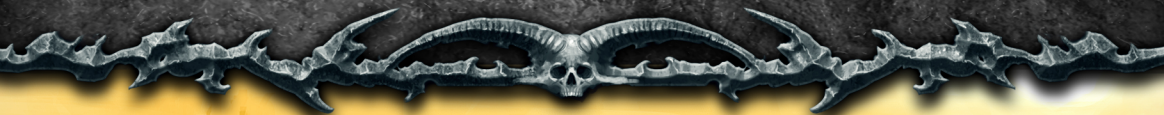


DARKLIGHT

MEMENTO MORI



Settlement Locations

Read first the Advanced rules.

Tavern

A homely, inviting building that promises warmth and company for weary travellers who wish to rest or follow some recreational activities.

When choosing to visit the Tavern, pick one of the options below and resolve its effects (Once per visit). After which, roll on the **Tavern Events Table**.



Rest: You choose to have a quiet day of rest and relaxation. Taking up a seat in the far corner of the Tavern, you enjoy solitary time away from the usual difficulties of being an Accursed.

If this option is chosen, do not roll on the **Events Table**.



Drink: You decide that a strong drink will help your mind to recover after the horrifying sights and experiences of travelling through Intermundis. Setting yourself up at the bar, you order a drink.

Pay **5 Crowns** and then roll **2d6**. Remove this amount of **Insanity**.

On a roll of **12**, you are afflicted with **Alcoholism**. Whilst suffering from **Alcoholism**, if you do not drink during the first day of a visit to a Settlement your total **Sanity** is reduced by **2** (Once only). Make a note of '**Alcoholism 30**'; for each day that passes within a Settlement or whilst on a Journey reduce this number by **1**. If you drink during this period, the total resets to **30**. When this total reaches **0** you are no longer suffering **Alcoholism**.



Gamble: This Tavern hosts players of Intermundis' favourite gambling game. 'Warden's Eyes' is a game of cards that requires both **Intelligence** and **luck**. You pull a chair up to the table and get ready to make some money.

Pay **10 Crowns** and roll a number of **d6** that is equal to your **Mind** value. If any of the dice rolled are a **6**, receive **10 Crowns**.

If you win, you may choose to collect your winnings and leave or to play again. You do not need to pay **10 Crowns** again. You may play until you have won a total of **50 Crowns**.

If at any point you lose then you lose all of your winnings.



Warm Company: Journeying throughout Intermundis can become a lonely endeavour, you feel yourself wanting a type of company that dungeons and open roads cannot provide. Thankfully, this Tavern caters to your desire, offering services which are adequate for your tastes.

This option is available in **Villages** and **Towns** only.

Pay **2d6x5 Crowns** and then roll **2d6**. If you do not have the required amount of **Crowns** then you must choose a different activity in the **Tavern**. After paying, resolve the effect as follows:

2-3: Bad. After a long and unsatisfying experience you are left tired and uncomfortable. Making matters worse, you seem to have contracted a horrible disease. Become **III 1d3 times**.

4-10: Good. You greatly enjoy the time spent with your companion. The experience leaves you feeling full of vigour. Gain **1 Endurance** point until the end of your next **Quest**. (Will replace the 'Very Good' outcome if you had it.)

11-12: Very Good. You and your companion have an experience which will remain in your memories for days to come. Gain **1 Endurance** point and **4 Health** points until the end of your next **Quest**. (Will replace the 'Good' outcome if you had it.)

TAVERN EVENTS

Roll 2d6 and resolve the effect as follows.

2 **Horse Thieves:** *A gang of Horse Thieves has been terrorising this Settlement and they are attempting to sneakily take your stable animal.*

If you have a **Stable Animal**, you must take a **Perception 2 Test** and resolve the effect below. If you do not have a **Stable Animal**, ignore this event.

Success: You spot the thieves and chase them off before they manage to take your **Stable Animal**.

Failure: You do not notice the thieves. Lose your **Stable Animal**.

3 **Mistaken Identity:** *An infamous local crime boss, escorted by guards, confronts you and claims that you owe him Crowns from a large gambling debt.*

You may choose to **Pay**, **Run** or **Reason** with the Crime Boss. Resolve the effect below.

-Pay: Pay **3d6x10 Crowns**. If you cannot pay the full amount, lose all of your **Crowns**. The Crime Boss confiscates your equipment and forces you work for him. Spend **1d6 days** within the Settlement working for the Crime Boss. You do not have to pay **Living Expenses** and you may not perform any other actions during this time.

-Run: You attempt to run away. Take an **Agility 1 Test** and resolve the effect as follows:

Success: You manage to escape the Crime Boss and the Settlement. You may not return to this Settlement until you have visited a different Settlement or completed a Dungeon. Lose **1 Reputation** with this Settlement.

Failure: You are caught and beaten. Suffer **1d3 Severe Wounds** and resolve the effects of the 'Pay' option. Lose **1 Reputation** with this Settlement.

-Reason: You explain to the Crime Boss that it could not possibly be you who owes him money. Take a **Charisma 2 Test** and resolve the effect as follows:

Success: You somehow manage to convince the Crime Boss that you're not the person he's looking for.

Acknowledging his mistake, he leaves to search for the real culprit.

Failure: The Crime Boss does not believe you and is furious at your attempts to convince him otherwise. Resolve the effects of the 'Pay' option but pay **4d6x10 Crowns** instead.

4-5 **Troublemakers:** *Late in the evening two groups of drunkards decide to have a bar fight whilst leaving the Tavern. You are caught right in the middle of the action.*

Roll **1d6** and resolve the effect as follows:

1-2: The Settlement guards arrive and lock everyone up, including you. Take a **Charisma 2 Test**. If successful the guard acknowledges your innocence and sets you free. If the test fails, you remain locked up until the end of tomorrow. You do not have to pay **Living Expenses** and you may not perform any other actions during this time.

3-4: You are forced to fight your way out of the Tavern, taking several hits in the process. Suffer **1 Severe Wound**.

5-6: In the midst of the confusion, you manage to escape the Tavern.

6-9 **All Quiet:** *The Tavern is warm and quiet. Nothing out of the ordinary occurs.*

10-11 **Food Poisoning:** *With a vicious growl your stomach informs you that it disagrees with something you've eaten. Get ready for the worst.*

You suffer from **Food Poisoning** for **1d3 days**. During this time you must remain within the Settlement. You still have to pay **Living Expenses** and may not perform any other activities during this time.

12 **Curse of Libithia:** *A hooded stranger brushes past you in the street and causes you to stagger briefly. When you turn to see who it was, there is no one to be found. A sudden lust grips your mind. You have been cursed!*

You are now suffering the **Curse of Libithia**. This causes your **Strength**, **Perception** and **Mind** value totals to decrease by 1. To remove the **Curse** you may do either of the following:

-Visit a Tavern: Perform the 'Warm Company' activity within a Tavern. On a roll of **11-12**, your desires have been fulfilled. The **Curse of Libithia** is now removed.

-Visit a Church: Perform the 'Remove Curse' activity within a **Church**.

You may not gain this **Curse** more than once at a time. If you are yet to remove a previous **Curse of Libithia**, this **Event** has no effect on you.

Church

Whether a towering bastion of piety or a small refuge for worship, the church is a holy place that serves the local population. Offering guidance, religious ceremonies, and modest services for a small fee.

When choosing to visit the **Church**, pick one of the options below and resolve its effects (Once per visit). After which, roll on the **Church Events Table**.



Release the Tormented: *There are some things in life and death that only the most pious people can overcome. A priestess is one of those people. Through their ceremonies the Tormented may be returned.*

An ally suffering the **Injury Tormented** may be healed here. Pay **500 Crowns**. The ally is returned to their body and resurrected by the resident Priestess.



Remove Curse: *Evil dares not to touch those blessed by the Goddess. Through ceremony and prayer, curses may be banished from the flesh.*

If you are afflicted by any number of **Curses**, you may have them removed through a ceremony. Pay **400 Crowns**. You are now free of all Curses.



Blessed Water: *Crystal clear liquid blessed by the Goddess. It shimmers and resonates holy auras.*

Blessed Water tokens can be purchased here, pay **30 Crowns** for each. You may purchase as many as you wish as long as you have the required belt space.



Donations: *As establishments of a benevolent nature, Churches do not work for profit but for the benefit of those who may need its services. A kind donation will certainly improve your standing with this Church's Settlement, whether it's atoning for past injustice or merely to aid the needy.*

Donations to this Church increase your Reputation with its Settlement. To make a Donation, pay **Crowns** equal to **100 times** the **Reputation** you are trying to buy, plus an additional **50 Crowns** for each level the Settlement has.

Example: You have a Reputation of 0 with a Level 3 Town. To buy a Reputation of 1, you must spend 100 Crowns (100 times the Reputation you want to buy), plus 150 Crowns (50 Crowns for each Level the Settlement is). Meaning you must pay a total of 250 Crowns to gain a Reputation of 1 with the Level 3 Settlement.

You may only purchase **1 Reputation Level** at a time and you may not skip levels. (Eg. You must purchase Reputation 2 before Reputation 3). You must also purchase **Level 0** before **Level 1** if your current Reputation is **-1**. For negative reputation, you must pay **500 Crowns** for each **Reputation** point you wish to purchase. Plus **100 Crowns** for each level the Settlement has.

Example: You have a Reputation of -2 with a Level 3 Town. To buy a Reputation of -1, you must spend 500 Crowns (As your Reputation is in the negatives), plus 300 Crowns (100 Crowns for each Level the Settlement is). Meaning you must pay a total of 800 Crowns to gain a Reputation of -1 with the Level 3 Settlement.



Pray: *Hear the words of the Goddess, fall on your knees in prayer, or attend a divine service as given by a Priestess. Whether your needs are physical or mental, a divine blessing could certainly help you.*

You may ask the Goddess for her divine blessing. To do so you must gain **Divine Favour** and pay the amount listed next to the blessing below in brackets (Eg.(6) Strength where 6 is the number of Divine Favour you must pay). **Divine Favour** is obtained by rolling a number of **d6** with the result being how much **Divine Favour** you gain. Pay **20 Crowns** (the **Exorcist** only **10**) for each **1d6** you wish to roll.

You may only ask for **1 Divine Blessing** per day and you may only have **1 Divine Blessing** at a time. Acquiring a new Divine Blessing replaces any other you may have had.

(6) **Strength:** Your **Strength** is increased by 1 until the end of the next Dungeon.

(6) **Perception:** Your **Perception** is increased by 1 until the end of the next Dungeon.

(6) **Mind:** You **Mind** is increased by 1 until the end of the next Dungeon.

(9) **Attack Boost:** Your attacks gain **+1 To Hit** until the end of the next Dungeon.

(10) **Divine Protection:** You gain **+1 Armour** until the end of the next Dungeon.

(13) **Attack Boost:** You gain **+1 Melee** or **Ranged Attack** (Your choice) until the end of the next Dungeon.

CHURCH EVENTS

Roll 2d6 and resolve the effect as follows.

2 **Blasphemer!**: *It could be because you've said something blasphemous, accidentally desecrated something, or even just that you're really unlucky. Either way, you are struck by lightning as you leave the Church.*
You are hurt by the lightning and it causes some of your coins to melt. Suffer **1d6 Severe Wounds** and lose **1d6x50 Crowns**.

3 **Husk**: *The Grim Warden appears to take the soul of another person in the Church. Although a common sight, this particular person rises again after being struck down. They are a husk, devoid of a soul but kept alive by their obsessive refusal to die. They turn their cold, dead eyes towards you.*
Roll 1d6 and resolve the effect as follows:
1-3: The Husk charges towards you. Vicious and mindless, it attacks you. Although you quickly defeat the Husk, it hurts you still. Suffer **1d3 Severe Wounds**.
4-6: The Husk charges at a bystander, leaving itself open for you to quickly dispatch it. The bystander thanks you for saving them by offering you food and accommodation. You do not need to pay **Living Expenses** today.

4-7 **Quiet**: *The Church is peaceful and filled with the prayers of others.*
Nothing out of the ordinary occurs.

8-11 **Urchin**: *In the church there lives a small child wearing nought but shreds of old clothing. They approach you and beg for food or money.*

You may choose to Donate Crowns to the Urchin or, if you own a House within this Settlement, you may choose to Adopt the Urchin.

-Donate: You decide to give the Urchin enough money to stay alive. Pay between **1** and **100 Crowns** then **roll 1d6**. Multiply the result of the dice roll by how many **Crowns** you have paid and resolve the effect as follows.

1-60: The Urchin can live another day. They thank you for your kindness.

61-599: The Urchin is so thankful for the kindness you have shown that they tell everyone of your great deed.

Your reputation with this Settlement is increased by **1**. (You may only benefit from this once per Settlement visit).

600: The Urchin is overjoyed, they will remember you forever and spread the word of your kindness wherever they go. Gain **1d3 Reputation** with the Settlement.

-Adopt: You decide to adopt the Urchin and provide them with food and lodgings. You must own a **House** within this Settlement and have enough space for **1** person (Each bedroom can house 2 people).

The Urchin increases your **Living Expenses** by **5 Crowns** per day within this Settlement. The Urchin also

permanently increases your **Sanity** by **1** and your **Health** by **2**. When you rest at home (bedroom), remove all

Insanity. You may adopt as many Urchins as you have space in your house. You may abandon the Urchin any time whilst within the Settlement. If you do so, lose the permanent bonuses granted by adopting the Urchin as well as losing **5 Reputation** with the current Settlement.

(Optional) You may roll on the following list for more information about the Urchin you adopt.

Gender: Roll 1d6. 1 to 3 means the Urchin is Male. 4 to 6 means the Urchin is Female.

Age: **Roll 1d6+3**. This is the Urchin's age.

Heritage: **Roll 2d6**. On a 2 or 12, the child is **Half Demon** and therefore an **Outcast**.

12 **Helpless Priestess**: *A Priestess is passing through this Settlement on her pilgrimage. You spot a group of soul hungry bandits attempting to stealthily follow her, it is clear that murder is on their minds.*

You may choose to attempt to **Rescue** the Priestess or **Hide** until the danger has passed.

☙Rescue: **Roll 2d6** and add **1** if you own a **Horse** and any further **Fighting** bonuses the **Horse** grants. Resolve the effect as follows:

0-3: The Bandits are too strong for you, they wound you before killing the Priestess. Suffer **1d6 Severe Wounds**.

4-5: You manage to force the Bandits to flee but it's too late, the Priestess is dead and you have taken some wounds. Suffer **1d3 Severe Wounds**.

6-8: You chase off the Bandits before they can kill the Priestess and carry her to a healer. Suffer **1 Severe Wound**. Gain **1 Reputation** with this Settlement.

9-13: You fight off the Bandits and save the Priestess. She gives you an **Amulet of Vita**, this adds **1d6** to any **Divine Favour** roll you make or can be sold for **50 Crowns**. You may only benefit from one **Amulet of Vita** at a time. Each **Amulet of Vita** has an **inventory weight** of **1**.

14+: Your heroic deeds in saving the Priestess have the whole town rush from their homes to congratulate you. Gain **2 Reputation** with this Settlement.

-Hide: From your hiding place you watch the savage murder of the defenceless Priestess. The Bandits take her soul.

Roll 2d6, on a roll of a 2 you are spotted hiding by one of the inhabitants of the Settlement. Lose **1 Reputation** with this Settlement.

Stables

Several open faced wooden buildings are situated close to where you are. Local horse and animal breeds reside here, they are displayed proudly by the Stables' owner in order to gain your interest and custom.

When choosing to visit the Stables, pick one of the options below and resolve its effects (Once per visit). After which, roll on the **Stables Events Table**.

You may **Buy** or **Sell** Mounts here with prices according to the Chart below. An Accursed may only take 1 Mount each with them on each journey, it must be declared before leaving the Settlement. Unused Mounts will remain at this Settlement. To change your current Mount, visit the Stables. You may trade Mounts with other Accursed before or after a Journey, never during.

For each Mount owned, your **Living Expenses** increase by **5 Crowns** per day. If each Accursed making a Journey has a Mount, the number of days required for that Journey is reduced by 1.

BUY OR SELL A MOUNT

Buy	Sell	Name	Notes
c200	c40	Nag	Increases Carry Weight by 1.
c450	c100	Shire Horse	+1 Jousting . +1 to Retreat rolls. Increases Carry Weight by 2.
c600	c150	War Horse	+1 Jousting . +1 to Fight rolls. Increases Carry Weight by 2.
c1200	c250	Lucernian Horse	+2 Jousting . +2 to Fight rolls and +1 to Retreat rolls. Increases Carry Weight by 3.
c150	c30	Donkey	Increases Carry Weight by 4.
c400	c120	Mule	Increases Carry Weight by 8.



Nag



Shire Horse



War Horse



Lucernian Horse

STABLES EVENTS

Roll 2d6 and resolve the effect as follows.

2 **Rampaging Hecrophant:** *A large domestic Hecrophant suddenly breaks free from the cart it was pulling and charges towards you. Do something, fast!*

You may choose to attempt to Dodge the charging Hecrophant or Brace yourself for its oncoming rampage.

-**Dodge:** At the last second you leap out of the way. Roll d6 equal to your **agility** value and count each 6 rolled. Resolve the effect as follows:

0: You are too clumsy. Stumbling, you fall to the ground and the Hecrophant charges over your leg, breaking it. Suffer a **Crippled Leg** from the **Injury Table**. If you already have this Injury, suffer **2d6 Severe Wounds** instead.

1: You jump for your life, managing to escape the Hecrophant. Just.

2+: With grace and great timing you leap onto the creature, taking hold of the reigns and wrestling it back into its usually docile nature. Gain **1 Reputation** with this Settlement.

-**Brace:** You steel yourself, bringing your defences up and preparing to withstand the Hecrophants' charge. Suffer **2d6 Severe Wounds** minus your **Defence Value**.

3-6 **Watch your step!** *As you move past the stables, something catches your attention causing you to become distracted. Before you know it, you've stepped in fresh Hecrophant dung. Even hours of scrubbing will not get this smell out. Lovely.*

You may no longer visit any Settlement locations other than your House until you have removed the smell. **Pay 40 Crowns** (any time within this Settlement) for lotion to remove the smell.

7-8 **Quiet:** *The stable is busy but the animals are restful, allowing you to go about your business. Nothing out of the ordinary occurs.*

9-10 **In a rush:** *A hooded man scurries up to you and offers you a bag of Crowns for your horse. He is in a hurry and continuously checks over his shoulder. He asks you to make a decision quickly.*

This event may only occur if you own a Horse. If you do not own a Horse, your visit to the Stables has ended.

The Hooded man offers you one and a half times the Horses' purchasing value to buy the Horse from you (Consult the Chart in the 'Stable' Settlement Location).

If you accept the Crowns you are promptly accosted by Guards and must take a **Charisma 1 Test**. Resolve the effect as follows:

Success: You tell the guards that the man stole your horse. They let you go. Keep the Crowns from the Hooded Man.

Failure: The guards will not hear your story. Lose **4 Reputation** with this Settlement but keep the Crowns from the Hooded Man.

11-12 **Lucky Horseshoe:** *You scuff your foot against something. Stooping to pick it up you find a peculiar looking Horseshoe.*

You may keep or discard the **Horseshoe**. If you decide to keep the **Horseshoe** then gain the **Horseshoe Consumable**.

When in a situation that would kill, remove or steal your Horse, you may discard the **Horseshoe Consumable** to prevent this happening.

Marketplace

A bustling collection of shops, street vendors and travelling merchants sprawl out before you. This is the Marketplace and here, if you're the right type of person and you're lucky enough to find it, you can buy and sell almost anything you can imagine.

When choosing to visit the Marketplace, you may **Buy** and **Sell** as many items as you wish per day. After which, roll on the **Marketplace Events Table**.

Buy: In order to Buy an item, first consult the Tables below along with the corresponding **Marketplace Card** of the same name. The **Availability** of this item is a number representing how likely you are to find an item and how likely the merchant is to sell the item to you.

Haggle: For each Level of the Settlement you are in, **roll 1d6** and add your **Charisma** value (Eg. A Level 3 Settlement means you will have to roll 3d6 before adding your Charisma value), the result is your **Haggle score**; keep this score close by until you leave the **Marketplace**. You may only purchase items with an **Availability** value equal to or less than your **Haggle** score. Pay the amount of **Crowns** stated in the Tables below and take the corresponding Shop Card.

For each time you wish to buy another of the same item, you must perform an additional Haggle roll. Each Accursed is in charge of their own **Haggle** score.

Sell: In order to Sell an item, you must discard it. Gain a number of Crowns equal to the **Selling Value** of the item. The Selling Value can be found on the bottom right of the item's card. Consumables and items without a Selling Value cannot be sold.

WEAPONSMITH

Buy	Name	Availability
c10	Short Sword	7+
c140	Long Sword	10+
c350	Silver Sword	15+
c650	Greatsword	16+
c10	Hatchet	7+
c140	Axe	10+
c650	Greataxe	16+
c10	Torch	6+
c15	Mace	7+
c140	Morning Star	10+
c700	Warhammer	16+
c10	Dagger	7+
c80	Stiletto	15+
c100	Spear	10+
c650	Halberd	16+
c15	Throwing Daggers	7+
c20	Slingshot	10+
c35	Throwing Axes	10+
c40	Shortbow	8+
c250	Longbow	10+
c450	Composite Bow	16+
c15	Light Crossbow	9+
c60	Crossbow	12+
c600	Heavy Crossbow	15+
c350	Wrist Crossbow	16+
c1000	Flintlock Pistol	16+
c1500	Blunderbuss	17+

ARMOURSMITH

Buy	Name	Availability
c20	Buckler	7+
c50	Leather Shield	9+
c80	Wood Shield	15+
c300	Round Shield	14+
c240	Heater Shield	15+
c500	Kite Shield	16+
c1500	Tower Shield	17+
c30	Circlet	8+
c70	Leather Cap	10+
c80	Mail Coif	12+
c120	Skullcap	14+
c180	Sallet	15+
c300	Great Helm	16+
c40	Vest	8+
c90	Shoulder Guard	10+
c240	Cuirass	9+
c500	Hauberk	15+
c2500	Breastplate	16+
c30	Armband	6+
c80	Wrist Guards	8+
c110	Leather Gloves	6+
c250	Chainmail Gauntlets	10+
c900	Gauntlets	16+
c15	Footwraps	6+
c30	Sandals	8+
c80	Boots	13+
c250	Footguard	14+
c500	Scalemail Boots	15+
c900	Greaves	16+

EMPORIUM Table on the next page

EMPORIUM

Buy	Name	Availability
c400	Gold Ring	15+
c60	Hood	8+
c150	Cape	10+
c300	Mantle	15+
c70	Pouches	15+
c30	Lantern	12+

MARKETPLACE EVENTS

Roll 2d6 and resolve the effect as follows.

2 **Scammed:** *Although you didn't realise at the time, all of the items you bought today turn out to be fakes and the merchant you bought them from is nowhere to be found.*
Discard anything you have purchased today.

3-4 **Sleight of Hand:** *A band of local children charge through the Marketplace, causing havoc and tormenting the nearby merchants by stealing Crowns and small trinkets. Watch your pockets!*
You must take an **Agility 2 Test**.
Success: You manage to avoid the children and their thieving hands.
Failure: Several of the children collide with you. Lose **1d6x50 Crowns**. If you do not have enough, lose all of your Crowns.

5 **The Hunt:** *A noticeboard in the Marketplace displays posters that offer money rewards for those who are brave enough to hunt wild animals. Are you brave enough?*
You may choose to **Hunt** some wild animals or **Ignore** the notice and continue unhindered. Resolve the effect as follows:
-Hunt: Spend **1d3 days Hunting**. During this time you may not visit any other part of the Settlement, undertake Quests or go on a Journey. You do not have to pay **Living Expenses** during this time.
For each day roll **1d6x10**, gain this number of **Crowns** for that day. Roll separately for each day, if at any point you roll a **1**, you have had an accident while hunting. Suffer **1 Severe Wound** and become **Fatigued**. If you have an accident, the Hunt ends, this event is now over.

6-8 **Quiet:** *The marketplace is full of patrons and merchants but the time passes without incident. Nothing out of the ordinary occurs.*

9-10 **Careless:** *The marketplace is closing and the merchants are packing up their wares. You spot a travelling merchant leave behind a small box, upon closer inspection it appears to contain his earnings.*
You may choose to **Take** or **Return** the merchant's earnings. Resolve the effect as follows:
-Take: You wait until no one is looking and then steal the box. Take a **Perception 2 Test**. If you are successful gain **1d6x50 Crowns**. If you fail, you are spotted by the guards and sent to jail. Lose **2 Reputation** with this Settlement and go to Jail for **1d6 days**. You do not have to pay Living Expenses and you may not perform any other actions during this time.
Return: You chase after the merchant and manage to catch him. You give him back the earnings box, much to his relief and gratitude. **Roll 2d6**, on a roll of **10 to 12** your **Reputation** with this Settlement increases by **1**.

11 **Broken Pouch:** *You feel lighter somehow, with a start you realise that your coin pouch has been damaged and Crowns have been falling out.*
Lose **2d6x10 Crowns**. If you do not have enough, lose all of your **Crowns**.

12 **Lucky!** *What's that on the ground? It looks like a bag of coins. No one is around to claim the bag for their own. Looks like its yours now.* Gain **1d6x50 Crowns**.

healer

Special Location [6]



Everybody hurts, everybody bleeds. At the Healer you can fix trivial problems that may occur during travelling such as concussions and fractured bones.

When choosing to visit the Healer, pick one of the options below and resolve its effects (Once per visit). After which, roll on the Healer Events Table.



Bandages: Whilst on the road, in the absence of a true healer, cloth gauze can do the trick.

Pay **25 Crowns** and gain **1 Bandages Token**. You may buy as many **Bandages Tokens** as you like with this action.



Severe Wounds: Those gaping wounds are starting to look really bad. Don't get a second opinion, just seek help. Quickly.

Pay **15 Crowns** and remove **1 Severe Wound**. You may remove as many **Severe Wounds** as you like with this action.



Cure Illness: This healer sells concoctions, ointments, potions and remedies to remove your illness. The choice is endless. Better choose before you feel worse.

To recover from **Illness**, pay **30 Crowns** and then spend a number of days resting equal to the number of times you are Ill. While Recovering, any activity other than **Resting** (Tavern or Home) will cause you to regain the Illness. If you leave or are forced to leave the Settlement then you will regain the Illnesses.



Heal Injuries: The healer may help you recover from any injuries you may have incurred in the outside world. If you manage to make it to him alive.

You may only heal **1 injury** per visit. While Recovering, any activity other than **Resting** (Tavern or Home) will cause you to regain the injury. If you leave or are forced to leave the Settlement then you will regain the injury. Consult the Chart below for prices and number of days you must spend recovering.

HEAL INJURY

Injury	Pay	Days Recovering
Internal Bleeding	c50	5
Crippled Leg	c40	4
Fractured Ribs	c40	6
Concussion	c20	3
Deep Cut	c20	3
Eye Wound	c30	5
Broken Hand	c40	6

HEALER EVENTS

Roll 2d6 and resolve the effect as follows.

2 **Psychopath!**: As you finish here, the guards arrive to arrest the Healer. This was not actually the local healer but some sort of maniac who has been impersonating them. Unfortunately, you've already let them treat you.

Any activity conducted at the Healer today no longer counts as having occurred. Lose all purchased items and do not recover from any **Injuries** and **Illnesses**. Become **Ill**. If you were already, add an additional **Illness**.

3 **Help Wanted!**: As you are leaving, several wounded people are carried in. There has been a demon attack on the perimeter of the settlement. The healer begs you to stay and help.

You may choose to Help the Healer or Leave and not help.

Help: You spend all night suturing wounds and sawing off limbs. **Roll 2d6** and resolve the effect as follows:

2-3: While helping, you repeatedly stab yourself with a needle. You end the night bleeding and exhausted. Suffer **1 Severe Wound** and become **Fatigued**.

4-8: The work is tiring but you eventually manage to make a difference. Become **Fatigued**.

9-12: You save many lives. One patient is so grateful that they insist upon giving you an item that belonged to their father in return for your kind deeds. Gain **1 Rare Loot Card**.

Leave: You continue with your visit to the Settlement.

4-8 **Quiet Day!**: The Healer goes about their daily business. Providing quality healing and healing supplies.

Nothing out of the ordinary occurs.

9-11 **Extra Bandages!**: A hole in the roof of this healer's storeroom has caused them to no longer be able to store bandages without them being ruined. They offer to sell you bandages for a lot less than usual.

You may purchase as many **Bandage Tokens** as you wish for **10 Crowns** each.

12 **Dormant!**: As the Healer performs a check-up on you, they discover a dangerous condition that has been lying dormant. They have a cure, but it isn't cheap.

Pay 100 Crowns or Lose 5 total **Health** Points when you leave this Settlement. You may pay these Crowns at any time before you leave the Settlement. If you leave the Settlement, you may recover the Health Points by paying the Crowns to a Healer in a different Settlement. This effect may accumulate multiple times, each time it does, you must pay an extra **100 Crowns**.


Accursed Guild

Special Location [7]



All those who carry the token of the Accursed, the Cursed Heart, may seek help and guidance within this place. The Accursed Guild offers you a place of safety to attend to your esoteric needs and summon the Grim Warden.

When choosing to visit the Accursed Guild, you may summon the Grim Warden and **Offer Souls**. Characters not tied to the Cursed Heart may also **Offer Souls**. After you **Offer Souls**, roll on the Accursed Guild Events Table. If you do not **Offer Souls**, you must chose a different Location to visit.

 **Offer Souls:** Offering **Souls** allows you to increase your **Level**. To gain a **Level**, you must **Offer** the Grim Warden a number of **Souls** as stated in the Table below. You must gain levels in order; Levels cannot be skipped. When your **Level** increases, you may also increase your **Attribute Scores** or **Health** and **Sanity** points as stated below. Chose one of the **two** following options:

- 1. Attribute point:** You may add 1 to any of your current Attribute scores. *Eg. You may increase your Strength from 3 to 4.*
- 2. Health and Sanity:** You may add **4 Health** and **1 Sanity** to your **Health** and **Sanity** Scores. *Eg. You may increase these stats from Health 12, Sanity 3 to Health 16, Sanity 4.*

You also gain **1 Skill Card** that belongs to your **Class**. You must meet the **Level** and **Skill** requirements for this **Skill Card** (if any).

You may also gain additional **Melee** or **Ranged Attacks** depending on your **Level** and **Class**. Consult the Table below. *Eg. When a Black Knight gains Level 4, they gain 1 extra Melee Attack.*

MELEE AND RANGED ATTACKS

Injury	2	3	4	5	6	7	8	9	10
Souls Needed	30	60	90	120	150	180	210	240	270
Gain 1 Melee Attack		O, E	BK, C	NE, R	E, NC	O, BK	BW	E, C, R	BK
Gain 1 Ranged Attack	NC	C, R	E, BW	O, BK	C	E, NE, R		O	C

BK: Black Knight **BW:** Blood Witch **E:** Exorcist **O:** Outcast
R: Revenant **NC:** Necromancer **NE:** Nephilim **C:** Courtesan

ACCURSED GUILD EVENTS

Roll 2d6 and resolve the effect as follows.

2 **Limbo:** *Your body feels strange, like an echo of your past self colliding with the future.*
Permanently lose **4 Health** and **2 Sanity**. If this bring either value to "0" you will permanently die.

3-11 **Quiet:** *Your power grows. As it does so, the lives of the souls you have offered to the Grim Warden flash before your eyes.*
Nothing out of the ordinary occurs.

12 **Awakening:** *As you pour your collected souls into the Grim Warden, a new aspect of your mind suddenly awakens.*
Permanently gain **4 Health** and **2 Sanity**.

Outcast's Sanctuary

Special Location [8]



A refuge for those whom society has shunned, here hides the Sanctuary of a secret cabal of Outcasts. Only those descended of demons and possessing demonic blood will be welcomed into the Outcast's Sanctuary. Only a character who is a demon or half-demon may enter the Outcast's Sanctuary. When choosing to visit the Outcast's Sanctuary, pick one of the options below and resolve its effects (Once per visit). After which, roll on the Outcast's Sanctuary Events Table.



Mingle: Others of your kind reside here. This is a place where you can socialise amongst tolerant faces and forget the problems and griefs of interacting with the human populace of Intermundis.

Roll 1d6. Remove this amount of **Insanity**. On a roll of **6**, you also gain an extra **4 Health** until the end of the next Dungeon. You may only have one of this bonus active.



Trade: There are some unique goods on offer here that may be only available to your kind. They may also be very illegal, but in this place, who's asking?

You may purchase as many things from the Chart below as you wish per visit for the prices stated. All of the items for purchase here are **Consumables**.

Sands: Sands can only be used by the **Outcast** and are only usable during combat. You may only benefit from **1 Sand** at a time. After the combat in which the Sand is used, **roll 2d6**. On a roll of **12**, you become **Addicted to Sand**. If you are suffering **Sand Addiction**, during the first combat of a Dungeon, you must use **1 Sand** (of any kind). If you do not use a **Sand** or have no **Sand** to use, you suffer **Withdrawal**. While suffering **Withdrawal**, your **Strength, Perception, Mind** and **Sanity** are all reduced by **1**. You may use a **Sand** during any combat to remove the effects of **Withdrawal**. To remove **Sand Addiction**, you must complete a Dungeon without consuming any Sand.

Arrows/Bolts: You may carry up to **20 Superior Bolts** or **Superior Arrows** per **Belt Space**. *Eg. 1 Belt Space would hold 20 Superior Bolts but if you carry 30 Superior Bolts you must use 2 Belt Spaces.*

OUTCAST'S BLACK MARKET

Name	Cost	Use
Bloodberry	c15	Heal 1d6+2 Wounds . This item may only be used by the Outcast.
Pouch of Green Sand	c40	+1 Perception until the end of Combat.
Pouch of Red Sand	c40	+1 Strength until the end of Combat.
Pouch of White Sand	c40	+1 Movement until the end of Combat.
Pouch of Amber Sand	c40	+1 Endurance until the end of Combat.
Superior Arrow	c5	Your next attack with a Bow will deal 2 additional Damage .
Superior Bolt	c5	You next Attack with a Crossbow will deal 2 additional Damage .
Toxic Dip	c10	If your next Attack (Ranged or Melee) causes a Wound , it will also cause 1 Poison .

OUTCAST'S SANCTUARY EVENTS

Roll 2d6 and resolve the effect as follows.

2 **Angry Mob:** *Your appearance and activities have angered some of the less tolerant locals. They've rounded up a Mob to beat you and chase you out of town. Better run.*
You must leave this Settlement immediately.

3-6 **Unwanted:** *As you're walking away from the Sanctuary you see an Outcast that is being held down and beaten by an angry mob.*
You may choose to **Help** the Outcast or continue unhindered.

-**Help:** **Roll 1d6** and add both your Reputation with this Settlement and your Charisma. Resolve the effect as follows:

-**10 to 6:** You manage to push your way through the mob and rescue the Outcast. The mob brands you a Demon-sympathiser and pelts you with rocks and you retreat. Suffer **1d6 Severe Wounds**. You must leave this Settlement immediately.

7 to 15: You shout louder than the rest of the mob to restore order. Through your powerful cries you manage to convince many to stop assaulting the Outcast. The mob slowly dissipates. As thanks, the Outcast gives you **3 Bloodberries** (See the previous page).

16+: Your sheer presence stops the angry mob in its tracks. Silent, they watch you wipe the blood from the bruised face of the Outcast before helping them up and carrying them to a Healer. The mob are inspired by your kindness and many change their ways. Your **Reputation** with this Settlement increases by 1. As thanks, the Outcast gives you **1 Bloodberry** (See the previous page).

7-8 **Quiet:** *The Outcast haters of this Settlement are their usual judgemental selves, however they do not cause any trouble for you today.*
Nothing out of the ordinary occurs.

9-10 **Missing Crowns:** *As you pass through the streets, several strangers bump into you seemingly at random. Later you realise that you are missing some money.*

Lose **1d6x50 Crowns**. You may choose to **Investigate** or continue unhindered.

-**Investigate:** You conduct an investigation, questioning people in the Settlement. Take a **Perception 2 Test**.

Success: You find the culprit and do what is necessary to retake the **Crowns** they stole. Regain your **Crowns**.

Failure: After trailing a possible target for several hours, it turns out that this was not the culprit and it is now too late to look for someone else. You waste the whole of the next day and may not visit a Settlement Location for that day however you must still pay **Living Expenses**. Continue with your visit to this Settlement.

11-12 **Hold your nerve:** *A carriage drives past, splashing water from a nearby puddle all over you. You shout after the carriage and it stops. A sneering young nobleman sticks his head out of the window, laughing at your appearance and mocking your misfortune.*
You must take a **Mind 1 Test**.

Success: You turn around and walk away to applause and cheers from the locals. You have been the bigger person.

Failure: You pull the noble from the carriage and beat him. The guards intervene to stop you. Suffer **1d6 Severe Wounds** and go to Jail for **1d6 days**. You do not have to pay **Living Expenses** and you may not perform any other actions during this time.

Blacksmith

Special Location [8]



Blacksmiths pride themselves on their extraordinary talents for crafting. You may buy a regular weapon or sturdy armour elsewhere but the Blacksmith will help any item live up to its true potential. You may have your wounds healed elsewhere but the Blacksmith can do what healers cannot. The Blacksmith can replace broken parts of the body.

When choosing to visit the Blacksmith, pick one of the options below and resolve its effects (Once per visit). After which, roll on the **Blacksmith Events Table**.



Broken Teeth: *Have your teeth been smashed out by a stray rock? Were they taken by a demon? The Blacksmith can help with that.*

To replace your **Broken Teeth**, pay the **Crowns** and **Materials** listed under **Requirements** and remove your Broken Teeth injury.

Prosthetic	Requires	Notes
Metal Teeth	c60	-
Demonite Fangs	c90, 1 Demonite Shard	Unarmed attacks now cause 1d6 Damage .
Nethirium Teeth	C500, 1 Raw Nethirium	You can no longer suffer the Broken Teeth Injury .



Lost Arm: *The Blacksmith offers a fully functional prosthetic arm service, for those of us who are disarmed by the nastier points of life.*

To replace your **Lost Arm**, pay the **Crowns** and **Materials** listed under **Requirements** then remove your **Lost Arm Injury**.

Prosthetic	Requires	Notes
Basic Arm	c120	-
Demonite Arm	c350, 1 Demonite Shard	You can no longer suffer the Lost Arm Injury . Demonite Arm is used as if it is a regular arm.
Nethirium Cannon	c800, 1 Raw Nethirium	Once per Dungeon you may attack with your hidden Nethirium cannon in the Attack Phase . See rules for the Oil Flask Consumable . When not firing, the Nethirium Cannon is used as if it is a regular arm.



Craft: *Here at the Blacksmith we can turn your pointy sticks into flaming sabres of destruction.*

You may only apply 1 Property at a time to each item purchased from the Marketplace. Applying a new Property will replace the previous Property. Pay the Cost and Materials listed on the table below (discarding those cards containing the materials). Items can only be improved if at least 1 of its Keywords matches 1 of the Keywords in the Type column.

Cost	Materials	Type	Property
c400	1 Demonite Shard	Melee, Ranged	+1 Damage .
c900	2 Demonite Shard	Melee, Ranged	+2 Dmg - (Requires +1 Damage).
c1200	3 Demonite Shard	Melee, Ranged	+3 Dmg - (Requires +2 Damage).
c1500	1 Raw Nethirium	Melee, Ranged	+4 Dmg - (Requires +3 Damage).
c2000	2 Raw Nethirium	Melee, Ranged	+4 Dmg. Critical Hits with this weapon cause 1 additional Wound . (Requires +4 Damage).
c500	1 Bane Crystal	Melee, Ranged	+3 Dmg. Critical Hits with this weapon will also cause 1 Poison (Requires +3 Damage).
c600	1 Dragon Eye	Melee, Ranged	+2 Dmg. Critical Hits with this weapon will also cause Ignite . (Requires +2 Damage).
C600	1 Raw Nethirium	Melee, Ranged	+1 To Hit .
c400	1 Gold, 1 Demonite Shard	Melee, Ranged	+1d6 Damage against demons .

This list continues on the next page

Cost	Materials	Type	Property
c150	1 Demonite Shard	Melee, Ranged, Armour, Shield	Reduces the Strength Required to equip by 1.
c300	1 Raw Nethirium	Melee, Ranged, Armour, Shield	Reduces the Strength Required to equip by 2
c800	1 Raw Nethirium	Heavy Armour	+1 Armour
c400	1 Demonite Shard	Light Armour, Medium Armour	+1 Evasion
c800	-	Crossbow	Crossbow Magazine - +1 Ranged Attack
c100	1 Bane Crystal	Armour, Shield, Cloak	+2 Poison Resistance
c100	1 Dragon Eye	Armour, Shield, Cloak	+2 Fire Resistance
C1200	1 Censer	Heavy, Mace	Censer – This Mace now permanently has the Equipped effects of the Censer . Usable only by the Exorcist. This Mace does not affect an Exorcist's ability to equip Censers in their belt.
c500	1 Gem	Melee, Ranged	Gem – Item gains Catalyst and Gem Keywords.

BLACKSMITH EVENTS

Roll 2d6 and resolve the effect as follows.

2 **Health and Safety:** *The Blacksmith's shop is a mess of littered old machines, dangerous equipments and overheated tools. You trip and hurt yourself.*
Suffer **1d6 Severe Wounds**.

3-5 **Maintenance:** *The keen eye of the Blacksmith causes him to discover a fault in one of your items. He offers to fix it for a price, assuring you that it is as good as broken otherwise.*
The item you own with the highest **Selling Value** must be repaired or it becomes **Broken**. Pay an amount equal to half of this Item's **Selling Value**. If you do not have the **Crowns**, the item will stay **Broken** until you can pay a **Blacksmith** to fix it.

6-9 **Quiet:** *The rhythmic clang of hammer on metal sounds out through the Blacksmith's workshop. The work here is involved and vibrant.*
Nothing out of the ordinary occurs.

10-11 **Assistance:** *The Blacksmith's apprentice has recently injured himself. They ask you to stay around and help out with a few of the routine daily tasks.*
You may choose to **Help** the **Blacksmith** or continue unhindered.

-**Help:** **Roll 1d3**, this is the number of **days** you spend working with the **Blacksmith**. You must pay **Living Expenses** for this time up front, if you cannot, you must choose not to help the **Blacksmith**. On each of these days **roll 1d6**. If you roll 2-6, gain **50 Crowns** and continue. If you roll a **1**, become **Fatigued** and suffer **1d3 Severe Wounds**. You must then stop helping the **Blacksmith**.

12 **Rare Stones:** *Before you leave, the Blacksmith shows you his secret stash of rare stones. He offers you some of the stones for a price.*

You may purchase up to 3 of each of the following **Crafting Materials**. Each item is **Weight 1** and may be sold for half of its **Buying Price**.

Demonite Shard: c30.

Bane Crystal: c40.

Dragon Eye: c40.

Raw Nethirium: c50.

Tattooist

Special Location [8]



Emblazon your skin with runes of great power, symbols of inspiration, or ink based effigies that would strike fear into the heart of any mortal.

When choosing to visit the Tattooist, you may choose to be tattooed in exchange for **Crowns**. You do not need to roll for **Events** after visiting the the Tattooist.

You may get a Tattoo starting at **Level 1** at a cost of **100 Crowns**. You may get a second starting at **Level 5** at a cost of **400 Crowns** and a third starting at **Level 10** at a cost of **1000 Crowns**. (Eg. It will cost 1500 Crowns to get all 3 tattoos at Level 10) After receiving a tattoo, you will not be able to remove it. Any further Tattoos will not grant bonuses.

-Demon Slayer: *The saga of a great Demon slayer inspires you to fight more ferociously.*

Successful **Attacks** against **Demons** cause 1 additional **Damage**.

-Dragon: *None may escape the shadow of a Dragon's incredible wingspan.*

Once per combat, you may **re-roll** the **To Hit** dice for **Melee Attacks**.

-Greatsword: *You and your weapon are one and the same.*

Successful **Attacks** with weapons bearing the **Heavy** keyword cause 1 additional **Damage**.

-Sacred Page: *A passage from the Libro Veritas keeps you in mind of the divine powers of the Goddess.*

Gain 1 more **Miracle** at the start of each Dungeon. Decide which Type before drawing.

-Source Swirls: *The swirls allow you to better visualise the Source power you are harnessing.*

When **Channeling**, your **Mind** value increases by 1.

-Arcane Runes: *The runes appear to shift and dance, acting as a strong reminder of your power.*

The amount of **Spells** you can learn is increased by 1.

-Archangel Metriael: *The speed of the messenger is with you.*

Gain **1 Movement**.

-Hands of Vita: *Not stone, nor man, nor tradition may prevent you from shining brighter than all.*

Healing to you caused by anything but the **Cursed Heart** removes 1 additional **Wound**.

-Spider: *Deep study of the dangers in the world is the only way to prosper.*

Gain **1d6** when rolling to remove the effects of **Poison**.

-Nephilim Rune: *Become as elusive as the Nephilim themselves.*

Gain **1 Evasion**.

-Grim Warden: *A true disciple of the Warden. You are ever hopeful for the Warden's increasing favour.*

When paying the Grim Warden **Souls** at any time other than Levelling, **roll 1d6**. On a roll of 4+ you are only required to pay **half** of this amount (round up).

-Cursed Heart: *Not only your immortal soul but also your physical body is bound to the Cursed Heart.*

Healing caused by the **Cursed Heart** removes 1 additional **Wound** from yourself.

-Lady Vita: *May the lady of light give you the strength to outlast all.*

Gain **2 Health**.

-City of Lucernia: *Learning, acting swiftly, and acting well. Those are but a few of the Ejis' teachings.*

Gain **2 Initiative**.

-Hecrophant: *The Hecrophant inspires you to fight longer and work harder.*

Gain **1 Stamina**. This does not increase your **Endurance**.

-Angel Aqueliah: *Lady Aqueliah, watch over me and light the way.*

You have **LoS** even in **Map Tiles** that are not currently lit by the **Cursed Heart**.

-Love Mom: *Because sometimes saying it is not enough...*

No Effects.

house

Special Location [6]



A warm hearth, a welcoming scent, and somewhere to lay your head that is yours and yours alone. Nothing beats being home.

You may choose to buy a **House** in this Settlement. If you own a **House** in this Settlement you may choose to visit it. You do not need to roll for Events after visiting or buying a House.

Each Accursed may purchase **1 House** per Settlement. After purchasing a House, the Accursed will no longer need to pay Living Expenses for themselves. They must still pay for **Stable Animals** and anything that adds to their Living Expenses however.

You may upgrade your House to a one of a larger size. To do this, you must pay the full price of the larger sized House. You cannot sell a House.



Buy a House: Choose one of the following Houses to Buy or Upgrade to:

Small: c800, 1 Bedroom, Hearth, 15 Storage.

Medium: c1200, 2 Bedrooms, Kitchen, 30 Storage.

Large: c1600, 4 Bedrooms, Kitchen, Baths, 50 Storage.

Noble: c3000, 6 Bedrooms, Kitchen, Baths, Study, Unlimited Storage.

VISIT YOUR HOME

When choosing to visit your House, pick one of the options below and resolve its effects (Once per visit). Your House must have the room in order for you to select that option (see above). There is no need to roll Events for Visiting your House.

Bedroom: *Somewhere comfortable to lay your head after the long hours of the day have drawn silent and dark.*

Up to 2 people may **Rest** in each Bedroom owned. Other Accursed may Rest in your House by visiting this location. For Resting rules, see Tavern. Any Accursed resting in this House do not have to pay **Living Expenses**.

Hearth: *A small but delicious, cooked meal to give you the strength to carry on.*

Remove **1 Severe Wound** and **1 Insanity**.

Storage: *When you have tired of carrying the weight of the world, leave it at home.*

You may place items into Storage here. The Storage value of a House refers to how much Weight you can leave there. (Eg a house with 15 Storage can hold 15 Weight). Consumables take up 1 Weight. You may deposit any number of **Crowns** here without risk of losing them.

At the start of each day within this Settlement, you may collect any items and Crowns that you wish without the need to visit.

Kitchen: *A banquet fit for a hero. Cook and eat as much as you need.*

Remove **1d6 Severe Wounds** and **1d3 Insanity**.

Baths: *Soak yourself in warm water to remove your woes and your wounds.*

Gain **4 Health** until the end of your next Quest. Only one of this bonus can be in effect at a time.

Study: *Knowledge is power. The power to survive.*

Temporarily gain **1 Sanity** until the end of your next Quest. When you finish the Quest, lose this temporary Sanity bonus and also remove **1 Insanity**. Only one of this bonus can be in effect at a time.

Jousting Grounds

Special Location [9]



A grand arena lies here, frequented by socialites, nobility and peasants alike. The Jousting Grounds act as a thriving hub of activity, a spectacle that many wait for with giddy anticipation. Everyone may watch, but only the best may compete here.

Only a character who is a **Knight**, **Black Knight** or someone belonging to a **Noble House** (Courtesan) may enter the Jousting Grounds. You do not need to roll for Events after visiting the Jousting Grounds.



Joust: To Joust, you must first purchase **Jousting Armour** (if you do not already own it) for **150 Crowns**. You must also own a **Horse** (Which you can purchase from The Stables). To choose Jousting as your activity for the day, pay a **50 Crown** entrance fee. You may also purchase a set of **Fine Spears** for **50 Crowns** (optional) which will increase your **Jousting Skill** by 1 until you leave the Jousting Grounds. To Joust, first make a note of your **Jousting Skill**. Your Jousting skill is your total **Strength** score (without modifications provided by equipment) plus any Jousting bonuses granted by your **Horse** or **Fine Spears**. Next, selected a **Knight** to Joust against from the Table below. You may not select a Knight with a **Jousting Skill** of 3 or more points higher or lower than yours. However, the **Legendary Knight** can still be challenged if your **Jousting Skill** is 3 or more points higher than theirs.

Knight Jousting Skill Renown	Popular	Renowned	Famous	Legendary
	5	7	9	12
	50	60	70	100

The objective of Jousting is to reach 3 points before your opponent does. In the case that both your opponent and yourself reach 3 simultaneously, continue to play until one of you ends the turn with a higher total. This person has then won. You may track your score by using a dice and placing it in the box below with **your score** facing up, do the same for your **Opponent**. When you have determined if you **Win** or **Lose**, resolve the effects by consulting the next page.

Roll 1d6 and add your **Jousting Skill**. This will be your **Accursed Skill (AS)** Then roll a further **1d6** for your **opponent**, adding their **Jousting Skill**. This will be their **Opponent Skill (OS)** Then consult the Table and Key below to discover the outcome.

AS is shown along the top and **OS** is shown down the side. The point at which the **AS** and **OS** intersect on the Chart will give you the outcome for this round. Check which outcome this is with the key below.

AS \ OS	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
6	Skull	Horse	Lance	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed
7	Skull	Horse	Lance	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed
8	Skull	Horse	Lance	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed
9	Skull	Horse	Lance	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed
10	Skull	Horse	Lance	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed
11	Skull	Horse	Lance	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed
12	Skull	Horse	Lance	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed
13	Skull	Horse	Lance	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed
14	Skull	Horse	Lance	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed
15	Skull	Horse	Lance	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed
16	Skull	Horse	Lance	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed
17	Skull	Horse	Lance	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed
18	Skull	Horse	Lance	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed	Crossed



Your Score



Opponent's Score

- Red Skull:** You are knocked from your Horse. Unconscious, you hit the ground. **Lose** instantly.
- Red Horse:** You are knocked from your Horse but stay conscious. Your **Opponent** scores 2.
- Red Lance:** The opposing Knight's lance shatters on you. Your **Opponent** scores 1.
- Crossed Lances:** Both of your lances shatter on the other. **Both** sides score 1.
- Blue Lance:** Your lance shatters on the opposing Knight. **You** score 1.
- Blue Horse:** You knock the opposing Knight off their Horse, they stay conscious. **You** score 2.
- Blue Skull:** You knock the opposing Knight off their Horse. Unconscious, they hit the ground. **Win** instantly.

WIN

You may choose to gain a total number of **Crowns** equal to your **Opponent's Renown** and leave the Jousting Grounds or not take the Crowns and **Joust** again (up to a total of 3 times). If you Joust again and win, the total number of **Crowns** gained will be equal to **twice** that of your **Opponent's Renown**. You may choose again to not take the **Crowns** and Joust again for a third and final time. If you Joust for the third time and win, gain Crowns equal to **3** times that of your **Opponent's Renown**.

If at any point you lose a **Joust**. Lose all of the **Crowns** you have won so far.

Once you have taken your winnings, leave the Jousting Grounds. If you play all **3** rounds and win, resolve the effects of the **Chivalry** paragraph below.

Chivalry: *At the end of the Tournament a noblewoman calls to you, commending your skill and bravery, and asking for your presence in private. When you arrive she asks you to score valiant wins for her against elite Jousters in the next Tournament you enter.*

Next time you use the Jousting Grounds, you must win **3** consecutive Jousts against Opponents with a higher skill than yours (or **Legendary** if your skill is too high).

If you lose a Joust or do not fulfil the criteria of **Chivalry**, you will fail the Noblewoman's task and may only attempt it again if you qualify for **Chivalry** again (See Win conditions).

If you win all **3** consecutive Jousts, you succeed at the Noblewoman's task and gain her favour. Gain a permanent increase of **1** to **Health** and **Sanity**. Your wins also causes your **Reputation** with this **Settlement** to be increased by **1**. A Noblewoman's Favour (Health and Sanity bonus) may only be gained once per Settlement. However each time this task is successfully repeated you may increase your

Reputation by **1**.

LOSS

Roll **1d6** and consult the relevant table below. If your Opponent wins due to having a higher score than you, see the column labelled Shame. If your Opponent wins because you were knocked unconscious, see the column labelled Injury.

d6	Shame	Injury
1	The crowd jeer and throw rotten fruit. Your Reputation with this Settlement decreases by 1 .	Your injuries are mortal. Suffer Permanent Death .
2	Your helmet is displayed on loser's row. You must pay 50 Crowns for a new Helmet before you can Joust again.	Your Horse is injured during the Joust and must be put down. Lose your Horse .
3	You are shamed. You may not gain Reputation with this Settlement until your next visit.	Your Jousting Armour is damaged beyond repair. You must buy a new set before you Joust again.
4	The Victor laughs in your face. You may not Joust again in this Settlement until your next visit.	Gain the Injury Broken Hand . If you already have this, suffer 1d6 Severe Wounds .
5	Your pride is hurt but you manage to shrug off the embarrassment.	Your fall wounds you. Suffer 1d6 Severe Wounds .
6	Although you lost, the crowd cheers for your sportsmanship.	You regain consciousness, bruised but mostly fine. Become Fatigued .

Dark Enclave

Special Location [9]



There exist hidden places within Settlements, hideouts where those with the will can learn and practice the esoteric art of wielding the Source. These places are called Dark Enclaves and they serve as a home to all those whose veins course with the power of the Continuum.

When choosing to visit the Dark Enclave, pick one of the options below and resolve its effects (Once per visit). You do not need to roll for **Events** after visiting the Dark Enclave.



Learn or Forget Spells: You separate your soul from its mortal bindings, pushing it through a tear in reality and into the Continuum. An obscure realm where time and space mean nothing. Threads of knowledge sparkle and dance before you, entangling yourself within these threads will allow you to bring the powers of the Source into the mortal realm.

To enter the Continuum, you must first purchase the necessary Ritual Materials for **50 Crowns** (Each time you wish to enter).

Take all of the **Spell Cards** that you do not currently own from the **4 Spell types** (Odinash, Gularoth, Libithia and Agoras) and shuffle them together. If you wish, you may take any **1 Spell** you own that you wish to forget and shuffle this also. If you shuffle an owned Spell, it is now forgotten and cannot be used unless re-learned. The **Blood Witch** or **Blood Warlock** also shuffles in **Spells** not already owned from the **Blood Spell** type.

Declare the number of Spell cards you wish to draw. Select **1** of these Spell cards to learn and discard the rest. Remember that you must not exceed your total **Spell limit**. This is equal to half of your **Mind** value. (Eg. If you have a Mind value of 8, you may own/learn 4 Spells in total).

For each **Spell Card** drawn roll **1d6**. You must also include discarded cards in this total. Count the number of **5s** and **6s** rolled and resolve the effects as follows.

5 - 6

Effects

- 1 The process of entering the Continuum has exhausted you. Become **Fatigued**.
- 2 You are lost within the Continuum. You find your way back after **1d6** days. During this time you do not have to pay **Living Expenses** and must ignore any visits from the Grim Warden. If you are forced to leave the Settlement in this time, you will be lost forever. Suffer **Permanent Death**.
- 3 While in the Continuum, horrible visions plague your mind. Suffer **2d6 Insanity**.
- 4 While in the Continuum you undergo a terrible Source battle for your soul. You manage to drag yourself back to reality but lost a fraction of your mind in the process. Permanently Lose **1 Sanity**, if this brings your total to **0**, suffer **Permanent Death**.
- 5+ You are lost forever in the Continuum. Suffer **Permanent Death**.



Replace Skills: The combined knowledge of a thousand experiences is within your grasp. By consuming the very life essence, the residual power, of immortal souls, you can remake your being. Replace the knowledge of lesser souls with those you consume now.

To swap a **Skill Card**, pay a number of Souls equal to half of the number of Souls required to gain your current Level (See: Accursed Guild). (Eg. If you are Level 5, the total number of Souls you would have to pay is 60).

You may only replace **1 Skill Card** per visit to the Dark Enclave. You may only replace Skill Cards with other skill cards that your Class can use. You must meet the requirements of the Skill Card you are trying to gain. You may not replace Skill Cards that would prevent you from meeting the requirements of your other currently owned Skill Cards.



Apothecary

Special Location [9]



Apothecaries possess an almost magical ability to combine natural elements to create concoctions greater than the sum of their parts. Their knowledge of obscure matters in both this world and the Abyss is unrivalled.

When choosing to visit the Apothecary. You may purchase as many of the following **Consumables** as you wish per visit. All of the items for purchase here cannot be *sold once purchased*. After you purchase items, roll on the **Apothecary Events Table**.

APOTHECARY

Cost	Name	Use
c30	White Tar	+2 Fire resistance until the end of Combat . Apply to 1 of your currently Equipped weapons . This weapon is Ignited until the end of combat or when it is Unequipped . Attacks by this weapon cause an additional 1d6 Fire Damage .
c50	Demonic Resin	
c40	Oil Flask	Gain 1 Oil Flask token. Use standard Rules.
C30	Seeker's Gland	+2 Poison resistance until the end of Combat . Apply to 1 of your currently Equipped weapons . This weapon is Poisoned until it next scores a Hit or when it is Unequipped . If the Attack causes a Wound , it will also inflict 1d3 Poison .
C20	Grimcap extracts	
c50	Nethberry Juice	Fully restore all stamina .
c15	Lumidust	Apply to 1 of your currently Equipped items. This item produces Light until the end of this Dungeon or when it is Unequipped . Consume if Ambushed . Melee Monsters will ignore you and will not spawn targeting you. If there are no other Accursed to target, treat these Monsters instead like they are Ambushing as Ranged Monsters.
c20	Blending Potion	
C40	Smoke Bomb	Until the start of the next Turn , The Map Tile you are currently in is filled with smoke. LoS is completely blocked, you cannot Attack or be Attacked . Accursed are no longer Threatened .
c40	Crawler's ooze	Prevent a 1x1 monster up to 4 squares from you from moving until the start of your next turn .

APOTHECARY EVENTS

Roll 2d6 and resolve the effect as follows.

2 **Bad Batch:** *Something has gone a bit wrong with this batch. Perhaps it was the ingredients or the way it was concocted. Either way, these potions aren't very good.*
Any Consumable bought today at the Apothecary is now useless. Discard them.

3-4 **Fumes:** *Fumes ooze from a nearby potion mix. As you breathe some of it in you are plagued by nightmarish visions.*
Gain **2 Insanity**.

5-8 **Quiet:** The potions bubble away, changing from greens, to blues, to reds. You suspect this Apothecary might be a bit insane but they seem harmless enough.
Nothing out of the ordinary occurs.

9-11 **Assistant:** *The Apothecary has recently received a huge number of orders and asks you to stay around after your purchases and help them create the needed potions.*
You may choose to **Help** the Apothecary or continue unhindered.
-**Help:** **Roll 1d3**, this is the number of days you spend working with the Apothecary. You must pay **Living Expenses** for this time up front, if you cannot, you must choose not to help the Apothecary.
At the end of this number of days, you may choose a number of items from the Apothecary **Consumable** list as payment. The number of items you may choose is equal to how many days you have spent working for the Apothecary.

12 **Miscalculation:** *Being an Apothecary is an exact art, sometimes the potions turn out badly, sometimes they produce much more than you needed. This is one of those times.*
Gain 1 more of every **Consumable** that you have bought today from the Apothecary.

Crypt

Special Location [8]



Crypts are places of solitude adorned in the death obsessed architecture of Intermundis. They house the dead, sealed away in timeless stone caskets where they can lie peacefully to avoid the praying demons. Only a character who is a Revenant or Necromancer may enter the Crypt. You do not need to roll for Events after visiting the Crypt.



Sleep of the Dead (Revenant Only): *Driven and consumed entirely by your reason to stay in the land of the living, you have lived in a state of denial, unaware of your condition. Here in this crypt amongst those who have been released from their lives, vendettas, or miseries, you find the brief peace to rest and recover. Letting your mind wander into a timeless grey oblivion, you sleep.*

Roll 5d6, remove this number of **Severe Wounds** and then all **Insanity**.

If your roll is all **6s** you find yourself consumed by a timeless grey oblivion, perhaps you cannot find your way back, perhaps you have finally let go. Suffer **Permanent Death**.



Blood of the Living (Revenant Only): *Although you cannot truly die, consuming the life force of others can allow the wounds in your corpse flesh to heal in increments. Regular citizens rightly fear the undead and although you do not plan to kill anyone, you must steal their blood away if you are to use it.*

Take an **Agility 1 Test**. If you are successful, gain the **Consumable Blood Vial**. If you fail, gain the **Consumable Blood Vial** but lose **1 Reputation** with this Settlement, leave the Settlement immediately and not return until a Quest is completed.

Blood Vial Use: The Revenant removes all **Blood Wounds**.



Feed the Dead (Necromancer Only): *By utilising the power of a soul and fusing it into a shell of defensive power, you can steel your mind for any oncoming dangers.*

Pay between **1** and **5 Souls**, gain this number of **Control Points**. In the next Dungeon, you may reduce the difficulty of any **Mind Test** that occurs as a result of **Releasing an Invoked** by spending one or more **Control Points**. If this would reduce the **Mind Test** to **0**, you are automatically successful. Any **Control Points** that are not used by the end of the next Dungeon will be lost.



Sacrifice (Necromancer Only): *Darkness falls and you step out of the gloom. Unsuspecting citizens pass alone along unlit settlement streets. You taken them and prepare their souls to bend to your bidding.*

You may only perform the **Sacrifice** activity once per Settlement visit.

Take a **Mind 1 Test** and spend **3 Souls**. If you **Succeed**, gain **1 Sacrificial Soul**. If you **Fail**, lose those **3 Souls** and gain **1d6 Insanity**.

Sacrificial Soul: Whenever an **Invoked** is **Released** or **Killed**, you may discard **1 Sacrificial Soul** to recreate the **Invoked** as if it had just been **Summoned**. Using the **Sacrificial Soul** allows you to not take any **Mind Tests** when an **Invoked** is **Released** or **Killed**.



Castle

Special Location [10]



These towering bastions of nobility house the remnants of the great bloodlines of Intermundis. Cold stonework and gentle light from small windows is all that can be seen from the outside for those who are not born of nobility but for those who can prove their lineage a cluster of halls adorned in banners, sports, warm beds, and roaring fires await within. For those wishing to join those within the castle you will have to prove yourself. Your word or the tattered family insignia that you bear does not prove your claim to nobility.

When choosing to visit the Castle, pick one of the options below and resolve its effects (Once per visit). The **Prestige** paragraph does not count as having picked an option.

Only a character who is a **Courtesan** or **Chevalier** may enter the **Castle**. You do not need to roll for **Events** after visiting the Castle. If this is the first time you have ever visited the Castle, you must first prove the validity of your bloodline by reading the **Prestige** paragraph below.

Prestige: When using the **Castle**, you are required to carry a **Title**. To discover your current Title, consult the chart below (left). Each Accursed using the **Castle** starts with a **Prestige** total equal to 1 for every **10 Crowns** in their possession. (Eg. An Accursed with 950 Crowns will start with 95 Prestige). If the Accursed has no **Crowns**, they begin at **0 Prestige** and can never go below this number. Many actions have consequences that will affect your Prestige, these are listed on the chart below (right). Make a note of your current title and keep this updated as you play.

Title	Prestige	Action	Prestige
Esquire	0	Escape a Dungeon	-200
Baron/Baroness	500	Fail a Quest	-100
Count/Countess	2000	Lose 1 Reputation	-50
Duke/Duchess	4000 or more	Die	-25
<i>"Players may design their own family insignia if they wish although it is not required. The family insignia for a noble bloodline on Intermundis is made up of a coat of arms and will display a family's values or motto."</i>		Convert a Trophy into Souls	+5
		For every 100 Crowns you currently own. (Prestige decreases if you spend Crowns)	+10
		Win a Jousting Match	+25
		Gain 1 Reputation	+30
		Successfully Complete a Quest	+50
		Gain a Noblewoman's favour	+100
		Owning a Noble's House or better	+500

Noble Request: From time to time, nobles may request that you undertake a specific task to further the cause of themselves and the local royalty. If you perform these requests then it will surely bolster your standing in their eyes.

To accept a **Noble Request**, roll **1d6** and consult the chart below to find the task that you must complete as well as its failure conditions and reward for completion.

You may only accept **1 Noble Request** at a time. You may not accept further **Noble Requests** from other Settlements. To complete a **Noble Request**, simply carry out the **task** and then return to a Settlement with a Castle, even if it is not in the Settlement where you accepted the Request, it will then be considered **Successful**. If you fail, abandon, or accept a new **Noble Request** without completing your previous one then you will lose **200 Prestige**.

1d6	Request Name	Request Name	Failure	Reward
1	Find a Holy Relic	Bring an item with the keyword Blessed to the Castle. The next time anyone in the party would gain an item with the keyword Blessed item, you gain it instead.	Using or Equipping the item.	40 Prestige and 30 Crowns

This list continues on the next page

1d6	Request Name	Request Name	Failure	Reward
2	Act as Paladin	Claim Souls from 15 trophies with the keyword Demon .	Win/Lose a Quest without killing a Demon.	50 Prestige
3	Prove yourself	Find a way to raise your Reputation with this Settlement by 2.	Losing Reputation with this Settlement.	30 Prestige
4	Keep your Dignity	Complete a Dungeon dressed in Luxury Attire (See Royal Market).	You are made Prone 3 or more times.	25 Prestige
5	Act as Champion	Collect the trophy of a Monster with the keyword Leader .	Encountering a Leader and not causing any Wounds.	80 Prestige
6	Entertain us	Win 3 Duels (See Duel).	Lose a Duel	30 Prestige

Royal Market: *Only the best merchants may sell in the halls of a castle, they are vetted and tested for their business skills before gradually becoming let into the world of the nobility. Some items remain available only to people of the highest quality in the noble's eyes.*

To purchase from the following list, you must first meet, or be higher than the Title requirement. If spending the **Crowns** to buy an item would bring you to a lower title (See Prestige) then you may not purchase this item. Each item has a **Weight** of 1 unless specified otherwise.

Name	Title	Cost	Property
Jewellery	Esquire	c35	Each day (including today) spent in this settlement will cause you to gain 5 Prestige . If you leave the Settlement, you will lose this bonus and must purchase Jewellery again to gain this bonus.
Luxury Attire	Esquire	c40	Gain an additional 30 Prestige if you successfully complete your next Dungeon. To gain this bonus again you must purchase more Luxury Attire . Luxury Attire can be worn under Armour.
Elegant Shoes	Esquire	C80	Add 1d6 to your rolls during a Dance Test (See Attend a Royal Ball).
Royal Ball Attire	Esquire	c80	Allows you to attend the Royal Ball .
Prestigious Attire	Baron, Baroness	c150	Allows you to attend the Royal Ball . Add 1d6 to your rolls during a Dance Test .
Gustavo's Attire	Count, Countess	c250	Allows you to attend the Royal Ball . Add 2d6 to your rolls during a Dance Test .
Dueling Vest	Baron, Baroness	C300	Gain 1 additional Defence point when using the Defend action in a Duel .
Script of Wits	Esquire	c30	Sets the Mind Test you must take from a Taunt in a Duel , always to Mind 1 Test . Works until you leave this Settlement.
Quality Gunpowder	Esquire	c40	Consumable . Use: Until the end of your next Dungeon, Firearm attacks cannot Jam.
Royal Barding	Esquire	c250	Apply to a Horse . Using this Horse while travelling to or from a Quest with grant 40 Prestige when you reach the next Settlement. This item cannot be changed while travelling.
Wedding Ring	Esquire	c200	Required to Propose to a noble. Normal Fondness value.
Precious Ring	Baron, Baroness	c500	Required to Propose to a noble. Multiply your Fondness value by 2 when Proposing .
Soulstone Ring	Count Countess	c1000	Required to Propose to a noble. Multiply your Fondness value by 3 when Proposing .

Duel: Perhaps someone has besmirched your honour, perhaps you are duelling for enjoyment or to gain prestige among your peers. Either way, it's time to engage in the sport of the nobility. Duelling does not just test your ability with weapons but your ability to wittily make quips and insult your opponent.

Once you decide to **Duel** an opponent, you must complete this task immediately. If you decide not to **Duel**, lose **30 Prestige** and end your day immediately.

To **Duel** an opponent, **roll 1d6** and consult the chart below. This will tell you the Opponent that you are Duelling.



Your DE

Dice Roll	1-2	3-4	5-6
Courtier Title	Knight	Vassal	Emissary
To Hit	3+	4+	5+
Taunting Skill	1	2	3



Opponent's DE

Roll 1d3+3 and make a note of the result with a dice, keep this to the right hand side of the chart. This number is your **Opponent's Duelling Endurance (DE)**. To find your own **DE**, **roll 1d3** and add your **Endurance** score. Make a note of your own **DE** on the left hand side of the chart. **DE** will decrease by 1 each time that Duellist suffers a **Wound**.

The objective of Duelling is to reduce your Opponent to **0 DE** before you are reduced to **0 DE**.

In the case that both you and your Opponent reach **0** simultaneously, you are declared the **Loser**.

A Duel unfolds in Rounds. **Roll 1d6** and consult the chart below to determine your Opponent's action, then roll a number of **d6** equal to your current **DE**; you may choose which **one** of these dice rolls is used as your action (Eg. You have a **DE** of 3 and roll 1, 4 and 6. You may choose either to **Attack** (1), **Defend** (4), or **Dodge** (6) as your action). Always resolve your Opponent's action before your own. Once both you and your Opponent have taken an Action, this Round is over. Continue taking Rounds until you Win or Lose.

Opponent's Action:

- 1-2. Attack:** **Roll 1d6** and if the number rolled is equal to or higher than your Opponents' **To Hit** value (See above) they deal 1 Attack. An Attack causes **1 Wound**. (Eg. If the Opponent was a Vassal, any dice roll of 4 or more would deal 1 Wound to the Accursed).
- 3. Charge:** Your Opponent spends this Round Charging. Next Round, they must use the **Attack** Action. When the Opponent Attacks they gain **+1 To Hit**. If the Attack hits they will cause an additional **Wound**. Wounding your Opponent while they are Charging will interrupt this action.
- 4. Defend:** Gain 2 **Defence** for this Round. Each **Defence** gained negates **1 Wound**.
- 5. Taunt:** Take a **Charisma X Test**. X is your Opponent's **Taunting Skill**. If you fail, you may not take an action this Round or next Round.
- 6. Dodge:** Any Attacks against your Opponent this Round suffer **-1 To Hit**. If your Attack misses, your Opponent immediately Attacks. If their Attack hits, they will cause an additional Wound.

Your Action:

- 1-2. Attack:** Choose to use either a **Melee** or **Ranged Attack**. **Roll 1d6** and if the number rolled is equal to or higher than your **To Hit** value (See Rules) then you will deal 1 **Attack**. An Attack causes **1 Wound**.
- 3. Charge:** Attack next Round with **+1 To Hit** and cause an additional **Wound**. Being Wounded while Charging will interrupt this action.
- 4. Defend:** Gain 1 **Defence** for this Round. Each **Defence** gained negates **1 Wound**.
- 5. Taunt:** You may perform this Action before your Opponent. Take a **Charisma X Test**. X is your Opponent's **Taunting Skill**. If you succeed, your Opponent may not take an Action this Round or next Round.
- 6. Dodge:** Any Attacks against you this Round suffer **-1 To Hit**. If your Opponent's Attack misses, you immediately Attack. If your Attack hits, you will cause an additional Wound.

Note: The Duellist Skill Card Sword Master grants +1 To Hit on your Melee Attacks while the Duellist Skill Card Firearms Expert grants +1 To Hit on your Ranger Attacks.

Win: If your **Opponent** reaches **0 DE** before you, you gain **100 Prestige**. The Duel is over.

Lose: If you reach **0 DE** before your **Opponent** or if you both reach **0 DE** simultaneously, you lose **50 Prestige** and suffer **1d6 Severe Wounds**. The Duel is over.

Attend a Royal Ball: *If you thought the outside world was difficult and dangerous, you haven't yet played at the sweet game of attending a Royal Ball. These gatherings of nobles allow you to socialise, politic, and eye up others with the intent of courtship.*

You may only Attend a Royal Ball once during each Settlement visit. You must purchase the correct Attire for a Royal Ball (See Royal Market).

When attending a Royal Ball, you may choose to do one of the following things: **Impress the Nobles** or **Court Someone**. Each requires you to take a **Dance Test** as explained below using the following chart.

A	C	0	1	2	3	4+
0		E	D	D	C	C
1		D	D	C	C	B
2		D	C	C	B	B
3		C	C	B	B	A
4+		C	B	B	A	A

Firstly, roll a number of d6 equal to your Charisma score, the number of 5s and 6s rolled denotes which column of those labelled C to consult. Next, roll a number of d6 equal to your Agility score, the number of 5s or 6s rolled denotes which row of those labelled A to consult. Where these two numbers intersect on the chart is the outcome of your activity.

Impress the Nobles

E: You have made a complete fool of yourself. Lose **100 Prestige**.

D: You have failed to impress anyone but you keep your composure. **No change in Prestige**.

C: You catch the eye of some lesser nobles, they admire your grace. **Gain 30 Prestige**.

B: You dance flawlessly, many nobles are impressed. **Gain 50 Prestige**.

A: You perform a legendary dance and are rewarded with a standing ovation. **Gain 100 Prestige**.

Court Someone

E: You have made a complete fool of yourself. **Lose 50 Prestige**.

D: The noble graciously thanks you for the dance but they aren't interested. Your attempt to court has failed.

C: You have impressed your dance partner and they invite you to visit them. You may court a **Baron** or **Baroness**.

B: You have delighted your dance partner who willfully accepts your courtship. You may court a **Count** or **Countess**.

A: A noble of incredible standing has agreed to accept your courtship. You may court a **Duke** or **Duchess**.

If you are successful, note down the nobles' title (Your choice of gender. Eg Baron or Baroness) that you are courting in your Settlement Notes. If you wish to court someone else, then your current Noble will be replaced with the new Noble and all previous Courtship progress will be lost.

Courting: You may choose one of the following options, which will count as your activity for the day. **Gift**, **Romantic Gesture** or **Propose**.

Gift: *Purchase a gift for your sweet heart, it may help them become more fond of you.*

Each **Gift** increases the **Fondness (f)** value of the noble you are Courting depending on your **Title**. You may purchase and give several Gifts in the same day. Consult the chart below.

Gift	Cost	Esquire	Baron Baroness	Count Countess	Duke Duchess
Rare Flowers	c25	+1f	+2f	+3f	+4f
Vertesian Perfumes	c50	+3f	+6f	+9f	+12f
Cilnean Attire	c90	+5f	+10f	+15f	+20f
Hire a Bard	c170	+7f	+14f	+21f	+28f
Jewellery	c330	+9f	+18f	+27f	+36f

Romantic Gesture: A gesture or act in the name of your loved one might be just the thing to pull at their heartstrings.

Each Romantic Gesture increases the Fondness of the noble you are Courting depending on your Title. If you fail the Romantic Gesture, lose the number of Fondness that you would have otherwise gained. You may only attempt 1 Romantic Gesture at a time. Consult the chart below.

Gesture	Failure	Esquire	Baron Baroness	Count Countess	Duke Duchess
Win 3 Jousting Matches in a row.	Lose a Jousting Match	+7f	+14f	+21f	+28f
Attend a Royal Ball and score a C or more in the Dance Test.	Score less than a C in the Dance Test.	+4f	+8f	+12f	+16f
Compose an Epic Poem after completing a Quest without dying once.	Die during the Quest.	+2f	+4f	+6f	+8f
Accept and complete a Noble Request.	Fail the Noble Request.	+6f	+12f	+18f	+24f

Propose: You love this noble, or at least you are willing to marry them to get the benefits. Either way, you'll have to propose first.

You must buy a ring from the **Royal Market** before you can **Propose**. The ring is lost whether the noble accepts the proposal or not. If the noble does not accept your **Proposal**, you must also lose **half** of their **Fondness** value. You may only **Propose** once per visit to this Settlement.

To find the **Chance of Success (CoS)** of your **Proposal**, use your **Title** and consult the chart below. Different rings may change your **CoS** (See Royal Market).

Total Fondness	Esquire	Baron Baroness	Count Countess	Duke Duchess
1-999	Very Poor	Poor	Good	Very Good
1000-5000	Poor	Good	Very Good	Sure thing
5001+	Good	Very Good	Sure thing	Sure thing

Using your **CoS**, next consult the chart below and **roll 2d6**. If the result is equal or higher than the number that corresponds to your Courtship Partner's Title compared with you **CoS**, then they will accept the Proposal.

Your CoS	Baron Baroness	Count Countess	Duke Duchess
Very Poor	12	12	Impossible
Poor	10	11	12
Good	8	9	10
Very Good	6	7	8
Sure Thing	4	5	6

If the Noble accepts your Proposal, you will become **Married** upon the first day of your next visit to this Settlement. You will not have to pay **Living Expenses** during this time but you also may not perform any other activities.

Once **Married**, you are no longer able to perform any of the activities associated with **Courting**. You will also gain lands based on the **Title** of the noble you have married. If your **Reputation** with this Settlement reaches **-10**, you will lose your spouse and all associated bonuses.

Married: *Marriage is a brilliant and difficult path. It has many bonuses if you're willing to put the work in.* You may perform this action only after you are **Married** to a **Noble**. You may choose one of the following options, which will count as your activity for the day.

Visit your Home: The rules for the house of a **Married Noble** are the same as the regular rules for owning a **Home** (See **House Special Location**). You will gain a **Home** when **Marrying** a **Noble** (See **Deal with your Lands** and look for the Title of the noble you have married). If you own a **Manor**, the **Kitchen** will be a **Grand Kitchen** instead and the **Study** will be a **Library** instead. A **Grand Kitchen** removes all **Severe Wounds** and **Insanity**. A **Library** grants an additional **5 Sanity** until the end of the next Quest.

Deal with your Lands: When you Marry a Noble, you will gain some Lands within this Settlement. The amount of Lands that you gain will depend on the Title of the Noble you Married.

Baron/Baroness: Noble House, 10 Acres of Land.

Count/Countess: Manor, 25 Acres of Land. Gain **4 Reputation** with this and all new Settlements.

Duke/Duchess: Manor, 60 Acres of Land. Gain **6 Reputation** with this and all new Settlements. You are no longer required to pay **Living Expenses** for your **Stable Animals** within this Settlement.

For every 7 days you are **Married**, you must claim **Taxes** from your **Lands**. Once you claim **Taxes**, roll on the **Land Event Table**. If you are not within the Settlement, your spouse will be able to collect **Taxes**. The **Taxes** will go straight into your **House's storage** until you return. Your **Spouse** must roll for **Events** in your absence if you are not currently within the Settlement.

You will gain **Crowns** from **Taxes** based on the number of **Acres** you own and what kind of **Settlement** the **Castle** is located in. Each Acre will earn you **c3** in a **Hamlet**, **c4** in a **Village**, or **c5** in a **Town**.

You may purchase additional Lands whilst performing this activity. An Acre can be purchased for **c30** in a **Hamlet**, **c40** in a **Village**, or **c50** in a **Town**.

LAND EVENTS

Roll 2d6 and resolve the effect as follows.

2 **In Need:** *The local citizens have recently been victim to a Demon attack, they have no money and beg to not have to pay taxes this week.*

You may **Accept** or **Refuse** their plea. If you **Accept**, **Lose** any **Crowns** gained this week through **Taxes**. If you **Refuse**, **Lose 2 Reputation** with this Settlement.

3 **Demonic Assault:** *Demons attack the settlement, the frightened citizens turn to you for defence, asking to be protected within your walls.*

You may **Help** or **Refuse** the citizens.

-**Help:** The Guards fend off the demons but the damage is great, lose anything gained this week and next week through **Taxes**.

-**Refuse:** Many citizens are slaughtered. **Lose 1 Reputation**.

4-10 **Quiet:** *Still and calm, life goes on like normal.*

Nothing out of the ordinary occurs.

11 **Theft!** *A servant has been caught stealing from your house. They spin a sad story as the reason they did this crime.*

You may **Punish**, **Help**, or **Forgive** the thief.

-**Punish:** Cut off their hands and take their savings. **Lose 1 Reputation**. **Gain 1d6x50 Crowns**.

-**Help:** You give the servant your income for this week, they are moved to tears. **Gain 1 Reputation**. **Lose** anything gained this week through **Taxes**.

-**Forgive:** The Servant thanks you and humbly goes back to work.

12 **Robbery:** *A group of organised thieves have planned a robbery of the cart carrying your weekly income back to your home.*

Roll 1d6, adding an additional 1 if you are currently visiting the Settlement. On a result of 1-4, **lose** anything gained this week through **Taxes**. On a result of 5+, you have successfully prevented the Robbery.



The path to paradise begins in hell.