ENTER THE TWINWORLD

LEGENDS OF EANIA



RPG QUICKSTART

Two adventures. Eight heroes. Your first choices.

COMPLETE ENGLISH EDITION

Based on Paweł Kopijer's Kroniki Dwuświata

ZAKĄTEK FANTASTYKI • 2026

About this edition

Explore the Twinworld. Make your first choices. Let the dice change what follows.

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English-language website edition. This edition translates the supplied Polish quickstart and reflows its content. The original illustrations and setting names are retained. Chapter references replace references to the original pagination.

Inside this quickstart

Rules for your first game; two complete adventures; twelve opponent profiles; eight pregenerated heroes, including four magic profiles; a numbered city map and ready-to-print play aids.

The adventures contain GM secrets. Players can begin with Play your first scene, The world and your character, their own sheet and the player reference.

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Play your first scene

In a roleplaying game, you create a story together. The Game Master (GM) describes the world and plays the people you encounter; the other players control their heroes. You can speak in your character's voice or simply describe what they do. Dice help when an action's outcome is uncertain. You decide whom to trust and for whom to take a risk.

Prepare two distinguishable twenty-sided dice (d20), a ten-sided die (d10), a six-sided die (d6), a pencil and a character sheet. Designate one d20 the **Action Die** and the other the **Fate Die**. Do not add their results together. Another d10 is useful for critical hits, and two d6s, or notes on paper, can track chases.

The first five minutes: choose an adventure and its group of four heroes. We recommend Lwieszno for beginners; Orin introduces magic. Read your history, identify two strong skills and name someone in the group you trust. Find Defence, Health, Fate and the Resolve boxes on your sheet. Agree how much detail to use when portraying violence, coercion and the threat of losing someone close. Anyone may ask for a break or for a description to be skipped.

Your first roll: say what you do. The GM sets the stakes, skill and Difficulty Class (DC). Roll both d20s. Add the printed skill bonus on your sheet to the Action Die. A total equal to or greater than the DC succeeds. A natural 1 on the Action Die means bad luck; a natural 20 is a critical. Doom, explained in Tests and resources, changes these rules. The GM can explain the other options after the roll, when you need them.

Example: Vera watches a guard. Her Senses bonus is +9 and the DC is 15. Her Action Die shows 8 and her Fate Die shows 14. The total is 8 + 9 = 17: success. The second die adds nothing here.

Your first obstacle: Leo picks a lock. He has Thievery +8 and the attempt is DC 20. His Action Die shows 9 and his Fate Die shows 14. He chooses one of these options:

Leo's decision	Test result
Accept the roll without spending anything	9 + 8 = 17: failure
Spend 1 Fate and use the Fate Die	14 + 8 = 22: success
Cross out Resolve box 3; change 9 to 12	12 + 8 = 20: success

You may use Fate and Resolve in the same test. First choose a die with Fate, then optionally increase one die's result. Pay for each resource separately.

Your first combat: on your turn you have movement and one action. Attack against the target's Defence. On a hit, roll d10, add the damage bonus from your sheet and subtract the opponent's Armour. Read the full combat rules when a fight breaks out.

For experienced roleplayers: do not add the two d20s together or freely choose the better die. Tests and resources explains how to use them; begin with that chapter and your sheet.

A self-contained game: this quickstart contains all the rules needed to play both adventures. You need no other rulebooks or knowledge of the novels.

The world and your character

In Legends of Eania, you are still earning your place in the world: you know the routes through the docks and the people of the underworld, or you are finishing your training on an island cut off from the mainland. Others have expectations of you. Adventure begins when following an order stops being straightforward.

Two continents

The Twinworld comprises Amadal, the Old Continent, and Elise, the New Continent. Sea, history and attitudes to magic divide them. Amadal is the cradle of ancient houses, a land of powerful sorcerers and traces of the gods' presence. Many inhabitants of Elise know it only through stories. The House of Ogromir received legendary artefacts called Błyski from the gods of Light; memory of that gift sustains the dynasty's special position.

Eania is a name for the Twinworld associated with Ea, the All-Mother. Old tales credit her with helping to create humanity and sacrificing her divinity to live among mortals.

Both quickstart adventures take place on the Elise side: in Lwieszno and on Orin, an island associated with the Darzan and the land of Sid. Sid is a land inhabited by the Darzan; its name does not identify a separate people. The adventures precede the opening events of the novel *Mrok we krwi*. Old obligations still define what people and shamans may do. The heroes need not know the future described in the novels; their own story may take a different course.

Magic was prohibited and placed under a blockade on Elise when the order of the House of Ogromir was established. The people of the Twinworld are called Eanians. The Darzan are a human community descended from the old mages of Amadal. Their shamans uphold the blockade under the Great Oath: a commitment to guard the prohibition outside Sid and remove unauthorised manifestations of magic. Knowledge and practice have therefore survived among the guardians of the ban. A street child from Lwieszno and an Orin adept may describe the same power in very different words.

People of Amadal	What they are known for
Myriads	Inhabitants of the Forest of Magic, Lyje-aish; associated with the goddess Lyje, known for magic, archery and finely crafted goods.
Ghalls	A mountain people known for mining ore, smithing and sturdy weapons.
Arrakins	Clans of the northern wastes who hunt and trade in raw materials.
Orogons	Inhabitants of the Orogon Hills; many serve as heavily armoured mercenaries.

Lwieszno on the Great Okra

A glimpse of the city: a carrier counts sacks on a wet jetty. A merchant swears he has already paid for the whole cargo. A man stands at the warehouse gate, carrying no goods and taking no part in the argument. Yet when he raises his head, both voices grow quieter.

Lwieszno is the largest city on Elise. Goods arrive by river, change hands in warehouses and reach the market stalls. By day, work can be found handling cargo, in a workshop or as a messenger. In the evening, alongside ordinary trade, other business emerges: matters no one discusses in front of the city watch.

The Hidden City means Lwieszno's criminal structures: cartels, brokers, informants and people who carry out commissions. They operate in ordinary alleys and inns, not an underground district. A dockworker may know underworld people without belonging to a cartel.

A man named Bo heads the southern cartel. Red Dog leads a rival cartel. Their arrangements last as long as someone enforces them. Royal authority is represented, among others, by the Thorns of the Crown: meeting them means the court has taken an interest in the matter.

The Guild of Dark Knives trains people who can identify a target, reach them and carry out a commission discreetly. A good reputation opens doors: someone will pass on a message, vouch for you or grant you a conversation. Such help usually calls for a favour in return.

Why join the Guild?

Vera, Dagun, Mira and Leo seek admission to the Guild. Their shared trial will show whether they can be trusted with a responsible task. Leśniad, their mentor, has prepared them for this moment. Hen, Bo's right-hand man, will deliver the commission and hear their report. The heroes begin as people already connected to one another, not strangers who happen to visit the same inn.

Membership may mean protection, steady work, recognition or access to information about someone close. Choose your own reason and tell the group. It grants no points; it suggests what you will risk when the commission starts raising doubts.

In Trial of the Knife, discretion, keeping agreements and judging people matter. Violence can work, but leaves witnesses and obligations. A good lead may open more possibilities than a won fight. You decide whether a place in the Guild is worth the price its superiors demand.

Orin and seven years of training

Orin is an island where magically gifted Darzan children come under the care of the Elder, head of the Darzan shamans, and his teachers. Training lasts seven years. Much of it is spent in caves and corridors, exercising the body, attention and control of one's own power. Students are meant to return to their communities as people able to heal, protect and take responsibility for others.

A Darzan shaman bears the title Szarim. They are a guide and confidant, but also a defender when needed. They are recognised by their elite belt and ke buckle, which indicate profession and rank. Such marks of dignity matter among people who depend on their aid. The title brings service, not freedom to use magic for every whim.

The Final Test examines an adept's readiness in real danger. Not everyone returns. Failure and dismissal from the island may bring shame on the family too. Orin's students therefore understand why others sometimes keep their fears to themselves or take risks they would not take away from their teachers' gaze.

A memory of Orin: after evening practice, you sit against the wall, waiting for your breathing to settle. Someone asks whether you remember the smell of your hearth at home. For a moment everyone answers at once. Then a teacher's footsteps sound in the corridor and the conversation breaks off mid-sentence.

Torven, Ragan, Ireth and Selena are nearing the end of their training. They know their strengths, remember shared exercises and can use the spells they have learned. They will receive a task concerning a missing fellow student. For them, finding Kalen also means discovering what they have truly learned on the island and what kind of Szarim they wish to become.

Magic in the eyes of ordinary people

In Lwieszno you cannot buy a spell as you buy bread. To ordinary inhabitants, magic is remote, forbidden and hard to distinguish from rumour. A story about a strange light may cause unease, but does not make every witness capable of recognising a spell and its caster. The first adventure's heroes rely on skills, contacts and equipment.

On Orin, magic is part of learning. An adept recognises the domains they work with, remembers their mentors' warnings and knows that power cannot solve every problem. The mountain lotard, a large predatory cat also

called the royal panther, resists spells affecting its body or mind. Observation, terrain and preparation help in such an encounter. Knowing magic's limits is also a shaman's knowledge.

The colour of an essence indicates its domain: a field of magic for which a shaman has an aptitude. The domain table in Magic and alchemy presents the Darzan essences; other peoples have their own magical traditions. Medivs, Myriad mages serving in the army, are not the same as Darzan Healers.

The colour names on the sheets are simpler: red energy means the Bilok's scarlet and blue means the Healer's azure. Magic and alchemy explains how to use domains.

Light, Darkness and your own choices

Light and Darkness are real sources of power around which two Circles of gods gather. Their influence permeates Eania's religion and magic.

Patron	Associations among ordinary people
Horos	Truth, authority and royal blessing
Adabe	Life, love and healing
Stradawer	Justice, trade and prudence
Tin and Zer	Illusion, lies, cardsharps and entertainers

Light and Darkness do not divide people into two simple camps. Loyalty to one person may endanger another. A lie can save a life and obedience can cause harm. Your hero's convictions gain meaning when you must stand by them.

We award no good or evil points. Instead, record promises, debts and people who will remember the group's decisions. Your sheet's history helps you begin; after the adventure you can add what has changed about your character.

The Action Die describes the hero's attempt and the Fate Die offers a chance to change the outcome. Neither determines a character's morality or allegiance to Light or Darkness.

Before you set out

Establish how you know each other: each recall a shared incident from training or city life. Identify a common reason to accept the commission. You may disagree about methods while remaining a group.

Everyday life and rumours

Use these details to describe your character and their surroundings. The hooks suggest stories of your own: choose one as a memory, or return to it after the first adventure.

Moons on the table

Silver coins are called moons. They pay for lodging and appear in wagers between Orin students. In a Lwieszno inn, you can order a jug of bitter arraka. Over a drink you may hear about someone's troubles before an offer of work is made.

Signs of the Hidden City

Red tattoos on someone's hands may identify one of Red Dog's people. His street enforcers are called red fists. The Guild uses its own seal on messages. Recognising such signs helps identify underworld people, but does not reveal their intentions.

A name on the travellers' list

A caravan brings together merchants, craftspeople and ordinary travellers. The rataj leading the journey records the travellers on a list. At a military checkpoint, soldiers compare the list with their documents while the guide explains any discrepancies. His words may decide who travels on.

The belt matters more than the robe

A Szarim usually dresses for the work at hand; the long, hoodless robe is reserved for ceremonies. The identifying mark is the elite belt. Folded and tied twice, it conceals small pockets. Its rectangular ke buckle has two triangular fields. The upper indicates the shaman's discipline, the lower their rank. Orange in the lower field denotes a novice. It is a mark of dignity the adepts are still waiting to earn.

Returning without a title

Completing Orin concerns the whole clan. Those dismissed from training are called kage; in their own communities they often face contempt for wasting their gift. An adept may also fear losing their place at home, especially if they remember the fate of someone dismissed before them.

Dojrzalec in a travelling pouch

A hunter may carry dojrzalec root, given to the sick and weak, and share it with dark bread and water. In this quickstart, giving the root may accompany First Aid; on its own it restores no extra Health and does not replace the healing rules.

Tests and resources

Attributes and skills

Attribute	What it describes	Skills
STR - Strength	Bodily effort and endurance	Athletics, Physical Resistance, Brutal Combat
DEX - Dexterity	Precision and movement	Stealth, Thievery, Finesse Combat
PER - Perception	Awareness and orientation	Senses, Survival, Marksmanship
INT - Intelligence	Understanding and practical knowledge	Knowledge, Craft, Medicine
WIL - Willpower	Focus and magic	Mental Resistance, Magical Skills, Sense Magic
CHA - Charisma	Relationships and influence	Persuasion, Guile, Contacts

Test bonus = attribute value + skill level. On a pregenerated sheet this bonus is already calculated. Add it to the Action Die. Skill level is abbreviated SL; it appears in the Level column on character sheets.

A skill at level 0 means no training. You can still attempt ordinary actions. Your basic test bonus is then the appropriate attribute's value. For example, Dexterity 4 and Stealth level 0 give +4. A roll cannot replace specialist knowledge, knowledge of a spell or necessary tools.

Normally use the attribute assigned to the skill in the table. Explicit exceptions in scene and equipment descriptions still apply.

Option - a different attribute: if you wish, match the attribute to the approach. The player describes the method and the GM approves one attribute and one skill before the roll. For example, discreetly checking whether someone is following you might use PER + Stealth; ordinary observation still uses Senses. Recalculate the bonus: chosen attribute + that skill's level. Do not add the sheet's printed bonus. The change applies only to this test. It increases neither Fate, Resolve nor other character values. This short option changes neither attacks, damage, spellcasting nor resistance tests. Merely renaming a failed attempt does not earn another roll. Full rules for matching attributes and skills will appear in the full game.

Example - a different attribute: Leo discreetly checks whether someone follows him. The GM agrees to PER + Stealth. Leo has PER 4 and Stealth level 4, so adds +8 to the die. On doubles he adds another 4. He uses this calculated bonus instead of the value printed beside Stealth.

Other values on your sheet

Calculate these when preparing or advancing a character. During play, use the recorded values.

Value	Calculation
Defence	10 + DEX + PER
Maximum Health	20 + 5 × STR. With STR 3: 35.
Initiative bonus	DEX + PER
Basic movement	Close
Maximum Fate	Initially 3, regardless of attributes. XP advancement can raise it to 5.

Value	Calculation
Resolve boxes	Start at WIL, then each lower number down to 1. With WIL 3: boxes 3, 2, 1.

A test, step by step

1. **Describe your intention.** Say what you want to achieve and how. The GM assesses whether it is possible and whether failure changes anything. Without uncertainty or a meaningful cost, do not roll.

2. **Set the difficulty.** The GM names the skill and Difficulty Class (DC), the required total. They explain assistance, conditions and the consequences of failure. You may still change your plan.

3. **Roll both dice.** Use two d20s: the Action Die and Fate Die. Do not add them. An original 1 on the Action Die means bad luck and cannot be rescued. Doom widens the bad-luck range.

4. **Decide on resources.** You may spend 1 Fate, then use 1 Resolve box. You may instead use just one resource or neither. Original bad luck prevents these options.

5. **Check doubles and calculate the total.** After any increase, compare the dice. Equal results add the skill level (SL) again. To the die you use, add the test bonus, the doubles bonus and modifiers.

6. **Resolve the test.** A total equal to or greater than the DC succeeds. Apply critical, Doom and Disadvantage rules. The GM describes the result and the players make their next decisions.

Example: the attempt is DC 15. The Action Die shows 9 and the bonus is +6. Total: 9 + 6 = 15 - success. Do not add the Fate Die.

Difficulty Class (DC)

DC is the required test total. DC 15, for example, requires at least 15 in an ordinary test. Bad luck, criticals and Disadvantage are explained below.

DC	Use
10	Easy, but carrying meaningful risk
15	Standard attempt
20	Difficult attempt
25	Very difficult attempt
30	Exceptional challenge for a specialist

Match the DC to the task: a capable hero should feel their skills' advantage. Rolling makes sense only if the described action is possible. Even a natural 20 cannot overcome a physically impossible obstacle or decide for another player.

Fate

Each hero begins with **3 Fate points**. Spend 1 to use the Fate Die instead of the Action Die. This is not a reroll. A natural, unchanged 20 on the chosen die can produce a critical.

First check the original Action Die. **Bad luck cannot be rescued.** You also cannot spend Fate to choose a die whose natural result lies in the active bad-luck range. Fate is personal: you cannot pay for another person's test. At 0 points, still roll both dice, but cannot swap their roles.

Resolve

Cross out the next box, starting with the largest. Increase one die's result by any amount from 1 up to that box's value, to a maximum of 20. You cannot lower results or divide the increase between dice. Any unused part of the box is lost. The next use takes the next box.

Next box and current die	What you can do
Box 3, die 12	Increase the result to 13, 14 or 15.
Box 3, die 19	Increase the result to 20; the remaining 2 points are lost.
Box 1, die 20	You cannot increase this die. Increase the other one or keep the box.

A die result stays within 1-20. The final test total, after adding bonuses, may exceed 20. Resolve does not change damage and cannot create a natural critical. You may conserve the resource and accept failure.

Combining resources and doubles

In one test, you may use 1 Fate point and 1 Resolve box. First choose a die with Fate, then increase one die with Resolve. **Check doubles last:** if the results match, add skill level SL once more. Raising a result may create or break doubles; count this bonus only once, for the final pair. In an attribute-only test, SL is 0.

Example - a small increase: your bonus is +7, skill SL 3 and Resolve box 3. You roll 11 and 12. Increase 11 by 1. Doubles give 12 + 7 + 3 = 22. Cross out box 3; the next is 2.

Example - both resources: with +7 and DC 25, you roll 6 and 16. Spend 1 Fate to choose 16, then cross out Resolve box 3 to raise it by 2 to 18. The total 18 + 7 = 25 succeeds. The dice, 6 and 18, are not doubles.

Bad luck and criticals

Bad luck: a natural 1 on the original Action Die fails and cannot be rescued. Doom widens this range. Apply the announced consequence. Bad luck does not in itself break a weapon or hit an ally; its effect on an action is described in Combat and health.

Critical: a naturally rolled, unchanged 20 on the die you use succeeds at a possible action unless Doom applies. Increasing the other die to make doubles does not remove the critical. A 20 achieved with Resolve is not a critical.

In combat, apply critical damage. For a spell, recover its spent cost as described in Magic and alchemy. Outside combat and magic, the GM may add a small benefit appropriate to the announced success. A critical does not itself increase healing or spell duration.

Refreshing resources

Resource	When it returns
Fate	At the start of a session, up to the recorded maximum, initially 3.
Resolve	At the start of a session, all boxes from WIL down to 1.
Talent	At the start of a session, one use.

A session means one meeting at the table. A break, sleep or starting another adventure during the same meeting does not refresh these resources. Unused points and uses cannot carry over above their limits.

Doom

Doom disables criticals: treat a natural 20 as an ordinary result, without automatic success or additional effects. It also widens bad luck on the original Action Die to 1-2. A second independent source widens it to 1-3, a third to 1-4, and so on. Do not count the same ongoing effect again. Record the sources and when they end; when one ends, narrow the bad-luck range by 1.

Outside bad luck, you may use Fate and Resolve in their normal order. Doubles work normally. Doom does not require both dice to succeed; Disadvantage imposes that requirement. If both apply, use both restrictions.

Example - bad luck under Doom: a hero suffers one Doom. Their Action Die shows 2 and Fate Die 20. This is bad luck: the range is now 1-2. Neither Fate nor Resolve can rescue the roll.

Disadvantage

With Disadvantage, **both dice must reach the DC**, adding the same test bonus, doubles bonus and modifiers to each. Do not add the dice together. A natural, unchanged 20 on the Action Die is a critical only if both totals meet the DC. A natural 20 on the Fate Die alone changes nothing. Fate does not help: swapping dice cannot change the requirement. You may increase one die with Resolve. Check bad luck on the original Action Die, including Doom. A low Fate Die alone does not cause bad luck and can be increased. Check doubles after changing the result. Doom also disables a critical under Disadvantage.

Multiple causes of Disadvantage do not add dice. Remove all causes to return to an ordinary test. For example, an archer leaves melee but the target still fights the archer's ally: the shot still has Disadvantage.

Example: with +7 and DC 15, the dice show 15 and 6. The totals are 22 and 13: failure because the second total does not reach DC. Swapping dice with Fate cannot help. If the next Resolve box is 3, increasing 6 to 8 uses 2 of its points. Totals become 22 and 15: success. Cross out box 3; its unused part is lost.

Assistance

One helper grants +2 if, before the roll, they describe real help and have the necessary skills, tools or access. They do not roll separately. In combat they spend an action; the bonus applies to one designated ally's test before the start of the helper's next turn. More helpers do not increase the bonus. You cannot assist yourself.

Test bonuses and penalties

Source	Rule
Favourable circumstances	At most +2 in total
Unfavourable circumstances	At most -2 in total
One person's assistance	+2, separate from circumstances
Talent	+2, separate from circumstances and assistance

Circumstances include position, equipment, potions, spells and conditions. Several benefits still give only +2; several penalties only -2. A benefit and a penalty cancel. Together with assistance and talent, at most +6 can be added beyond the test bonus, before doubles. A weapon's bonus is already included in the attack bonus and does not occupy the circumstances allowance.

Doom and Disadvantage operate separately. Dazed imposes Disadvantage, without an extra -2 for that same condition. Apply an independent penalty normally; do not count the same obstacle twice.

Defence, damage and Armour

Defence bonuses do not stack: cover, the Defend action and other sources grant at most +2 Defence in total.

Add a damage or Armour bonus only when an effect explicitly grants it. Identical effects do not stack. A strength potion grants +2 damage; Reinforcement grants +3 Armour. A test bonus does not itself increase damage, Defence, Initiative or Health.

Two sides of a conflict

In an ordinary opposed test, the acting side rolls: a player for a hero, the GM for a non-player character (NPC). The passive side sets **DC = 10 + the full relevant skill bonus** and does not roll. A tie means success for the active side. A scene's specified DC takes precedence.

Action	Who makes the test
A hero sneaks past a guard	The player tests Stealth against 10 + the guard's Senses.
A guard breaks free of a hero's hold	The GM tests the guard's Athletics against 10 + the hero's Athletics.

Attacks use the target's Defence; spells use the DC in their descriptions.

Example: Vera tries to slip past unnoticed. The guard has Senses +6, so her Stealth test is DC 16: 10 + 6. The guard does not roll. A total of 16 is enough.

A spell affecting an unwilling mind is DC 15 or 10 + the target's Mental Resistance, whichever is higher. After a successful spell, do not make another resistance roll unless its description calls for one.

Trying again

Failure brings the announced consequences. Another test requires a new method, new information or a real additional cost; the GM says what must change. Explicit exceptions follow their descriptions: stabilising a bleeding person can be attempted on each subsequent turn.

Combat and health

Your turn

A round lasts about 5 seconds. On your turn you have Close movement and one action, in either order. You may split movement before and after the action; the total distance limit remains the same.

A short sentence, dropping an item and drawing one accessible weapon or item cost no action. Reaching deep into a backpack or picking an item up from the ground requires an action.

Ranges

The GM states the distance between the specified people or places before the decision. Usually a range name is enough; metres help assess the situation.

Range	Distance
Immediate / Touch	You can reach the target with a hand or held weapon. This is melee.
Close	Outside melee, up to 5 m
Medium	From 5 m to 15 m
Far	From 15 m to 40 m
Extreme	Over 40 m, beyond the quickstart's weapons and spells

A weapon or spell lists its **maximum range**: Close also includes Touch. You still need visibility and access to the target; a wall may block it. A spell's Touch requires actual contact; a long weapon cannot replace it. Being Close alone is not enough for a melee attack.

Movement and sprinting

Method	Cost, test and distance for the whole turn
Ordinary movement	Movement only: Close, no test. You keep your action.
Longer movement	Movement and action: Medium, no test along a safe, accessible route.
Sprint	Movement and action: Athletics DC 15. Success: Far. Failure: Medium. Bad luck: Close. A critical cannot exceed Far.

One distance limit. Count the whole route from the start of the turn, including turns and backtracking. Do not add earlier Close movement. You may start sprinting after moving part of the way if you still have your action. Every sprint result spends movement and action; it leaves no action for an attack, spell or Withdraw. Changing target or making several attacks does not refresh movement. Arriving from Extreme distance takes further turns.

Obstacles and Slowed. Rubble, dense undergrowth, carrying an injured person or the Slowed condition restrict movement to Close at the cost of movement and action, without sprinting. Several causes do not increase the cost. Climbing or jumping may require a separate test. The GM announces the risk; an obstacle may stop a character before movement is complete. Movement 0 prevents all displacement, even paid for with an action, until its cause ends.

A **fast creature** has ordinary Medium movement, and covers Far with movement and action along an accessible route, without sprinting. Slowed disables this advantage. Attack ranges, obstacles and opportunity attacks remain unchanged.

Example - one route per turn: Vera runs to a door at Medium range, spending movement and action. On her next turn she uses Close movement to enter melee with a guard and can attack. Several short moves do not give her several free movements.

Initiative

Each participant rolls one d20 and adds the Initiative bonus on their sheet. Act from highest to lowest; this order lasts until combat ends. Break ties by higher bonus, then players before opponents. Resolve ties within your own group together. Initiative uses neither Fate, Resolve, doubles, bad luck nor criticals.

Bad luck in combat

Bad luck ends the current action and its remaining attacks. You keep unused movement and your reaction. A sprint always spends movement and action; bad luck covers at most Close distance. Do not add another movement penalty for that same roll.

Attacking

An attack costs an action. Test against the target's Defence, adding the attack bonus listed for your weapon. With doubles, also add the specified skill level. Two weapons grant neither an extra action, attack nor reroll. You make two attacks only when a character's description explicitly permits it.

Reactions and opportunity attacks

Everyone starts combat with one reaction and regains it at the start of their turn. Unused reactions do not accumulate. A reaction can be spent, for example, on a shield or an opportunity attack.

Spend a reaction to make one ordinary melee attack when an opponent provokes it within your melee reach. Resolve the attack before the provoking activity.

Opponent's activity	Does it provoke?
Voluntarily leaves melee	Yes, unless they used Withdraw
Shoots or begins casting in melee	Yes
Enters melee	No
Is forcibly moved or falls	No

Make an opportunity attack only against a target you can reach with your held melee weapon. Close range alone is insufficient. Several opponents may respond to one event, each using their own reaction. Reactions do not form chains of further opportunity attacks.

Withdraw

Spend an action so your movement this turn does not provoke opportunity attacks.

Defend

Spend an action to gain +2 Defence until the start of your next turn. The total Defence bonus cap still applies.

Hold an action

Specify a simple, visible trigger and one action. Perform it once when the trigger occurs, before your next turn. If unused, it is lost. You cannot carry over movement or gain more reactions. You do not interrupt someone else's attack that has already begun.

Surprise

When an attacker's presence is uncertain, Stealth against Senses resolves the approach. Success grants one opening attack at +2; only its target cannot react to it. The attacker must still hit. Everyone then rolls Initiative. The rest of the group acts in that order.

Damage and protection

After a hit, resolve damage in this order:

1. **Blow damage.** Normally d10 + a fixed damage bonus. On a critical, roll two d10s, choose the higher and add the same bonus. Do not add the dice.

2. **Shield.** After learning the damage, the defender may spend a reaction and one block to halve it, rounding up.

3. **Armour.** Subtract its value. On a critical use half the Armour, rounded up.

4. **Health loss.** Subtract the remaining damage, minimum 0.

A shield has two blocks. It does not protect against falling, drowning, poison or the internal effects of visions. Multiple shields do not increase reactions; changing the shield you hold costs an action.

Example - shield before Armour: a blow deals 11 damage. A shield reduces it to 6; Armour 3 leaves 3 damage. For a critical of the same strength, Armour falls to 2, so the target loses 6 - 2 = 4 Health.

Repairing a shield

An hour's work, tools and Craft DC 15 restore both blocks. Each shield permits one attempt per long rest, even on a failure.

Weapons and ranged attacks

Weapon	Attack bonus	Damage	Range
Fists	STR + Brutal Combat	d10 + STR	Immediate
Dagger / knife	DEX + Finesse Combat + 1	d10 + DEX + 1	Immediate
Sword	STR + Brutal Combat + 1	d10 + STR + 3	Immediate
Short bow	PER + Marksmanship + 1	d10 + PER + 2	Medium; Far with Disadvantage
Thrown knife	PER + Marksmanship	d10 + PER	Close
Dart launcher	PER + Marksmanship	1 and a sleeping agent	Close

Before the adventure, a dagger can instead be assigned STR and Brutal Combat; its damage is then d10 + STR + 1. The chosen version is recorded on the sheet. Do not change it after seeing the dice. Fired or thrown ammunition leaves the supply; ordinary arrows can be recovered after combat if the point of impact is accessible, while medicated darts are single-use. Do not test to find every arrow when nothing is at stake.

Partial cover grants +2 Defence; full cover blocks a shot. Shooting at a target engaged in melee has Disadvantage; failure does not automatically hit an ally. In darkness, you may attack a known position with

Disadvantage; you cannot designate an unknown target. Going around an obstacle, moving an opponent or changing position may remove a particular cause of Disadvantage.

Manoeuvres

A manoeuvre costs an action and usually replaces damage. The target must be at Immediate range and the action physically possible. Use full skill bonuses in these tests.

Manoeuvre	Test and effect on success
Knock down	STR + Brutal Combat or STR + Athletics against 10 + the target's Athletics. The target is Prone.
Grapple	The same test as Knock down. With a free hand, hold the target; its movement is 0.
Disarm	DEX + Finesse Combat against 10 + the target's relevant combat bonus, without the weapon bonus. The item falls beside the target; picking it up costs an action.
Push	STR + Athletics against 10 + the target's Athletics. No damage: push it from Immediate to Close, at most 5 m along an accessible route. Another range requires an explicit ability or spell.

Size matters. A human can grapple an opponent of similar size. Before grappling, knocking down or pushing a lotard or krokon, restrict its movement with a net, a narrow passage or strong rope. Only then make the test.

Maintaining a hold and escaping

A grappled target **can still act and attack**. To escape, it spends an action and tests Athletics or Finesse Combat against 10 + the grappler's Athletics. The GM rolls for a grappled NPC; the grappler makes no second test. The hold also ends when voluntarily released, contact is lost or the grappler becomes unconscious. A hand occupied in one hold cannot make another.

Moving a resisting target: requires all movement still available, another action and Athletics against 10 + the target's Athletics. Success moves both to Close along an accessible route, spending the grappler's movement. The target's forced movement does not provoke; the grappler follows normal reaction rules.

Binding and bonds

First grapple an actively fighting target. Binding requires another action and Athletics against 10 + the target's Athletics. A helpless or willing target needs no roll.

Cut bonds with a blade for an action. Without tools, test Thievery DC 20: one attempt for that method of binding. Failure requires conditions to change.

Carrying and supporting an injured person

Assistance	Restrictions
Carry an unconscious person of similar size	Slowed, both hands occupied, -2 to movement-related tests. You cannot attack with a weapon or make magical gestures.
Two people carry a stretcher	Ordinary movement on a level route, no sprinting. Difficult terrain Slows them. Hands are occupied; a narrow ladder requires a transfer.
Support a conscious person who can walk	Both are Slowed; one of your hands is occupied.

On a walkway or when climbing, establish safety arrangements first.

Edges and traps

A Push needs space to displace the target; it does not send them across an entire chamber. Warn of the risk near an edge. If someone pushed off has an accessible handrail or rock, they immediately test Athletics DC 15 to hang on instead of falling. A safety rope arrests the fall according to the falling rules.

A trap, fire or flooding may also threaten a large beast. Before rolling, establish what is prepared, escape routes, the required test and cost, and what success achieves. The result must follow from the trap's construction and scene conditions.

Subduing

Before a melee attack, declare an intention to capture. If damage takes the target to 0 or below, it remains at 0, unconscious and stable. There is no attack penalty. This requires contact that lets you control the blow; it does not apply to shots, magic, fire, falls or throwing someone off a cliff.

Conditions

Condition	Effect
Grappled	Movement 0. May act and attack; escaping is explained under Manoeuvres.
Dazed	Disadvantage on tests, without another -2 for the same condition. Usually until the end of your next turn; an effect may specify a different duration.
Unconscious	Cannot act, react or use resources. A melee attack at Immediate range automatically hits without a critical; a ranged attack is against Defence 10.
Bleeding	Applies after falling to 0 Health or below unless subdued; use the wounds and death rules and track negative Health. The unconscious character cannot act, react or use resources.
Stable	Not bleeding. This does not mean regaining consciousness or Health.

Prone

Defence is 10 against melee and ranged attacks, without DEX, PER or Defence bonuses. Being Prone does not grant another +2 to attacks against the character. Armour and shield reactions work normally; full cover still blocks a shot. A Prone character retains their action and reaction, may attack within reach and is not automatically hit.

Standing uses all your ordinary movement, which must still be available. At movement 0, first get free. After standing, you may still spend an action on Close movement if not Slowed; there is no Medium march or sprint left that turn. Crawling Close costs movement and action.

Standing alone does not provoke an opportunity attack; leaving melee does. Knocking down someone already lying down neither lowers Defence further nor takes additional turns away.

Wounds and death

At 0 Health or below, a character is unconscious and bleeding unless subdued. Keep negative values. Death occurs at the negative of maximum Health. Finishing off a helpless person requires a separate decision by the hero; it does not follow automatically from victory.

Stabilisation

Action, contact and Medicine DC 15. Success stops bleeding without healing. After a failure, try again on a subsequent turn while bleeding threatens life. Successful healing also stabilises. Consciousness returns at 1 Health; healing cannot exceed maximum Health.

First Aid

10 minutes, bandages and Medicine DC 15. Success heals d6 + INT. One attempt per patient between long rests, regardless of the result or number of medics. The patient marks it. First Aid, a spell and a potion have separate limits and do not refresh each other's limits.

Example - negative Health: maximum Health is 35. At -1 the character lives, but is unconscious and needs help. They die on reaching -35.

Long rest

8 hours of relative safety restore half of maximum Health, rounded up, refresh basic magical energy and the First Aid allowance. These benefits are available at most once per 24 hours. Rest does not refresh Fate, Resolve, talent or items. Time in the world continues: the commission's deadline approaches and Kalen keeps weakening.

Falls

Height	Effect
From 2 to 5 m	d10 damage, ignoring Armour
5 to 10 m	2d10 damage, ignoring Armour
Over 10 m	The fall may be fatal; the GM warns before the choice.

A rope stops a fall if it is anchored and its slack will not allow impact with a lower obstacle.

Swimming and lack of air

A difficult stretch of swimming requires Athletics DC 15. Failure prevents progress and creates a need for help; it does not automatically cause death.

After two full own turns without air, a character takes d6 damage at the end of every subsequent turn, ignoring Armour. Taking a breath resets the count.

Magic and alchemy

Colours of magical essence

For the Darzan, magic's colour is tied to the path for which a shaman has a particular aptitude. In the Hall of Revelations, a candidate discovers their bond with essence. Wooden balls used in the ritual contain different kinds of it and reveal the choice through the water's colour. They are not a store of points carried by every mage.

Scarlet - the Bilok domain. Magic of strength, influence and unyielding will. It can serve an assault, but also composure in the face of horror. Ragan practises it when focusing his own mind with Fortitude or hindering an opponent with Pressure of Will. In describing a spell, show the mage's steady breathing, tension in their voice or the effort of maintaining attention.

Violet - the Alchemist domain. It leads towards understanding magic itself, creating structures and sustaining spells. Torven is only beginning this path. His Sustaining Weave lets him take over a particular spell's maintenance from a companion. Knowing its structure does not grant freedom to invent any effect: at the table, use the spells recorded on the sheet.

Azure - the Healer domain. Associated with life, body and mind. Its teachers also study telepathy, but quickstart heroes know only selected applications. Selena can mend wounds and Reinforcement protects the body from physical attacks. Healing requires approaching the sufferer and recognising what can be helped; not every harm is a wound to close.

Green - the Hunter domain. Draws on a bond with nature. Ireth reads tracks, while Emotional Disturbance influences one specified kind of action. Magic may offer a clue or weaken anger, but cannot replace a whole journey or take another person's right to decide away. Describe what the hunter notices, hears and feels around them.

Black - the Darkness domain. Rarely chooses a Darzan. It is under the Elder's special supervision; its bearers may encounter respect mixed with mistrust. The colour alone does not determine what kind of person a shaman is. No pregenerated hero knows this domain's spells or receives energy from it.

Magic on the pregenerated sheets

Character	Main domain	Auxiliary domain
Torven	Alchemist 2	Healer 1
Ragan	Bilok 2	Healer 1
Ireth	Hunter 2	Healer 1
Selena	Healer 2	Hunter 1

Numbers indicate starting energy units. Each adept knows the three spells listed on their sheet.

Energy and casting a spell

Energy boxes show how much power of a domain a character can still spend. They are a player aid, not equipment. They cannot be tipped out of a pocket, stolen or passed to someone else. A spell's focus is a different thing and can be taken away.

Colour specifies which pool pays for a known spell. It grants no additional roll bonus. Two main-domain units and one auxiliary unit do not make a shared pool of three arbitrary spells. Domain names are also written on sheets, so black-and-white printouts work.

Example - auxiliary domain: Torven has two violet Alchemist units and one blue Healer unit. He casts Reinforcement, crossing out the blue box before the test. He still has two violet units, but cannot spend them on another Reinforcement. He may use other known spells whose costs he can pay.

Every adept knows three spells on their sheet. They start with three energy units: two of the main domain and one auxiliary. The starting pools can power each known spell, but may not suffice to cast all three.

Basic energy pools refresh after a long rest: 8 hours of relative safety, at most once per 24 hours. Single-use equipment reserves do not return after rest. Fate, Resolve and talent refresh separately, at the start of a session.

Before you reach for the dice

You need knowledge of the spell, energy of the specified domain, range and components. V = words, G = gesture with a free hand, F = an accessible focus item. F is not consumed unless specified. Bound hands, a gag or a full obstruction may prevent casting. A weapon in the other hand alone does not interfere.

Symbol	Preparation
V	Speak the spell's words.
G	A free hand for the gesture.
F	An accessible focus item; usually not consumed.
C	Room for one maintained spell; see Concentration and traces of magic.

Check range when casting. A target moving farther away later does not end an ongoing effect unless specified. For Sustaining Weave, the mage surrendering concentration must be in range.

One spell, step by step

1. **Choose spell and target.** Check knowledge, appropriate energy, components and range. Set DC. Against mental resistance, use the higher of 15 or 10 + target MR, unless the description permits the target's consent.

2. **Declare and pay.** Cross out energy from the specified domain before rolling. Starting a new C spell ends the previous one. Casting in melee allows an opponent an opportunity attack before the spell test.

3. **Make one test.** Use WIL + Magical Skills, the Casting bonus on the sheet. Fate, Resolve, doubles, Doom and Disadvantage work normally. Do not add a separate hit roll or another resistance attempt for the target.

4. **Apply the result.** Success applies the effect; record when it ends. Failure loses the energy. A critical refunds the spell's cost; Overcasting grants only the effect specified in its description. A natural 20 bypasses neither immunity nor target restrictions.

At the table - an impossible target: before energy is spent, the GM explains an obstacle known to the hero: a missing component, cover blocking the spell or the target's immunity. When the hero could know about it, they do not pay for an impossible attempt.

Defence against magic

A target's resistance is already included in the spell's DC. For an unwilling mind, take the higher of 15 and 10 + the target's full Mental Resistance bonus (MR). Only the mage rolls. Failure means resistance was not overcome; the target neither makes another test nor spends a reaction.

Situation	Resolution
Hostile spell on the mind	Mental-resistance DC; immunity to that magic may rule out the effect completely.
Spell on a willing person	Use the described DC, usually 15.

Situation	Resolution
Target receives +2 MR	This also raises the MR used to determine mental-resistance DC.
Character wants to avoid a spell	They may first hide behind full cover, leave range or threaten the mage in melee.

Fate and Resolve change your own roll, so a passive target cannot spend them on someone else's test. Concentration and resisting visions are separate tests required by their descriptions.

Criticals and Overcasting

A critical refunds the energy paid for that spell to the same domain, without exceeding its maximum. You must be able to pay before casting. A spent single-use reserve is not recreated; a critical refunds only the part paid from a renewable pool. Doom prevents the refund; a 20 raised with Resolve is not a critical. The test result already resolves the target's resistance.

Overcasting occurs on a successful test with a total at least DC + 5. It grants only the spell's specified additional effect. In this quickstart Calming has such an effect: it may put an unthreatened animal to sleep. Other spells keep their described power, cost and duration. Further increments of 5 do not stack effects.

Example - two different achievements: Torven casts Calming against DC 15. A total of 20 permits Overcasting and sleeping a peaceful animal. If Resolve or bonuses produced it, energy does not return. A natural critical refunds energy; the spell's sleep conditions must still be met.

Concentration and traces of magic

Concentration spells are marked C. You may maintain one. Beginning another ends the old one even if the new spell fails. Concentration takes no further actions and does not prevent spells without C. Unconsciousness ends it. After taking positive damage, test Mental Resistance DC 15, or DC 20 if one hit causes at least 15 damage. Failure ends the spell. A minute is 12 rounds.

Event	What to do
Begin another C spell	End the previous one, even if the new one fails.
Cast a spell without C	You may keep maintaining the existing C spell.
Take 1-14 damage from one hit	MR DC 15; failure ends concentration.
Take at least 15 damage from one hit	MR DC 20; failure ends concentration.
Armour stops all damage	No concentration test for this hit.
Become unconscious	Concentration ends.

Example - damage after Armour: Torven maintains Reinforcement on himself. An attack deals 9 damage; magical Armour stops 3. He loses 6 Health and tests MR DC 15. With +6 and Action Die 9, a total of 15 maintains the spell. Fate Die 4 changes nothing.

Casting in melee

Casting in melee provokes an opportunity attack before the spell test. Energy is already declared and is lost if unconsciousness interrupts casting. If the mage remains conscious after the hit, apply a concentration test to an already maintained spell; do not add another test to maintain the spell not yet cast.

At the table - two different tests: Selena maintains Reinforcement and begins Mend Wounds on an injured companion beside her. She spends blue energy. An opponent reacts and deals 4 damage. If conscious, Selena tests MR DC 15 for Reinforcement, then makes the Mend Wounds test. Failed MR ends the protection but does not itself remove the healing attempt.

What remains after a spell

A domain trace remains at the casting location until the day's end. One minute's examination and Sense Magic DC 15 identifies the domain, not automatically the person, their intent or the exact spell. Spheres do not replace components. A focus item can be taken away; energy on a sheet cannot.

At the table - a trace is not a signature: after a minute's examination, successful Sense Magic DC 15 reveals the Healer domain. You know what kind of magic was used here; this is not yet proof of who cast it or whether they healed someone or protected them with Reinforcement.

The adepts' spells

The full descriptions below also appear on the adepts' sheets. Mental-resistance DC is the higher of 15 and 10 + target MR; a spell may permit consent. A minute means 12 rounds. These eight spells form the quickstart's complete spell list.

Calming - Alchemist domain

Cost and casting time: 1 violet energy; action. **Components and range:** G; Close. **Target and conditions:** one visible natural animal; C, up to 1 minute; DC 15 or 10 + target MR, whichever is higher.

Success: -2 to the animal's Senses. Overcasting (total at least DC + 5): an unthreatened animal falls asleep if the caster wants sleep.

An animal actively fighting, injured by the group in this scene or cornered will not sleep. Pain or spending an action to rouse it ends sleep. The spell cannot calm sapient beings and does not affect a lotard.

Reinforcement - Healer domain

Cost and casting time: 1 blue energy; action. **Components and range:** VGF; Close. **Target and conditions:** one willing target; DC 15; C, 1 minute.

Success: +3 Armour against physical attacks. Stacks with ordinary Armour, but not another Reinforcement.

It does not heal, even on a critical; it does not protect against visions, poison, falling or drowning. It does protect against a lotard's physical attack: the spell affects the protected person, not the beast. The lotard's immunity is not a field that dispels others' spells.

Emotional Disturbance - Hunter domain

Cost and casting time: 1 green energy; action. **Components and range:** VGF; Close. **Target and conditions:** 10 minutes; one target; mental-resistance DC.

Choose one emotion and one associated kind of test. The effect grants +2 or -2 to those tests as a circumstances modifier. Consent permits DC 15.

It gives no orders, forces no promises, changes no memories and does not settle disputes between players. Two castings do not increase the bonus; a recast changes the emotion or duration. It does not free Gaja from ancient visions and does not affect a lotard.

Mend Wounds - Healer domain

Cost and casting time: 1 blue energy; action. **Components and range:** VGF; Touch. **Target and conditions:** one living willing or unconscious target; DC 15; no C.

Success heals d6 + the caster's WIL and stabilises.

One patient may benefit from a successful Mend Wounds once between long rests; mark their sheet. Failure spends energy but not the patient's allowance. A critical increases no healing. It cannot restore the dead or remove visions.

Sustaining Weave - Alchemist domain

Cost and casting time: 1 violet energy; action. **Components and range:** GF; Close. **Target and conditions:** DC 15; C.

With another mage's consent, take over maintenance of one of their active quickstart C spells. On success, the previous caster ends concentration while you maintain the transferred spell and make subsequent concentration tests with your own MR. It is now your only maintained C spell. Its target, power and original ending time remain unchanged. Record the transferred spell's name on your sheet.

The Weave permits neither a second C spell nor extending a spell's duration. A critical refunds only the Weave's own cost, never the transferred spell's. Beginning it ends your previous C spell; failure leaves the chosen spell with its current mage. You cannot take over your own spell, the Weave itself or Kalen's barrier this way, nor copy an effect.

Fortitude - Bilok domain

Cost and casting time: 1 red energy; action. **Components and range:** VG; self. **Target and conditions:** DC 15; C, 1 minute.

Success grants +2 Mental Resistance as favourable circumstances. Fortitude strengthens the caster's will. It does not remove visions, but helps with tests against them.

Maintaining Fortitude means giving up concentration on Reinforcement.

Pressure of Will - Bilok domain

Cost and casting time: 1 red energy; action. **Components and range:** VG; Close. **Target and conditions:** one visible target; mental-resistance DC; no C.

Success Dazes the target and removes reactions until the end of its next turn. Dazed means Disadvantage on tests. An ally may then leave or cast more safely.

It does not remove an action, move a body or take additional turns away by stacking. It does not affect a lotard or serve as an order to other players.

Read Tracks - Hunter domain

Cost and casting time: 1 green energy; one minute. **Components and range:** GF; Touch an actual track. **Target and conditions:** DC 15; no C.

Learn how many creatures left the tracks, their size, where they went and whether the tracks were made today. Without another test, find the next stretch of available tracks, but do not bypass obstacles or travel.

You may read a lotard's physical tracks: the spell targets the tracks, not its body or mind.

Darts and alchemy

A dart delivers a chemical agent. Resolve the hit first, then the body's resistance. Domain energy is unnecessary.

Hit and dose

A launcher fires one dart as an action; the next is ready for the next attack action. Torven has Marksmanship level 2 and attack +5; Selena has level 0 and attack +4. Each has five single-use darts. To administer through Armour, aim at an exposed spot: attack DC is Defence +2. An unarmoured target uses normal Defence. There must be an exposed spot. This special dart attack deals 1 damage ignoring Armour on a hit and requires PR DC 15. A critical ensures the hit, but neither doubles the dose nor worsens resistance. A shield may intercept a dart using a reaction and block: no wound or drug effect.

Sleep and dazing

Failed PR puts a target to sleep for 10 minutes if, when the shot was declared, it was not fighting, cornered or expecting attack. The hit itself does not remove this possibility. Otherwise, the first unresisted dose Dazes until the end of the target's next turn.

The drug stays active for 10 minutes; a second unresisted dose during that period causes sleep until the end of the target's next turn.

Pain or an action spent rousing ends sleep. After waking, the target is Dazed until the end of its next turn and immune to further sleep from these darts until the scene's end. Each dose requires a separate hit and resistance test. The agent is chemical: it affects a lotard, which tests PR normally.

After waking

For darts, the scene ends once combat is resolved or the group safely leaves the opponent behind. A short break or hiding for one turn is insufficient. Sleep immunity lasts until the scene ends and, in a short fight, at least 10 minutes from the last awakening. Record separately the end of Dazed and the drug's 10-minute duration from the first unresisted dose. Later doses neither reset these times nor Daze again a target immune to sleep. After Dazed ends, further PR is an ordinary test unless another effect imposes Disadvantage.

Torven's stronger agent

Torven has an alchemist's kit. Before setting out he may strengthen three of his existing darts without a roll: resistance rises to DC 17. This consumes the included reagents; it creates no new darts. Further doses need fresh reagents; other mixtures, including health potions, need their own recipes and ingredients.

Conversations and running the game

Before playing someone, consider what they want, what they can agree to and what they know. Persuasion convinces, Guile deceives, Contacts finds a person or access. Intimidation uses CHA + Persuasion; the different-attribute option permits STR when physical strength is a real argument. The GM reveals the predictable consequences of a threat. A roll creates no knowledge in an interrogated person and does not turn conflicting interests into unconditional obedience.

If someone freely accepts an offer, do not roll. When failure closes that argument, another offer or route remains. A key clue must remain accessible without success: a test can save time, money or exposure. A player decides whether their character accepts a deal; influence mechanics between heroes require both players to agree the stakes.

Conversation difficulty

Before rolling, agree what the other person can actually do and what success changes. A specified scene DC takes precedence. Otherwise use this table.

Intention	Test and difficulty
Persuade or intimidate a resisting person	Persuasion against 10 + their MR
Conceal a lie or deception	Guile against 10 + their Senses
Notice another's deception	Senses against 10 + the deceiver's Guile. May reveal an inconsistency, not the whole truth.
Find a person or access through acquaintances	Contacts, usually DC 15; DC 20 for difficult access

MR means the full Mental Resistance bonus, not Willpower alone. Resolve each conflict with one test; add no second roll for the passive side.

When an NPC tries to convince a hero, the GM presents the argument, offer or threat and the player decides. If the player wants dice to decide, first agree the stakes; the hero then tests MR against 10 + NPC Persuasion. Do not use the other person's Charisma instead of their full bonus. Failure has only the agreed consequence. It does not give the GM control of the character.

Character advancement

After completing an adventure, each hero receives 5 Experience Points (XP), regardless of kills, ending or involvement in individual discoveries. Save them or spend between sessions. Record available and spent XP.

Skill: spend 5 XP to increase one skill by 1, to at most SL 5. Recalculate the test bonus and the SL used with weapons.

Fate: spend 10 XP to raise the maximum from 3 to 4, then another 15 XP from 4 to 5. Buy in order: maximum 5 costs 25 XP in total and is the quickstart limit. The increase is permanent. Receive the new pool at the start of the next session; buying does not immediately restore points.

Example - advancing Fate: Leo saved 10 XP from two adventures and raises maximum Fate to 4. He receives four points at the next session's start. If he had already spent 5 XP on a skill, he would still need to earn the missing 5.

Resolve remains tied to Willpower: WIL 4 gives boxes 4, 3, 2, 1. Do not buy boxes separately. This quickstart does not include buying attributes, new domains or additional actions. Also record a changed bond, promise or belief. Rejection by the Guild does not mean losing XP.

Running your first session

Before play, read the chosen adventure, the opponent profiles it uses and its endings. Hand out only the appropriate characters and aids marked for players. Teach in order: an ordinary test, deciding on Fate, assistance, then combat or magic. Do not make a new player memorise a whole chapter before the first conversation.

Begin a scene with what the heroes can perceive. Give people a reason to talk or act, and players time for their own ideas. Once you know what has been achieved and its consequences, move on. Demonstrate a dangerous opponent's strength in advance and provide a way to retreat; escape can also move the story forward.

When players surprise you, ask what they want to achieve and what means they will use. Set difficulty and possible cost. One roll should resolve one meaningful risk; describe unopposed preparation without rolling. When the group splits, alternate between both parts after every important decision. Simultaneous actions use shared time. A hero can help from afar if you established how the support will reach the other group.

With fewer than four players, divide the four sheets between them or reduce enemy numbers: one wilczec instead of two, one guard instead of a pair, no extra thug beside the mercenary. With a larger group, first add roles and activities in scenes. Do not automatically raise the lotard's statistics. With a different group composition, watch whether everyone can contribute and the group can cope with threats.

Trial of the Knife

GAME MASTER ONLY - adventure secrets follow. Players should read only the assignments and handouts when the GM provides them.

Before the adventure

The group is ordered to make an official disappear after he has caused the cartel losses. Initially, the candidates know only their superiors' version. In the city, they can find people and documents to check it. Tension comes from the deadline and whether the group will carry out the order once they know its price.

Before beginning, ask each player to recall their reason for joining the Guild. Then ask what connects their character to one teammate. These answers help portray a later disagreement without turning it into conflict between players.

Preparing the table

Hand out Vera, Dagun, Mira and Leo. The group shares **20 silver coins, 15 m of rope, two cloaks for changing appearance and bandages for four First Aid treatments**. Record shared equipment on one assignment sheet. The Lwieszno map helps track routes through the city; you can also run the adventure using location descriptions.

Lwieszno is Elise's largest city. Beneath legal trade operate the cartels and networks of the Hidden City. The heroes seek membership of the Guild of Dark Knives. Their mentor Leśniad opens the trial. Hen, Bo's right-hand man, delivers the order: make the official Darrik disappear before dawn. Darrik's informing has caused losses to Bo, leader of the southern cartel.

Escalation - the city's response

The city reacts to what can be noticed or passed on. First someone asks about noise; later the guards know the suspects' description. Describe these changes before closing another route. A visible track helps players understand time pressure and their decisions' consequences.

Use a visible 0-5 track, starting at 0. A noisy fight, an identified witness to violence or a public threat in the authorities' presence raises it by 1. One scene raises escalation at most once unless, after a warning, the players take a new, separate risk. Genuinely removing a particular alarm source lowers it by 1; the same message or witness can lower it only once. Killing a witness does not erase information already circulated, and another killing may raise the alarm. Keep the track between 0 and 5.

Escalation	City's response
0	Ordinary activity.
1	An observer or two guards ask about noise.
2	Patrols know the description; the port route is watched.
3	A Thorn of the Crown organises surveillance; their sign is visible.
4	Alarm and local blockades; a chase, shelter or deal is needed.
5	Exits are controlled; abandon part of the plan or pay a concrete price.

The commission's secret

GM only. Darrik exposed one of Bo's smuggling warehouses to the Thorns of the Crown. Occupied with this confirmed lead, the Crown stopped watching Nera, a port copyist and Guild informant. Darrik learned that her arrest was being prepared; he diverted attention to the warehouse documents before her incriminating notebook could be recovered. He received no payment. Nera hides in carrier Iwa's warehouse by the port; the notebook is in Darrik's sealed box at the inn. If he dies without passing on the key and exit plan, Nera remains exposed.

Leśniad knows the motive and Nera's hiding place but has not warned Bo: exposing his own network would destroy it. He organises the trial to test the candidates' independence. He risks Nera's life to protect the network. If the heroes challenge him, he must answer for that choice. Hen knows of the informing and loss, but not Nera. Bo values the network's safety, but demands a solution and restored control.

What is at stake: the heroes must prove themselves to the Guild, but the task becomes more troubling than Hen suggests. Let players choose where their loyalty lies. They can complete the adventure without killing Darrik, or even give up their place in the Guild.

Hen's commission

The commission takes place privately among the candidates. Leśniad wants them to listen carefully and draw their own conclusions; Hen mainly expects effective action. Give players a moment to observe both men and ask questions. Do not yet reveal Darrik's motive.

Playing Leśniad: usually cheerful and kind, he enjoys jokes, cooks well and often uses proverbs. When matters become serious, the smile disappears and his questions turn short and precise. Show this shift in tone.

Read aloud: Leśniad pushes his chair back and waits for the last conversation to end. Hen stands by the wall holding a folded note. The ordinary bustle of the city reaches you through the half-open door. No one here is joking.

Leśniad's words: quietly, he says, "A sword leaves a story. A stone leaves noise. A Dark Knife leaves silence. Listen carefully. Look more carefully still." He indicates the man by the wall. "Hen will explain the task."

Hen's words: Hen straightens the folded note. "The official Darrik betrayed Bo's warehouse to the Thorns of the Crown. Before dawn, the problem must disappear. Murder, departure or a deal - you are responsible for the result and discretion. Bring confirmation."

Information without a roll: immediately tell players that Darrik spends evenings in The Gullet's Delight, then goes to the port; he has recently visited the White Sisters' Enclave. Szept, a port informant, knows river business. Ragen, a guard, patrols the barbican, the fortified building before the gate. Give this information without a test.

Begin around **20:00**, with dawn at **06:00**. A significant investigation scene and travelling to the next location together take about half an hour. Players' table discussion does not use world time. Update the in-world time after every scene. Players may ask at any moment how much time remains. Split groups act simultaneously; do not add their times together. Travelling far beyond the city or resting for hours has a real cost, announced before the choice.

As they leave, the heroes notice a young observer. The boy does not approach or interfere. Ask each player's first intention; do not require visits to every location.

At the table - the first test: to identify the observer, make one Senses DC 15 test. Success identifies a Guild Lookout, a young observer working for the underworld; failure leaves uncertainty. Show adding the bonus, Fate and Resolve; explain doubles if rolled. He merely watches. Attacking him in front of witnesses raises escalation by 1.

People and places

Players choose their path through Lwieszno. These locations are not a compulsory sequence; a port conversation may lead to the inn, and news from Merita may prompt a search for Szept. Whenever someone provides an important lead, ask what the group wants to do with it.

The Gullet's Delight

The inn is noisy enough for one conversation to vanish among the guests' calls. Smoke hangs over tables, someone at the back watches the stakes in a game, and curtains divide alcoves from the passage. Darrik sits with an empty cup. Occasionally he looks towards the door, as if waiting for someone he also does not wish to see.

Let the heroes approach normally. The official fears recognition and seeks a conversation that will not attract the room's attention. A mercenary responds to trouble, beginning with a warning. Entering the inn does not start a fight while the group avoids violence.

At the table: information costs one future favour: carrying a sealed letter between districts without violence. Persuasion DC 15 replaces the debt with 5 silver coins. On failure, the favour may still be accepted.

Merita and the White Sisters

Darrik sought somewhere to be heard without public questions at the White Sisters' Enclave, a place of refuge and aid. Merita, one of the White Sisters, remembers him sober, crying and afraid of someone else's death. She has not seen either the report or arrest order. She can describe how the man the Guild calls a traitor behaved.

If the heroes seek the truth, Merita shares this memory without a test. Threats instead convince her Darrik needs warning. Play her caution and allow time to change the conversation's tone.

At the table: information costs one future non-violent delivery of a sealed letter between districts; Persuasion DC 15 converts it to 5 silver coins, with the favour still available on failure. Her basic testimony itself is not a reward for a successful roll.

At the table: Persuasion DC 15 secures a quiet meeting place. A failed threat makes Merita warn Darrik; he receives +2 to alertness. Her basic testimony is available without a successful roll.

Stalls and courtyard passages

Among the stalls, the route is rarely straight. Crates block passages, shoppers stop in the street and householders guard courtyard entrances. The group may blend into the traffic or find someone who knows a shorter route to the port.

This is a good place to check whether someone still follows them. First ask for the plan: change a cloak, split at a stall or use a different gate. Then choose a roll matching the action.

At the table: a port shortcut costs 2 silver coins or Contacts DC 15. Changing clothes and route permits Stealth DC 15 to lose a lone observer.

The Barbican and Ragen the guard

Ragen talks, but occasionally looks past a speaker's shoulder at a distant patrol. He fears his superiors more than being called corrupt. He can confirm the order about watching Nera and help the group pass through a guarded part of the city.

He does not demand that they solve his whole life. He wants payment and reassurance that he will not face the consequences alone. If the heroes choose a threat, warn that a frightened guard may later seek protection from his own side.

At the table: for 5 silver coins, Ragen confirms the order to end surveillance of Nera and provides discreet passage. Persuasion DC 15 lowers the price to 3. A DC 20 threat may obtain information, but leaving him unprotected later causes escalation +1.

Ragen the guard and Ragan the adept in the second adventure are different people. Use their roles when introducing them.

Grove at the Edge of the Castle Ward

The area empties at dusk. Locals know meetings occur here that are best not disturbed, and executions best not watched. Darrik also knows its reputation. He reacts differently to an invitation to walk and an attempt to drag him among the trees.

The grove permits a quiet conversation if the heroes have earned his trust. If brought by force, he tries to flee. Do not treat this as betrayal of an agreement never made.

The port on the Great Okra

Jetties run between moored boats and warehouses. Above them stands a massive building with the harbourmaster's office on its second floor. Even after dark, people work to dispatch cargo before dawn. Darrik appears among them, checking preparations for Nera's departure.

The group can watch from a distance or try to talk. If he notices followers, he does not vanish from the adventure: he seeks a witness to feel safer. Iwa is involved in transporting Nera; the heroes can learn her role from Darrik or the notebook.

At the table: following requires Stealth DC 15. Failure makes Darrik speak in front of a witness. It does not close access to him or the truth about the informing.

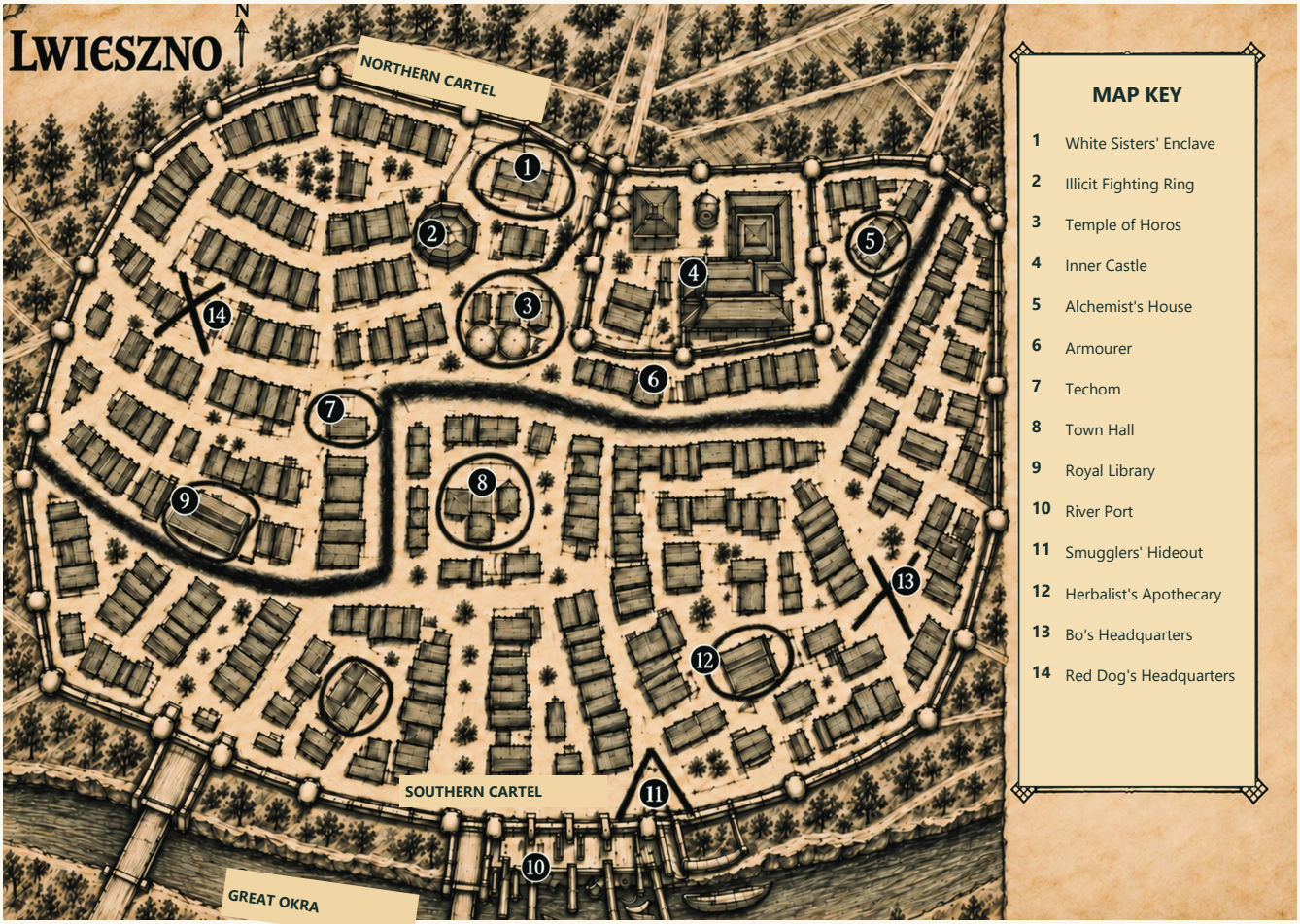
Bo's Headquarters

Bo's significance is clearest in those waiting on his decision and the caution with which they discuss others' obligations. The heroes arrive with a problem affecting his interests. They should know what they want to present: the official, evidence or a proposal to repair the harm.

Bo wants control restored. A bold speech alone cannot change what he knows, but credible evidence may alter his judgement of Darrik. Conversation outcomes appear under Endings.

At the table: reach him through an intermediary with Contacts DC 15 or Szept's help for the favour described earlier. Red Dog remains a neighbouring power. Visiting his people opens a conversation with mercenaries; no compulsory expedition need be added.

Lwieszno - numbered city plan



Original city geometry and numbered sites retained. The English key follows the printed plan. Techom is a name only; the quickstart does not establish its function.

ID / place	ID / place
1. White Sisters' Enclave	8. Town Hall
2. Illicit Fighting Ring	9. Royal Library
3. Temple of Horos	10. River Port
4. Inner Castle	11. Smugglers' Hideout
5. Alchemist's House	12. Herbalist's Apothecary
6. Armourer	13. Bo's Headquarters
7. Techom	14. Red Dog's Headquarters

Darrik and the evidence

Darrik distrusts strangers but needs someone to hear him out. Speak in short sentences and let him watch the group's reactions. If they offer protection or show knowledge of the copyist, hope replaces fear. When cornered, he tries to keep enough freedom to say who is in danger.

Read aloud: the official steps back, but does not reach for a knife. "I took no money. This is about a woman who gave you information. If I die, she won't know which way to leave."

Two independent clues suffice to challenge the order. Darrik reveals his motive and Nera's name without a roll when offered a calm conversation, evidence of interest in the truth or a credible promise of protection.

Conversation's purpose: give the heroes access to the motive and a choice about it. Basic truth does not depend on one successful roll.

Stopping Darrik with words

When he begins fleeing, the group can try to stop him by talking. One hero tests Persuasion DC 15. Success: he stops and allows conversation. Failure: he escapes, costing half an hour and escalation +1, but first shouts information about Nera. Other leads remain available.

This is a single resolution of that escape. Do not add a counter-based chase or more Persuasion attempts afterwards. If players immediately choose physical pursuit, use the two-counter procedure below: Darrik is the Fleeing side and uses his own profile. Do not add the extra half-hour and escalation penalty for failed conversation. Conversation during that chase can be a side's test method, changing a counter under the table without a further roll between turns.

Darrik's box

The box has an intact seal. Darrik guards it because its documents may save one person and expose others. Before players publish the notebook, explain that it contains real Guild contacts.

The box at the inn holds Nera's notebook and a copy of the surveillance order dated before Darrik's report. Darrik gives the key if the group promises to pass the materials on safely. Thievery DC 15 opens it without the key; failure breaks the seal and the innkeeper notices interference, but another half-hour still obtains the notebook. Publicly exposing its Guild contacts endangers specific people. Warn before the choice.

Even if Darrik dies or escapes, truth remains accessible: notebook, Szept and Ragen. Nera can confirm events through Iwa. The notebook states where to find Iwa; reading this clue requires no test. Interrogated people speak only about what they truly know, even under coercion.

Speaking to Leśniad again

Meeting the mentor permits demands for an explanation. Have him answer what players actually ask. He has reasons to protect his network, but this does not erase the risk imposed on people. The heroes may accept his reasons, challenge them or ask for concrete help.

Summon him through Szept, a sign at the inn or a trusted Lookout. Contacts DC 15 brings him within half an hour; failure takes an hour. He confirms the information and lends his sign for Iwa. He does not automatically create an alibi, transport Darrik or decide for the heroes.

Patrols and the city's pressure

Match the encounter to escalation; the 0-5 responses appear at the adventure's start.

Two guards are a warning. A mercenary and thug protect an interest; a Cartel Fist guards an entrance. At escalation 3-4, choose one stronger group: a Thorn with a guard, or a Fist with a thug. Do not add every profile

at once. Defeating a patrol does not lower the track. A Thorn wants to question suspects and need not fight to the death.

When a patrol pursues the group

Read aloud: a short order comes from the street. Two guards speed up, while someone behind them points at you over the passers-by. Ahead, a passage opens between the stalls; beyond it you hear the river. You have a moment to choose your way.

Ask whom the players want to get out of danger and how they intend to lose the patrol. After each test, describe the next stretch: a crowd parting for a cart, slippery jetty boards or a gate being closed. Counter changes should correspond to visible events.

Chase: set two d6s as counters: **Fleeing 6, Pursuing 6**. Do not roll them. Sides alternate tests, Fleeing first. On a side's turn, one person makes a test for the group. One participating helper can grant +2 for real support. More participants grant no further tests or assistance bonuses.

Active side's result	Counter change
Success	Lower your own counter by 1.
Critical	Lower your own counter by 2.
Failure	Lower the opponent's counter by 1.
Bad luck	Lower the opponent's counter by 2.

End: the first 0 means victory for that counter's owner. Put the die aside and end the scene without the other side rolling. Never go below 0. Fleeing lose the trail; Pursuing corner their target. Counters are neither Health nor metres. A test changes exactly one counter; a critical does not also grant an ordinary success. A chase takes **3-11 tests in total**.

Routes through Lwieszno: crowds (Stealth/Guile), fences and jetties (Athletics/Senses), boats, crates and closing gates. Change the stretch or obstacle each turn. Choose method and leader before rolling. DC 15; at escalation 5, the fleeing group's first test is DC 20. Carrying an injured person occupies hands and gives -2 to movement-related tests. Guile or Contacts may help if the plan also addresses transport. A handcart removes carrying where it can pass.

Patrol: one test per group turn. The leading guard uses Athletics +6, SL 2 for running, or Senses +5, SL 0 for tracking, against DC 15. One helper may grant +2. The patrol has no Fate, Resolve or talent. Use another leader's profile bonuses if applicable.

Resources: Fate, Resolve and talent work normally. Doom disables criticals and widens bad luck. Doubles and a raised 20 alone do not cause a change of 2.

Example: both counters show 6. Fleeing score a critical and set theirs to 4. Pursuing suffer ordinary failure, lowering Fleeing from 4 to 3. Pursuing still shows 6.

Unusual plans: overturning a cart, intimidating a carrier or a spell may be one side's test method. Agree cost and effect before rolling; award no separate progress for both idea and roll. Do not add sprints, attacks or assistance tests between turns. If the goal is damage or melee occurs, pause the chase and play combat. If pursuit remains possible, resume the recorded counters. A certainly blocked route, voluntary surrender or actual inability to continue ends the chase without artificial rolls.

Splitting the group: establish whom the patrol pursues. That part keeps the counters and gains no extra turn. Others may leave or help if their actions reach the pursued group; the one-helper limit remains. A second patrol requires a separate scene justified by events.

Escaping a patrol provides a hiding place until morning and reduces escalation to at most 2: change 3-5 to 2 and leave 0-2 unchanged. Failure means being cornered. The patrol offers departure without Darrik in exchange for the notebook; Iwa's intermediary may instead demand 10 silver coins and one letter delivery. The group can refuse and fight or surrender. After resolving the cornering, do not restart an identical chase.

A plan to fake a death

The plan belongs to the players. It needs three things: a safe route, confirmation of disappearance, and Darrik's consent or prepared transport. Each player should take a role: scouting, cover, documents, caring for the fugitives. A role does not mean a compulsory roll.

Iwa sends a boat with Darrik and Nera before dawn for 8 silver coins; Leśniad's sign reduces it to 4. If money is lacking, she accepts one future voyage helping with cargo, without requiring violence. A false trail might be a bloodied cloak beside the river and a credible witness to departure under another name. Hen requires no body, but does demand verifiable disappearance and recovery of the notebook.

At escalation up to 2 with a prepared route, execute the plan without another roll. If a particular witness must be deceived, Guile DC 20 resolves only that part. At a blockade, first play a chase or deal. Failure exposes the deception; the heroes can show Bo the evidence. It does not automatically kill the fugitives.

Before departure, agree terms: the group guarantees Darrik leaves the city, protects Nera's route and does not simultaneously spread public stories of Darrik's execution and cooperation. If Hen discovers the lie, his trust is lost. Saved people and negotiated deals remain part of the ending.

Endings and decisions beyond the plan

A quiet killing

Escalation up to 2, links to the Guild removed and verifiable completion: Hen admits the heroes. If they did not secure Nera, she remains in danger. Give them a chance to return for her or arrange aid.

A deal with Bo

Darrik and two independent confirmations, or the notebook and confirmation from Leśniad/Nera. Bo accepts the truth without a test and demands one future mission on this commission's scale. Persuasion DC 20 changes it to non-violent help protecting an informant.

A staged disappearance

Successfully carrying out their own plan brings admission and Leśniad's recognition. A secret and the cost of Iwa's agreement remain.

Rejecting the Guild

Hen refuses admission. Merita or Iwa offers work helping endangered people escape. The heroes keep XP and choose their own path.

Speaking to the Crown

A Thorn accepts Darrik as a witness if given the copied order and warehouse information. Nera's escape needs separate protection. Public exposure of the network destroys the chance of joining the Guild, but grants official protection until morning. It does not mean unconditional trust from the Crown.

Kidnapping a leader

Bo, Hen and Leśniad are not immune to players' actions. If combat is needed, use the Thorn, Mercenary and Runner profiles respectively; Bo has one guard. Establish protection and escape before the test. A hostage can sign a deal, but acquires no knowledge they did not have.

No resolution by dawn

Hen closes the trial. Darrik seeks Iwa alone; if he has the key and is not imprisoned, he attempts escape. The adventure becomes the consequences of the choices made.

Ask, "What do you now know about the Guild?" and "Do you still want to belong?" Everyone receives **5 XP**. Record survivors, revealed information and specific debts.

The Missing Adept

GAME MASTER ONLY - adventure secrets follow. Provide player handouts only when indicated.

Before the adventure

The heroes must discover what happened to a fellow student who did not return from his Test. They know him from training, so before setting out each player may add one short memory of exercises or a meal together. Kalen need not be their closest friend. It is enough that they remember his voice.

The adventure moves from ordinary forest tracks to a situation school rules cannot resolve for the heroes. The Elder expects truth or rescue. Players decide how much to sacrifice to bring their companion back and whether to accept help bound to a promise.

Preparing the table

Hand out Torven, Ragan, Ireth and Selena. They share **20 m of rope, two torches, a fire striker, bandages for four First Aid treatments, water and food for two days**. Orin is an isolated training place for Darzan shamans. The heroes know its teachers and rules.

The disappearance's secret

GM only. Kalen has not returned from an individual Test. He was to collect lotard fur for a potion of feline agility, then Moon Moss. He took Gaja, breaking the trial's rules. In the Chasm, Gaja became trapped in visions. Kalen maintains protection around her mind and grows weak. Ea, the All-Mother, can free the pair in return for concealing the meeting. The heroes can also attempt the costly shared moving of the barrier described below.

The assignment

Read aloud: conversation dies in the Oath Chamber. Newly sworn Szarim leave the table; you are still waiting for your own Test. The Elder looks at each of you in turn. "Kalen has not returned." For a moment, only the candle's crackle can be heard. Then he adds, "Discover what happened, or bring him back alive. Either outcome will let you pass the Test. This is a shared task. You may help each other."

The Elder knows the route and task, but not about Gaja or Ea. Until the Test ends, he intends to leave the search to adepts. The heroes may object and request Szarim aid. Persuasion DC 20 before departure wins a promise of a later rescue expedition following a concrete report, without an extra package or immediate rescue. He states the conditions clearly: the task is shared and establishing Kalen's fate suffices to pass. These conditions still apply on their return.

Hall of Knowledge

The Hall of Knowledge is for preparation, not another examination. The Lorekeeper, a teacher helping the adepts prepare, lays out aids and explains their use before the decision. Ask what the heroes most fear on the way. This is a good time to recall known spell limitations and the lotard's properties.

Read aloud: small vessels stand on the table beside rolled maps and a sheaf of notes. The Lorekeeper holds the parchment's edge with his palm. "First tell me what you need. Then listen to which of it will actually help you."

The group chooses one package below. If they cannot decide, roll d6 for a package. The Lorekeeper explains the contents before the choice.

d6 / package	Contents and use
1. Rescue	Two health potions; each heals 2d6 + 4 and stabilises as an action, and can be given to someone unconscious. Single-use.
2. Strength	Two potions: for 10 minutes, +2 to STR tests as circumstances and +2 to STR-based damage. They change neither Health nor the attribute.
3. Clear Mind	Two potions: for 10 minutes, +2 MR against visions and fear; vision damage is halved, rounding up. They do not remove Gaja's visions.
4. Energy	Two single-use reserves in domains chosen by the players. Assign them to specific adepts before leaving; they cannot later be transferred or refreshed.
5. Route	A watering-hole map avoids one encounter with wilczce or a krokon; a descent sketch gives +2 to one descent attempt.
6. Notes	Steady Step permits DEX + Athletics once on the bridge. The breathing-anchor description grants +2 to one vision test. A fragment about silvery moss warns of sleep and mentions Ea as an unconfirmed presence.

No mixture refreshes another mixture, energy or a used Mend Wounds allowance. Two doses of the same effect do not stack bonuses.



Orin - an illustration of the island. It is not a topographic map and establishes no exact locations, scale or route geometry.

Forest and watering hole

The journey takes about a day. Settlement noises gradually yield to rustling plants and running water. Players may return to training memories or say what they fear before their own Test. No long monologues are required; a single remark during a rest is enough to connect the expedition to their characters.

Choose one encounter below. It lets the group use skills and preparation before the watering hole. Animals have needs of their own and need not fight to the death.

Wilczce in the undergrowth

One animal stops at the edge of sight. Another moves between trunks, keeping a similar distance. They watch the group. Before rolling Initiative, let the heroes react.

Tests and options: two wilczce, pack-hunting predators, observe from the undergrowth. Fire and a firm stance grant +2 to STR + Persuasion DC 15 to drive them away. Survival DC 15 finds a detour costing an hour; failure brings the animals closer but leaves time for another plan. Calming affects one wilczec. Thrown food permits retreat if no one approaches the feeding beasts; this departure needs no roll unless a new threat appears.

A krokon at the crossing

A brief movement shows near the bank, too heavy for a small fish. The group has time to stop and examine the crossing. Show a place to remain on dry ground rather than make every decision depend on the beast attacking immediately.

Tests and options: movement of the krokon, a water predator that catches victims in its jaws, warns of an ambush. Senses DC 15 identifies it before entering; even on failure, disturbed water permits retreat. Survival DC 15 and rope identify a safer crossing. It is more dangerous in water. On a dry bank it cannot drag a victim underwater.

Tracks at the watering hole

Read aloud: a river crosses the clearing. Grooves, fur and broken branches mark the grass. Something heavy struck the ground repeatedly. For a moment the birds fall silent.

Examining the watering hole: Senses DC 15 finds the camp without losing half an hour. Knowledge or Medicine DC 15 identifies remnants of the feline-agility potion. Survival DC 15 identifies two sets of human tracks; on failure, they become obvious at the descent. Senses DC 20 finds a fragment of Gaja's comb. Read Tracks may reveal numbers and direction without separate tests of the same tracks.

The lotard returns

The mountain lotard, also called the royal panther, is a great cat weighing about 80 kg. Orin has a rare variety wholly immune to magic. It hears, scents and sees exceptionally well, climbs trees, swims and traverses rocky ledges. It reminds adepts that knowing spells does not replace knowing the island.

When the watering hole's owner appears, describe its weight and composure. It need not leap immediately. It occupies the space, growls and waits for the intruders' response. The adepts remember that spells directed against it will not work. Say so explicitly before anyone spends energy.

The beast's goal: reclaim the watering hole and remove humans from its territory.

The lotard is not a compulsory fight. Fur already lies in the clearing. Show signs of its strength before it appears; adepts know its complete magical immunity from training. When it returns, it growls and occupies the watering hole. If the group yields the area and calmly retreats along an open route, do not roll. Leaving its immediate vicinity unseen requires Stealth DC 18 or Survival DC 15 using the terrain. Failure means detection and a warning leap, not all exits being closed. Combat begins if the group remains by the water, attacks or is already cornered.

In combat it acts territorially. It does not leave the clearing to pursue a retreating group. At 30 Health or less, on its turn, it withdraws if it has a route: it does not attack that turn, spending its action on Withdraw and movement towards a sheltered slope. It does not vanish; the heroes may pursue at a new risk. Cornered, it keeps fighting.

Information without a roll: Kalen's tracks and fur leading towards the Chasm are available without a test. The heroes can see someone was here before them. Further investigation explains his preparations and reveals a second person's presence.

The clearing's terrain: it is Far across and has two exits. A rock gives full cover. Entrance to rock is Close; rock to watering hole is Medium. Before combat, show the lotard, exits and ranges so players know where to shelter or retreat.

The lotard is immune to spells affecting its body and mind, including Calming, emotions and Pressure of Will. It does not dispel protection on a person or remove its physical tracks. Chemical darts, ordinary fire, rope and terrain may work. Its size limits bare-handed grappling.

In the Chasm

Read aloud: the path ends above a fissure. Cold rises from below, and a dislodged stone's sound returns after a delay. You can make out a ledge lower down. Before anyone descends, the others must find a place to anchor a rope.

Let the group prepare safety measures and decide the order of descent. Make the leader's risks and the help others can offer clear.

Descent test

Rope and anchoring need no roll if the site allows proper preparation. The descent leader tests Athletics DC 15; one helper grants +2, the sketch +2 subject to the bonus cap. Success reaches the ledge. Failure with a rope: an hour's delay and d6 damage to the leader ignoring Armour, but the group arrives. Without a rope, warn of falling and allow preparation to change.

Kalen and Gaja

Read aloud: an emaciated boy sits on the ledge. His fingers tremble, yet stubbornly return to the same gesture. Beside him lies a girl with open eyes. Through tears, she smiles at something you cannot see.

These are Kalen and Gaja. Without a roll, it is clear his effort protects her and breaking his trance is dangerous. Medicine DC 15 assesses exhaustion; Sense Magic DC 15 recognises the barrier's structure. Failed examination changes nothing immediately visible. An extra time cost for failure applies only during the ritual's investigation below. Kalen explains Gaja's presence and asks for rescue; he need not first be persuaded to give key information.

Kalen speaks with effort between gestures. He admits Gaja came despite the individual trial's rules. Now he will not leave her. Asked what he maintains, he can explain his own work but does not know every force in the Chasm. Portray this uncertainty without preventing questions.

How much time remains?

At first contact, set out **6 barrier endurance markers**. They show how long Kalen can sustain it. Spend them for the actions below, not combat rounds. Short conversation, examining the situation and players' discussion spend none. Each bridge stage costs 1; ritual preparation 1; performing the ritual 1; evacuating the ledge 1. Ten minutes of deliberate waiting costs 1. Do not charge twice for simultaneous preparations. Restoring Kalen's Health does not restore markers: maintaining a strained magical structure also causes his weakness.

After the last marker is spent, first resolve the stage already begun. If Kalen has not been relieved, the barrier starts fading: there is one immediate decision to take Kalen or withdraw. There is no extra series of rescue rolls.

The count starts at first contact and does not reset on leaving and returning. At first contact, the barrier always has 6 markers regardless of forest travel time.

Across the bridge

The bridge leads towards silvery moss. The farther the heroes go, the easier it becomes to confuse memory with present reality. Each vision touches a different fear: personal failure, losing a companion or a wasted chance. Use memories introduced by players themselves; do not impose a painful past against their will.

At the table - a vision: describe the vision, ask how the hero regains orientation, then make the specified test. The player retains control of what their hero thinks and does.

Each stage is led by one conscious hero; the same person cannot lead two successive stages if another participant is ready. One present person may assist for +2. Someone who led earlier may return to the front after a one-stage break. The whole group or a smaller team may go.

1. An old failure

Vision and test: MR DC 15; the player supplies one image from training. **Stakes:** find the rhythm and step onto the bridge.

2. A companion's voice

Vision and test: MR DC 20; the vision suggests abandonment. **Stakes:** keep your bearings; this is not another player's real declaration.

3. A title within reach

Vision and test: MR DC 20; the vision promises success in exchange for looking away. **Stakes:** reach the moss without losing contact with reality.

Success brings progress. On failure, the player chooses: withdraw the team or complete the stage at a cost. The cost is d6 vision damage to the leader ignoring Armour, or another barrier marker for slowly regaining orientation. Choosing the cost needs no new roll. At 0 markers you cannot choose another time cost. If damage incapacitates the leader, someone must take over transporting them; the stage is complete, but the remaining route may be impossible. A rope protects against falling, not visions.

Fate, Resolve, Fortitude and assistance work normally. Changing breath or rhythm becomes a concrete method: suitable notes permit DEX + Athletics instead of MR once, or grant +2 to one attempt. These benefits follow normal bonus caps; repeated descriptions of the same technique do not increase them.

Track spell durations openly: one bridge stage takes about a minute, so Fortitude cast just before it helps only that stage. An extra time cost chosen on failure means 10 minutes slowly regaining orientation and ends short effects. Resolve the test with bonuses active when rolled; elapsed time does not change it retrospectively. Sustaining Weave neither extends the transferred spell nor itself grants a vision-test bonus. Mend Wounds takes an action; First Aid takes 10 minutes and one marker. Neither stops the countdown.

Completing three stages leads to Ea. Returning before receiving her help costs 1 marker without repeating the same vision tests. After voluntarily withdrawing, you may return to the completed stretch for 1 marker; continue from the next stage without resetting progress or costs.

Shared rescue without a bargain with Ea

This route grows from cooperation and the knowledge the heroes brought from Orin. Kalen cannot free Gaja alone but can show others the rhythm of maintaining protection. First explain the cost and roles. Spending the last energy should be an informed decision.

Scene goal: together relieve Kalen while leaving the area of visions.

Kalen can help the adepts take the burden of the barrier and lead Gaja out. This ritual is possible because of his cooperation and the existing protection in the Chasm. Participating teaches no new spell.

Investigation: ask Kalen about the gestures' rhythm and study the bond. One Sense Magic or Knowledge DC 15 test, with assistance possible. It costs 1 preparation marker. Success gives the plan; failure also reveals the method but spends another marker on corrections. Kalen warns of the price before the decision.

Requirements: two conscious adepts beside Kalen, one with Magical Skills SL 2 or higher and the other at least SL 1; a total of two energy units from their pools, at least one violet or blue; rope and a third person able to guide or support Gaja. Other domains may only supplement the one required unit. Each participating mage spends one unit. Both end their existing C spells.

Performance: each attempt requires at least 2 markers remaining: one for the ritual, one for evacuation after success. With only one marker, do not start or spend energy; warn players of this limit. Spend 1 marker and both energy units before one Magical Skills DC 20 test by the lead adept. The second mage gives assistance +2. On success, both maintain the moving barrier during evacuation; each loses 5 Health ignoring Armour. A participant can accept this cost only with at least 6 current Health, checked before spending. Failure does not break Kalen's protection, but spends time and energy. One retry is possible after changing leader or method; it again costs a marker and energy. You cannot rest while maintaining the barrier.

Evacuation: 1 marker, with safety arrangements and cooperation, without another identical test. Kalen walks himself, supporting the gestures; the third person guides Gaja. During this, the two mages cannot fight, cast spells or carry an unconscious person. Interrupting their participation returns the situation to Kalen's barrier if markers remain and no one has fallen into a vision. Outside the Chasm's influence, Gaja regains contact and both need care. Each has 5 Health and is stable. The heroes may now tell Orin everything they discovered.

The method's requirements can be learned even after energy is exhausted; knowledge does not guarantee ability to use it. The options then are Ea, rescuing Kalen or returning with the truth. If players suggest another rescue, assess resources, time and risk similarly to this ritual. Before the attempt, explain the requirements. Fetching fully trained Szarim requires returning through the forest; it is clear this takes longer than the remaining time. Ordinary bodily healing does not free Gaja from visions, but helps keep people conscious during evacuation.

Ea, the All-Mother

Ea is a powerful, sapient spiritual being, called the All-Mother and a goddess. She may appear in a woman's form; here the adepts know her through light and voice. She thinks and feels differently from a human. Her composure does not reveal why Kalen and Gaja's fate interests her or what a kept promise means to her. Portray her as a speaker with intentions of her own.

Read aloud: silvery moss pulses like breathing. Bones lie between its clumps. In the silence, a voice sounds at once intimate and strange: "You do not have to leave them."

Ea offers what an exhausted group may need most: an end to suffering without another fight. Speak calmly and allow questions. Her intentions need not be obvious, but her proposal and conditions must be understandable.

GM only: this scene confronts the heroes with an obligation. It does not force one ending or punish refusal.

Here Ea makes herself known through light and voice. The heroes feel her presence but see no figure. Conversation needs no roll. They already know sleeping in the moss is dangerous; if someone nevertheless rests for 10 minutes, spend a marker and test MR DC 15. Failure puts them to sleep until roused with an action. A lone sleeper needs help and cannot wake by spending Fate after the test ends.

Ea offers to free Gaja and relieve Kalen. The price: do not reveal the meeting or source of aid to the Elder. They may say where the pair was found and that they broke the rules. There is no hidden extra oath or automatic mechanical penalty for later breaking their word.

Each person decides their own promise. Ea helps if at least one present hero knowingly accepts the obligation and no one present announces they will immediately defeat it by revealing the meeting. Someone refusing the

promise may remain silent without swearing; refusal does not consent to magical coercion. If anyone openly intends to tell the truth, Ea withholds aid and the group may choose another rescue or negotiate without guarantees. Leave this to the players: neither combat between heroes nor Persuasion may replace personal consent to a promise.

After agreement, Kalen and Gaja regain contact, each with 10 Health, stable. Returning over the bridge is safe; the countdown ends. They need support on the journey. Record exactly who promised what. The meeting may return in a dream, a remembered voice or a strange gleam in the eyes; these signs grant no test bonuses. Collected moss remains an ingredient requiring a recipe and preparation time. It cannot summon Ea or grant her power.

Return and consequences

On the way back, revisit the questions asked before departure. Who primarily wanted a title? Who feared disappointing the teachers? Now they know how they acted beside Kalen. Let them describe it in their own words, even if they judge the decision differently.

GM resolutions

A report of Kalen and Gaja's fate alone passes the Test, as promised. Left behind, Kalen dies of exhaustion; Gaja remains in visions. If they take him by force, use his profile and subduing rules. When concentration is lost, Gaja's protection disappears. Do not test for her immediate death; carrying her body out remains possible, but her mind needs later help. Moving or binding Kalen does not replace conscious concentration and gestures.

Bringing both back through the shared ritual also passes the Test; the Elder receives specific knowledge of the risk and method. Ea's aid saves the pair and leaves a secret. Kalen and Gaja do not automatically confirm any version the heroes offer; their memories are partial.

On the route to the settlement waits Tulan, a calm Szarim. He directs the group to the Elder's private quarters instead of the ordinary hall. This needs no combat. The Elder listens to everyone. He may question an incomplete account but is not omniscient. If you ask for a roll, leave a real chance of convincing him. Persuasion DC 15 may make him acknowledge the need for cooperation; Knowledge DC 15 organises the report without changing facts.

Passing the Test opens the expected rites and swearing-in as Szarim. The Elder keeps his announced terms; no further examination is needed. Each hero receives **5 XP** and a chance to add a bond or question. Ask, "To whom do you owe your return?" and "What will you tell the next adepts about Orin's rules?"

Opponent profiles

The GM uses the same attack and damage procedure. Opponents have no Fate or Resolve. Attack bonuses below include all fixed bonuses; add SL only on doubles. PR means Physical Resistance and MR Mental Resistance. These are full test bonuses; skill level for both resistance tests is 0. Unlisted ordinary skills have +3 and SL 0. These short profiles let you run opponents without full character sheets.

Profile	HP	Defence	Armour	Attack / SL	Damage	Initiative	PR / MR
Guard	25	18	3	+7 / 2	d10 + 5	+7	+6 / +4
Thug	22	16	1	+6 / 2	d10 + 4	+5	+5 / +3
Mercenary	40	19	4	+9 / 3	d10 + 7	+8	+7 / +5
Cartel Fist	55	17	2	+9 / 4	d10 + 8	+6	+9 / +6
Thorn of the Crown	40	20	4	+10 / 4	d10 + 7	+10	+7 / +7
Lookout	15	17	0	+4 / 1	d10 + 3	+7	+3 / +4
Runner	20	19	1	+7 / 3	d10 + 4	+9	+4 / +4
Darrik	18	15	0	+3 / 0	d10 + 1	+5	+3 / +4
Wilczec	30	17	1	+8 / 3	d10 + 5	+7	+6 / +4
Krokon	55	16	4	+9 / 3	d10 + 8	+5	+8 / +3
Lotard	90	20	4	+11 / 4	d10 + 10	+11	+10 / +8
Kalen in trance	25	18	0	+6 / 2	d10 + 2	+8	+3 / +6

Guard

Close movement; Senses +5 / SL 0, Athletics +6 / SL 2; shield with 2 blocks. Wants to detain and question. Below half HP, withdraws towards support on its turn if a route exists; cornered, proposes surrender. Bribery or distraction may end the scene without combat.

Thug

Close movement. Wants payment and an advantage. If the protected leader or mercenary falls, flees on its turn if an exit exists; otherwise surrenders. Life is worth more than pay.

Mercenary

Close movement. Guards an entrance or employer, warning first. May stop fighting after payment or withdrawal from the guarded place. Focuses on the commission; finishing off the wounded would need another reason.

Cartel Fist

Close movement. Count attack actions performed. Every third attack action grants +4 damage; misses and bad luck also count. Against a target already below half maximum HP before the hit, grants another +2 damage. These special bonuses may stack. Strikes the nearest person blocking the way; does not automatically identify the lowest HP on character sheets.

Thorn of the Crown

Close movement; Senses +8 / SL 0, Persuasion +7 / SL 2. Gives orders, uses witnesses and tries to capture Darrik. Alone and clearly losing, offers a truce or withdraws towards the watch. Killing one draws the Crown's attention.

Lookout

Close movement. Watches and carries messages. Once per scene, may spend an action raising the alarm; two guards arrive at the start of the fourth round after the alarm if a route exists. Record the round of reporting. Repeated calls by the same observer summon no further reinforcements. In the opening scene, he works for the Guild and is not automatically a Crown alarm source.

Runner

Fast movement; Athletics and Stealth +8 / SL 2. Carries a message or item. Fights only to open an escape route. Fast means Medium movement and Far for an action; it grants no extra chase rolls.

Darrik

Close movement; Senses +5 / SL 0, Guile and Athletics +3 / SL 0. Surrenders if there is no exit and he is assured he may speak. In combat, uses the official's listed profile.

Wilczec

Fast movement; Senses, Survival and Athletics +6 / SL 2. When at least two conscious wilczce cooperate in melee against the same group, each has +2 attack as circumstances. Add no further bonus for "pack encirclement". Seeing fire used effectively triggers MR DC 15 once per scene; failure causes retreat. Below half HP, normally retreats if able. Calming may affect one beast, but an attacked pack cannot fall asleep in mid-combat.

Krokon

Close movement on land, Fast in water; Athletics +8 / SL 2, Senses +5 / SL 1. On a hit in water, chooses damage or grappling, not both. A grappled target may try to escape normally on their turn. Only on its next own turn can the krokon use movement to drag the victim underwater. Count two full victim turns without air, then apply d6 at the end of subsequent turns. A hit dealing at least 10 damage after Armour forces it to release one held victim. A rope brought into reach may allow an ally to test Athletics DC 18 instead of attacking to pull the victim out; an anchor or bank is needed. It can hold one victim in its jaws and cannot bite again until releasing them.

Lotard

Fast movement; Athletics +10 / SL 3, Senses and Survival +8 / SL 0. Two attacks in one action; bad luck on the first prevents the second. Attacks the nearest threatening opponent, guided by visible behaviour. Changing target between strikes requires reach. Wholly immune to spells affecting body or mind, including sleep and reduced Senses. Immunity does not protect from physical traps or chemical darts or dispel spells on others. Defends the clearing and does not pursue beyond it. At HP 30 or less, normally withdraws as described at the watering hole; without retreat, keeps fighting. A frontal fight is extremely dangerous. Show its strength before the heroes decide to fight.

Kalen

Slowed movement, conscious and weakened. If forcibly pulled from trance, attacks the nearest person to return to Gaja. One attack action; no resources or combat spells. Unconsciousness ends the barrier. Can be subdued and transported under the rules. His HP and the barrier's endurance track are separate quantities.

Pregenerated characters

Choose the group of four matching the adventure. Sheets contain calculated bonuses, personal equipment and a short history. Fill current Health to the listed maximum.

Trial of the Knife: Lwieszno

- **Vera, known as Whisper:** observation, careful approaches and spotting danger.
- **Dagun of the Okra Waterfront:** combat, protecting the group and subduing.
- **Mira of the Stone Steps:** conversation, contacts and reading intentions.
- **Leo of the Red Roofs:** locks, stealth and risky entrances.

The Missing Adept: Orin

- **Torven of the Silent Woods:** magical analysis, alchemy and taking over concentration.
- **Ragan of the Stone Circle:** willpower, pressure and protection.
- **Ireth of the Sid Borderlands:** bow, tracks and nature.
- **Selena of the White Terraces:** healing and strengthening others.

Using the sheets

The Level column is skill level (SL). Bonus already includes attribute plus level. Attack bonuses also include the weapon. Do not add these values again. On doubles, add the skill level alone.

Fate starts at 3; after advancement, record the new maximum and draw extra boxes. Each talent works once per session, declared before a roll. Mark its use. Cross off Fate and Resolve as spent; they refresh at the start of every session.

Each adept has a character page and a magic page with full effects. Print both. Each energy pool is labelled with its domain, so colour printing is unnecessary.

Blank sheets are for copying and advancing pregenerated characters. This quickstart does not cover creating arbitrary new professions.

Vera

Vera, known as Whisper

Assassin / Sniffer / Lwieszno

STR	DEX	PER	INT	WIL	CHA
3	5	5	3	3	3

SKILLS	LEVEL	BONUS
Athletics	0	+3
Physical Resistance	0	+3
Brutal Combat	0	+3
Stealth	3	+8
Thievery	2	+7
Finesse Combat	2	+7
Senses	4	+9
Survival	0	+5
Marksmanship	0	+5
Knowledge	0	+3
Craft	0	+3
Medicine	0	+3
Mental Resistance	0	+3
Magical Skills	0	-
Sense Magic	0	+3
Persuasion	0	+3
Guile	1	+4
Contacts	2	+5

Bonus = attribute + skill level.
On doubles add the level once more.
Attack bonuses already include weapons.

HEALTH AND RESOURCES

Health: _____ / 35 Defence: 20

Armour: 2 Initiative: +10

Movement: Close

Fate: [ ] [ ] [ ]

Resolve: [3] [2] [1]

Reaction used [ ] Talent used [ ]

ATTACKS, TALENT AND EQUIPMENT

Attack: dagger +8, SL 2; damage d10+6; Immediate range.

Talent (once per session; declare before rolling):
Watchful Eye: +2 to one Senses test when assessing a person or place.

Magic: spellcasting is unavailable. You have no energy pools or known spells.

Equipment: Dagger, light armour. Shared equipment is listed with the adventure.

HISTORY, BELIEF AND CONFLICT

History: Vera has looked before she steps ever since childhood. Her caution has saved her skin more than once. She hopes to bring a keen eye and patience to the Guild, but one thing troubles her: she may be expected to pretend she cannot see something impossible to overlook.

Belief: Rules help us recognise risk.

Conflict: Will I tell the truth when revealing it would hurt those close to me?

HEALTH, LIMITS AND BONDS

Bleeding [ ] Stable [ ] Unconscious [ ] First Aid attempt [ ] Successful Mend Wounds [ ]

XP available: _____ spent: _____ Other conditions and expiry: _____

Bond: _____

Promise and its price: _____

Dagun

Dagun of the Okra Waterfront

Assassin / Fist / Lwieszno

STR	DEX	PER	INT	WIL	CHA
5	4	3	3	4	3

SKILLS	LEVEL	BONUS
Athletics	3	+8
Physical Resistance	3	+8
Brutal Combat	4	+9
Stealth	0	+4
Thievery	0	+4
Finesse Combat	0	+4
Senses	1	+4
Survival	0	+3
Marksmanship	0	+3
Knowledge	0	+3
Craft	0	+3
Medicine	0	+3
Mental Resistance	2	+6
Magical Skills	0	-
Sense Magic	0	+4
Persuasion	1	+4
Guile	0	+3
Contacts	0	+3

Bonus = attribute + skill level.
On doubles add the level once more.
Attack bonuses already include weapons.

HEALTH AND RESOURCES

Health: _____ / 45 Defence: 17

Armour: 4 Initiative: +7

Movement: Close

Fate: [ ] [ ] [ ]

Resolve: [3] [2] [1]

Reaction used [ ] Talent used [ ]

ATTACKS, TALENT AND EQUIPMENT

Attack: sword +10, SL 4; damage d10+8; Immediate range.

Talent (once per session; declare before rolling):
Controlled Strength: +2 to one MR test against provocation or fear, or to one melee attack declared as an attempt to incapacitate.

Magic: spellcasting is unavailable. You have no energy pools or known spells.

Equipment: Sword, medium armour. Shared equipment is listed with the adventure.

HISTORY, BELIEF AND CONFLICT

History: Dagun says little, but people can rely on him. Working as a hired guard taught him to stand between danger and his people. He failed his first attempt to join the Guild: strength alone was not enough. Now he wants to prove he also knows when to put his sword away.

Belief: Rules protect others from my strength.

Conflict: Can I hold back when someone provokes me?

HEALTH, LIMITS AND BONDS

Bleeding [ ] Stable [ ] Unconscious [ ] First Aid attempt [ ] Successful Mend Wounds [ ]

XP available: _____ spent: _____ Other conditions and expiry: _____

Bond: _____

Promise and its price: _____

Mira

Mira of the Stone Steps

Assassin / Lookout / Lwieszno

STR	DEX	PER	INT	WIL	CHA
3	3	5	5	3	3

SKILLS	LEVEL	BONUS
Athletics	0	+3
Physical Resistance	0	+3
Brutal Combat	0	+3
Stealth	1	+4
Thievery	0	+3
Finesse Combat	0	+3
Senses	4	+9
Survival	0	+5
Marksmanship	0	+3
Knowledge	3	+8
Craft	0	+3
Medicine	0	+5
Mental Resistance	1	+4
Magical Skills	0	-
Sense Magic	0	+6
Persuasion	0	+3
Guile	3	+5
Contacts	2	+5

Bonus = attribute + skill level.
On doubles add the level once more.
Attack bonuses already include weapons.

HEALTH AND RESOURCES

Health: _____ / 35 Defence: 18

Armour: 2 Initiative: +8

Movement: Close

Fate: [ ] [ ] [ ]

Resolve: [3] [2] [1]

Reaction used [ ] Talent used [ ]

ATTACKS, TALENT AND EQUIPMENT

Attack: dagger +4, SL 0; damage d10+4; Immediate range.

Talent (once per session; declare before rolling):
Connecting Clues: +2 to one Knowledge test made to link pieces of information.

Magic: spellcasting is unavailable. You have no energy pools or known spells.

Equipment: Dagger, light armour. Shared equipment is listed with the adventure.

HISTORY, BELIEF AND CONFLICT

History: Mira can listen for a long time while revealing very little about herself. She remembers who talks to whom and who suddenly seems in a hurry. From small details, she pieces together a picture of other people's interests. Until now, knowing was enough. She has never considered what she would do if her silence harmed someone.

Belief: I can know and still stay on the sidelines.

Conflict: Can I stay silent when I know who will be hurt?

HEALTH, LIMITS AND BONDS

Bleeding [ ] Stable [ ] Unconscious [ ] First Aid attempt [ ] Successful Mend Wounds [ ]

XP available: _____ spent: _____ Other conditions and expiry: _____

Bond: _____

Promise and its price: _____

Leo

Leo of the Red Roofs

Assassin / Runner / Lwieszno

STR	DEX	PER	INT	WIL	CHA
3	5	4	3	3	4

SKILLS	LEVEL	BONUS
Athletics	3	+6
Physical Resistance	0	+3
Brutal Combat	0	+3
Stealth	4	+9
Thievery	3	+8
Finesse Combat	2	+7
Senses	1	+5
Survival	0	+4
Marksmanship	0	+4
Knowledge	0	+3
Craft	0	+3
Medicine	0	+3
Mental Resistance	0	+3
Magical Skills	0	-
Sense Magic	0	+3
Persuasion	0	+4
Guile	1	+5
Contacts	0	+4

Bonus = attribute + skill level.
On doubles add the level once more.
Attack bonuses already include weapons.

HEALTH AND RESOURCES

Health: _____ / 35 Defence: 19

Armour: 2 Initiative: +9

Movement: Close

Fate: [ ] [ ] [ ]

Resolve: [3] [2] [1]

Reaction used [ ] Talent used [ ]

ATTACKS, TALENT AND EQUIPMENT

Attack: dagger +8, SL 2; damage d10+6; Immediate range.

Talent (once per session; declare before rolling):
Last Exit: +2 to one Athletics or Stealth test while escaping.

Magic: spellcasting is unavailable. You have no energy pools or known spells.

Equipment: Knife, light armour. Shared equipment is listed with the adventure.

HISTORY, BELIEF AND CONFLICT

History: Leo talks quickly and acts even faster. It is hard to tell how much the memory of his failed trial still hurts: he came so close to joining the Guild. Ever since, he has looked for a chance to prove his skill. The new assignment gives him one, provided he does not rush off before hearing the others out again.

Belief: A timely decision can be better than a perfect one.

Conflict: Will haste take the place of thought again?

HEALTH, LIMITS AND BONDS

Bleeding [ ] Stable [ ] Unconscious [ ] First Aid attempt [ ] Successful Mend Wounds [ ]

XP available: _____ spent: _____ Other conditions and expiry: _____

Bond: _____

Promise and its price: _____

Torven

Torven of the Silent Woods

Szarim / Alchemist / Gifted

STR	DEX	PER	INT	WIL	CHA
3	4	3	5	4	3

SKILLS	LEVEL	BONUS
Athletics	0	+3
Physical Resistance	0	+3
Brutal Combat	0	+3
Stealth	0	+4
Thievery	0	+4
Finesse Combat	0	+4
Senses	0	+3
Survival	0	+3
Marksmanship	2	+5
Knowledge	2	+7
Craft	2	+7
Medicine	0	+5
Mental Resistance	2	+6
Magical Skills	4	+8
Sense Magic	2	+6
Persuasion	0	+3
Guile	0	+3
Contacts	0	+3

Bonus = attribute + skill level.
On doubles add the level once more.
Attack bonuses already include weapons.

HEALTH AND RESOURCES

Health: _____ / 35 Defence: 17

Armour: 0 Initiative: +7

Movement: Close

Fate: [ ] [ ] [ ]

Resolve: [3] [2] [1]

Reaction used [ ] Talent used [ ]

ATTACKS, TALENT AND EQUIPMENT

Attack: dagger +5, SL 0; damage d10+5; Immediate range. Dart launcher: attack bonus +5, SL 2, Close; five darts. Resistance: PR 15; three doses can be prepared at PR 17.

Talent (once per session; declare before rolling): Researcher: after one minute of analysis, +2 to one Knowledge or Sense Magic test.

Equipment: Dagger, dart launcher, five darts, an alchemist's kit and reagents for three enhanced doses, a stone and coloured fabrics as foci; no armour. Shared equipment is listed with the adventure.

HISTORY, BELIEF AND CONFLICT

History: Torven trusts what he can take apart and understand. He approached the Test in the same way, certain he could outwit it. He failed. He keeps returning to the Elder's words; he still does not know what he would be unwilling to lose.

Belief: Rules are a language we must learn to speak.

Conflict: Will understanding the ritual be enough when someone needs my trust?

HEALTH, LIMITS AND BONDS

Bleeding [ ] Stable [ ] Unconscious [ ] First Aid attempt [ ] Successful Mend Wounds [ ]

XP available: _____ spent: _____ Other conditions and expiry: _____

Bond: _____

Promise and its price: _____

Torven | Magic

Torven of the Silent Woods

Casting: +8 (SL 4) Concentration: MR +6 (SL 2)

Bilok: 0 Healer: [ ] Alchemist: [ ] [ ] Hunter: 0 Darkness: 0

V = verbal; G = gesture; F = focusing object; C = concentration. Pay before the test. A critical success refunds costs paid from the base pool without restoring reserves. Overcasting: a result of DC + 5; an extra effect applies only to Calming. Mental resistance: the higher of 15 and 10 + the target's MR, with no second roll. One C spell: a new one ends the old one; after taking positive damage, MR 15, or MR 20 after at least 15 damage. Unconsciousness ends C.

CALMING | ALCHEMIST | CIRCLE 1 | COST 1

Cost: 1 purple; action; G; Close; one visible natural animal; C, up to 1 minute; DC 15 or 10 + the target's MR, whichever is higher.

Success: -2 to the animal's Senses. Overcasting (a result of at least DC + 5): an unthreatened animal falls asleep if the caster wishes it to. An animal actively fighting, wounded by the party in this scene, or cornered does not fall asleep. Pain or an action spent waking it ends the sleep. The spell does not calm sapient beings and does not affect a lotard.

REINFORCEMENT | HEALER | CIRCLE 1 | COST 1

Cost: 1 blue; action; VGF; Close; one willing target; DC 15; C, 1 minute.

Success: +3 armour against physical attacks. This stacks with ordinary armour, but not with a second Reinforcement. It does not heal, even on a critical success; it does not protect against visions, poison, falling or drowning. It also protects against a lotard's physical attacks: the spell affects the protected person, not the beast. A lotard's resistance is not a field that dispels other people's spells.

SUSTAINING WEAVE | ALCHEMIST | CIRCLE 1 | COST 1

Cost: 1 purple; action; GF; Close; DC 15; C.

With another mage's consent, you can take over the maintenance of one of their active C spells from the quickstart. On success, the original caster ends their concentration, and you sustain the transferred spell, making further maintenance tests with your own MR. It becomes your only sustained C spell. Its target, strength and original end time remain unchanged. Record the transferred spell's name on your sheet. The Weave cannot sustain a second C spell or extend a spell's duration. A critical success refunds only the Weave's own cost, never the transferred spell's cost. Starting it ends your previous C spell; on failure, the selected spell remains with its original mage. You cannot take over your own spell or the Weave itself, copy an effect, or take over Kalen's barrier this way.

Base energy returns after a long rest (8 h), at most once per 24 h. Single-use reserves do not refresh. Fate, Resolve and one use of your talent return at the start of each session.

Single-use energy reserves / assigned to: _____

Active C spell / original end time: _____

Magic traces / conditions and expiry: _____

Ragan

Ragan of the Stone Circle

Szarim / Bilok / Gifted

STR	DEX	PER	INT	WIL	CHA
4	4	3	3	5	3

SKILLS	LEVEL	BONUS
Athletics	0	+4
Physical Resistance	2	+6
Brutal Combat	0	+4
Stealth	0	+4
Thievery	0	+4
Finesse Combat	3	+7
Senses	0	+3
Survival	0	+3
Marksmanship	0	+3
Knowledge	0	+3
Craft	0	+3
Medicine	0	+3
Mental Resistance	3	+8
Magical Skills	4	+9
Sense Magic	0	+5
Persuasion	2	+5
Guile	0	+3
Contacts	0	+3

Bonus = attribute + skill level.
On doubles add the level once more.
Attack bonuses already include weapons.

HEALTH AND RESOURCES

Health: _____ / 40 Defence: 17

Armour: 4 Initiative: +7

Movement: Close

Fate: [ ] [ ] [ ]

Resolve: [5] [4] [3] [2] [1]

Reaction used [ ] Talent used [ ]

ATTACKS, TALENT AND EQUIPMENT

Attack: dagger +8, SL 3; damage d10+5; Immediate range.

Talent (once per session; declare before rolling):
Unyielding: +2 to one MR test to maintain concentration or resist magical pressure.

Equipment: Two daggers (one attack per action), medium armour, a stone and coloured fabrics as foci. Shared equipment is listed with the adventure.

HISTORY, BELIEF AND CONFLICT

History: Since childhood, Ragan has been told that Power this strong must not be wasted. On Orin, he states what he wants plainly and gives ground reluctantly. He has never suffered a failure that shook his confidence. He believes that if he pushes harder, any obstacle will eventually break.

Belief: Rules reveal who is afraid to break them.

Conflict: Who will I be if strength cannot solve the Test?

HEALTH, LIMITS AND BONDS

Bleeding [ ] Stable [ ] Unconscious [ ] First Aid attempt [ ] Successful Mend Wounds [ ]

XP available: _____ spent: _____ Other conditions and expiry: _____

Bond: _____

Promise and its price: _____

Ragan | Magic

Ragan of the Stone Circle

Casting: +9 (SL 4) Concentration: MR +8 (SL 3)

Bilok: [ ] [ ] Healer: [ ] Alchemist: 0 Hunter: 0 Darkness: 0

V = verbal; G = gesture; F = focusing object; C = concentration. Pay before the test. A critical success refunds costs paid from the base pool without restoring reserves. Overcasting: a result of DC + 5; an extra effect applies only to Calming. Mental resistance: the higher of 15 and 10 + the target's MR, with no second roll. One C spell: a new one ends the old one; after taking positive damage, MR 15, or MR 20 after at least 15 damage. Unconsciousness ends C.

PRESSURE OF WILL | BILOK | CIRCLE 1 | COST 1

Cost: 1 red; action; VG; Close; one visible target; mental resistance DC; no C.

Success inflicts Dazed and removes reactions until the end of the target's next turn. Dazed imposes Disadvantage on tests. This lets an ally move away or cast a spell more safely. It does not remove an action, move the target's body, or deny further turns by stacking the effect. It does not affect a lotard and cannot be used to issue orders to other players.

FORTITUDE | BILOK | CIRCLE 1 | COST 1

Cost: 1 red; action; VG; self; DC 15; C, 1 minute.

Success grants +2 to Mental Resistance as a favourable circumstances bonus. Fortitude strengthens the caster's will. It does not remove visions, but helps with tests concerning them. Sustaining Fortitude means giving up concentration on Reinforcement.

REINFORCEMENT | HEALER | CIRCLE 1 | COST 1

Cost: 1 blue; action; VGF; Close; one willing target; DC 15; C, 1 minute.

Success: +3 armour against physical attacks. This stacks with ordinary armour, but not with a second Reinforcement. It does not heal, even on a critical success; it does not protect against visions, poison, falling or drowning. It also protects against a lotard's physical attacks: the spell affects the protected person, not the beast. A lotard's resistance is not a field that dispels other people's spells.

Base energy returns after a long rest (8 h), at most once per 24 h. Single-use reserves do not refresh. Fate, Resolve and one use of your talent return at the start of each session.

Single-use energy reserves / assigned to: _____

Active C spell / original end time: _____

Magic traces / conditions and expiry: _____

Ireth

Ireth of the Sid Borderlands

Szarim / Hunter / Gifted

STR	DEX	PER	INT	WIL	CHA
4	5	4	3	3	3

SKILLS	LEVEL	BONUS
Athletics	1	+5
Physical Resistance	0	+4
Brutal Combat	0	+4
Stealth	2	+7
Thievery	0	+5
Finesse Combat	0	+5
Senses	2	+6
Survival	2	+6
Marksmanship	4	+8
Knowledge	0	+3
Craft	0	+3
Medicine	0	+3
Mental Resistance	1	+4
Magical Skills	2	+5
Sense Magic	0	+3
Persuasion	0	+3
Guile	0	+3
Contacts	0	+3

Bonus = attribute + skill level.
On doubles add the level once more.
Attack bonuses already include weapons.

HEALTH AND RESOURCES

Health: _____ / 40 Defence: 19

Armour: 2 Initiative: +9

Movement: Close

Fate: [ ] [ ] [ ]

Resolve: [3] [2] [1]

Reaction used [ ] Talent used [ ]

ATTACKS, TALENT AND EQUIPMENT

Attack: shortbow +9, SL 4; damage d10+6.
Bow: Medium; Far with Disadvantage, 15 arrows.
Unarmed attack: +4, SL 0, damage d10+4.
Attacking an enemy engaged with an ally imposes Disadvantage.

Talent (once per session; declare before rolling):
Steady Shot: +2 to one bow attack against a visible target. Any Disadvantage still applies.

Equipment: Shortbow, 15 arrows, light armour, a stone and coloured fabrics as foci. Shared equipment is listed with the adventure.

HISTORY, BELIEF AND CONFLICT

History: Ireth survived her first Test, but did not pass it. Orin allowed her to try again. Now she checks every preparation and rarely speaks about her fear. More than the journey itself, she is troubled by the thought that there may be no further chance.

Belief: Discipline lets us act despite fear.

Conflict: Will I distinguish obedience from responsibility this time?

HEALTH, LIMITS AND BONDS

Bleeding [ ] Stable [ ] Unconscious [ ] First Aid attempt [ ] Successful Mend Wounds [ ]

XP available: _____ spent: _____ Other conditions and expiry: _____

Bond: _____

Promise and its price: _____

Ireth | Magic

Ireth of the Sid Borderlands

Casting: +5 (SL 2) Concentration: MR +4 (SL 1)

Bilok: 0 Healer: [ ] Alchemist: 0 Hunter: [ ] [ ] Darkness: 0

V = verbal; G = gesture; F = focusing object; C = concentration. Pay before the test. A critical success refunds costs paid from the base pool without restoring reserves. Overcasting: a result of DC + 5; an extra effect applies only to Calming. Mental resistance: the higher of 15 and 10 + the target's MR, with no second roll. One C spell: a new one ends the old one; after taking positive damage, MR 15, or MR 20 after at least 15 damage. Unconsciousness ends C.

READ TRACKS | HUNTER | CIRCLE 1 | COST 1

Cost: 1 green; one minute; GF; touch an actual track; DC 15; no C.

You learn how many creatures left the tracks, their size, which way they went, and whether the tracks were made today. You find the next stretch of available tracks without another test, but do not bypass obstacles or travel. You can read a lotard's physical tracks: the spell targets the tracks, not its body or mind.

EMOTIONAL DISTURBANCE | HUNTER | CIRCLE 1 | COST 1

Cost: 1 green; action; VGF; Close; 10 minutes; one target; mental resistance DC.

Choose one emotion and one type of test connected to it. The effect grants +2 or -2 to those tests as a circumstances modifier. A willing target lets you use DC 15. The effect does not issue orders, force promises, change memories, or settle disputes between players. Two castings do not increase the bonus; casting again changes the emotion or duration. It does not free Gaja from the ancient visions and does not affect a lotard.

REINFORCEMENT | HEALER | CIRCLE 1 | COST 1

Cost: 1 blue; action; VGF; Close; one willing target; DC 15; C, 1 minute.

Success: +3 armour against physical attacks. This stacks with ordinary armour, but not with a second Reinforcement. It does not heal, even on a critical success; it does not protect against visions, poison, falling or drowning. It also protects against a lotard's physical attacks: the spell affects the protected person, not the beast. A lotard's resistance is not a field that dispels other people's spells.

Base energy returns after a long rest (8 h), at most once per 24 h. Single-use reserves do not refresh. Fate, Resolve and one use of your talent return at the start of each session.

Single-use energy reserves / assigned to: _____

Active C spell / original end time: _____

Magic traces / conditions and expiry: _____

Selena

Selena of the White Terraces

Szarim / Healer / Gifted

STR	DEX	PER	INT	WIL	CHA
3	3	4	4	4	4

SKILLS	LEVEL	BONUS
Athletics	0	+3
Physical Resistance	0	+3
Brutal Combat	0	+3
Stealth	0	+3
Thievery	0	+3
Finesse Combat	0	+3
Senses	2	+6
Survival	0	+4
Marksmanship	0	+4
Knowledge	0	+4
Craft	0	+4
Medicine	4	+8
Mental Resistance	2	+6
Magical Skills	3	+7
Sense Magic	0	+4
Persuasion	3	+7
Guile	0	+4
Contacts	0	+4

Bonus = attribute + skill level.
On doubles add the level once more.
Attack bonuses already include weapons.

HEALTH AND RESOURCES

Health: _____ / 35 Defence: 17

Armour: 0 Initiative: +7

Movement: Close

Fate: [ ] [ ] [ ]

Resolve: [4] [3] [2] [1]

Reaction used [ ] Talent used [ ]

ATTACKS, TALENT AND EQUIPMENT

Attack: dagger +4, SL 0; damage d10+4; Immediate range.
Dart launcher: attack bonus +4, SL 0, Close; five darts.
Resistance: PR 15.

Talent (once per session; declare before rolling):
Calm Hands: +2 to one Medicine or Persuasion test while helping someone in pain.

Equipment: Dagger, dart launcher and five darts, a stone and coloured fabrics as foci; no armour. Shared equipment is listed with the adventure.

HISTORY, BELIEF AND CONFLICT

History: Selena knew Orin through stories. Now she waits here for her own first Test. She stays calm beside the wounded and can be stubborn when ordered to stop helping. She believes every life deserves to be saved. Her training has shown her how hard that promise can be to keep.

Belief: Rules that demand death are incomplete.

Conflict: What will I do if I cannot help everyone?

HEALTH, LIMITS AND BONDS

Bleeding [ ] Stable [ ] Unconscious [ ] First Aid attempt [ ] Successful Mend Wounds [ ]

XP available: _____ spent: _____ Other conditions and expiry: _____

Bond: _____

Promise and its price: _____

Selena | Magic

Selena of the White Terraces

Casting: +7 (SL 3) Concentration: MR +6 (SL 2)

Bilok: 0 Healer: [ ] [ ] Alchemist: 0 Hunter: [ ] Darkness: 0

V = verbal; G = gesture; F = focusing object; C = concentration. Pay before the test. A critical success refunds costs paid from the base pool without restoring reserves. Overcasting: a result of DC + 5; an extra effect applies only to Calming. Mental resistance: the higher of 15 and 10 + the target's MR, with no second roll. One C spell: a new one ends the old one; after taking positive damage, MR 15, or MR 20 after at least 15 damage. Unconsciousness ends C.

MEND WOUNDS | HEALER | CIRCLE 1 | COST 1

Cost: 1 blue; action; VGF; Touch; one living willing or unconscious target; DC 15; no C.

Success heals d6 + the caster's WIL and stabilises the target. A patient can benefit from a successful Mend Wounds once between long rests; mark this on their sheet. Failure spends energy but does not use the patient's limit. A critical success does not increase healing. The spell does not restore the dead or remove visions.

REINFORCEMENT | HEALER | CIRCLE 1 | COST 1

Cost: 1 blue; action; VGF; Close; one willing target; DC 15; C, 1 minute.

Success: +3 armour against physical attacks. This stacks with ordinary armour, but not with a second Reinforcement. It does not heal, even on a critical success; it does not protect against visions, poison, falling or drowning. It also protects against a lotard's physical attacks: the spell affects the protected person, not the beast. A lotard's resistance is not a field that dispels other people's spells.

EMOTIONAL DISTURBANCE | HUNTER | CIRCLE 1 | COST 1

Cost: 1 green; action; VGF; Close; 10 minutes; one target; mental resistance DC.

Choose one emotion and one type of test connected to it. The effect grants +2 or -2 to those tests as a circumstances modifier. A willing target lets you use DC 15. The effect does not issue orders, force promises, change memories, or settle disputes between players. Two castings do not increase the bonus; casting again changes the emotion or duration. It does not free Gaja from the ancient visions and does not affect a lotard.

Base energy returns after a long rest (8 h), at most once per 24 h. Single-use reserves do not refresh. Fate, Resolve and one use of your talent return at the start of each session.

Single-use energy reserves / assigned to: _____

Active C spell / original end time: _____

Magic traces / conditions and expiry: _____

Notes on the printed sheets

The values on these translated sheets preserve the supplied starter. The following source discrepancies are recorded for transparency; no numbers have been silently recalculated.

Dagun: The printed sheet names him Dagan, while the main quickstart text uses Dagun. The English edition consistently uses Dagun; the dagun ID is unchanged.

Dagun: The printed Resolve slots are 3, 2, 1 despite WIL 4. Their values have been preserved without recalculation.

Mira: Printed bonuses have been preserved: Marksmanship +3 with PER 5/SL 0, Craft +3 with INT 5/SL 0, Sense Magic +6 with WIL 3/SL 0, and Guile +5 with CHA 3/SL 3. They have not been recalculated from the rules formula.

Torven: The sheet gives WIL 4, but prints Resolve slots of 3, 2, 1. The printed values have been preserved without recalculation.

Ireth: The original subclass field reads IRETH, although the quickstart identifies the Hunter domain. The raw field is preserved; the online sheet displays Hunter.

Ireth: The original origin field uses a masculine form of GIFTED; the history refers to the character as female. The English term is gender neutral.

Selena: The original origin field uses a masculine form of GIFTED; the history refers to the character as female. The English term is gender neutral.

Play aids

The **player reference** contains no secrets. Put it in the centre of the table with the dice.

The **GM scene card** records stakes, failure costs and the world's responses. Players should not read a completed copy.

The **map and assignments** may be handed to players at the start of the appropriate adventure.

Reveal the **Lwieszno evidence** after finding Darrik's box.

Give the **Orin notes** only if players choose that Hall of Knowledge package. Show the **barrier track** at first contact with Kalen.

Do not hand out the whole chapter before play. Each aid below starts separately and states when to reveal it.

Example at the table

Selena wants to help Torven carry an injured person through a narrow corridor. The GM says he needs both hands to carry, but Selena can lead the way. Torven tests Athletics +3, assistance +2, carrying -2: still +3, DC 15. He rolls 10 and 16, so 13 is insufficient. Torven chooses Fate and uses 16: total 19. He marks one point and spends no Resolve. He remains Slowed: at most Close per turn for movement and action. Success does not free his hands or give a second action.

Player reference

For players - keep at the table. No adventure secrets.

Question	Answer
What do I add?	Die used + bonus. Check doubles after increases: add SL once more. Do not add the d20s.
What does 1 mean?	Bad luck on the original Action Die: no rescue, action ends, movement remains. Doom widens bad luck. Sprint spends movement too.
What does 20 mean?	Natural critical unless Doom applies. With Disadvantage, both dice must succeed. A 20 raised with Resolve is ordinary.
How do I rescue a roll?	Fate: 1 point to use the other die. Resolve: raise one die by 1 up to the next box's value, maximum 20. May use both: Fate first. Cross out the whole box.
When do resources return?	Session start: Fate to maximum (initially 3), Resolve from WIL to 1, talent once. Magic and Health: long rest, once per 24 hours.
Doom and Dazed?	Doom: no criticals, bad luck 1-2 (each further source widens range by 1). Dazed: Disadvantage. Fear: Doom and repeated MR.
How does assistance work?	One person declares before the roll, +2; in combat costs the helper's action.
How do I count bonuses?	Favourable circumstances +2, unfavourable -2; assistance +2 and talent +2 separately.
What can I do on my turn?	Close movement and an action. Medium also costs the action. Far sprint also costs the action and Athletics DC 15. One total distance limit.
Damage?	d10 + bonus - Armour, minimum 0. Critical: higher of two d10s, half Armour rounded up.
Someone is Prone?	Defence 10, Armour works. Standing uses all ordinary movement. No extra +2 against a Prone target.
Someone has 0 Health?	Unconscious and bleeding unless subdued. Stabilisation: action, Medicine DC 15.
May I do something not listed?	Yes. State goal and method; the GM sets possibility, cost and one test.

GM scene card

For the GM - keep the completed card private.

Location and people present

Heroes' goal / other person's or beast's goal

Visible threat / information without a roll

Test, DC and openly stated failure cost / another available route

Reactions, conditions, concentration and when they end

Time or counter / consequence for later

Chase: start two counters at 6. Alternate sides, one test each, Fleeing first. First 0 ends the chase with victory for that counter's owner. Do not go below 0.

Current counters: Fleeing _____ / Pursuing _____.

Active side's result	Counter change
Success	Lower own counter by 1.
Critical	Lower own counter by 2.
Failure	Lower opponent's counter by 1.
Bad luck	Lower opponent's counter by 2.

Doom: source _____ / bad-luck range _____ / ends _____.

Trial of the Knife - assignment

For players - at the adventure's beginning.

Darrik, an official connected to the Hidden City, exposed Bo's warehouse to the Crown. The problem must disappear before dawn. Hen expects an effective, discreet solution and confirmation. In the evening Darrik spends time at The Gullet's Delight, then goes to the port. He visited the White Sisters. Szept knows river business; Ragen the guard patrols the barbican.

Shared: 20 silver coins; 15 m rope; two cloaks; four sets of bandages.

Current time: _____. Escalation: [ ] 0 [ ] 1 [ ] 2 [ ] 3 [ ] 4 [ ] 5.

Evidence / information - source - revealed to whom:

Obligation - price - accepted by whom - deadline:

Notes:

Clue in Darrik's box

For players - after finding the box.

The copied order concerns surveillance of Nera, the port copyist. It predates Darrik's informing. Signs of Guild intermediaries recur in the notebook. A separate slip reads:

"Iwa. Warehouse by the lower jetty. Before dawn. Hand over the key in person."

Notes:

The Missing Adept - assignment

For players - at the adventure's beginning.

Kalen did not return from his individual Test. He sought lotard fur for a feline-agility potion, then Moon Moss. Establish the truth or bring him back alive. Your task is shared; cooperation is permitted.

Shared: 20 m rope; two torches; fire striker; four sets of bandages; food and water for two days.

Hall of Knowledge package chosen: _____.

Energy reserves assigned to: _____.

The Orin mountain lotard is immune to magic directed at its body and mind. You do not need to kill it to complete your assignment.

Notes:

Notes from the Hall of Knowledge

For players - after choosing the notes package.

Steady Step: sight can mislead. Keep the rhythm, test your footing, secure the next person. Once on the bridge, use DEX + Athletics instead of MR.

Anchor: remembering a real voice helps separate vision from reality. Once on the bridge, +2 to a vision test as circumstances.

Silvery moss: do not lie down, even if the pain stops. An old, unconfirmed record mentions Ea beside the moss. It promises neither aid nor any price for it.

Notes:

Barrier above the Chasm

For players - at first contact with Kalen.

Barrier endurance: [ ] [ ] [ ] [ ] [ ] [ ].

Each bridge stage costs 1; ritual preparation 1; ritual attempt 1; evacuation 1. Additional costs follow chosen options. Discussion at the table spends no markers.

Bridge: 1. MR DC 15; 2. MR DC 20; 3. MR DC 20. Each failure: withdraw, or progress at the cost of d6 Health or an extra marker. Preserve the return route.

Ritual: two mages (Magical Skills at least SL 2 and SL 1), one energy unit each, at least one violet or blue, and a third person to guide Gaja. Each mage needs at least 6 Health and loses 5 after success. Investigation DC 15, then Magical Skills DC 20 with assistance. At most two attempts, each paying fresh costs. Each may begin only with at least 2 markers left: one for the attempt and one for evacuation.

Notes: