to prevent abuse by weaving a protective charm into the Relic's substance, causing excruciating pain for anyone else who donned the gauntlet. The most recent owner is the Puppet King, a demented Servitor who rules a principality of men and women utterly enslaved by the Fist's power.

The Tiller of Men: Originally intended to aid in the harvest of the vast croplands of the City, the Tiller of Men has since found a grimmer use in the fallen earth. The device itself consists of an iron-wheeled conveyance the size of a house, pulled by a team of a hundred brass oxen. At the rider's command, great steel rods extend from either side of the conveyance, with massive teeth intended originally to gouge furrows in the earth. Other devices of less obvious purpose can be summoned from the body of the Tiller, though the full secrets of the engine have long since been lost. A few desperate souls have attempted to smash the brass oxen or jam the wheels of the Tiller, but any damage done to it appears to produce only temporary results at best. The rider himself is impervious to harm behind a canopy of unbreakable crystal. Formerly, the Tiller of Men was the pride of the army of Sagad, a minor coastal kingdom ruled by devotees of a bloody earth cult. During an intrigue among the rulers the Tiller was stolen and driven away. Cunning sorcery was used to conceal its passage, and the present lords of Sagad are greatly frustrated in their attempts to recover the relic.

*** REWARDS AND ADVANCEMENT ***

Forgotten chests of jewels, lost grimoires of mighty sorcery, war-gear taken from the dead hands of foes and the deepest secrets of the fallen City all await adventurous Servitors who dare to go out and take them. A gifted soul who spends his entire life within the relatively safe confines of a city often dies without plumbing a fraction of the power obtained by those Servitors bold enough to go out seeking glory and wealth. The allure of this power brings more than a few young Servitors to an early grave.

Experience Rewards:

Adventurous pursuits earn experience points for the player characters. One session's adventuring should give 1 point as a base minimum. Even the most disastrous adventure teaches its survivors a number of lessons about what not to do. Beyond that, succeeding in whatever heroic task the session set before them should also earn an experience point. Finally, the GM should feel free to grant one or two additional experience points as credit for exceptionally great success in the task or uncommonly fun roleplaying from the players. Whatever amount is handed out should probably be the same for all players. Giving different players different sums of experience can occasionally leave one character noticeably behind the others in advancement over the course of several adventures.

Spending Experience:

The spending of experience represents the time and effort a character has made to improve one of his skills, acquire a new Degree, or train up his natural abilities. A GM should not feel obligated to allow a character to improve something which has received absolutely no attention in play. Learning a new talent might require seeking out a particular teacher, or it might be an outgrowth a character's particular focus in the past adventure. Attaining new Degrees almost always requires a teacher or grimoire describing the necessary harmonizing with the Eightfold Secret. Spells are comparatively easy to acquire. They require no experience expenditure, but only a copy of the spell and eight days of study.

Advancing attributes tends to be the most difficult form of improvement. While hard work and practice can improve an attribute up to 3, only extraordinary dedication can build it to 4, and usually some sort of magical explanation is necessary to justify raising it to 5. Ancient ichors, elaborate mental exercises, or forgotten devices of the Great Ones might justify a character raising an attribute from 4 to 5. Raising an

attribute above 5 should be a matter for GM judgment. Allowing PCs to improve attributes to 6 or better means that they'll be able to completely overwhelm ordinary opponents in action tests. The Physical Defense of a character with Grace 6 might be 6 plus a talent plus 5, for a total of 12- which is impossible for an attribute 3 opponent to hit without possessing advantage. GMs should be very careful that they want to allow characters to become this untouchable before they allow such purchases.

Improving Octants might come from personal development, though attaining levels past 4 usually requires unearthing deep secrets from reluctant arch-aidepts or tomes dating back to the days of the City. A character always has an easier time mastering their major Octant, the one they originally chose to start at level 2. Mastering the Octant that opposes their major is conversely more difficult.

Finally, characters can spend experience to improve their Physical Condition or Mental Condition scores. Improvements of Might or Spirit add to these scores normally, but characters might wish to especially focus on improving their stamina or mental resilience without raising their base attributes. GMs should be leery of allowing their players to raise Condition scores by more than 4 or 5 points over the base. Too many points, and it can become all but impossible for an enemy to actually chop through them all.

Experience Costs:

Attributes	Current level x 6
Major Octant	Current level x 2
Opposing Octant	Current level x 4
Other Octant	Current level x 3
New Talent	3 experience points
New Degree	Degree level
Condition	3 experience points per point

Wealth and Magical Item Rewards:

Choosing an appropriate amount of material reward for an adventure depends in large part on the role that the GM wants wealth to play in the game. A band of impoverished Servitors roaming the fallen earth for their board and keep can expect to have a much harder time accumulating silver than a party of young Servitors striving to seize the rule of one of the decrepit city-states that dot the world. The GM should take care to ensure that the players share their own understanding of the appropriate level of wealth to expect, and whether or not they're likely to keep any great treasures they come into possessing. In the case of classic sword and sorcery fiction, even the mightiest heroes tended to end up regularly penniless due to their spendthrift ways and numerous trollop-

based expenditures.

Assuming a traditional game style in which adventurers expect to steadily accumulate money and enchanted devices, a good rule of thumb is to give them about two hundred silver coins worth of coinage and goods per character for a single adventure, plus fifty for every adventure that they've completed. Thus, a character that's completed five adventures should probably acquire about 450 silver coins worth of loot on his sixth adventure, assuming it's a success. Naturally, some forays might have no monetary recompense at all, and others might have exceptional troves to compensate. These treasures can be found in the form of some large trove in a great beast's lair, smaller caches located in a forgotten ruin, payment from a patron who hires them for some perilous task, or whatever other plot device recommends itself.

For magical items, it's generally safe to permit finding one magical item per adventure of a level no higher than the highest Octant level among the group's characters. An item of somewhat higher level might be found or salvaged, but a GM should be careful not to put too many such powerful objects into play. It's easy for a character's equipment to come to overshadow the character himself if his items are beyond his normal level of power. In order to prevent large amounts of magical gear from falling into the hands of characters, it's generally best to make important enemies use special Degrees or aptitudes to increase their powers rather than relying upon magical devices. The characters can't loot what their enemies don't possess in the first place.

These guidelines can be safely exceeded if the GM has a particular expenditure in mind for the group. If he knows that the players will need to buy a ship that costs ten thousand silver coins, he can feel much more secure in letting them find ten thousand silver coins worth of treasure. By the same token, if the players all aspire to work together and become a major political power in the region, the GM can rest assured that hiring troops, building fortifications, and subsidizing assassins will eat up as much money as he cares to require from the players. The GM should be careful to avoid simply destroying wealth through thieves, catastrophes, or unfortunate costs irrelevant to the characters' choices, or else they're likely to view large treasures as simply a harbinger of impending bad luck.

Social Rewards:

Not every adventure produces gold and gems as recompense. Some trials serve only to ingratiate the

characters with a potential patron or ally. In those cases, the party should be rewarded with a Favor or a Friendship. A Favor is a resource held in common by the party, and can generally be used to get one service of commensurate size from the person owing the favor. A village that owes the party for driving off a pack of supernatural beasts might be willing to shelter them from pursuing enemies or grant them land on the outskirts of the hamlet. A prince, on the other hand, might be willing to loan a substantial amount of money at low interest or arrange an introduction to a reclusive sage. The party should usually decide as a group whether or not to call in a Favor, though there may be some cases where a Favor is owed to a particular character rather than the group as a whole.

A Friendship is something more. Whereas Favors are used up, Friendships imply a lasting alliance between the party and another, and the expectation that a great deal of continuing help can be expected. If the players earn a Friendship with a village, they could reasonably expect to have a safe place to stay and a tolerable diet for so long as they want one, or the help of a dozen brave village lads in rooting out some evil. A befriended prince might grant important positions to the players, or entrust them with potent secrets useful in intrigue. Of course, friendships can be spoiled if a character imposes too greatly or acts willfully against the interests of a friend. It's also not uncommon for friendships to require some maintenance and favors to be asked of the characters with no expectation of payment. Still, having a Friendship granted as a reward presumes that the benefits will clearly outweigh the costs.

*** ENEMIES ***

Not every creature on the fallen earth is well-disposed towards the player characters, and some are apt to be outright hostile. The following selection is a collection of common enemies and monstrous foes that might be encountered during the course of the adventurers' careers. Some can be reasoned with, while others are mindlessly hostile or incomprehensibly malign in their motivations.

Enemy statistics are listed below. "PD" and "PC" stand for Physical Defense and Physical Condition respectively, and "MD" and "MC" stand for the Mental versions of each. The "Attack" line describes their most common method of attack, listing the bonus to hit, which defense it targets, and the amount of damage done to Physical Condition or Mental Condition. After it is the amount of bonus damage done for each 2 points by which the attack roll exceeds a target's defenses. Thus, a "Mindscreeam, +5 MD/2 PC damage, +1 per 2 over" means that the creature uses a Mindscreeam power to attack, with +5 to hit the target's Mental Defense, doing 2 Physical Condition damage +1 for each 2 points by which it exceeds the target's Mental Defense. The Armor line lists how many points of damage are absorbed from each weapon attack, and what the minimum amount of damage taken may be- so a "1/1 minimum" entry indicates that 1 point is taken off each weapon hit, but each hit does at least 1 point of damage to the creature. The Talents line lists any special talents possessed by the enemy; these are rare, but skilled opponents occasionally have them. The Special entry line makes note of any special modifiers to keep in mind, such as the disadvantage to non-attack Grace or Might tests that light armor inflicts.

Some enemies can use Octant magic. These foes have their Octants noted, and their available Degrees listed. These are the Degrees most likely to be relevant in a fight; it's quite possible that they might possess other abilities that are useful to a plot. Beside each Degree is the Octant level and rank required for its use- so "Falconer's Reach (Wood 2/1)" indicates that Falconer's Reach is a Wood Octant 2 Degree that requires Wood Octant rank 1 to function. These Octants may give special bonuses to attacks, defenses, or movement, and should be added in to the listed score when their wielders are able to trigger them. Also noted are the maximum number of Flux Tokens available to such foes.

Designing Enemies:

Creating new enemies is a straightforward process,

but it does require some knowledge of the characters that will be facing them. Before designing a challenge for a particular group of characters, the GM should take note of their lowest attack bonus and their lowest defenses. A foe should not have defenses higher than 7 more than the lowest attack bonus, nor should its own attack be more than 2 points lower than the lowest defense score. Anything higher than that and some characters will be completely unable to hit it without advantage and will always be hit by it. This may be the GM's intention for some foes, but the GM should be aware of this during planning.

A common foe should have attributes of 3, Physical and Mental Defenses of 8, and Physical and Mental Conditions of 3. They should have an attack that does +3 to hit and 2 points of damage, +1 for every 2 points they beat the targeted defense by. Such enemies should generally appear in groups to provide a challenge. If you want to make an enemy that should face the party alone, increase its Physical and Mental Condition by 5, add 2 to whichever attribute used to attack, and add a defensive Talent such as Dodge or Parry. It's possible to increase numbers higher than that, but the GM should do so in the form of special Degrees or powers that the players could conceivably nullify. The GM can also throw in special abilities that give an otherwise innocuous creature particular danger to those unequipped to suppress it. Before doing so, the GM should be sure the party actually *can* suppress the beast. Throwing such a creature at a party with no Ravel Octant skills serves only to encourage the players to get some at the first opportunity.

For special foes intended to face an entire party alone, the GM can give them extra attack or movement actions each turn. These creatures may have mastered esoteric Degrees that function only for those with their special physiology or astrological qualities, or they may be the gifts of some demonic pact. It should not generally be possible for player characters to acquire such talents without making compromises that would be unacceptable to most adventurers- such as the sacrifice of their soul or the foreclosing of any future improvement of their abilities.

Beasts

Wild beasts are not the least of the dangers of the fallen earth. Isolated settlements and trackless wilderness make for an predator population both abundant and fearless of men. Worse still are those twisted creatures birthed from forgotten experiments or curdled magic. More than one village has been wiped out entirely by some misshapen thing that staggered out from the darkness of the forest, and

many villagers are eager to enlist Servitors to deal with such threats.

Predatory Beast

Might: 3 PD: 8 MD: 8
Grace: 3 PC: 3 MC: 3
Clarity: 3 Speed: 40 feet.
Spirit: 3

Attack: Bite, +4 PD/2 PC damage, +1 per 2 over.

Armor: None.

Talents: Biting, Stealth, Alertness

Whether a lone hunting cat or a pack of wolves, predatory animals are a danger in the wild. Lone hunters will rarely attack a group unless sick or starving, but pack animals will work together to chase and bring down even small parties of men.

Horse

Might: 4 PD: 7 MD: 7
Grace: 2 PC: 4 MC: 2
Clarity: 2 Speed: 40 feet.
Spirit: 2

Attack: Kick, +4 PD/2 PC damage, +1 per 2 over.

Armor: None, or 1/0 barding.

Talents: Running, Scenting

Some highly trained steeds are capable of fighting alongside their riders, granting Advantage to his physical attacks, but most horses are of humbler riding stock and provide no such benefit. Keeping an untrained horse from bolting during the tumult of combat might require a successful Spirit attack by the rider against the horse's mental defense.

Cursed Thing

Might: 5 PD: 8 MD: 6
Grace: 3 PC: 10 MC: 6
Clarity: 1 Speed: 30 feet.
Spirit: 1

Attack: Claws, +6 PD/3 PC damage, +2 per 2 over.

Armor: 1/0 tough hide.

Talents: Clawing, Chasing

Some beasts are born of unholy sorceries conducted by maddened Servitors deep within the forest. Others are simply wretched things who drank from the wrong accursed pool or slept in a ruined laboratory still crusted with the Great Ones' spells. These beasts are twisted into hideous monstrosities, and the pain and confusion of it generally serves only to make them murderously dangerous. Villages often prefer to seek out Servitors to deal with such creatures rather than pay the inevitable price in dead hunters that would come were they to seek it themselves.

Razor Cat

Might: 3 PD: 9 MD: 7
Grace: 4 PC: 3 MC: 3

Clarity: 2 Speed: 40 feet.

Spirit: 3

Attack: Claws, +5 PD/2 PC damage, +1 per 2 over.

Armor: None

Talents: Clawing, Dodge, Stealth

Special: Razor cats are possessed of the **Stiletto Claw** (Wood 2/1) natural ability, which allows them to ignore 1 point of a target's armor. Their intense agility and speed is fueled by an intimate connection to the magic that surrounds them- **Cat's Balance** (Twine 3/1). If this Degree is suppressed or dispelled, the razor cat suffers -1 to its Physical Defense, halves its speed, and suffers Disadvantage on all Might and Grace action tests.

Razor cats are a strange breed of feline evidently produced by an ancient experiment that bred true. These cats are large and muscular, perhaps four feet in length and a hundred pounds in weight, with a mottled coat of yellows and browns. Through a constant channel of the ambient magic of the surrounding area, razor cats can emphasize their more feline qualities of speed, grace, and sharp-clawed lethality. Razor cats are surprisingly intelligent for beasts, and have been known to even open doorlatches in order to get at the tasty humans within. Fortunately, they rarely appear save as lone hunters.

Demons

Before the rise of the Great Ones and the opening of the Eightfold Secret, most sorcerers acquired their powers through pacts with Hell. Even today, the majority of hedge-wizards and tribal witches maintain a tradition of bloody sacrifice and obscene worship in order to strengthen their arts. While this worship is shunned in civilized society, even Servitors have been tempted by the quick and easy access to power that can be obtained by the simple sacrifice of their insubstantial soul.

Demons can be weakened by suppressing their link with Hell through the raveler's arts. If their Infernal Link Degree is suppressed, they become less substantial, taking Disadvantage on all actions and doing 1 less point of damage per hit. A fallen demon usually collapses into charcoal and stinking smoke rather than leave a corpse behind.

Demonic Beasts

Might: 3 PD: 8 MD: 7
Grace: 3 PC: 3 MC: 3
Clarity: 2 Speed: 30 feet.
Spirit: 3

Attack: Bite, +4 PD/2 PC damage, +1 per 2 over.

Armor: None.

Talents: Biting, Terrifying

Special: The **Infernal Link** (Twine 3/1) of Demonic Beasts is the weakest variety.

Some fly, some creep, some hop, yet all are horrifically twisted creatures that owe nothing to nature's designs. Demonic beasts are the least of demons, possessing only an animal awareness of the world around them and an insatiable lust to kill in the most excruciating fashion possible. These creatures are sometimes found in long-abandoned ruins, trapped there by some sorcerer long since dragged to Hell.

Pactmaker

Might: 2 PD: 8 MD: 9

Grace: 3 PC: 7 MC: 8

Clarity: 4 Speed: 30 feet.

Spirit: 3

Attack: Whispered Secret, +5 MD/2 MC damage, +1 per 2 over.

Armor: 1/0 against mental damage only.

Talents: Lies, Deception, Dodge

Octants: Twine 5, Mind 5, 5 Flux Tokens

Special: Those reduced to 0 Mental Condition by the Whispered Secret attack fall unconscious for five minutes. On waking, they regain 1 Mental Condition point, but suffer Disadvantage whenever opposing the Pactmaker for one week thereafter.

Special: The **Infernal Link** (Twine 4/1) of Pactmakers is stronger than that of mere beasts. They also possess several powers useful for their purposes.

False Seeming (Mind 4/2) permits them to masquerade as any other person to anyone not gifted with supernatural powers. Those with such abilities can see through the disguise on a Clarity test versus a difficulty of 10. **Keening Lies** (Mind 5/3) permits a blasphemous utterance so terrible that all who hear it must make a Spirit test against difficulty 10 or be hopelessly disheartened and suffer 3 points of Mental Condition damage. **Pactmaker's Gift** (Twine 4/3) permits them to gift a willing supplicant with a small taste of Hell's gifts, granting use of one Degree of 3rd level or lower from any Octant, regardless of the user's current Octant rank or level. This effect ends if the supplicant leaves the Pactmaker's presence or the Gift is dispelled.

The Pactmakers are Hell's diplomats. They manifest as slim, inhumanly beautiful men and women, invariably with some trait to betray their unnatural nature. Pactmakers have only cursory interest in the grubby little souls of peasants and merchants, much preferring to barter for the souls of the great and mighty. Such a belief is not out of a special esteem for the worth of such a soul, as demons consider all humans to be equally deserving of everlasting damnation. It's simply that wider and more useful suffering can be caused by the mighty.

War Devil

Might: 4 PD: 8 MD: 8

Grace: 3 PC: 9 MC: 8

Clarity: 3 Speed: 25 feet.

Spirit: 3

Attack: Spear, +5 PD/2 PC damage, +2 per 2 over.

Armor: 1/0 infernal hide.

Special: The **Infernal Link** (Twine 5/1) of this breed of demon is strong and baleful. Among its abilities is a

Demonic Spear-Art (Iron 2/1) which grants it Advantage on all spear attacks and a **Hellish Fortitude** (Twine 3/1) power which restores 1 Physical Condition point at the end of each turn in which the devil remains alive.

"War devil" is a term for one of the myriad legions of monstrous warriors belched forth by Hell to crush its foes. Even compared to the blood-caked warlords of the fallen earth, their cruelty is spectacular. They can occasionally be bound to guard a particular place or person, but their chief love is the butchery of all who dare oppose them and the lingering torment of any luckless enough to fall alive into their talons.

Men

It is an unfortunate certainty that adventurers must come into dispute with fellow humans at times, and these fellow humans can prove the most dangerous of enemies. While a perfumed nobleman or officious clerk can deliver trouble far beyond what their sword arm could provoke, sometimes the conflicts take on a more physical character. Below are a list of some sample opponents that might turn up as foes for the player characters to face.

Bandit

Might: 3 PD: 8 MD: 7

Grace: 3 PC: 3 MC: 2

Clarity: 2 Speed: 30 feet.

Spirit: 2

Attack: Spear, +3 PD/2 PC damage, +2 per 2 over.

Armor: None

Bandits include the lowest, most desperate men and women, ones willing to do anything and kill anyone in order to scrounge enough food or coin to survive another day. Occasionally a charismatic leader can weld them into a more effective group of raiders, but few such men and women long survive the envy of their subordinates.

Outlaw Archers

Might: 3 PD: 8 MD: 8

Grace: 3 PC: 3 MC: 3

Clarity: 3 Speed: 30 feet.

Spirit: 3

Attack: Bow, +4 PD/2 PC damage, +2 per 2 over.

Armor: None.

Talents: Bows

Some of the more talented- or wiser- among outlaws prefer ambushes with bows to actually putting their tender hides within reach of a foe's sword. While this is generally advantageous, they're often forced back to their knives (+3 PD/2 PC damage, +1 per 1 over) when pressed in melee. This statistic block can also be used for savage spearmen, military archers, or other common ranged combatants.

City Guardsman

Might: 3 PD: 8 MD: 8

Grace: 3 PC: 3 MC: 3

Clarity: 3 Speed: 25 feet.

Spirit: 3

Attack: Spear, +3 PD/2 PC damage, +2 per 2 over.

Armor: 1/1 minimum

Special: Light Armor Disadvantage on Grace/Might

City guardsmen represent the sort of reasonably well-trained and experienced watchmen that adventurers tend to find themselves disappointing. They rarely appear alone, and most towns keep them in pairs, or quartets when venturing into the shabbier parts of town. Assaulting a city's guardsmen is invariably received poorly, and if there are survivors or witnesses severe repercussions can be expected.

Cunning Assassin

Might: 3 PD: 9 MD: 8

Grace: 4 PC: 3 MC: 3

Clarity: 3 Speed: 30 feet.

Spirit: 3

Attack: Dagger, +5 PD/2 PC damage, +1 per 2 over.

Armor: None

Octants: Wood 2, 2 Flux Tokens.

Degrees: Falconer's Reach (Wood 2/1), Step of the Crusted Snow (Wood 1/1)

A Servitor assassin like this one is not among the elite of the profession, but his ability to strike with pinpoint accuracy with a thrown dagger and flee over a line as light as a cobweb give him clear advantages over his less gifted brethren. Most assassins will make no attempt to stand and fight unless the battle is entirely on their own terms. They usually use Falconer's Reach to grant Advantage to a thrown knife, and then vanish back over a prepared escape route that requires Step of the Crusted Snow to pass.

Elite Footman

Might: 4 PD: 8 MD: 8

Grace: 3 PC: 4 MC: 3

Clarity: 3 Speed: 20 feet.

Spirit: 3

Attack: Halberd, +5 PD/2 PC damage, +2 per 2 over.

Armor: 2/0 minimum

Special: Heavy Armor Disadvantage on all Grace/Might

While lacking the superlative martial skill of an Iron Octant Servitor, these elite troops are the best grade of footman that most nations can hope to field. Heavy armor and heavy weapons are used to break enemy lines and let lighter troops flood in to exploit the breach. Adventurers might face their like when confronting high-ranking military officers or the picked guard of a bandit chief.

Iron Octant Bandit Chief

Might: 4 PD: 8 MD: 8

Grace: 3 PC: 9 MC: 9

Clarity: 3 Speed: 20 feet.

Spirit: 4

Attack: Greataxe, +5 PD/2 PC damage, +2 per 2 over.

Armor: 2/0 minimum

Octants: Iron 2, 2 Flux Tokens.

Degrees: Razor Dance (Iron 2/1), Invocation of Iron (Iron 1/0)

Talents: Beguile, Axes

Special: Heavy Armor Disadvantage on all Grace/Might

Some Servitors find more profit in being the wolf than being the sheepdog. This bandit chief is an example of the Iron Octant swordsmen who often rise to command of a particularly ambitious and well-equipped band of raiders. Persuasive, eloquent, and lethally violent towards the slightest hint of rebellion, the bandit chief uses Razor Dance to gain Advantage on his axeblooms and Invocation of Iron to make certain that his powers do not desert him under a Raveler's gaze.

Undead

The restless dead are an omnipresent threat when exploring the ruins of the fallen earth. Some are fashioned by necromancers of the Body Octant or native witch-men, but others rise from the sheer anguish of their passing and the horror that chains them to this world. Most undead are mindless husks of bone or dessicated flesh possessed of no more reason than a perpetually famished beast. Some chew the flesh of the living things they kill, while others seek only to slaughter that which disturbs their endless vigil. A few undead yet retain some shred of human intellect, however, and these princes of the nighted tombs can occasionally be dealt with on reasonable terms. More often they simply put their intellect to work devising more effective means of killing the hateful living who dare disturb their solitude and memories.

Shambling Corpse

Might: 4 PD: 7 MD: 7

Grace: 2 PC: 4 MC: 2
 Clarity: 2 Speed: 30 feet.
 Spirit: 2

Attack: Bite or Rend, +4 PD/2 PC damage, +1 per 2 over.

Armor: 1/0 unliving corpus

Whether a clattering shape of yellowed bones or a lurching corpse still swollen from the grave, this variety of undead is perhaps the most common. The crude charms of the peasantry are occasionally inadequate to keep a particularly miserable soul in its grave, and even the most heartless bandits have been known to make pyres of their victims rather than risk a mob of restless dead seeking ever after their murderers.

Restless Spirit

Might: - PD: - MD: 7
 Grace: - PC: - MC: 4
 Clarity: 2 Speed: 30 feet.
 Spirit: 3

Attack: Spectral touch, +3 MD/1 MD damage, +1 per 2 over.

Armor: Immune to attacks that do physical damage.

Restless spirits are most often shades of those who once inhabited a ruin or place of slaughter. Unable to find rest, they haunt their homes or place of death until a sorcerer powerful enough to exorcise them can be found. Physical weapons and spells that injure the body do nothing to harm them, though they usually dissipate permanently once enough mental damage has been done. Creatures brought to 0 Mental Condition by their claws generally fall dead with horror, though some few survive white-haired and maddened. Most restless spirits are effectively mindless creatures, though a few can do more than echo their last moments and murder intruders.

Eaters of the Dead

Might: 3 PD: 8 MD: 8
 Grace: 3 PC: 3 MC: 3
 Clarity: 3 Speed: 30 feet.
 Spirit: 3

Attack: Rending claws, +4 PD/2 PC damage, +1 per 2 over.

Armor: 1/0 unliving corpus.

Special: Possesses the **Hand of the Icy Grave** special power (Body 2/1). On a successful hit with this Degree active, the victim's veins are seized with an icy cold, and they suffer Disadvantage on all physical attacks tests for five minutes. If struck again while this effect is active, it becomes Great Disadvantage, and if struck a third time, they are paralyzed with the cold until the effect wears off.

Some undead are not content to crouch waiting in the darkness, and yearn for the warmth of

the living to console their cold hours. These long-nailed monsters prefer to devour the living, the better to share in the glow of their life force, but will make do with corpses if they must. They are mindless hunters, but have the cunning of wolves in their ability to herd and hunt prey.

Thirsty Ones

Might: 4 PD: 9 MD: 9
 Grace: 4 PC: 9 MC: 9
 Clarity: 4 Speed: 30 feet.
 Spirit: 4

Attack: Draining Bite, +5 PD/2 PC damage, +1 per 2 over

Attack: Burning Gaze, +5 MD/2 MC damage, +1 per 2 over.

Armor: 1/0 unliving corpus, immune to flames.

Degrees: Special, 4 Flux Tokens.

Special: Thirsty Ones possess several unique abilities. Most notorious is their **Thirsting Bite** (Body 3/1), which allows them to regain one point of lost Physical Condition every time they hit a human with their Draining Bite. They also can exhale an **Ashen Breath** (Sky 4/2) of coals from the Hell where their souls are tormented, inflicting 2 points of fire damage on every target within ten feet in front of them. If pressed, they can collapse into a **Cloud of Embers** (Sky 4/3), becoming a man-sized, swirling cloud of burning ashes that can fly freely at a speed of 20 feet. The Thirsty One is immune to physical weapons while a Cloud of Embers, but cannot attack.

Special: Thirsty Ones have an unholy agility, and gain a bonus attack and movement action each turn.

Some souls are so blackened as to deserve a special fate in Hell. These wretches are tormented with an everlasting flame that can be quenched only by the blood of living humans. Their soulless bodies still roam the fallen earth, often seeming wholly human in nature yet serving only as a conduit for the soothing crimson flow of blood. So long as they can continue to acquire a regular supply of blood, these husks can reason and plan as well as any living man, yet they become more and more agitated as the life drains from them down into Hell. When dry, a Thirsty One is nothing more than an agony-driven beast seeking only to quench the terrible burning of its soul. Those of special use to a Thirsty One are often oppressed by its Burning Gaze. Those reduced to 0 Mental Condition by the gaze immediately regain 1 point of Mental Condition but are forced to share the beast's agony unless they obey its will. Few souls are strong enough to endure such tortures. Only being kept away from the creature for a full day and night will break the bond, and most Thirsty Ones are wise enough to command their thralls to keep close, thus inflicting hideous tortures on those who seek to escape.

***** THOSE BENEATH THE WORLD *****

The fallen earth is a harsh land to its inhabitants. Compared to the cool gardens and lush fields of the City, the land is grudging and barren. In contrast to a sky ruled carefully by the Servitors to best suit agriculture and pleasant days, the weather is a capricious thing that often destroys the peasant's crops in the fields. Even the sun is less constant, falling away beyond the horizon at the end of each day and giving over the sky to an inky, moonlit night rather than persisting in the company of seven other orbs. It has been six hundred years since the City fell and men no longer know any better life.

The worst troubles on the fallen earth do not come from the harshness of the world itself. Its is the unquenchable avarice and envy of men that yokes the people of the fallen earth. Petty lords and bandit princes sacrifice their subjects with vain abandon to win some trifle of land or pleasing woman, but worse still are those who would sacrifice all hope of a world to come in exchange for power in the present hour.

A History of Hell

The early history of the fallen earth is a thing written in the contours of blood sacrifice and bartered souls. Demon worship has always existed on the fallen earth. The most ancient legends speak of mighty sorcerers who traded their souls for power sufficient to satisfy their every desire and of the kingdoms they raised that perished with their inevitable deaths. Even lords with no aptitude for the occult arts would pact with Hell for favor in war or help in times of famine. Some such bargains would be for the lord's soul, but more preferred to offer blood sacrifice, terrible rites of worship, or other less permanent atrocities rather than face consignment to eternal torment.

A mortal soul's fate after death is unknown to scholars. Not even at the height of the City's power could its sages call back more than an echo of one who had died, and the secrets of the world beyond the grave remained stubbornly concealed. Throughout the ages, most imagined that death was simply an everlasting dreamless sleep.

Hell offered something different. For whatever inscrutable reasons that might motivate them, devils craved the agony of mortals. To slaughter humans like so many sheep was enjoyable to them, but better still was when they could catch up a fleeing soul and drag it down to their land of cinders and ceaseless torment. They could not perform this unholy translation at a whim, however. It is necessary that the victim have made a pact with Hell that assures their damnation.

Those souls in especial sympathy with the sentiments of Hell could sometimes be snared as they left a dying body, but the only certain way to catch a human soul was through a pact.

While devils will accept a pact made under duress, such a bargain is a fragile thing that may not suffice when the victim dies. The best pact, the most perfect and inescapable bargain, is one made willingly and without compulsion. A devil is compelled to keep its own end of the bargain when a pact is made, but most demons intelligent enough to offer a pact are also intelligent enough to make it highly advantageous to their own ends.

Demons would likely find an even larger market for their services than already exists in the fallen earth were it not so difficult to bring them up from Hell. The smoking land has a great spiritual hold on its denizens, and it requires elaborate and precise ritual to bring up a devil. Occasionally a particular conjunction of stars or a uniquely terrible atrocity will also tear open a way for the scions of Hell to come forth. Most often, however, it is an occultist that parts the veil between the fallen earth and the world below.

The more potent the devil, the more elaborate the services it can offer. Even the least demon can make a supplicant a rich man, reveal the secrets of his enemies, or grant infernal gifts much like Servitor Degrees. The Princes of Hell can endow a supplicant with power to rival the mightiest among the Servitors, though at its height, the High Art allowed for powers that overcame even the greatest of the fallen sorcerers. For this reason demons are notoriously reluctant to say anything of that forgotten magic, for all that they are willing to barter their own witchcraft.

Temples of the Damned

Some peoples proved reluctant to turn to Hell. Devils could not help but be treacherous allies and it was not in their nature to ever let any supplicant be wholly happy in their earthly bargain. Even those who received infernal aid often found it insufficient to overcome their enemies, the better to ensure that the supplicant still needed his demonic "servants". Some humans turned entirely away from the blandishments of devils and forbade any worship or supplication of them within their nations.

Most nations that did not openly worship demons gave their reverence to vague and indifferent spirits and gods that remained mute before their supplication. Other peoples maintained esoteric philosophical creeds that did what they could to satisfy the human needs for meaning and solace amid the

bitterness of life. These gods were less satisfyingly real than the devils worshiped by their nature, but they demanded no blood sacrifices and they did not promise everlasting suffering for those who swore to them.

Against this backdrop of dry and bloodless religion the powers of Hell sought to inculcate new faiths and infiltrate existing ones. The task was easier begun than accomplished; too many lesser devils could not restrain their own urges and swiftly transformed their newborn religions into orgiastic cults of slaughter and torment. Yet the strongest and most subtle among them were able to hold back their impulses long enough to snare a congregation unaware of their god's true nature.

The worship of these disguised cults was singularly unsatisfying to devils. Their rites were bloodless things devoid of pain or sacrifice. Yet those devils that proved capable of patience gradually drew the hierarchs of their faiths into "inner mysteries" that much contradicted the peaceful facade of their faith. It was the work of decades to blind faithful men as to the true nature of their god, but in the end, these false faiths took their harvest of ignorant ecclesiastics who failed to ask enough questions about why their harvest gods required blood sacrifices at planting time and why their eternal souls had need of pledging in exchange for the land's bounty.

Such faiths rarely lasted more than a century or two at most. Devils simply could not restrain their hungers any longer than that, and eventually threw away the steady trickle of hierarchs in exchange for a glorious, overwhelming bounty of cultists dragged into rites they scarcely understood. Such faiths collapsed soon after from horror and revulsion, but the virtue of patience has never been greatly esteemed in Hell.

Even today, after the fall of the City, these demonic cults are a regular occurrence in lands that forbid the overt worship of Hell. Even peasants in the villages understand the dangers of new gods, but when a sacred spirit offers miracles and bounteous harvests in exchange for no more than a night's chanting, all too many common folk prefer not to think overmuch on the provenance of such marvels.

The Balking of the Devils

Infernal sorcery greatly abated after the rise of the City. The High Art taught by the Sage to worthy disciples was a power far greater than any the Princes of Hell could grant. Even lesser beings could hope to wield a selection of miracles through the Eightfold Secret, and those who had neither could still use the

tools that their more gifted brethren created.

This new magic disrupted the existing order of the fallen earth. Hell no longer offered the only supernatural powers to be had, and whole nations abandoned their infernal masters to make pilgrimage to the Stair of Nacre and Pearl. The devils were able to cling to control of a few isolated tribes and city-states, but these were but a trifling remnant of the souls they once commanded.

Over the four centuries that the City stood, these "heathen" peoples were mercilessly herded by their demonic lords. A world full of suffering was reduced to their scant numbers, and devils that once had nations to torment now were forced to find their satisfaction from tribelets and small communities. Many of the heathen peoples were wholly extinguished by the ravenous hunger of their masters, and others were rendered into something less than human by generations of atrocity and sorcerous twisting.

Some say that it was the whispering of devils that finally brought about the downfall of the City. Others say that it was nothing more than mortal envy that tumbled its pillars. Whatever the cause, the fall of the City was a cause of rejoicing in Hell. Once again the infernal powers would have dominion over men with none of the Great Ones to defy them.

Matters did not work out so well as Hell had expected. This time, the Servitors were there to balk the inroads of demonic arts and banish the devils that crept into the world. There were still men and women willing to bargain for infernal services, but aspiring demon worshipers had to deal with the likelihood of a grim-handed raveler coming to kill them and their master both. Some Servitors did this out of a righteous hate for the powers of Hell. Others did it simply to crush a competing power.

In the present day, there still exist nations that permit worship of devil-gods and unholy powers. The Servitors are not so common and powerful enough to turn back every inroad, and there are still ample numbers of men and women willing to sacrifice everything for the power they desire. Yet these nations are not so powerful as they were before the City rose, and they must deal constantly with neighbors who have the magical resources to deal with their infernally-blessed intrigues. Hell labors tirelessly to correct this intolerably equitable situation.

* * * THREE CITIES OF THE FALLEN EARTH * * *

Gachich, the City of the Scorpion

The largest of the city-states of the Bitter Sea, the city of Gachish shelters almost fifty thousand inhabitants behind its walls of ensorcelled mud bricks. The city itself was old when the Sage was young, having long been the seat of power of an endless succession of princes and sorcerer-kings. The detrius of their rule was left behind in demonic temples, mouldering barracks, and families shorn of children to feed the baal-fires of some infernal master. When the City fell, Gachish was one of the first sites to be seized by refugee Servitors. Four hundred years of cleansing has not managed to entirely efface the city's wizard-haunted past.

The sluggish River of Copper Skulls rolls through the center of the city, flanked on either side by buildings of mud brick or more costly edifices of stone cut from the nearby hills. The water is brackish but serviceable enough for the network of huddled villages and hamlets that fan out upstream to provide the grains, onions, cheeses, and other plain provender that feeds most of Gachish's citizenry. Heavy-laden barges and their armed guardsmen can often be seen drifting down the river towards the markets of the city. Smaller caravans of merchants and traders fan out from the city's Yellow Gate, passing beneath an ancient carving of a creature with a spider's limbs, a man's torso, and a head chiseled away by the Servitors who seized the city long ago.

Gachish has been ruled by the House of Amanthus for six hundred years. Fleeing the destruction of the City, the Servitors of the great one Amanthus took refuge in Gachish after a bloody assault on its former ruler, the sorcerous tyrant Ebed-Lagosh, the Lord of Scorpions. If the fall of the City was wrought by Hell, Ebed-Lagosh's servitor demons neglected to warn their master. He was taken as much by surprise as the Servitors in their fall, and he was slain with all his concubines and offspring before he could marshal the city's defenses. The Wailing Year followed, wherein the Servitors and their followers systematically slaughtered two-thirds of the population of the city in rooting out the demon-worship that threatened their control of the city. By the year's end, every citizen of Gachish was compelled to live within the walls of the city where they could be watched and counted, and by then, the city's population was small enough to be easily accommodated. Even today, the law of Gachish permits any man to be slain who is found within a thousand paces of the city wall after nightfall, unless he is standing on the road to the Yellow Gate.

This law is often insufficient to deter treasure

hunters. When the Servitors culled so many in the Wailing Year, whole neighborhoods outside the walls were left empty, temple priests and shopkeepers and unlucky laborers all swept up and battered to death with heavy clay bricks in the market squares of the city. Men first feared to return to these places lest they be thought cultists who escaped the first cleansing. Later, law and dread of what may have survived kept most of the curious away. Some hardy or desperate souls ignore these matters and plunder the ruins for the treasures hidden away by the devil-temples and their followers. These same bands often turn brigand when they find luckier fellows than themselves. The city guard cares little what thugs do in the dark of the ruins, though they are quick to kill any who attempt to threaten the trade on the Yellow Gate road.

The House of Amanthus reigns in the person of Prince Elim, a hawk-eyed and heartless adept of the Sky Octant. His word is law, though common matters are attended more often by the Amanthine Servitors who serve as city judges and high officials. Elim's house boasts over forty Servitors among their numbers, and if they have a vastly greater number of kindred without the gift of the Eightfold Secret, they are content enough to use them as somewhat lesser officials. A few venerable families descended from the commoner helpers that arrived with the Servitors form the bulk of the civil service and military officers, for all that these "Faithful" are often hated by the "heathen" who originally ruled in Gachish. Intermarriage has been limited between the groups and the law enforces a clear distinction between Faithful and heathen.

The peasants of the outlying villages have a grudging respect for the House of Amanthus and their Faithful allies, as their Octants and patrols have done much to protect the hamlets from raiders and beasts. The heathen of the city have no such love. Some still nurse dreams of the former days, when Ebed-Lagosh rode in glory upon a scorpion of Hell-forged bronze and all the city-states of the Bitter Sea feared to offend him. Others simply chafe at the inherited disabilities and indignities they must suffer under the rough hands of the Faithful and their masters. The House of Amanthus permits no rivals to their magical powers in the city, but every so often a devil-cult is unearthed among the heathen and old calumnies are freshened. That some of these cults have involved the connivance of the Faithful or even the tacit support of discontented Amanthines is a thing neither discussed nor admitted save in hushed whispers.

Akkal, the House of the Pure

One of the mightiest of the cities of the fallen earth, Akkal is the foremost among a close league of a

dozen cities perched upon the shore of the Sea of White Knives. This "Covenant of Twelve" was forged out of a patchwork of surviving heathen cities and Servitor-led exiles over the course of several centuries, reaching its present form no more than two hundred years ago.

The catalyst for the unity of the Twelvers was the tireless effort of the Tularach lineage, one of the few surviving bloodlines that draws direct descent from the Great One for whom they are named. More than two hundred of the Great One's offspring were on the fallen earth when the City fell, for reasons that vary in the telling- but whatever the cause, they lived when the vast majority of their brethren died.

The Tularach lacked the gifts of the Servitors, but they had the priceless treasure of loyalty. The Servitors that had been present to guard them promptly pledged their undying allegiance to the heirs of their masters, and the Tularach steadily employed this power to solidify their grasp on the coastal cities. Lacking the justification of their sire's power, the heirs of the Great One were ruthlessly insistent upon maintaining the purity of their bloodline. While circumstances required taking spouses from heathens or commoners, a rigid law forbade mating with their Servitor guardians. To this day, any Tularach that demonstrates control over the Octants can expect to earn a price on his head- and his mother's as well.

This relentless purity of bloodline served to overawe their Servitors and stifle some of the inevitable creep of their authority. What tradition did not accomplish, prophecy helped to ensure. The Tularach claim to be custodians of the Sage's leavetaking address. They insist that the Sage will not only return, but that the scions of his disciples will be the ones uplifted to become the new Great Ones. Those who faithfully serve them in this life may expect new bodies and new glory in the City that will come again.

Such promises might be thin of themselves, but the Tularach occasionally demonstrate flashes of almost prescient insight, advising their Servitors of truths that are proved only in time. Tradition, prophecy, and the rigorous indoctrination that all Servitor families experience among the Twelvers have combined to make a social structure remarkably stable for the fallen earth.

The Tularach rule the Twelvers in the form of a Council of Elders, the patriarchs and matriarchs of the family gathered to make decisions that are carried out by their Servitor minions. For all that the Tularach present a united face to their Servitors and the outside world, profound disagreements on policy and politics

often splinter the council. A great many unfortunate indiscretions must be swept into silence by appeals to prophecy.

Akkal itself is one of the most orderly and secure of the cities of the fallen earth. Over two hundred thousand men and women live within its walls, and its sister cities vary from fifty to a hundred thousand citizens apiece. Servitor lords tend to daily business and the oversight of the common folk, while the Tularach ministers and great nobles occupy themselves in "spiritual exercises" indistinguishable from decadence or else spend their hours playing politics amongst each other.

Lately, the Tularach are growing restive. More and more Servitor bands are being sent out into the wilderness to plunder ancient ruins and fallen fragments of the City. It is whispered among the learned that the lords of the Twelvers have discovered a secret in their prophecy, a way by which High Magic can again be brought into the world.

There are suggestions that whatever they seek is not a gentle sort of magic. Devil-worship is forbidden in Twelver cities, but certain rituals performed with devices and tablets brought back by the Servitors could easily be mistaken for infernal rites. Beggars have begun to vanish from the docks of the cities, and the Council of Elders grows poisonously divided amongst themselves in factions that refuse to discuss the root of their disagreement.

Some Servitors are being sent out with squads of soldiers to round up entire isolated villages deep within the wilderness, the Tularach claiming that every one of the wretched peasants is hopelessly Hell-stained. These prisoners are brought to the white ziggurats of Akkal and are not seen again. The matter is distressing enough to some Servitors that there have been murmurs even among the loyal minions of the Council. Others serve with a zeal that is all the hotter. What reward they have received to make them so willing is a thing they do not discuss.

Neighboring city-states and the independent towns and hamlets that surround the Covenant of Twelve are divided as to the right course of action. The Twelver army is sufficient to crush any half-dozen of these rivals easily. The only hope for resisting their newfound rapaciousness is a unified front against them. Too many of these neighbors prefer the hope of being overlooked to the certainty of bitter losses in war. And all the while, new lines of prisoners are led through temple doors from which no men return.

Siddar. Where the Jungle is All

Some cities of the fallen earth were founded because the land was better there. Siddar was founded because the land was murderously cruel. When the City fell six hundred years ago, the site of Siddar was no more than an empty hilltop beside a lazy green river, both bordering a devil-infested jungle that stretched further than any man had lived to tell. When several of the largest pieces of the City plunged into that green Hell, men came to find them, and it was Siddar that they built to shelter their search.

The jungle itself has many names, but the Green Waste is the one most commonly given. Legends speak of the sorceress-queen Shemu-Ti who once ruled there and the twoscore cities of living sandalwood and undying bone she raised. Jewels past price and plants of marvelous usefulness decorated these cities. The poorest peasant would feast on fruits as big as a strong man's chest and sup from plates carved of a single shard of topaz and cups of hollow ruby. The agonies of those chosen to pay for such prosperity were beyond mortal imagination, but the people of Shemu-Ti's land were perhaps not given to forethought.

Their reverie ended when the great queen died as all sorcerers must. Some say that a great hero came from the south to kill her in her bed. Others insist that she planted a seed which "grew sadly". A few aver she never died at all, but merely went to sleep in the earth as her beloved plants did. Whatever the cause, the demons that she had reined ran mad over the nation and in the space of seven days and nights the Green Waste was born.

Even before the days of the City, treasure seekers would sometimes come to the Waste to seek the ruins of the cities within it. Lacking maps or protection against the demonic creatures still crawling beneath its boughs, enough died quickly that the search was never popular even among the most foolhardy. So it would have remained until the night that six of the largest fragments of the City were seen to fall somewhere within the Waste by astrologers who were then watching the night sky.

Siddar as a ramshackle arrangement of rough-cut logs and mouldering canvas. The perpetual wet heat makes all things rot quickly and food is usually in short supply for its fifteen thousand permanent residents. Still, adventurers manage to scavenge enough out of the Green Waste to justify merchant caravans carrying grain to be sold at ten times the common price to the hungry freebooters of Siddar.

One ancient settlement has been located in

the Waste thus far. Known simply as "the first city", most of the easiest plunder has already been picked over, but it's near enough the edge of the jungle that many freebooters seek to explore its ruined halls before venturing deeper into the Waste. Lizards who walk upright have been reported within the never-dying corridors of sandalwood, and strange plant-beasts that thirst for suffering as much as sunlight. Still, the brilliant jewels of yellow and red brought out of the first city still encourage newcomers.

More experienced bands press deeper into the Green Waste in search of untouched places. A few have emerged with extraordinary wealth, but none have been able to certainly pin the location of the next city, and certainly no one has discovered any of the lost City fragments yet- at least, no one who has cared to admit it.

Siddar itself is all but anarchic. The Servitor freebooters who operate from its wooden walls deal harshly with most troublemakers, but theft and murder are common occurrences in its muddy streets. The only true security lies in armed guards, and no merchant willingly operates without a small regiment of hard-bitten mercenary warriors.