

5E

SPAGHETTI FANTASY

BranCaloniA



-SETTING BOOK-

ACHERON



Brancalonia



*Based on Italian tradition, folklore, history, landscapes, fiction,
and pop culture, Brancalonia is a Campaign Setting for the
5th Edition of the most famous role-playing game ever.*



Brancalonia is a game by Acheron Games

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Brancalonia is a product of the authors' imagination: any reference to existing personalities, organizations, places, names or events is purely fortuitous.

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PIZZA, DAGGERS, AND MANDOLINS



Enter Brancalonia, a land full of pitfalls and money-making opportunities, in the most incredible and roguish Italian role-playing game you have ever participated in!

Create your own band of Knaves, enlist in a free company, get yourself some well-paid jobs, deliver a fist-and-knife buffet to those who have it coming.

Once you have collected a tidy sum and somewhat climbed the ranks of your company, you'll be ready to try your luck in that final job that could enable you to go out in a blaze of glory...

After all, what could possibly go wrong?"



Zappa e Spada's "Spaghetti Fantasy", an anthology series published by Acheron Books, and Ignoranza Eroica's "Fantasy di Menare" (Fantasy of Hard Knocks) join forces in *Brancalonia*, the campaign setting for the 5th Edition of the most famous role-playing game of all times.

A "back-to-front" version of Medieval Italy, this fantastic, fairy-tale influenced, roguish world quotes, collects, and mixes contributions from contemporary and classic Italian fiction, pop culture, and collective imagery:

- Traditional Italian folklore and fairy tales, from *Le Piacevoli Notti* (The Pleasant Nights) by Straparola to the eighteenth-century *Lo Cunto de li Cunti* (The Tale of Tales); from Carlo Collodi's *Pinocchio* to the most popular collections of folk tales of the *Bel Paese*.
- The chivalrous and courteous tradition, from medieval "*cantari*" (minstrel ballads) to Renaissance epics.
- Our period movies, such as *For Love and Gold* (or *The Incredible Army of Brancaleone*) and *The Profession of Arms*; and international blockbusters with Medieval and Renaissance settings, like *Ladyhawke*, *The Princess Bride*, and *Flesh + Blood*.
- Twentieth-century Italian fantasy masterpieces by writers such as Pederiali, Eco, Buzzati, and Calvino.

REFERENCES AND INSPIRATION

An exhaustive list of all the movies, books, and comics that have been inspiring to *Brancalonia's* authors and contributors would require many pages. Here you can find a short selection and a good start. Enjoy the Italian style!

COMICS

- * Magnus & Romanini – *The Company of the Gallows*
- * Magnus & Bunker / Cimpellin & Bunker – *Maxmagnus*
- * Pratt – *Corto Maltese* series
- * Rastrelli & Nuti – *Giovanni delle Bande Nere*
- Battaglia – *Gargantua and Pantagruel*, *Il Corsaro del Mediterraneo*, *San Francesco*, and others
- Magnus – *Ten Knights and a Wizard*
- Marini & Desberg – *Lo Scorpione*

Toppi – *Cavaliere di Ventura*, *Europee*, *Mediterranee*, *Bestiario*, and others

Wood & Salinas / Gomez – *Dago*

LITERATURE AND FOLKTALES

- * Basile – *The Tale of Tales*
- * Calvino – *The Baron in the Trees*, *The Cloven Viscount*, *The Nonexistent Knight*, *Italian Folktales*, *Orlando Furioso*, *The Castle of Crossed Destinies*, *Invisible Cities*
- * Collodi – *Pinocchio*
- * Pederiali – *Il Tesoro del Bigatto*
- Buzzati – *The Secret of the Old Woods*, *The Tartare Steppe*, *The Bears' Famous Invasion of Sicily*, and others
- Eco – *Baudolino*
- Pitrè – *Sicilian Fairy Tales, Stories, and Folktales*
- Rodari – *The Road to Nowhere, and other stories*

ESSAYS

- * Cattabiani – *Calendario*, *Lunario*, *Santi d'Italia*, and others

MOVIES

- * *Tale of Tales*
- * *The Rogues*
- * *For Love and Gold and Brancaleone at the Crusades*
- Attila Flagello di Dio*
- Bertoldo, Bertoldino and Cacasenno*
- Cinderella Italian Style*
- Fantaghirò*
- The Profession of Arms*
- Captain Fracassa's Journey*
- The Devil in Love*
- Ladyhawke*
- Flesh + Blood*
- The Princess Bride*

* indicates the "highly recommended" titles

But now stop reading: the Bounty Kingdom is waiting...
For the Bounty!



Brancalomian Knaves



The world you live in is one of breathtaking adventure, heroic feats, and legendary deeds.

Here, knights in shining armor lead fearless armies against terrifying enemies; skilled treasure-hunters, ready for anything, explore the forgotten basements of long-lost empires, juggling lethal traps and nameless monsters; cunning, mischievous heroines use their charm to deceive princes and merchants and steal treasures worthy of a royal ransom in one night!

But you're not one of them... you are the ones who step in when things go wrong: lazy swindlers, low-life scoundrels, listless dabblers, and greedy Knaves.

The ugly, the dirty, the bad ones.

That's you, in short.

You're the dregs of the adventuring world, the cannon fodder of all battles, the scum that emerges when you scrape the bottom of the barrel, the dirty dozen that is pulled out of prison only for desperate missions.

Do you find this unfair? You're not so stupid, then... it is unfair. But let's face it: fate has better things to do than bother playing fair with the likes of you ...

Enough talking, scapegallows... it's time to get busy!

A World of Knaves

In Brancalonia, all player characters are Knaves, i.e. members of a company of mercenaries, rogues, and similar rascals, engaged in questionable jobs across the various domains of what is left of an ancient kingdom, now in ruins.

This rabble, this throng of gallows birds, of which you are such worthy examples, is also identified in its entirety as the

Bounty Brothers: the network of bands, companies, and Knaves on whose heads a Bounty – large or small – was placed at some time by one of the Kingdom's fief lords.

You will start off as third-rate scoundrels in a vile, dangerous world, clawing your way up through dirt and blood. Eventually, if you prove yourself up to it, you will rise to the rank of leader of your company, and shake the thrones of kings and lords.

Are you ready? Um, right: you were born ready...

BANDS AND COMPANIES

In Brancalonia, the party of the Players' Knaves is called the Band.

A Band is a close-knit, tried and tested handful of Knaves who can be sent on a mission and relied upon to perform together without murdering one another a few steps down the road. The players' Band is only one component of a company, which can consist of a couple, a dozen, or even a few hundred such bands.

Climbing up the ranks of the company and becoming its leader is one way for a Knave to advance in the game.

Rampaging freely up and down the Kingdom, acting on their own initiative, or selling themselves to the highest bidder, the bands of Brancalonia are framed as companies of fortune in the pay of some avid general, petty nobleman, or vile local lord.

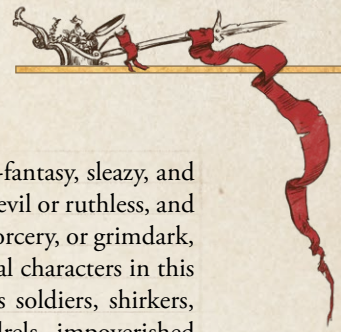
The band which the Players' Knaves belong to can be many things: a battered army heading Overseas to wage war; a traveling caravan of rovers or mountebanks; a guiscard lodge in search of a lost portent of the Draconian Age; a medley of robbers who prey on wayfarers; a contingent of deserters who fled the war to seek refuge; a well-organized mercenary company; the crew of a pirate ship; a bunch of treasure hunters; a gaggle of criminals in disarray; a brotherhood of pious friars on the trail of some ancient relic; a squad of escaped convicts; a guild of bounty hunters, reprobates, beggars or swindlers; a horde of pagans at the gates of the city; or anything else that comes to mind.

In any case, ordinary people consider affiliated Knaves dangerous, annoying, and ready for anything. Ideally, it's advisable to steer clear of such characters... failing that, it's best to befriend them!



BRANCALONIA ALIGNMENTS

In *Brancalonia*, most Knaves are likeable scoundrels (CG or CN); belong to communities or covens who follow their instincts or the laws of nature (N); slobs who make a living as best they can (NG); or dreamers aspiring to honor and glory in a world not worthy of high ideals (LG and LN). None of the Kingdom's races are hardwired to particular alignments, and we wouldn't recommend the use of truly evil protagonists. That said, you are free to decide whether or not to use Alignments in your games.



THE BRANCALONIAN JOB

Companies (and consequently Bands) are often hired by villagers, merchants, nobles, and warlords for all sorts of odd jobs: generally illicit, dangerous tasks that nobody else wants.

And that's on a good day...

On a bad day, there are curses, demons, witchcraft, monsters, and double-crosses to contend with.

There's got to be a catch if people resort to hiring Knaves, right?

Bands and companies also ensure a smooth exchange of players and characters, casual play, one-off sessions, and progress in rank and level.

THE CONDOTTIERO

The Condottiero is the Game Master of Brancalonia.

They are responsible for conducting game sessions and for describing what happens during the adventures. As the company leader, they get the jobs from different patrons and assign them to the Band.

LOW-LIFE HEROES

Brancalonia's characters can be all sorts of Knaves, but the character advancement covers six levels only.

Scared, huh?

Exactly: to make the most out of Brancalonia's low magic atmosphere and the "spaghetti fantasy" style, it is highly recommended to play at low character levels only, with a level-cap set at level 6.

Reaching level 6 does not represent the end of the game, though. The Knave's advancement continues, although it changes slightly, slowing down, according to the system illustrated on page 40.

In certain parts of the text, you may find references to a Knave's "rank", which matches the six levels, as follows:

Level	Rank
1°	Rookie Knave (or "Budding Knave" in case you're roleplaying a very young character)
2°	Small-Time Knave
3°	Licensed Knave
4°	Inveterate Knave
5°	Seasoned Knave
6°	Emeritus Knave

This rank description has no particular in-game effects, nor does it affect Notoriety or other mechanics.

IMPORTING KNAVES FROM OUTSIDE THE KINGDOM

To preserve the atmosphere and spirit of *Brancalonia*, we suggest you use the Races, Subclasses, Backgrounds, and other game elements featured in this manual, together with the game's core ruleset. However, it is neither impossible nor forbidden to import into the Kingdom elves, dwarves and other such figures from 5th Edition official handbooks or other publishers' companions. First of all, the players and Condottiero should keep in mind that Brancalonia does not

take itself too seriously: its setting is low-fantasy, sleazy, and ironic. Characters that are overly heroic, evil or ruthless, and clichés typical of high fantasy, sword & sorcery, or grimdark, could be decidedly out of place. The ideal characters in this game are lackadaisical braggarts, riotous soldiers, shirkers, gold-hearted swindlers, likeable scoundrels, impoverished aristocrats, pompous eggheads, and resourceful hobos. Ask yourself if the subclass, race, or background you are about to introduce fits into this picture, and with the other participants' vision of the game?

Also, consider the setting rules, such as Shoddy Equipment and Knave's Rest: could the subclasses and variants you want to import suffer disadvantages when applying these options?

This being cleared up, there are many ways to include characters other than those that typically roam the Kingdom.

Warriors, explorers, arcanists, religious types, and scoundrels belonging to races and subclasses other than the usual ones could come from countries beyond the Crown Mountains or from the Middle Sea.

Throng of foreigners reach the port of Vortiga every year, even from the most remote eastern realms: the Evening Route connects this port with fabulous Serindia and every year there are hordes of travelers coming and going between these two destinations. The same goes for Lungariva and Atrato, with visitors from the westernmost kingdoms, and in Siragenta, the capital of the Emir of Zagara, with travelers from the lands of Sidonia and the Meridiana continent.

Mercenary troops from the Altomannic Empire, Helevetia, Great Brigantain, and Frange often reach Tarantasia from northern passes, and travelers of all sorts visit the city-states of Mortecarlo, Tesseratto, and Constantinaples, veritable cosmopolitan meltingpots.

As for the more fantastic and bizarre races, they too may have come from foreign countries, or simply result from Extravaganza. In any case, rather than belonging to an actual population, they are more likely to be whimsical and unique or very rare beings. The people of the Kingdom will have little difficulty accepting them – after all, they are used to talking animals, malebranche, and sentient marionettes – but will generally treat them as prodigies, rather than "common people".

Right then, you have all the information and advice you need to adapt Brancalonia to your needs. You have the Setting Book, and we certainly won't be sending the game police to check on what you do at your own table...

Have fun!

Races of Brancalonia

HUMAN

Humans are by far the largest population in the Kingdom and, for that matter, in the rest of Occasia and the Orb. Along with their more common variants, such as sylvans, gifted, and morgants, humans are also supposedly the only self-aware species in the known world, while the others all have magical and supernatural (or subnatural, unnatural, preternatural, or paranatural) origins. Or so they think, but beings such as pan-tegans, mandrakes, and wolf-cats totally disagree.

One way or another, humans represent nine out of ten people you are likely to meet in the Kingdom. They're the salt of the earth and the cannon fodder of all wars, the village people and mercenaries, those "who harvest cotton, rice, and wheat, and plant spelt all over the plateau", as a famous Zigane song goes.

Fun Nicknames: corks (morgants); sleekcheeks (sylvans); dimwits (gifted); kongs (marionettes); chimps (malebranche).

Typical Male Names: Alboino, Arcimbardo, Attanasio, Azzone, Baldo, Baldracco, Bracco, Braccobaldo, Breccio, Brecciolino, Brocco, Cavalcante, Ciacco, Ciullone, Claudione, Fonzo, Gherardo, Gonnario, Guerrino, Lapo, Mascagno, Orso, Orzocco, Pomponio, Pandolfo, Pantalone, Rozzone, Teofilatto.

Typical Female Names: Amelia, Arnolfa, Berenice, Buonomica, Capocchia, Ceccarella, Cinquina, Fioraccia, Focaccia, Giselda, Jolanda, Lucetta, Luna, Manesca, Melisenda, Menalda, Menechella, Panettona, Poppona, Rosalba, Rosamanna, Sconsolata, Sventibalda, Tristana, Zibalda, Zimma.

Surnames and Assorted Titles: name of the father or mother; name of the city of origin; name of the family trade; byname or epithet derived from someone's characteristic traits.

HOW OTHER RACES SEE THEM

Being the most common race in the Kingdom, humans are seen as touchstones for all other races. Some marionettes and nonexistent go to great lengths to get the turquoises (aka blue fairies) to make them human, just as sylvans, malebranche, and gifted often go out of their way to mix with mankind. On the other hand, many identify humans as "common people" for this very reason: compared to the more whimsical species and natures, they are seen as banal and uninteresting individuals.

Here, too, the truth lies in the middle: like all other races, humans are as dull or as brilliant as they choose to be.

HUMAN TRAITS

Ability Score Increase. Two different ability scores of your choice increase by 1.

Skills. You gain proficiency in one skill of your choice.

Feat. You gain one feat of your choice.

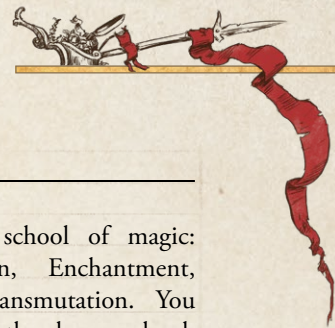
Age. Humans reach adulthood in their late teens and live less than a century. Generally, much less!

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Brawl Feature: Versatility. You gain +1 move slot during a brawl.





GIFTED

As a species, the gifted are not distinct from humans; rather, they are individuals of the human race who are either born with a special “gift”, or acquire it during their lifetime under various circumstances, and usually bear a visible mark of their exceptionality.

Almost as numerous as the gifted themselves, the traditions regarding their birth and the reason for their unique powers, innate or otherwise, include being: descendants of a malebranche or a turquoise; conceived during special planetary conjunctions; seventh children of seventh children; born with a silver spoon in their mouth; born prematurely; blessed by saints; marked by the Quinotaur; swapped in the cradle by elves; born in Mala Tempora (the darkest period of the year), on Mortal Night or during a lightning storm; chosen by the Prophecies; or delivered when their mother sneezed in the vegetable garden: old wives’ tales and legends are rife with children born with special powers. The gifted can be all of this and more.

Fun Nicknames: whizkids, merlins, zataros, paragnostics.

Typical Names: generally the same as humans’, though sometimes the gifted take on stage names or are given nicknames based on their physical peculiarities or powers.

HOW OTHER RACES SEE THEM

Because of the insidious and covert powers and more or less visible exceptional traits of the gifted, the first reaction of ordinary people toward them is often one of mistrust, if not outright suspicion: the farmer’s daughter with the fiery-red hair or the blazing-eyed wanderer could be heretics, sorcerers, or jinxes who bring nothing but trouble. Truth be told, in a world full of hogwash, brutes, and freaks, gifted who mind their own business are the lesser evil for commoners. In fact, a well-meaning individual with some special magical talent is often seen as a potential blessing.

GIFTED TRAITS

Ability Score Increase. Two different ability scores of your choice increase by 1. You may have more or less evident physical peculiarities of your choice related to this trait.

Age. The life expectancy of a gifted is identical to that of a human, but sometimes the gift you receive consumes your life energies much earlier or preserves them much longer.

Size. Gifted are the same size and build as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Magical Influence. You choose a school of magic: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation. You learn a cantrip and a 1st level spell from the chosen school. You can cast those spells at their lower level once with this trait and regain the ability to do so when you finish a long rest. You can choose Charisma or Wisdom as your spellcasting ability for these spells.

Magical Resonance. At the end of a long rest, you can choose to regain a 1st level spell slot.

Brawl Feature: Magical Adaptation. You can choose your moves from the magic moves list as well as the general moves list.



MORGANT

Morgants are commonly considered “demi-giants”, though whether they truly descend from giants remains a mystery, given that such legendary beings have not been seen around the Kingdom for at least five hundred years, during which morgants have remained unchanged. What’s more, numerous folktales and legends speak of ancient kingdoms and communities of millenary morgants from which the current specimens are said to descend, indicating that these beings are probably another human species that evolved alongside common humans and sylvans.

Typically 7-8 feet tall, morgants are large and massive, famous for their binging, drinking and brawling and for their feisty habits.

As with humans, morgants seen around the Kingdom can have the most disparate physical traits, complexions of any color, from milky to dark, and hair ranging from curly red locks to thick and wiry black manes. Their cultures and societies are also variegated, having evolved in parallel with those of humans.

Fun Nicknames: whales, bruisers, juggernauts, fatsos, pachyderms.

Typical Male Names: Balugante, Ferrautto, Fracasso, Gosto, Isoliero, Mandricardo, Marcolfo, Orrilo, Rodomonte, Rubicante, Serpentino, Zibaldone.

Typical Female Names: Argaliffa, Badebecca, Gargamella, Marfisa, Mattalista, Megara, Morgetia, Olimpia, Spinella.

Surnames and Assorted Titles: name of the father or mother; name of city of origin.

HOW OTHER RACES SEE THEM

The custom of enlisting morgants in armies and mercenary companies as champions and stormtroopers, and of arming and training them to commit slaughter has meant that these beings are generally considered formidable fighters and raiders. Owing to their enormous (and proportionate) appetite and to their equally proverbial propensity for brawls, morgants are seen as brawly dealers of slaps and punches, not to mention insatiable consumers of troughs of beans and omelets and numberless carafes of wine.

Truth be told, they are meek and accommodating, their natural disposition being more like that of cattle and pachyderms than of bloodthirsty predators. But of course, “Inferno knows no fury like a good person turned bad!”

MORGANT TRAITS

Ability Score Increase. Your Strength and Constitution scores increase by 2.

Age. The life expectancy of a morgant is identical to that of a human, or slightly lower.

Size. Morgants are between 7 and 9 feet tall. Your size is Medium.

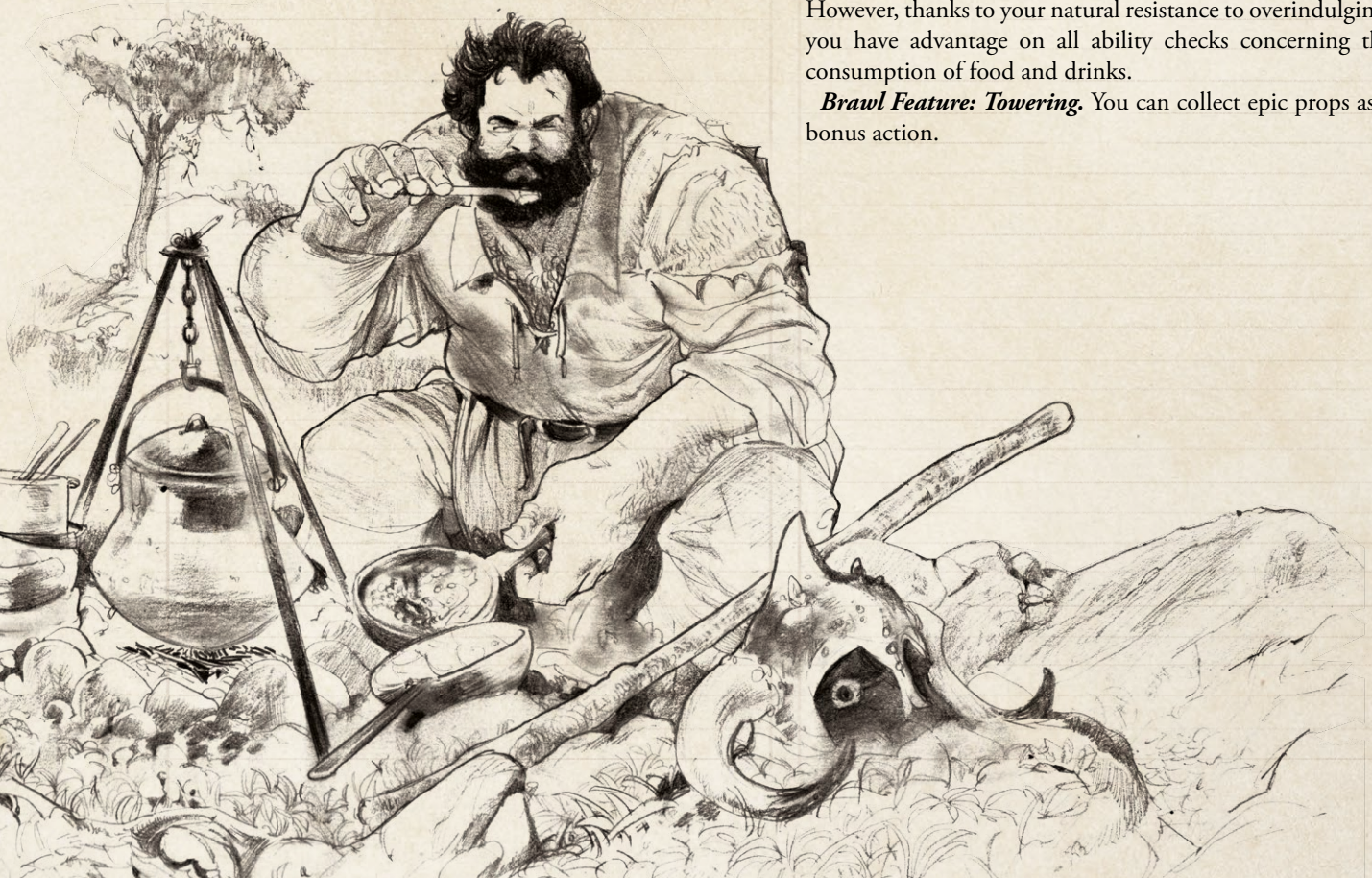
Speed. Your base walking speed is 30 feet.

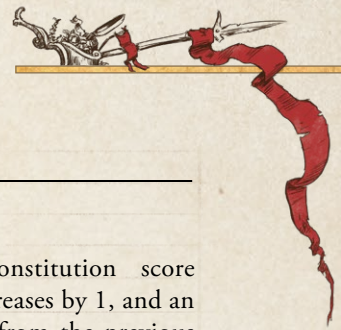
Gargantuan. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Sturdy as a Rock. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Cast-Iron Stomach. Given your pantagruelic bulk, you have to consume double the rations needed to feed a human. However, thanks to your natural resistance to overindulging, you have advantage on all ability checks concerning the consumption of food and drinks.

Brawl Feature: Towering. You can collect epic props as a bonus action.





SYLVAN

Last specimens of a race of hominids with traits more feral and rustic than those of the common human, sylvans have always lived alongside humans when the latter left the mountains and forests to found cities.

Compared to common humans, sylvans have much thicker body hair in specific places: on the men's chest and back, on women's groin, and on the arms and legs of both; their head is often covered in a thick mane of hair. Their body is more agile and muscular, their features fiercer and their mettle tougher.

Apart from these characteristics, the difference between humans and sylvans is almost exclusively cultural: traditionally, sylvan tribes and families do not build shelters of brick or stone, nor do they work the land or raise livestock: they are hunter-gatherers and live exclusively in pristine natural environments.

Their lore is typically oral, and they know as many stories and songs by heart as those read or written in books by humans. Though very different from "civil" culture, theirs is anything but primitive, having a wealth of rituals, beliefs, techniques, and traditions.

Fun Nicknames: animals, beasts, brutes, savages.

Typical Male Names: Guriut, Ircus, Irsat, Ospel, Pantogan, Picat, Ravat, Scrat, Selvan, Soran, Sur, Urcat.

Typical Female Names: Baguta, Bragola, Canenta, Cavatha, Deverra, Fana, Feronia, Ghera, Luperca, Menara, Selena, Uriah.

Surnames and Assorted Titles: sylvans don't have actual surnames, but often take on distinguishing nicknames or epithets, such as "Tall Tom", "Big Bill", "Wilfred the Wolf", "Titan Tim", "Woody Will".

HOW OTHER RACES SEE THEM

In the days of the Draconian Empire, sylvans were considered primitive, mindless troglodytes, or even human-animal hybrids or werebeasts. For this reason, they were often hunted and taken captive as monsters or circus phenomena. Over the last few centuries, however, tensions between surviving pockets of these people and common humans have eased off. These days, sylvans have integrated with ordinary Kingdom humanity, one way or another: whether as isolated communities, or as families that live in the wilds, or as individuals welcomed in villages or companies, or even as famous characters, these beings are no longer considered "monsters", primitive beasts, freaks of nature, or myths, but simply people: a little hairy, unfriendly and grumpy, perhaps, but still people.

SYLVAN TRAITS

Ability Score Increase. Your Constitution score increases by 2, your Wisdom score increases by 1, and an ability score of your choice different from the previous ones increases by 1.

Age. The life expectancy of a sylvan is identical to that of a human, although sylvans remaining faithful to their communities' traditional lifestyle have a higher mortality rate and appear to age earlier.

Size. Sylvans are the same size and build as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Raised in the Forest. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Primal Instinct. You have proficiency in the Perception and Survival skills.

Brawl Feature: Tough Guy. During a brawl, you ignore the side effects of the first two levels of Whack.



MARIONETTE

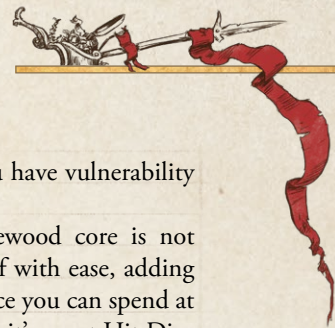
In bygone times, marionettes were extraordinarily rare, but in recent centuries their presence has become increasingly common in the Kingdom's cities, theaters, and companies, along with that of marottes and other artifact creatures made of triflewood, aka "turquoise wood". Once grown exclusively in the most remote recesses of the town of Cuccaigne and impossible to find, this material is now being cultivated in various places around the Kingdom – with the turquoises' authorization – and more freely exploited.

Due to the rarity of this wood, marionettes are usually of "classic" child-like size, and of humanoid features, but assorted experiments and variations are occasionally tried.

Marionettes look like entirely artificial creatures of burnished wood, with joints, painted parts, and mechanical elements, and would be totally inert without the powerful Extravaganza that animates them. Their features can be those of a child, adult or elderly, male or female person, of different ethnicities and shapes. In any case, their true nature soon emerges and – by varying degrees and more or less spontaneously – they reach their ideal inner form.

The triflewood nucleus generally corresponds to the heart and head of the marionette, and its removal or destruction is as lethal as similar maiming in a human being.





In the past, as a reward for jobs and tasks or to end the suffering and humiliations of a lifetime, famous marionettes asked and obtained leave from the turquoises to become real human beings. These days, in a world that has learned to accept them for what they are, marionettes are often happy to be themselves.

Fun Nicknames: puppets, woodguts, paintedasses, peewees. Actually, even the more common nickname "marionette" is inaccurate, and supporters of the Movement for the Rights of Wooden People use the latter as their official connotation.

Typical Names: Cinnamon, Greenbean, Giopi, Gnappus, Medlar, Hazelnut, Elm, Ricoletto, Triboletto, Zammariah. As they do not breed like humans, the few marionette "families" rarely use surnames. Their most ancient, famous, and powerful "dynasty" is that of the Cherries, celebrated puppeteers in their own right.

HOW OTHER RACES SEE THEM

Among the Kingdom's common inhabitants, marionettes compete with the nonexistents for the "Funniest Being" distinction, even surpassing the malebranche and talking animals.

In the old days, people viewed marionettes as feys and miraculous beings, but for some decades now they have grown accustomed to their still-exceptional but no longer inconceivable presence. The fact that they are generally employed as entertainers, actors, and musicians has brought marionettes widespread acceptance in towns and villages, while also rendering them a bad service: most commoners see them as buffoons and jesters, and find it hard to recognize them as real people. In the course of their lives, regardless of their mood or the type of performance they happen to be engaged in, marionettes will be heckled with "Make us laugh, puppet," and similar humiliations over and over again.

MARIONETTE TRAITS

Ability Score Increase. Your Dexterity and Constitution scores increase by 1.

Age. The marionettes "are born" at the time of manufacture, and their age is represented by the features that the carpenter gives them, usually adolescent or adult. Their nature is both resistant and fragile, and they age and deteriorate along with the wood they are made of. The triflewood begins to deteriorate after a few decades and rarely exceeds half a century.

Size. Marionettes average about 3 feet tall and weigh about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Triflewood Construct. You are an animated construct and you have the following benefits:

- You are immune to poison and have immunity to the poisoned condition.
- You don't need to eat, drink, or breathe.
- You are immune to disease (except for wood diseases).

Magical but Still Made of Wood. You have vulnerability to fire damage.

Self Mending. As long as your triflewood core is not destroyed, you are able to repair yourself with ease, adding 2d8 to the maximum number of Hit Dice you can spend at the end of a short rest. You regain this trait's spent Hit Dice upon finishing a long rest.

Brawl Feature: Removable Limb. As a bonus action during a brawl, you can detach a limb and use it as a common prop. Unlike normal common props, your limb is not lost after use.

Different Shapes (Subrace). Although the most common marionette is the pinocchio, there are other shapes of marionettes. Choose one of these subraces.

PINOCCHIO

One of the oldest and certainly the most widespread shapes, conceived mainly as a performer and actor in traveling theater troupes.

Ability Score Increase. Your Charisma score increases by 1.

Gullible. You have disadvantage on Wisdom (Insight) checks.

ZAGARIAN PUPPET

The most typical zagarian puppets have been created by mimicking the ancient paladins' distinctive appearance and attitudes, and they are generally quite belligerent. This shape is made with parts of brass armor grafted directly into its wood, which therefore become part of its very nature.

Integrated Armor. You get no benefit from wearing armor but you can still benefit from the bonus offered by a shield. Your AC is equal to 12 + your Dexterity modifier (maximum 2) + your proficiency bonus.

"And he had made a trumpet of his ass."

- UNKNOWN SUPREME POET -

MALEBRANCHE

Malebranche are literally devils. Former subjects of Lucifuge, they proclaimed the Great Refusal and left Inferno to walk out in the open under the sun and stars again. With the end of their infernal service, they lost many of their previous supernatural powers and most of their inhuman traits, becoming almost-ordinary humans, barely marked by minor beast-like peculiarities and instincts.

Even their memories from before they left the underworld and their knowledge of an eternity of damnation are like hazy dreams; the moment of their Great Refusal is a sort of rebirth into the earthly world, where they themselves choose the mortal form in which they will incarnate.





“Thence we came forth to
rebehold the stables.”

- DURANTE ALAMOZZA, MALEBRANCHE,
LEAVING INFERNO -

The first to rebel, centuries ago, was the legendary Diavol-manno, the “Great Human Devil”, who later found work as a circus attraction. Since then, several hundred among the damned have followed his example. The Great Beast looks with hatred upon the “twice-rebels” who turned against him... but let’s face it, the Great Beast tends to look at everyone like that, so who gives a damn?

Fun Nicknames: jollygoods, goats, hornies, poor devils.

Typical Names: Draghignazzo, Frosthoar, Uggelmutt, Wildehogge, Rubicante, Slovenlislobbe, Craniumsmasher, Giudittah. They often use nicknames and stage names.

HOW OTHER RACES SEE THEM

Although they have roamed the Kingdom for a while, malebranche are still regarded with great distrust because of their nature, appearance, and origin. After all, they are foreigners, they come from afar, their faces are ugly, and their ways bizarre, they’re often vulgar and foul-mouthed, and have no respect for local customs and beliefs: these are all things that don’t go down well with guards, bigots, and the hoi polloi. The latter do tend to have this reaction, even with people from neighboring villages, so who gives a damn.

Strangely enough, priests, monks, and the faithful of the Calendar are not hostile toward malebranche, but rather consider them a worthy example of redemption. Their very existence and the fact that they brought about the Great Refusal proves on the one hand that Inferno exists and is a nasty place, and on the other that anyone can give it a wide berth if they follow the Creed and teachings of the Saints.

MALEBRANCHE TRAITS

Ability Score Increase. Your Constitution score increases by 1, and your Charisma score increases by 2.

Age. Malebranche “get born” again on earth on the day of their Great Refusal. No matter what appearance they used to have up to that moment, they incarnate in a body with a physiology very similar to humans, albeit they present bestial features, and generally in the form of adults. From that moment on, they age as a human or a gifted.

Size. Malebranche are about the same size and build as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

Brawl Feature: Hellbrawl. Trained in the darkest caves of the Malebolge, the malebranche have learned the unholy art of the Hellbrawl that has made them relentless and tireless fighters. You have advantage on all saving throws made during a brawl.

Infernal Helltraits. Malebranche are different from each other and display particular traits called Helltraits due to their infernal heritage. Your malebranche character has two of the following Infernal Helltraits:

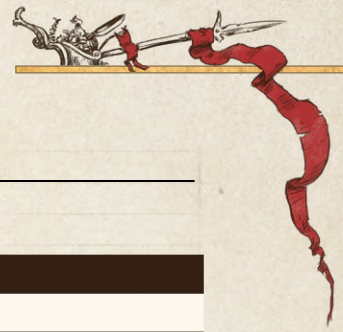
- **Hellwings.** You have small wings, too small to allow flight, but sufficient to glide. If you are able to use the wings while falling, you take no falling damage.
- **Hellflames.** When you use your Hellflames weapon, each creature in a 15-foot cone, or in a 5-foot wide, 30-footlong line, must make a Dexterity saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level. After you use your Hellflames weapon, you can’t use it again until you complete a short or long rest.
- **Hellfeet.** You have sturdy and snappy goat legs with hooves. Your base walking speed increases by 10 feet.
- **Hellvoice.** You can cast the charm person spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for this spell.
- **Hellclaws.** Your hands have grown mighty claws. You have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
- **Hellears.** Pointed and feral ears give you incredible hearing, capable of catching even the cries of the most distant damned. You gain proficiency in the Perception skill and you add double your proficiency bonus to any Perception check that requires hearing.

Classes of Brancalomia

The next few pages feature twelve examples of typical Kingdom Knaves, one for each of the core ruleset classes. These are technically sub-classes, and each of them must be used as such, in conjunction with the main class indicated. However, we have given each one a very specific name, which refers directly to the Kingdom and its characters. These terms (pagan, brigand, guiscard, benandante, etc.) are intended to

connotate the character right from the first level, and to be used in this manner throughout the manual. For example, even if the Path of Unheard-of Ferocity or the Way of the Brawly Rule are acquired at the third level, for the sake of convenience, those Knaves shall be considered pagans and friars, respectively, from first level.





BARBARIAN

PAGAN - NEW PRIMAL PATH

While in other realms “barbarians” are invaders, foreigners, and marauders from beyond the borders who speak incomprehensible languages, pagans who live within the borders of the Kingdom have been here for centuries, sometimes since before the cities that surround them were even founded, and speak perfect Vernacular, though with distinctly recognizable accents.

Like their fellows from Overmountain, the Kingdom’s pagans have chosen Rage (or, as they call it, “Violence”) as a way of resolving conflicts and social disputes.

In the Kingdom, the best-known and widespread pagan communities inhabit the Pagan Plain, named after them. United under the iron paw of Ardarico “ye King”, they often accept sylvans and morgants in their ranks. Barbarians and pagans are also found in many other regions: from the various tribes of Spoletaria and Alazia, through the Barbariccias of the Tasinnanta Uppermount, to the Titan Spine, the Crown Mountains, and the Aygrements.

PATH OF UNHEARD-OF FEROCITY

Pagans have always had to defend themselves against all sorts of armies and outsiders’ abuses, and have now developed a path based on their expertise in wilderness and animal ferocity, on their predatory moves and skills, and on an instinctive use of violence. Their path is a cross between that of the legendary Varag bear-men and that of nature spiritualists. For them, rage is a state of instinctive exaltation that never escalates to inhuman or bestial fury. Rather, it sharpens their senses and infuses them with determination to strike first and with unheard-of ferocity.

“Whack first, ask question later”

- URIAH, SYLVAN PAGAN -

Pagan

Level	Features
1°	Path of Unheard-of Ferocity
3°	Savage Courage
6°	Unstoppable Rage

SAVAGE COURAGE

At 3rd level, when barbarians choose this path, they learn to move as fast and determined as a beast on the hunt. When a barbarian who follows this path rages and is not wearing heavy armor, other creatures have disadvantage on any ranged attack roll against the barbarian, and the barbarian can use the Dash action as a bonus action on its turn.

UNSTOPPABLE RAGE

Starting at 6th level, you cannot be restrained while you rage. If you are restrained when you enter a rage, the effect ends immediately. Additionally, difficult terrain and magical effects cannot reduce your base walking speed.



BARD

HARLEQUIN - NEW BARDIC COLLEGE

They say that the first “harlequin” was a certain Alichino (“bentwings”), a malebranche escaped from Inferno and rumored to have started roaming the Kingdom with a company of street actors, bringing villages an unprecedented type of performance with colorful costumes, gibes, take-downs, pranks, and pirouettes. His showy attire and dark, mask-like face paved the way for all future Harlequins, the costumed characters of the Comedy of Art, performers of canovaccio shows on stage and street, each with a typical, caricatural name, personality, and appearance.

Harlequins are so widespread that every city or region has its typical masks; many thespian companies stage harlequinades, whose best actors are celebrated and sought-after by prestigious theaters; meanwhile, scores of playwrights are penning increasingly elaborate costumed shows.

Bards, comedians, acrobats, and entertainers who favor this kind of show over more classical musical performances are now generically known as “harlequins”, and are members of College of Carni¹val, an informal union of such artists, mimes, and actors.

Harlequin

Level	Features
1°	College of Carnival
3°	Bonus Proficiencies, Slapstick, Unarmored Defense
6°	Silence Please

COLLEGE OF CARNIVAL

Harlequinades have a host of different masks and their best actors are always inventing new ones. Though staged all year round, these shows are typical of Kingdom's Carnevale.

The most famous of these masks are Hunterine and Red-moustache; Skillet and Ovenbird; Doctor Longjohns; Redingotte and his Minions; Scroogey and the Waifs; Calandron, and many others. Harlequins are free to invent or modify their masks and choose their names and special characteristics.

A typical tool used by harlequins is the slapstick, a perfectly harmless truncheon-like object that emits a loud clacking noise, distracting spectators and making them laugh.

BONUS PROFICIENCIES

When you join the College of Carnival at 3rd level, you gain proficiency with the disguise kit, weaver's tools, and one type of gaming set.

SLAPSTICK

At 3rd level, when you are attacked by a creature, you can use your reaction to expend one of your uses of Bardic Inspiration, to distract the opponent, which must succeed on a Wisdom saving throw against your spell save DC or be charmed until its next turn and lose its current attack.

UNARMORED DEFENSE

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

SILENCE PLEASE

At 6th level, you can cast the *silence* spell with this feature, a number of times equal to your Charisma modifier. When you cast any spell that requires a verbal component, you can replace it with a somatic component. Also, your Bardic Inspiration targets don't need to hear you, as long as they can see you.



CLERIC

MIRACULIST - NEW DIVINE DOMAIN

Barring pagans, heretics, followers of ancient cults, foreigners, and the like, the official religion of the Kingdom's commoners is the Creed, which mainly centers around the worship of the Ternal Father, Saints of the Calendar, and Relics.

The Creed, which spread over centuries following the Fall of Plutonia and gave birth to several secondary currents and schisms, is currently run by a very informal, respected, and peaceful clergy. Its hierarchy is headed by four patriarchs, each one leading a distinct and independent rite and cult, namely: Barbosian of Tarantasia; Svanzic of the Gray League; Gyrfalcon of Tasinnanta; and Vaticinal of Alazia. The latter, headquartered in Vatican City near Port Patacca, is the most famous and widespread. The top ranks of the Creed are in the hands of ordinals and horoscopes, surrounded by all sorts of priests, ministers, clerics, monks, friars, prelates, abbots and hermits.

It's all extremely confusing, and the layman tends to understand very little of Brancalonian theologies and hierarchies – as is the case with so many Brancalonian affairs.

CALENDAR DOMAIN

The Kingdom's religious year is punctuated by the days of the Calendar, each dedicated to a particular Saint or sacred feast. The Saints represent famous individuals of the past: ordinary humans or other mortals who, in the course of their lives, performed miracles and wonders and were canonized by the Creed. According to the latter, each of them has a specific role and characteristics, such as Saint Polenta, patroness of the hungry, and Holy Peace who protects her faithful from battles.

Owing to their faith in the Ternal Father, miraculists have special powers that make them Saints – or will do, once they are canonized. Miraculists can be secular or religious, children, adults or elderly people of any race, gender, personal ideals, and alignment. One way or another, they possess divine powers and use them according to their own agenda. Some miraculists serve in the official ranks of the Creed as horoscopes, parish priests, or evangelizers. Others are members of military orders, itinerant gurus, country healers, or army chaplains who roam the Kingdom on their own, or join companies and bands and use their gifts as they think fit.

Miraculist

Level	Features
1°	Calendar Domain, Call on the Saints
2°	Channel Divinity: Recite the Calendar
6°	By the Saints!

In any case, they all know several Invocations of Saints which they use as Spells: these are always accompanied by the name of the saint involved.

“Superstition brings misfortune”

- UBERTHUS ECHO -



CALL ON THE SAINTS

Starting at 1st level, when a creature hits you with an attack or if you fail a roll you can use your reaction to Call on the Saints, and good-naturedly invoke their help. You can add your Wisdom modifier to the result of the failed roll or subtract it from the target's attack roll.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.

CHANNEL DIVINITY: RECITE THE CALENDAR

At 2nd level, you can use Channel Divinity to help your companions.

A number of creatures that are friendly to you equal to your Wisdom modifier have advantage on a roll of their choice to be made by the end of their next turn.

BY THE SAINTS!

Starting at 6th level, you can use Call on the Saints when a friendly creature you can see within 30 feet of you, fails a roll, or is hit by an attack. Additionally, you regain any Call on the Saints expended uses when you finish a long rest or a short rest.

Calendar Domain Spells

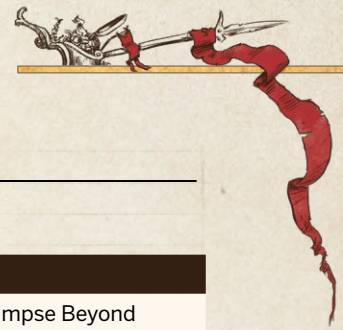
Level	Spells
1°	<i>protection from evil and good, purify food and drink</i>
2°	<i>enhance ability, lesser restoration</i>
3°	<i>create food and water, dispel magic</i>

**A SAINT FOR EVERY OCCASION**

Kingdom miraculists use clerical spells and cantrips. In Brancalonia, these effects are formulated as Invocations of Saints. Players can simply ignore this rule and use spells more mechanically, or give their corpus of spells fixed names (Saint Polenta with the pretty shoes, purify our grub and booze! to sanitize their food and drink; Saint Goodwill, save us from ill! against good and evil; and so on); or they can simply invent a dedicated formula, as and when – no strings attached.

This is gratuitous horseplay, and you are free to handle it whichever way you like.





DRUID

BENANDANTE - NEW DRUID CIRCLE

Long before saints, supersticians, and miraculists began to roam the Kingdom's countryside, people were protected from hags, devils, monsters, and phantasms by the benandante, who still fulfill this role, despite the considerable competition.

These good forest sorcerers straddle the boundary between the spiritual, human, and wild realms. Benandante (Good Walkers) often adore the Ternal Father, but along with this figure of the Creed they usually worship old pagan gods now in decline, such as the much darker and more earthly Three Mothers.

Benandante are generally committed to defending the rhythms of nature and of the seasons, and the quiet and contented lives of peasants and rural life forms against all ailments, threats, and evils that might befall them.

The most famous benandante live near the Crown Mountains, between Quinotaria and Vortigana, but they can also be found in the most isolated and inaccessible central regions of the peninsula, and in Zagara and Tasinnanta. Sometimes they act alone, or in pairs formed by teacher and pupil; other times they join up in veritable congregations, such as the Outlanders of Zagara.

CIRCLE OF THE DANCE MACABRE

One of the benandantes' peculiarities is their ability to fight and handle the spirits of the dead in all their forms, from the shadows of wretches lying unburied at crossroads, to the more powerful Confined and Chitinominius, through to the Wild Host, their most bitter foes, who sometimes appear in the Mala Tempora period and drag all wayfarers to Inferno: the Circle of the Dance Macabre represents this controlling power. Like other nature orders of the northern forests of Occasia, benandante can shapeshift into wild animals, favoring wolves, hawks, eagles, and bears.

GLIMPSE BEYOND THE VEIL

When you choose this circle at 2nd level, you become able to see normally in darkness, both magical and nonmagical, to a distance of 120 feet. You also sense the presence of any undead creatures within 60 feet of you.

CIRCLE SPELLS

Thanks to your connection with the realm of the dead, you are able to cast some particular spells. Starting at 3rd level, you gain the *sacred flame* cantrip and access the spells of the Circle of the Dance Macabre.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Benandante

Level	Features
2°	Circle of the Dance Macabre, Glimpse Beyond the Veil
6°	Dance Macabre Guardian

Circle of the Dance Macabre Spells

Level	Spells
1°	<i>heroism, protection from evil and good</i>
2°	<i>lesser restoration, spiritual weapon</i>
3°	<i>remove curse, spirit guardians</i>

DANCE MACABRE GUARDIAN

When you reach 6th level, undead creatures sense your connection to the spirit world and become hesitant to attack you. When an undead creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

The creature is aware of this effect before it makes its attack against you.



FIGHTER

SWORDFIGHTER -
NEW MARTIAL ARCHETYPE

The Thousand Years' War is so deeply rooted in the peoples of the Kingdom that it is now considered the only possible way of life. The war's facts, conduct, mercenary companies, lootings, and the aggravation caused by military sieges and campaigns, are all regulated down to the smallest detail. In this constant-conflict scenario, soldiers, warriors, squires, condottieri, infantrymen, crossbowmen, stormtroopers, sappers, knights, archers, army engineers, runners, scouts, and spies are among the most widespread occupations in every region, though pillagers, deserters, villains, and exploiters pop up all over the place when a new battle appears on the horizon.

There are also scores of masters of arms, duelists, fencers, and foil virtuosos, collectively known as swordfighters.

Swordfighter

Level	Features
3 ^o	School of Fencing

SWORDFIGHTER

The Kingdom's swordfighters are highly regarded across Occasia and the Middle Sea, and every city has its own Fencing Schools, grouped in various main styles, plus some minor or secret ones. Given the fierce parochialism prevailing in the Kingdom, these schools and styles are constantly in conflict and competing with one another.

Rather than being, like common soldiers, cannon fodder for the combat zone, swordfighters are usually mercenaries who act individually and lend their services to noblemen, fops, or merchants, being more at home on city streets than on muddy battlefields.

SCHOOL OF FENCING

When you choose this archetype at 3rd level, you learn specific techniques that improve your combat effectiveness:

- **Study the Opponent.** Whenever you take the Dodge action in combat, your next attack have advantage if made before the end of your next turn.
- **Mattock and Dagger.** You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.
- **Duel.** If you are within 5 feet of a creature and no other creatures are within 5 feet of you, you can add your proficiency bonus to your damage rolls against that creature.





MONK

FRIAR - NEW MONASTIC TRADITION

Numerous amongst the population, friars and nuns represent another aspect of the Creed's presence in the daily life of the Kingdom. In particular, among the Kingdom's many monastic rules – which include the limping, beggar, mendicant, itinerant, praying, preaching, minorite and minor-brained, hermit, barefoot, and chained orders – friars most often encountered in bands and engaged in legal-ish jobs are those of the Brawly Orders.

Many of these ascetics are simple brothers and sisters who roam the countryside preaching and engaging in merciful tasks. But since “Inferno knows no fury like a good person turned bad”, it is wise not to push one's luck with these people. Having turned the other cheek but once, their mandate establishes that, in self-defense, these “brawly monks” may use their natural instinct and experience, as well as actual techniques acquired in their monasteries – there are times when the good shepherd must kick the wolf to defend his flock!

Brawly friars belong to many currents and affiliations. The best-known and most widespread of these is the Order of the Calloused Hand, but their number is considerable and climbing: the Rule of the Travertine Hand, taught in the Monastery of Cefalea; the Order of the Holy Right of Castigate, in Zagara; the Order of Capocollo Monastery in Ausonia; and the Rule of the Feisty Friars of Piccadora are but a few of the most famous congregations.

WAY OF THE BRAWLY RULE

Whatever order they belong to, these nuns and friars all practice the Brawly Rule, whose precepts are loudly known to brigands and robbers: “Ora et Thumpora”, “Turn the other palm”, “May your hand know how to be iron-strong and feather-gentle” and so on.

TURN THE OTHER CHEEK

Starting when you choose this Monastic Tradition at 3rd level, you can use your Strength modifier instead of your Dexterity modifier for your Unarmored Defense and Deflect Missiles class features.

Also, when an opponent hits you with a melee attack, you can spend 1 Ki point to make an unarmed strike using your reaction.

THE IRON & FEATHER HAND TECHNIQUE

At 6th level, whenever you hit a creature with an attack using your Flurry of Blows, you can impose one of the following effects on that target:

- You force that creature to make a Dexterity saving throw. On a failed save, the creature is knocked prone.

Friar

Level	Features
3°	Turn the Other Cheek
6°	The Iron & Feather Hand Technique

- You force that creature to make a Strength saving throw. On a failed save, you push the target up to 10 feet away from you. If the pushed target hits an obstacle, it takes damage equal to your unarmed strike. If the obstacle is another creature, that creature must make a Strength saving throw or take the same damage.
- You force that creature to make a Constitution saving throw. On a failed save, until the start of your next turn, that target has disadvantage on any attack roll.



PALADIN

KNIGHT-ERRANT -

NEW SACRED OATH

Beggars and paupers in dire straits are not the only people you meet in the streets of the Kingdom and in the Bounty Brotherhood. There are Knaves of noble descent, offspring of fallen families and cadet sons launching into adventures, with their high ideals, weapons and banners of their lineage in plain sight, and their rump on an old jade.

Generally more cultivated than most of the populace, and armed with robust ambitions and moral principles, these rambling knights are the beggars' aristocracy, and often demand to be treated as such.

The almost-supernatural talent they display in battle arises more from valor and determination than from powers conferred by the Ternal Father.

OATH OF KNIGHTLY ERRING

Knights-errant are swords for sale, vagabonds ever seeking worthy enterprises. They have firm ideals and very clear values. The Knight-errant's Tenets sanction the key points of their mission.



Knight-Errant

Level	Features
3°	Oath Spells, Channel Divinity

TENETS OF THE KNIGHTLY ERRING

Erring. The world is large and must be explored. Traveling, experiencing adventures, and living by the day are not a fallback: they're a choice.

Brotherhood. Defend people from threats and injustice, whether coming from monsters, marauders, or tyrants.

Castigating. Make worthy amends for your wrong-doings, unleash your wrath on those of others.

Audacity. Don't shy away from feats or challenges. It is from your deeds that troubadours will draw inspiration for their songs.

OATH SPELLS

You gain oath spells at the paladin levels listed. If you gain an oath spell that doesn't appear on the paladin spell list, the spell is nonetheless a paladin spell for you.

Oath of the Knight-Errant Spells

Level	Spells
3°	<i>bless, command</i>
5°	<i>find steed, pass without trace</i>

CHANNEL DIVINITY

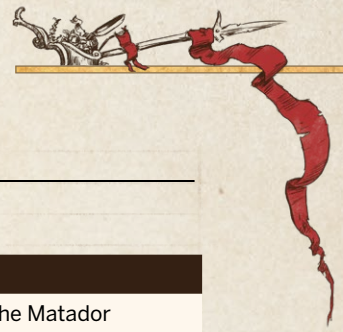
When you take this oath at 3rd level, you gain the following two Channel Divinity options.

INSPIRE COMRADES

As an action, you can use your Channel Divinity to wield your weapon and inspire your allies. When you take this action, you can choose up to six friendly creatures (you can include yourself) within 30 feet of you, who can see, hear, and understand you. Each target gains a number of temporary hit points equal to your Charisma modifier, becomes immune to being frightened, and has advantage on all Wisdom saving throws, for 1 minute.

PROTECT THE NEEDY

You can use your Channel Divinity to commit to the defense of a needy creature. As a bonus action, you can stand up in defense of a creature you can see. For 1 minute, as long as the creature is within 5 feet of you, all attacks made against that creature have disadvantage.



RANGER

MATADOR - NEW RANGER ARCHETYPE

Matadors are expert hunters. They capture beasts and monstrosities from the depths of the wilds, take them to cities, and sell them for combat, or to circuses, or as disturbing defenders for fortresses. They are also masters at fighting such monsters in arenas, well knowing how to hit, hurt, and infuriate their prey in a spectacular manner. In addition, matadors are skilled at training these creatures, and are gifted circus hucksters and entertainers, even during the cruelest arena spectacles.

For this reason, matadors often live on the fringes of society: they are brutal, unfriendly, and violent, equally despised by hunters, gladiators, and gamekeepers. It is said that the most skilled matadors come from Penumbria, where they are accustomed to a lethal and horrifying fauna, compared to which wolves, bears, and catsnakes are cute little critters.

MATADOR

Following the tracks of monsters and ferocious beasts, setting traps, capturing their prey live, transporting and training them, then using them in fairs, fights to the death, bull-fights, and hunting shows: this is how matadors live.

MASTER OF PERFORMANCE

When you choose this archetype at 3rd level, you gain proficiency in the Animal Handling and Performance skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

“One day it’s you hunting the viperwolf, another day is the viperwolf hunting you”

-DRUDO DELLA VILUPERA-

Matador

Level	Features
3°	Master of Performance, Eye of the Matador

EYE OF THE MATADOR

At 3rd level, you gain the ability to focus your efforts on killing a single prey. As a bonus action, you can choose a creature that you can see within 60 feet of you. For 1 minute, you gain the following bonuses against the chosen creature:

- You add your proficiency bonus to damage.
- Your weapon attacks against the creature score a critical hit on a roll of 19 or 20 on the d20.
- You add your Wisdom modifier to your AC against attacks made by the creature.

Once you use this feature, you can't use it again until you finish a short or long rest.



ROGUE

BRIGAND - NEW ROGUISH ARCHETYPE

In a world of constant warfare and rivalry among the upper crust, petty noblemen, knights, and hungry peasants, the brigand is often seen as the people's true champion against debt collectors, excisemen, burgomasters, and finaglers. While brigands are undeniably bandits, robbers, and street thugs in their own right, these rascals are frequently much better for commoners than "their lordships", who traditionally live off their backs like parasites.

Throughout the Kingdom there must be at least a hundred and one brigand companies. Among these, the most down-and-out can be as small as a mere trio of desperados on donkeyback. The better-organized are large and branched out like small armies or mercenary companies, and capable of keeping entire districts under control, as is common in Piccadora, Alazia, Tasinnanta, Spoletaria, and on the border between Quinotaria and Falcamonte.

The number of those who claim the title of "kings" or "queens" of the brigands is incalculable, so much so that this infamous honor is often referred to as the "Copper Crown".

BRIGAND

Brigands are highway and country thieves, experts on their own territory and of the outdoors, at ease in the mountains, forests, and deserted countryside. Because inferior numbers and weapons often place them at a disadvantage against guards and caravan wardens, they have become masters of setups and ambushes, and swift at appearing and vanishing into thin air.

BRIGANDAGE

When you choose this archetype at 3rd level, you gain proficiency in the Nature and Survival skills.

THE FINE ART OF AMBUSHING

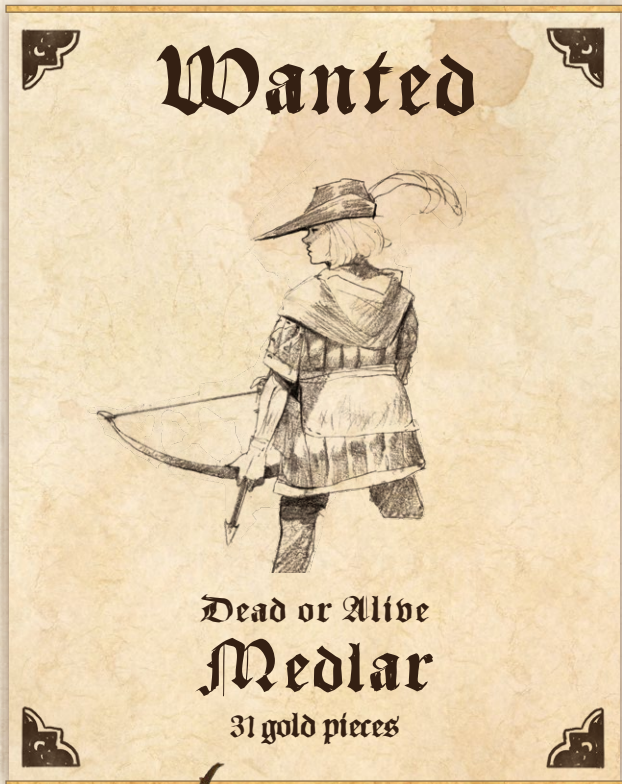
Starting at 3rd level, you become a master at catching your opponents by surprise. You have advantage on initiative rolls and on any action taken during the first turn of each combat.

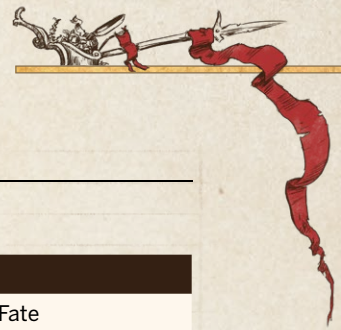
"It's not the nose"

- MEDLAR THE MARIONETTE -

Brigand

Level	Features
3°	Brigandage, The Fine Art of Ambushing





SORCERER

SUPERSTICIAN - NEW SORCEROUS ORIGIN

Enchantresses and charmers, fascinating experts in hexes and sorceries, manipulators of Extravaganza and fairy tricks, thaumaturgists skilled in countering the powers of darkness, mischief, and the maledictions of jinxes, heresiarches, hags, and phantasms.

They're called supersticians: masters of arcane arts, fey power, and secrets of superstition. Some are dark sorcerers who have dealings with infernal powers; others are devoted to the forces of good; others still follow the will of the Three Mothers, from whom they receive blessings and occult knowledge. Supersticians fine-tune their innate powers and natural inclination with years of practice, alone or with companions or masters, and eventually express them through precise, well-coded, and extremely effective formulas and rituals.

Sometimes they gather in covenants and factions; other times they act alone and offer their services to peasants and commoners, roaming the countryside and cities and offering to remove the evil eye from livestock, or to engrave protective glyphs on barns and farms.



Superstician

Level	Features
1°	Preventive Magic, Protected by Fate
6°	Superstitious Ritual

EXTRAVAGANZA

The power that flows in a superstician's veins is that of Extravaganza, the power of fairies and torquises, which somehow touched their existence before or after they were born. This kind of Knave could descend from some ancient fairy lover, or from someone who received the fey's blessing, or simply came into contact with them as a child or youth, long enough for some of their tricks to rub off. Whatever the case may be, Extravaganza flows powerfully in supersticians!

PREVENTIVE MAGIC

When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose an Abjuration spell from any other class' spell list in addition to those of the sorcerer spell list.

PROTECTED BY FATE

Starting at 1st level, you can manipulate the odds of fate. You can use Protected by Fate to roll an additional d20 when you make an attack roll, an ability check, or a saving throw and choose which of the d20s is used for the attack roll, ability check, or saving throw. You can choose to use this feature after you roll the die, but before the outcome is determined. You can also use Protected by Fate when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.

Once you do so, you must finish a long rest before you can use this feature again.

SUPERSTITIOUS RITUAL

At 6th level, you are able to cast powerful conjurations to protect yourself or one of your allies. You conduct a 10-minute-long ritual with which you can protect a target creature (including yourself), with one of the following effects:

- The creature has resistance against a type of damage of your choosing: acid, bludgeoning, cold, fire, lightning, necrotic, piercing, slashing, thunder.
- When the creature rolls a 1 on an ability check or saving throw, that creature can reroll the die and must use the new roll.
- When a creature is reduced to 0 hit points but not killed outright, that creature can drop to 1 hit point instead. After benefiting from this effect, the protection of the Superstitious Ritual ends.

The effects of the Superstitious Ritual last for 24 hours or until you use this feature again. You can extend its duration by 24 hours by spending 2 sorcery points. Once you have used this feature, you can't use it again until you finish a long rest.

WARLOCK

JINX - NEW OTHERWORDLY PATRON

Northerners by the name of warlocks who reach the lands of the Kingdom are better known south of the Crown Mountains as jinxes. They are powerful and feared conjurers, capable of casting curses and misfortunes with a mere sideways glance, a false and envious word, the touch of annoyance and remorse.

All their power derives from “Madame Jinx”, the Misfortune that deflects human destinies toward the darkest outcomes, and against which even invocations of all the Saints of the Calendar are useless.

Commonly found in Volturnia, with its long tradition of conjurations and superstitions, jinxes also find employment in Tarantasia, or wherever they are needed to cast the evil eye against opponents of all kinds.

Jinx

Level	Features
1°	Expanded Spell List, Evil Eye
6°	Misfortune Touch

MISFORTUNE

For the Creed, Misfortune is only a saying or an abstract concept, but everyone in the Kingdom knows how very real it is, and how terrible its consequences. They say that Madame Jinx “has excellent eyesight” and offers her powers to jinxes for the kick of watching ill luck hitting here and there. Having made a pact with Madame Jinx, jinxes are not afraid to wield Misfortune.

EXPANDED SPELL LIST

The Misfortune lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Jinx Expanded Spells

Level of Spell	Spells
1°	<i>bane, sleep</i>
2°	<i>blindness/deafness, spike growth</i>
3°	<i>animate dead, bestow curse</i>

EVIL EYE

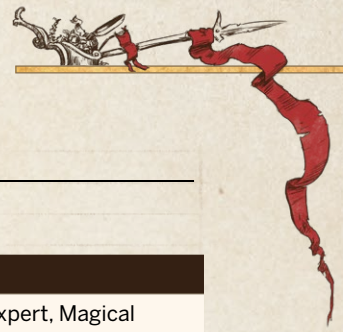
Starting at 1st level, your patron grants you the power to spread doubts in an opponent's mind. You can choose a creature within 40 feet of you that can hear you. The target has disadvantage on the next saving throw it makes against a spell you cast. you regain the ability to use this feature again after a short or long rest.

MISFORTUNE TOUCH

Starting at 6th level, you can invoke your patron to bring great and unspeakable misfortune. For a moment, a ghostly figure seems to appear behind you, putting a diaphanous hand on your shoulder. You emanate an aura of intense misfortune in a radius of 20 feet for a number of rounds equal to your Charisma modifier.

Any creature, except you, within the Misfortune Touch area, has disadvantage on all attack rolls, ability checks, and saving throws. When the effect ends, Madame Misfortune calls in your debt, and you drop to 0 hit points. Once you have used this feature, you can't use it again until you finish a long rest.





WIZARD

GUISCARD - NEW ARCANES TRADITION

Guiscards are a closed and exclusive guild of conmen and magic-users with branches in various Occasian countries, whose intent is primarily to recover artifacts, relics, and fragments of lost wisdom to enhance their power and knowledge, while also making the college, and individual members within it, more powerful.

After their apprenticeship, guiscards (named after the northern term for "magician" or "shrewd") leave their school and travel around the Kingdom, alone or in bands, following maps and solving puzzles, looking for treasures and entrances to ruins of the past, exploring dungeons and remote places, ever hunting for ancient power and forgotten knowledge.

In the Kingdom, they are particularly interested in artifacts and tomes of the Draconian era, and are often learned in the most ancient languages.

GUISCARDRY

Guiscards are the most famous and celebrated wizards of the Kingdom: cheaters, charlatans, street swindlers, gypers, and seekers of arcane treasures. In their guild they learn a mixture of thieving tricks and spells; for this reason they are considered excellent Knaves and are much sought-after by bands and companies (as well as by guards, of course!).

TREASURE SEEKER

When you choose this Arcane Tradition at 2nd level, you gain proficiency in the Investigation and the Perception skills. Also, you gain proficiency with light armor and a martial one-handed weapon of your choice.

MAGIC ITEMS EXPERT

Whenever you make an ability check related to magic items or magic devices, you are considered proficient in the used skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

MAGICAL TRINKETS

The guiscards are used to carrying around a large number of magical trinkets, the result of their studies and explorations. Although these trinkets are magical items indeed, they are often damaged or malfunctioning. When you choose this Arcane Tradition at 2nd level, you can use any magical item in your possession as a spellcasting focus for your wizard spells, and you have an uncommon magic item of your choice from the Magical Junk list on page 67 (or any similar list).

Guiscard

Level	Features
2°	Treasure Seeker, Magic Items Expert, Magical Trinkets
6°	Master of Extravaganza

MASTER OF EXTRAVAGANZA

Starting at 6th level, you can attune to 4 magical items instead of 3. Also, you can ignore any prerequisite required to attune to a magical item.



New Personalities and Backgrounds

As all roleplayers already know, defining your characters' intangible traits, giving them depth, faults and virtues, speech and behavior peculiarities, is the best way to make them believable and fun to play. Many of the backgrounds, character traits, strengths, weaknesses, and ideals found in the core ruleset are great for Kingdom Knaves, and work equally well together with the *Branconia* setting rules.

Just pay attention to one thing: every gold piece (gp) assigned according to the basic ruleset backgrounds should be considered a silver piece (sp) when playing *Branconia*.

Specifically adapted to *Branconia*, the following are some additional Backgrounds which may serve as inspiration and starting points for your characterizations.



Your characters' origin, class, and background will determine the languages they speak. Here are the main languages used in the Kingdom, in order of importance:

Vernacular. Despite the numerous regional dialects, jargons, and local variants, the Kingdom's inhabitants all speak and understand Vernacular, the common language in use from the Crown Mountains to the Charybdean Sea. Most people can also read and write, at least well enough to sign documents, read plates, signs, and bounties, and draw up short notes. Therefore, all characters who, in the players' opinion, are likely to have had access to some basic schooling will be able to read and write Vernacular.

Draconian. Like many Occasian languages (such as Altomannic and Illusitan), Vernacular descends from Draconian, the language of the empire which fell more than a thousand years earlier. To study arcane texts, documents of the past, and inscriptions from the ancient empire, you need to be able to read and write Draconian, an extremely complex language taught exclusively in prestigious schools, colleges, and corporations. Characters who, in the players' opinion, are likely to have had access to such knowledge, will speak, read, and write Draconian. For guiscards, this is an implicit and fundamental requirement right from the first level.

Macaronic. The language of the Kingdom's religion and bureaucracy is Macaronic, a cultivated and codified derivation of Draconian, halfway between Draconian itself and Vernacular. Characters who, in the players' opinion, are likely to have been educated in the Creed or have a high social status, will also understand and speak, read and write Macaronic. Anyone who knows only Vernacular and wants to use Macaronic must pass a DC 15 Intelligence (History) test.

Bedamn. Also called Black Lingo and Blackspeech, this is the language used in Inferno by devils, hags, fiends, and the damned, and taught to heresiarchs, sorcerers, and followers of dark powers. Unless they have consciously willed themselves to forget it, malebranche can instinctively speak, read, and write Bedamn. Characters who, in the players' opinion, have had access to this cursed idiom, if only to fight it as exorcists, know how to speak, read, and write it.

Lingua Ignota (Unknown Language). Also called the Language of the Birds, this is the language of celestials, angels, and the inhabitants of Urania, used for the most complex prophecies and for the most sacred texts. Only some hermits and mystics who roam the Kingdom seem to understand it, though some say it is an inner language accessible to anyone, provided they are pure (or drunk) enough. Characters who, in the players' opinion, are likely to have been exposed to it, are able to speak, read, and write it.

Petroglyphic. The oldest inscriptions that appear on monoliths, prehistoric caves, and primeval artifacts are petroglyphs: pictographic signs engraved or drawn on stone, representing concepts, rather than words or letters. Petroglyphic is the last remnant of an ancestral language, common to ancestors of sylvans and morgants, ancient Pelagians, and other prehistoric peoples.

Racket. Racket is the roguish jargon spoken by Ziganes, Lacklands, and Norcitans, as well as by many companies of puppeteers, street actors, carnies, harlequins, thespians, and by all rovers, nomads, and wanderers in general. Racket uses the Vernacular alphabet.



AMBULANT

Grinders, umbrella menders, nomads, seasonal workers, wayfarers, street actors, thespians, harlequins, puppeteers, carnies, charlatans, relic peddlers, beggars, wandering clerics, students moving from one school to another, professional wanderers, toy makers, tinsmiths, milliners, Norcicans, Lacklands, Ziganes and Caravankers, and all those who spend their lives moving from region to region looking for work or taking their itinerant shows around: these are ambulant. The presence and constant transit of ambulant across the Kingdom's cities and villages is a common occurrence, and they are mostly viewed with interest and curiosity, as a breath of fresh air in people's humdrum life.

Constantly on the move, these wanderers have very varied cultures, but also many common traits: the lack of roots, songs and prayers of the road, pleasure in a freer life, and strong sense of communion between travelers, compared to their non-migratory counterparts, the "paisàn".

Skill Proficiencies: Performance, History

Tool Proficiencies: A set of artisan's tools (one of your choice)

Languages: Racket

Equipment: A jewel dedicated to Saint Pathrick, a set of traveler's clothes, and a pouch containing 15 sp.

FEATURE: TALES OF THE ROAD

Whatever group, profession, or community you belong to, like any other ambulant, you know a lot of legends, rumors, and tales collected on the road and gathered over the years. Whenever you collect one or more rumors, you get an additional one. According to the table on page 84, you always have advantage on all checks related to finding or traveling on Roads to Nowhere.

d8	Personality Trait
1	I often speak in Racket and use derisive terms or mockery toward the settled-ones, such as "Paisàn".
2	I am reliable and trustworthy. I always find the solution to every problem.
3	I am a restless dreamer, and it's not easy for me to sit still for more than a week in one place.
4	I like to know every single detail of any places I visit. The world of the settled-ones is full of wonders they don't even know about.
5	I indulge in the pleasures of life, and I do not deprive myself of anything.
6	I'm passionate about art and all other creative expressions. I aspire to unravel the secret recipe of a successful performance.
7	I often use fascinating tones, catchy phrases, and stage names, and you'll never see me out of character.
8	I follow my community's fashion and lifestyle, and I do everything I can to distinguish myself from the paisàns.

SUGGESTED CHARACTERISTICS

Ambulants have backgrounds as varied as any "villager": they can be fascinating blue-eyed Ziganes from the sea; rustic Norcicans who lend their services as wandering butchers; harlequins and puppeteers ever in search of a new square to perform in; formal itinerant bankers; crafty charlatans, or honest tinsmiths. In all of them burns an on-the-road restlessness, not unlike that of sailors... a sedentary existence is too boring to live!

d6	Ideal
1	Brotherhood. Ambulant or settled-one, citizen or peasant, wild or civilized, people are all the same and should get along well. (Good)
2	Respect. Even if strange or convoluted, the customs and the laws of the settled-ones' cities and communities must be respected. (Lawful)
3	Common Sense. There are as many norms and truths as there are human heads, and it is impossible to consider them all: the important thing is to follow common sense. (Chaotic)
4	Self-Interest. All these people are waiting to be conned. And if you do it in style, they'll even say thank you while you scam them. (Evil)
5	Law of the Road. The only law to obey is that of my people: the Law of the Road. (Neutral)
6	Journey. Life is short, and it can be surprising every day. How could you choose to spend your whole existence within the same four walls? (Any)
d6	Bond
1	My traveling community is my only family.
2	The people from my home town, which I left decades ago to go in search of some kind of fortune.
3	My community's matriarch, she can see directly into the human heart.
4	The paisàn that fooled me. It had never happened to me before!
5	The talented actor who taught me the true art of comedy.
6	That charlatan with a thousand faces I've already met them several times along the road; up to this day, I don't know what their real name is.
d6	Flaw
1	I often envy the simple life of the paisàns, and that's why I look at them with spite.
2	I'm nothing but a scoundrel, and I regard others just as fools waiting to be robbed.
3	I have to do things my way. Replace me, or deal with it.
4	My scale of values is quite distinct from that of the people around me.
5	Well, yes, I admit it. I might love wine and drugs a bit too much.
6	My only purpose is to get rich, ideally without any kind of effort.

BRAWLER

In a Kingdom where brawls are as widespread as games of dice, brawlers love nothing better than constantly throwing themselves into fistfights and scuffles, which they often provoke deliberately. Demonstrating their strength and arrogance is the brawlers' idea of fun, and the lifestyle they have chosen.

Skill Proficiencies: Intuition, Performance

Tool Proficiencies: Two types of gaming set

Equipment: A brawl trophy (roll an additional Memorabilia), a map with a list of all his hometown's Dives, a set of common clothes, and a pouch containing 15 sp.

FEATURE: BRAWLER

You acquired full mastery of the knowledge of taverns and inns, the "battlefield" where the sacred art of brawling was born. All the revelry and the bare-handed fightings made you the formidable brawler and the opponent of rare hubris you are today. You gain 1 additional move slot.

d8 Personality Trait

- 1 I look for every opportunity available to stir things up and slap somebody in the face.
- 2 I'm not the one causing troubles, but every time there's one around, I can't seem to back out.
- 3 It might sound presumptuous, but I never miss an opportunity to declare myself superior to someone in something.
- 4 There is nothing I wouldn't do to keep my honor and my Notoriety.
- 5 I'm the biggest trash-talking showboat of the Kingdom.
- 6 I could spend the rest of my days eating and drinking the hell out of this tavern!
- 7 I do my best but I can't resist attractive people, and my actions unfortunately cause all sorts of counter-reactions.
- 8 Lazy as I am, I still work hard to mooch a couple of pints and a meal every day.

d6 Ideal

- 1 **Integrity.** Defending my honor and the honor of others is the most important thing. (Good)
- 2 **Glory.** I am looking for glory indeed, but also admiration. (Lawful)
- 3 **Revelry.** My only goal is to live a wild life of revelry and fun. (Chaotic)
- 4 **Profit.** I want to line my pockets with losers' memorabilia and gambling money. (Evil)
- 5 **Victory.** I am constantly seeking people's approval. (Neutral)
- 6 **Full Belly.** Life is just too complicated already. It'd make much more sense to think about filling your stomach and emptying your bladder only. (Any)

SUGGESTED CHARACTERISTICS

A full-blown champion of slaps and squabbles, arm wrestling and other dive games, the brawler wallows like a fish in the glittering sea of challenges and nocturnal free-for-alls, often drawing the highest bets, but also the most aggressive kingpins.

d6 Bond

- 1 The first person who knocked me down, making me understand that there's always someone stronger.
- 2 I'll have my revenge on the brawler who dared to play dirty, breaking the rules of honor of the brawl.
- 3 The champion who defeated me at the Blessed Ignorance Fair.
- 4 I miss my old companions. I had to leave them when the damn guards put that bounty on my head.
- 5 Dulcinea, the love of my life: although we've met only once, you've already stolen my heart.
- 6 The old hermit who welcomed me when I was nothing but a lonely runaway, and taught me the legendary Calloused Hand technique.

d6 Flaw

- 1 My pride has no limit.
- 2 I've got tremendous appetites, and all I think about is having them satisfied.
- 3 I'm a compulsive liar.
- 4 D'you wanna know what my biggest flaw is? Well, I just can't stop repeating this question over and over to myself, and every time I have a different answer!
- 5 Muddy boots on the table, knife between the teeth, dirty nails picking the nose: what... is it really that disgusting?
- 6 Some might say I continuously harass others just to get a good brawl started.





FINAGLER

The finagler is a bit of a symbol of the Kingdom's civil life and bureaucracy: a fixer, a notary, a pettifogger, and a hack, a fine connoisseur of laws and red tape, and therefore perfectly capable of circumventing them, infiltrating the system, and turning it inside out. Halfway between public and private, the finagler is the go-to official for Knaves confronting the law, the nobility, and justice because – while being Knaves themselves – they are perfectly integrated into the system and know how to interact with, persuade, and corrupt everyone else: guards, Royal Bounty agents, and big shots.

Skill Proficiencies: Investigation, Persuasion

Tool Proficiencies: Forgery Kit

Languages: Macaronic

Equipment: A copy of their home region's book of laws, a bottle of black ink and a pen, a parchment, a set of fine clothes, and a pouch containing 20 sp.

FEATURE: TROUBLE SOLVER

You have a comprehensive knowledge of the laws and the mechanisms related to the functioning (or malfunctioning) of the Kingdom's Justice. You are the right Knave when it comes to "fixing" not-too-serious legal disputes. You can remove one of your Misdeeds or that of a member of your company. In order to do that, a cost equal to the Bounty value of the Misdeed you want to remove must be paid. This feature must be used before the Misdeed is added to a character's Bounty by the authorities.

d8	Personality Trait
1	I am a master of the fine art of the jibber-jabber, and I try not to miss a single occasion to run it on the first guy that comes along.
2	I take on every favor request I receive. Of course, I also accept payment in kind.
3	I am mainly interested in the analysis of the law. I've collected many written documents that I like to carefully study in my spare time.
4	I often utter phrases and mottos in Macaronic, to show off my erudition.
5	I love to deal with influential people, especially when I manage to silence personalities such as nobles and ordinals.
6	They call me the patron saint of lost causes. I frequently get stuck trying to solve the most complex and tricky dilemmas.
7	With this silver tongue of mine, I could even sell ice to the varags.
8	I have a pompous stage name I used to be called when I was practicing the profession.

"With strangers you apply the law,
with friends you interpret it."

- SAYING AMONG THE FINAGLERS -

SUGGESTED CHARACTERISTICS

Finaglers are colorful characters who often speak Macaronic or technical jargon, know all sorts of quibbles, codicils, and loopholes, and constantly come up with alternative and contradictory interpretations of laws and customs. They love precision and order, read and write perfectly, and are fond of pointing this out. They tend to act aloof and see themselves as superior to the more common Knaves, and in companies they typically cover the roles of accountants, notaries, scribes, and yeomen.

d6	Ideal
1	Equal Opportunity. Even the poor and the unfortunate have the right to defend themselves from injustice. (Good)
2	Equality. Laws, conditions, and treatments must be the same for everyone. (Lawful)
3	Justice Among Thieves. Knaves also have the right to defend themselves against unfair laws and abuses by any means possible. (Chaotic)
4	Devil's Advocate. I have no problem defending or assisting the worst tyrant or criminal, as long as I'm getting paid. (Evil)
5	Equanimity. The peaceful acceptance of sins, crimes, punishments, and all the methods to avoid them. (Neutral)
6	Order. The world and the universe should operate like a well-oiled mechanism. Any element acting against this perfect pattern should be removed. (Any)

d6	Bond
1	The rhetoric and law professor who taught me the fine art of the con.
2	I have a sibling who sees me as a fraud and hates me because I have betrayed my profession to become a Knave.
3	The strong and respected leader I used to work for as an advisor.
4	The man who forced me to betray my profession and become a Knave.
5	The person I've not been able to save with my silver tongue still lies in jail.
6	The love of my life was killed because of my profession.

d6	Flaw
1	I am both greedy and stingy, and I choose whether to take a job or not based on the petechins I could make out of it.
2	I am haughty, pompous, and presumptuous; there is nothing that I don't know or that I don't pretend to know.
3	I want to become the company leader one day, and I will do everything to achieve my goal.
4	No matter the subject, I will always have the last word.
5	I think only for myself, and I am ready to leave behind or betray everyone else at the earliest opportunity.
6	I regard the other Band members as my personal minions.

FUGGITIVE

Outcasts; prison, galley or forced-labor escapees; deserters from armies and mercenary companies; on the run after attacking a guard or an aristocrat: whether rumors about them are true or false, fugitives are accused of escaping from the Kingdom's "justice", and when they join a company, it's because they have no other prospects.

Skill Proficiencies: Stealth, Survival

Languages: Racket

Equipment: A dagger, a memento from your past life, a set of traveler's clothes, a pouch with 10 sp.

FEATURE: OUTCAST

Your Bounty is higher than usual, due to a serious misdeed that has been (fairly or unfairly) attributed to you, along with some aggravating factors.

d10	Outcast	d10	Outcast
1	Evasion	6	Assault on a Guard
2	Desertion	7	Sedition
3	Betrayal	8	Riot
4	Public Execution Interruption	9	Brigandage
5	Resisting Arrest	10	Pillag

Your Bounty increases by 100 gp.

SUGGESTED CHARACTERISTICS

Fugitives are Knaves hunted early in the game, with Bounties probably higher than their companions'. They could be poor wretches unjustly accused of wrongdoings they never committed; people who rebelled against injustice; idealists who sided against guards and pretentious nobility; or downright criminals who won't let others push them around.

d8	Personality Trait
1	I keep a low profile and I always watch my back.
2	I definitely avoid talking to guards and notables, if possible.
3	I don't trust anyone, and I'm always afraid that someone will report me.
4	I can't stand authority and justice, because they always operate against poor people only!
5	Every time I enter an enclosed area, I start checking all the escape routes available.
6	I am sympathetic to those who are persecuted by the law.
7	If I stay too long in the same place, I start to get nervous, and I look for a way to move somewhere else.
8	I've got a plan to leave this county and find a place where they don't have my face hanging on every damn tavern wall!

d6 Ideal

- Solidarity.** The poor and wretched should be helped or left alone. (Good)
- Justice.** One day, the powerful will be subject to the law like everyone else. (Lawful)
- Freedom.** There is no real freedom for those who cannot go where they want or try to redeem themselves. (Chaotic)
- Indifference.** Everyone can go to Hell! The only thing I care about is never having chains on my wrists again, and there's nobody I wouldn't kill to keep my freedom. (Evil)
- Common Sense.** What is the point in having a system of laws, if those who enforce them are often worse than those who break them? (Neutral)
- Ambition.** Someday I'll find proof of my innocence, or enough Big Pieces to pay off my debt. (Any)



d6 Bond

- Friendships born between prisons' walls cannot be broken.
- The memories of a loved one are the only bond I have to the life I used to have before, that life I ran away from.
- There's somebody who saved my life helping me escape. Today, I still feel I owe everything to that person.
- Those who no longer have anyone build fraternal relationships with their companions. That's how allies become family.
- Even knowing who I was and the kind of things I was running from, someone treated me kindly. I'll never forget that.
- Sooner or later, I'll take my revenge. The cause of all my troubles will have to choose whether to repay me in gold or blood!

d6 Flaw

- I can no longer bear any restriction, not even from my companions.
- I've tried, but after that bloody betrayal, I believe I really can't trust anyone anymore.
- I often have nightmares and disturbing recollections of my time in jail.
- I have obsessions and phobias related to the traumas I've suffered.
- Because of all that happened, I no longer respect authority.
- I still hold a hell of a grudge toward those who made me a fugitive. I always end up hating everybody who reminds me of them.



ROVER

Rovers spend a large part of their lives in the free, natural manner traditional of feral communities and wolf-cats, hermits, heretics, woodcutters, coalmen, shepherds, and the more isolated pagans. They are hunter-gatherers and their groups move with the seasons, drawing all their raw materials from the remains of animals or plants. The rovers' cultures, skills, and knowledge are deeply influenced by their outdoor life, experience with wild territories, and communion with nature and its phenomena.

Skill Proficiencies: Animal Handling, Athletics

Tool Proficiencies: Herbalism Kit

Languages: Petroglyph

Equipment: A staff, an animal bone pendant, colored pigments, a set of traveler clothes, and a pouch with 10 sp.

FEATURE: WILD COMFORT

You know how to move with respect for the creatures inhabiting the wildlands. This awareness allows you to avoid unpleasant encounters. You and up to five other people can travel across any wild territory without encountering hostile beasts. This feature does not affect different kinds of encounters.

SUGGESTED CHARACTERISTICS

Rovers experience life among civilized peoples as a wolf would amidst domesticated dogs, and they often feel alien in a world made of cities, farmland, and "civil" customs. Instinctively, they feel more akin to animals in chains or cages than to their owners. Far from living "in the State of Nature", rovers have a vast and complex culture that involves living in the wilderness, away from walls, roads, or stone houses – a life they constantly miss whenever they find themselves sleeping in a flea-ridden bed with a ceiling a mere few feet from their head.

d8	Personality Trait
1	Nobility, titles, and wealth mean nothing to me.
2	Every time I'm far from the wilds, I get nostalgic and restless.
3	I feel like a caged animal every time I walk into a place surrounded by walls or covered by ceilings.
4	I can't stand the crowds, the masses, the noise, and the smell of the civilized towns.
5	I get aggressive if someone gets too close or doesn't mind their own business.
6	Every act of spontaneous kindness softens my heart and fills it with gratitude.
7	I love showing the arts and crafts I know to the peasants, getting to learn their respective trade secrets in return.
8	I get along well with animals and beasts. I cannot say the same for humans.



d6 Ideal

- Respect.** Animals, wilds, peasants, and citizens should all live in communion and mutual respect for each other. (Good)
- Law of the Wild.** The laws of nature are the only laws we should all respect. (Lawful)
- Freedom.** Everyone should live out in the wild. Civilization is a momentary artifice only. (Chaotic)
- Law of the Strongest.** In the wild, the strongest have the right to do whatever they want. (Evil)
- Survival.** The most important thing is survival. Save yourself today to keep on hunting tomorrow. (Neutral)
- Contemplation.** The starry sky above my head, the wildling spirit inside my heart. (Any)

d6 Bond

- The members of my tribe, clan, or family, that I left behind, somewhere, along the way.
- The inhabitants of the village near my community's territory, the only civilians to ever show me spontaneous friendship.
- The wandering huntress who took me with her when I was just a child, and taught me how to live in the forest.
- There's this animal that, for some reason, has been following me at a distance for years.
- A "blood" brother or sister that I haven't seen for a long time, but for whom I still feel great empathy.
- The valiant leader of my people, who saved my life and to whom I owe everything.

d6 Flaw

- I often start sniffing the air or the clothes of those who pass near me.
- I never wash myself. Why should I?
- I won't help those who can't defend themselves, nor anyone who's not a companion of mine.
- I've never cut my hair and I like to let various creatures live in it. I also never shave, of course.
- I guess my sense of decency could be pretty questionable for peasants and commoners.
- I eat raw meat, and that's just one of my peculiar eating habits.

Tough

Toughs were born and raised amidst all manner of oppression, hardship, or violence, yet far from breaking them, these extreme living conditions tempered their mettle, making them as hard as steel. Having been exposed so directly to the harshest abuse and privations, no obstacle, fear, or hesitation will stop them now.

Skill Proficiencies: Athletics, Intimidation

Tool Proficiencies: One type of gaming set

Languages: Racket

Equipment: A pendant of Saint Maraуда, a poppycock card deck or another game, a set of common clothes, and a pouch with 15 sp.

FEATURE: TOUGH FACE

You look so damn tough and intimidating that everyone you meet instantly realizes that you're no joke.

When you interact with others using your Notoriety, you consider it 1 level higher.

SUGGESTED CHARACTERISTICS

In the Kingdom, the toughest of the tough come from Penumbria, the most violent and dangerous region in the Sinister Boot; many others originate from the worst neighborhoods of the worst cities in the Kingdom, from the depths of the poorest and most remote countryside, and from the most forbidding and isolated communities. The tough aren't necessarily bad, but they're certainly used to dealing with the bad guys, and should never be crossed lightly.

d8	Personality Trait
1	I bow to no man, and I never apologize.
2	I have only two expressions: one with the hat, one without it.
3	There are tons of things that bother me, especially compliments.
4	I actually have a tender heart under this thick skin, but I do everything I can to hide it.
5	There's no such a thing as counting the money earned catching an infamous.
6	I believe people are monsters. I love animals, and I would never hurt them.
7	I can hardly stand others' company. I prefer to spend as much time alone as possible.
8	I never speak unless it is necessary. Oftentimes, one word is too many.

d6 Ideal

- Golden Heart.** "Inferno knows no fury like a good person turned bad". (Good)
- Intransigence.** If these are our orders, we must follow them, whatever the cost. (Lawful)
- Cynicism.** The world is falling apart, and we can't solve anybody's problems! Let's think about ourselves, fellas! (Chaotic)
- Power.** With blades as in life, the toughest wins. (Evil)
- Opportunism.** With Frange or Altomagna, as long as I can have lasagna. (Neutral)
- Loot.** Let's fill our pockets and go have a drink somewhere. There are no other certainties in life. (Any)

d6 Bond

- The people worth dying for are those fighting by my side.
- I've got a list of the people who did me wrong. I recite it every night before bed.
- The only person who has ever loved me, the only one I will never forget.
- I have been betrayed many times, but there is one particular betrayal that still weighs me down. I'll have my revenge.
- I always carry an old yellowed bounty with me. On the bounty, there is the name of someone I have been chasing for a long time now.
- My old captain. I haven't seen him for years, but a word from him would be all that it takes to put the old Company back on its feet.

d6 Flaw

- I have little respect for anybody who doesn't prove to be a good fighter.
- I have seen too much, and my soul has wounds that cannot be healed.
- I don't trust anyone, and I always sleep with one eye open.
- If my life were at stake, I'd betray my companions in the blink of an eye.
- I believe I'm not capable of loving anyone or anything, anymore.
- I am bloodthirsty and violent to the point of brutality.

"When you finish the game, the king and knave end up in the same box"

- ALAZIAN SAYING -



Brancalomian Feats

Brancalomia's feats follow the same mechanics illustrated in the core ruleset and can be chosen and taken by every Knave. Many of the 5th Edition manuals' feats can be used in *Brancalomia* with no special precautions needed. Here is a selection of *Brancalomia's* feats, expressly designed for the Knaves of the Kingdom.

ANCIENT CULINARY ART

You are an expert in the Kingdom's culinary art, a long tradition handed down by aunties and grannies. You gain the following benefits:

- You gain proficiency with cook's utensils and add double your proficiency bonus to all checks made using them, instead of your normal proficiency bonus. Also, you treat shoddy cook's utensils as standard cook's utensils.
- You treat cook's utensils as improvised weapons you are proficient with.
- You can cook a special meal that makes the consumer gain a number of temporary hit points equal to their Constitution modifier (minimum of 1). Once you use this feature, you must finish a short or long rest before you can use it again.
- By examining food or drinks for 1 minute, you can tell if they are poisoned or if they carry any disease.

APOTHECARY

Your knowledge of herbs and ancient remedies makes you an expert in preparing every kind of concoctions and decoctions capable of healing wounds, soothing pain, and facilitating rest. You gain the following benefits:

- You gain proficiency with the herbalism kit and the following artisan's tools: alchemist's supplies and brewer's supplies.
- At the end of a short rest, up to 6 creatures can add your proficiency bonus to the hit points regained by spending one or more Hit Dice.
- You can use a healer's kit to allow a creature to make a new saving throw to eliminate the effects of a disease or a poison.
- You gain proficiency in the Medicine skill if you don't already have it, and you add double your proficiency bonus to Medicine checks, instead of your normal proficiency bonus.

EXCEEDINGLY GIFTED

Prerequisite: Gifted

Your Gift stands out even in comparison with the innate faculties of your own kind. You gain the following benefits:

- Increase your spellcasting ability score for the gifted spells by 1, to a maximum of 20.
- In addition to the spells granted by the Magical Influence trait, you learn a new 2nd-level spell that must belong to the same school of magic chosen for the Magical Influence spells.
- Magical Influence now allows you to recover a 1st or 2nd level spell slot.

FOREST COMPANION

Prerequisite: Sylvan

You have a special affinity with the forest, its balance, and its inhabitants, and you are able to create a unique bond with a wild animal; a bond of equality, friendship, and collaboration. You gain the following benefits:

- You add double your proficiency bonus to any Nature and Survival skill check, instead of your normal proficiency bonus.
- Through a ritual lasting 8 hours, you can create a bond with a friendly beast. That beast must be Medium or smaller with a challenge rating of 1/4 or lower. The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the beast where to move (no action required by you). You can use your action to verbally command it to make an Attack, Dash, Disengage, Dodge, or Help action. Once you have the Extra Attack feature, you can make one weapon attack yourself when you command the beast to take the Attack action. If you are incapacitated or absent, the beast acts independently of you, focusing on protecting you and itself. The beast does not need your command to use its reaction, for example, to make an opportunity attack.

JIBBER-JABBER

Prerequisite: Charisma 13 or higher

You are able to fool other creatures with an unrivaled combination of self-confidence, gab, and nonsense, as if you were a high-ranking guard. You gain the following benefits:

- You gain proficiency in knowing crazy people don't know they're crazy and you know you're crazy, therefore you're not crazy and that is pretty crazy indeed. Savvy?
- You have 2 Silver Tongue dice, which are d4s. Use these dice to enhance your silver tongue. A silver tongue die is expended when you use it. You regain all of your expended silver tongue dice when you finish a short or long rest.
- When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of silver tongue, rolling a silver tongue die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

KNAVE'S PEDIGREE

You grew up surrounded by scoundrels and villains. You know how to navigate shady environments and you gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- Your Notoriety is considered 1 level higher when interacting with other Knaves.
- You gain the thieves' cant feature.



MALEBOLGE NOSTALGIA

Prerequisite: Malebranche

Some malebranche do not entirely deny their past and sometimes dedicate themselves to reclaiming some of the powers and faculties lost after their Great Refusal. This kind of path is as long and difficult as the one that led them to humanity, but sometimes the results are much more... flashy!

Both your Helltraits improve and increase in effectiveness:

- **Hellwings.** Your wings grow big and strong. You gain a flying speed of 20 feet.
- **Hellflames.** The flames you emanate become unholy and corrupt. Whenever you hit a creature using your Hellflames trait, that creature takes an extra 2d6 necrotic damage on a failed save and half as much damage on a successful one.
- **Hellfeet.** Your goat legs now allow you to make mighty leaps. When you jump, you add 10 feet to the total distance covered, and you don't have to make checks even if you land on difficult terrain.
- **Hellvoice.** In addition to the charm person spell, you can now cast the fear spell once with this trait and regain the ability to do so when you finish a long rest.
- **Hellclaws.** Your climbing speed increases to 30 feet and your claws deal an additional 1d4 poison damage.
- **Hellears.** You gain blindsight within a radius of 30 feet.

PATCH UP

You are used to coping with any situation and getting by with the scarce means at your disposal. You gain the following benefits:

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- You can ignore the shoddiness of an equipment, service, animal, or component for 1 hour. Once you use this feature, you can't use it again until you finish a short rest.

PANTAGRUEL'S HERITAGE

Prerequisite: Morgant

You are a descendant of an incredibly ancient and imposing lineage of morgants and, willy-nilly, this characteristic emerges clearly. You gain the following benefits:

- Increase your Constitution or Strength score by 1, to a maximum of 20.
- When completing a long rest you can recover one additional level of exhaustion.
- Your hit point maximum increases by an amount equal to your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by 1 additional hit point.



PEASANT SOUL

You have a strong connection with your past as a farmer, you know how to behave with animals and you know how to use even the humblest tools to defend yourself. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You gain proficiency in the Animal Handling skill.
- When using a sickle, martial mattock, or martial pitchfork, your attacks score a critical hit on a roll of 19 or 20.

SEASONED WOOD

Prerequisite: Marionette

All sentient marionettes are made from triflewood and its variants. However, the best puppeteers know how to properly treat the stumps and strips of this magical material to optimize its performance. In other cases, seasoning is a natural process that can occur even a long time after the marionette's creation. In these cases, you gain the following benefits:

- Increase an ability score of your choice by 1, to a maximum of 20.
- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Cunning Extravaganza.** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

SHIELDANCE

Trained in the ancient art of the buckler, you are a true master when it comes to defending yourself with a shield. You gain the following benefits:

- Increase your Constitution or Strength score by 1, to a maximum of 20.
- You gain proficiency with shields.
- Whenever you take the Dodge action in combat, you gain an additional +2 bonus to your AC, and you ignore the shoddiness of the shield.

STARS AND STABLES CHILD

Prerequisite: Human

You are able to sleep literally anywhere, whether you find yourself under a starry sky or surrounded by the stinking smell of an old stable. You gain the following benefits:

- Increase an ability score of your choice by 1, to a maximum of 20.
- When you spend one or more Hit Dice at the end of a short rest, you can re-roll those dice that show a result lower than your Constitution modifier.
- You can spend 2 Hit Dice to recover one level of exhaustion.

THROWANCE

You have become a master of throwing objects of all kinds with absolute precision. You gain the following benefits:

- When you make a ranged attack using a weapon that doesn't have the thrown property, consider it to have thrown (range 10/20) instead.
- When you make a ranged attack with a weapon with the thrown property, you can treat the weapon as if it had the finesse property.
- When you make a ranged attack with a weapon with the thrown property, increase its normal range and maximum range by 10 feet.

VIPERWOLF BLOOD

You have endured and survived the effects of the most fearsome poisons to the point of becoming immune to them. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You are immune to poison and have immunity to the poisoned condition.



DENS, BRAWLS, BOUNTIES, AND NOTORIETY.

Your Knave creation is almost complete. Before throwing your character out on the street, however, you still need to define some typical elements of *Brancalonia*:

- What's your company Den like?
- What distinctive brawling abilities do you have?
- Which Misdeeds have you already been charged with, how much is your Bounty, and what about your Notoriety out there?

You can find all these elements in the next chapter. Also don't forget to take a look at our peculiar Equipment and Memorabilia, in chapter 3!

KNAVES EMERITUS - ADVANCES BEYOND THE 6TH LEVEL!

In *Brancalonia*, the maximum level your character can reach is the 6th level, but this does not mean that Knaves will stop growing or improving at 6th level. In fact, each time you gain the experience points needed to advance to 7th level (i.e. for every 9,000 XP earned after the first 14,000 XP), you instead take a new Emeritence chosen from the following:

ABSOLUTE EMERITENCE

You can take this emeritence only if you already have 2 emeritences

Increase your proficiency bonus by 1, to a maximum of +4.

BAND TOGETHER

You can take the Help action as a bonus action.

BEEFY

Your hit point maximum increases. You gain additional hit points equal to 6 + your Constitution modifier.

BLESSED LUCK

You can roll one additional d8 on an ability check, attack roll, or saving throw you make. Once you use this emeritence, you can't use it again until you finish a short rest.

EMPOWER EXTRAVAGANZA

You can cast any spell you know or have prepared, as if using a slot that is of one higher level than the spell. Once you use this emeritence, you can't use it again until you finish a short rest.

FAVORED WEAPON

Only Barbarians, Fighters, Paladins, and Rangers

You choose a specific type of weapon, for example a long sword or rapier. When you use a weapon of the chosen type, you can add your proficiency bonus to damage rolls.

GIFT OF FEAT

You can take this emeritence twice

You can take a feat of your choice.

IMPROVED EXTRAVAGANZA

If you have the ability to cast at least one spell, you gain an additional spell slot of a spell level of your choice from those you can use.

IMPROVED RECOVERY

You can take this emeritence twice

One of your class features that can be used again when you finish a long rest, can now be used again when you finish a short rest also. This emeritence doesn't apply to spells nor abilities that affect spells.

INDOMITABLE

You are immune to the frightened condition.

PROFESSIONAL BRAWLER

You can take this emeritence twice

You gain an additional move slot, and you learn a new move from the general move list.

SHARPENING

You can take this emeritence twice

You can increase an ability score of your choice by 2, or you can increase two different ability scores of your choice by 1. Regardless of the choice you make, you can increase an ability score to a maximum of 20 every time you take this emeritence.





Tavern Fights and Empty Saddlebags



This chapter collects some setting rules and game options strictly related to *Branconia's* atmosphere and game style. The next content is absolutely optional, but many of those options are also expressly recommended. Otherwise, why would you be reading this book, right? In particular, here are some tips on how to use and handle these options:

✧ **LOW-LIFE HEROES, SHODDY AND COUNTERFEIT EQUIPMENT, KNAVE'S REST, ROLLIK:** These options are strongly recommended for *Branconia*. By not applying them, many character options and tons of other setting rules could be affected and should be revised accordingly.

✧ **MISDEEDS, BOUNTY, NOTORIETY, JOB HAZARD:** The beating heart of the rules related to the management of companies and Knaves. Without these aspects, the characters can never become true "Knaves" nor "Bounty Brothers". For this reason, the implementation of this set of rules also is strongly recommended.

✧ **COMPANY OPTIONS:** These rules provide decent help and many options for your Knaves and are considered supplementary to the previous section. You can forgo using them if you play one-shot jobs, demo sessions, or occasional

adventures, and if the Band decides not to belong to any company. Instead, they could become significant if you want to play a long campaign or a series of connected jobs.

✧ **HIDE OUT AND REVELRY:** These options are useful to make the previous options more defined, plausible, and fun. They are recommended for those who play a campaign or a series of connected jobs, developing all other Band and Bounty options.

✧ **BRAWLS AND DIVE GAMES:** These are situational rules, useful and fun to include in more structured adventures, such as particular scenes and interludes. On several occasions, Brawls could serve as non-lethal alternatives to standard combats.

Setting Rules

LOW-LIFE HEROES

As already described on page 7, the advancement planned for *Brancalonia's* characters covers six levels only. Once you reach the sixth level, your emeritus Knaves can continue their growth, albeit a little more gradually, with the Emeritences provided on page 40.

SHODDY AND COUNTERFEIT EQUIPMENT

In Brancalonia, common items are available as usual, and their cost can be determined according to the most common price lists. However, the Knaves' supplies are usually pretty modest, and they often have cheap and counterfeit equipment at their disposal, especially at the beginning of their adventures.

Each item of the equipment available in the common price lists is available in Brancalonia also in its "shoddy" and "counterfeit" version.

For further details, see chapter 3.

KNAVE'S REST

The Knaves of the Kingdom regard resting in a different way than adventurers do elsewhere.

In Brancalonia, players are recommended to use a short rest of 8 hours that must be taken in the absence of any particular inconvenience or hassle, and a long rest of 7 days to be taken under the same conditions, and preferably in their Den or in a cozy dive. In particular, the game works better if the Job and the Rollick (see below) phases, and therefore those of rest and energy recovery, are treated separately from each other and proposed in sequence: first you finish your job, then you can rest.

ROLICK

The Rollick is the moment dedicated to pure revelry, rest, and refreshment between the different phases of the game. Some smarty-pants might also call it the "period of downtime", but around here, we call it Rollick because that's what we do: relax and chill.

This is not an actual rule, it's more of a game-dynamic that we highly suggest, especially if you are using the rules for Misdeeds, Knave's Rest, and Company Options. Since the Knave's Rest lasts an entire week, the Condottiero and the players should agree that any long rest should be taken between medium or short length adventures, avoiding taking long rests on the job.

All the published Jobs you'll find in this Campaign Setting book, along with those included in the *Macaronicon*, are designed with this philosophy: first, you complete the job, then you go back to your Den, or you hang out in a dive, and "rollick".



ROLICK SEQUENCE

The Knaves and their leader share their treasure and loot; Knaves can take and put down money, memorabilia, and equipment, using their lockers.



Knaves can decide how much money to invest in Company Options, and they can collectively gain up to one Grandluxury.



Each Knave can individually decide to spend any Rollick week doing one of the following activities:

- **Rest their Weary Bones** - the character gains all the benefits of a Long Rest.
- **Hide Out** - see Hide Out rules on page 49.
- **Revelry** - see Revelry rules on page 59.



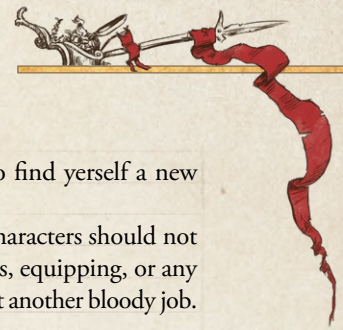
The Condottiero updates each Knave's Misdeeds, Bounty and Notoriety, depending on how many and what kind of misdeeds have been attributed to them during the previous job, and depending on what happened during their Hide Out or Revelry activities.



At the beginning of the next job: Knaves can take and put down money, memorabilia, and equipment, using their own lockers; they can use the Den's Grandluxuries to gain benefits or aids in preparation for the upcoming job.



At the beginning of the next job: the Condottiero determines the Band's Job Hazard.



The Rollick between Jobs typically lasts from 1 to 4 weeks, depending on the players. That said, always keep in mind that Knaves indulging in their relaxation are like dried ratfish starting to stink! Sooner rather than later, their leader - or the innkeeper - will throw them back out on the street, kicking them in the

butt and yelling something like "time to find yerself a new job, lazy dogs!"

In any case, during the Rollick phase, characters should not take actions such as combat, ability checks, equipping, or any other fatiguing activity: rollick is rollick, not another bloody job.

COMPANIES AND BOUNTY BROTHERS

All Knaves roaming the Kingdom, all pillory scum that wander the country, are part of the same large bunch of rogues known as "Bounty Brothers". Their group is quite informal: there are no registration fees, marks, or admission rituals, no special secret language other than what some characters may already know, nor is there a board of any kind (at least, that's what the Uncles and the Mom want us to believe). In short, all those who have a Bounty on their head listed in the Royal Registers, or did in the past, are considered "Brothers", united by mutual solidarity in the face of the law and of the diabolical organization that is after them day and night: the Royal Bounty Agency.

Knaves don't have to belong to a Band, nor do Bands necessarily have to belong to a company. Knaves who move independently are called "mavericks": isolated individuals or groups who do their jobs on their own.

For more details on companies, Bounty Brothers, Royal Bounty Agency and the Infamous ones, see chapter 4. Being part of a company is very useful for the Knaves, because it provides the Band with a whole range of connections, advantages, options and

favours of which they otherwise could not dispose when things get tough. The company leader offers a safe Den to rest or hide in, can guarantee favours and support when needed, find jobs, assignments and adventures for the Band. Company Options are the way in which players can interact with these dynamics, especially in the Rollick phase (see page 42).

COMPANY OPTIONS

Well, life can be hard for a bunch of "honest" Knaves out there in the Kingdom: troublesome bounties always hanging on their heads, saddlebags full of nothing but poor-quality equipment, and the chance to let their hair down a bit only at the very end of a hard and dangerous job.

However, Company Options allow players to get even, providing precious, practical, and supplementary benefits when needed.

The main Company Options available to players are:

- **Den's Grandluxuries**
- **Favors**

THE DEN

Your Knaves need a comfortable and secure place to retire and de-stress between one job and another. Usually, even if the guards or some competing Bands know where the Company's Den is, a web of tacit agreements between the Kingdom Justice and the Bounty Brotherhood ensures that no one ever upsets the apple cart while the Knaves take refuge in their Dens.

Just as companies may not be composed of thieves and criminals only, but also by friars, miraculists, guiscards, soldiers, street actors, and so on, even their Dens can present several and various natures while remaining a safe haven for the Band and the whole company game-wise, and while still being run by the company leader.

Example of Dens

An abandoned farmhouse in the middle of the countryside, occupied by brigands, matadors, and smugglers. This Den is equipped with a Level 2 Stable.

An old refuge hidden in the mountains, inhabited by mountaineers, heretics, and pagans. This Den is equipped with a Level 1 Stable and a Level 1 Distillery.

A Draconian ruin in the woods, home to a lodge of guiscards and supersticians. This Den is equipped with a Level 2 Black Market.

A ship wreck on a wet, isolated shore, occupied by pirates and bucatineers. The Den is equipped with a Level 1 Black Market and a Level 1 Distillery.

A secret cave at the end of a small inlet, used by a company of thieves, guappos, and sinkers. The Den is equipped with a Level 2 Distillery.

A semi-abandoned monastery, frequented by friars, hermits, and exorcists. The Den is equipped with a Level 1 Cantina and a Level 1 Distillery.

A tower in plain sight outside the city, inhabited by knight-errants, swordsmen, and mercenaries. The Den is equipped with a Level 2 Forge.

A bandwagon that goes around the towns and villages of the countryside transporting street vendors, harlequins, and puppeteers. The Den is equipped with a Level 1 Black Market and a Level 1 Forge.

A small Dive in the heart of a big city, frequented by all sorts of Knaves. The Den is equipped with a Level 2 Cantina.

As shown by the examples above and the Den's descriptions on page 137, at the beginning of any Knaves' adventure, the players and the Condottiero should establish by mutual agreement the Grandluxuries their Den is already equipped with. We

recommend selecting 2 Grandluxuries for a newly formed Band of Knaves, and possibly assigning a larger number of Grandluxuries to the Den if you want to start your game with a more advanced company.

GRANDLUXURIES

Improving the Den, making it more comfortable, and sprucing it up with a series of useful services and tools differentiates a bunch of beggars from a successful company. Since the primary beneficiaries of the Den's goods and amenities are the Bands themselves, it's their duty to provide the funds for things like Grandluxuries. Knaves can invest the loot found or earned on the job to choose, in agreement with their company leader, which Grandluxuries to build or upgrade.

Each Grandluxury is divided into three progressive levels, meaning that each level must be purchased and completed before the next one in line can be acquired and implemented in the same way.

The first level of each Grandluxury costs 100 gp, while the second and third levels cost 50 gp each. Building or upgrading a Grandluxury level takes about a week, and it's an activity that can take place during the Rollick phase only. If a Rollick phase lasts longer than one week, it is possible to build or upgrade a Grandluxury before the current Rollick phase is over and then use its benefits at the beginning of the next job.

Some Grandluxuries provide proper non-shoddy-tools that can't be used outside the Den, nor taken away from it.

BLACK MARKET

The company develops a commercial network that allows the buying and selling of all kinds of materials and rare magic items. Here, characters can buy and sell their poor-equipment.

Each month, thanks to the Black Market, the company's fence has one random magic item available per level. The rarity of the items available depends on the Black Market's level.

Level	Black Market
1	Common magic items, costing 50 gp each.
2	Uncommon magic items, costing 150 gp each.
3	The fence can try to find and provide a specific magic item on demand.

CANTINA

A cool, dry place to store various types of food and drinks. This root cellar provides cook's utensils. Here, characters can buy and sell food and drinks. Before every job, each character receives 1 Ration (1 day) for each level of the Cantina.

Level	Cantina
1	When characters decide to Rest their Weary Bones at the Den, at the end of a long rest they regain all spent Hit Dice instead of just half of their total number.
2	When characters decide to Rest their Weary Bones at the Den, at the end of a long rest they can recover one additional level of exhaustion.
3	When characters decide to Rest their Weary Bones at the Den, at the end of a long rest they earn inspiration.

DISTILLERY

A complex system of alembics and tanks allows the company to distill drinks, tonics, and concoctions of various kinds. The Distillery provides Alchemist's Supplies and Brewer's supplies. Here, characters can also purchase concoctions at their common price (see concoctions on page 65). Before a job, each Band gets 1 flask of a concoction of their choice from those available accordingly to the Distillery level.

Level	Distillery
1	Dead Water or Hair of the Dog.
2	Wild Stench or Infernet Malebranca.
3	Biondino Tonic or Concoction of Might.

FORGE

This blacksmith allows the company to repair equipment and buy new weapons and armor. The Forge provides Smith's Tools and Thieves' Tools. Here, characters can buy and sell shoddy weapons and armor. Before a job, each Band can choose a number of weapons or items of armor in their possession equal to the Forge level: Knaves can ignore any shoddy effects of the selected items until the end of the job.

Level	Forge
1	The smith of the Forge can repair broken metal objects (including weapons and armor).
2	The smith of the Forge can unlock any lock or padlock, except magic ones.
3	The Forge provides non-shoddy weapons and armor.

STABLE

A discreetly equipped stable allows the Band to borrow mounts to reach a job's most distant destinations. Here, characters can buy and sell mounts, harnesses, and vehicles.

The Band can borrow mounts equipped with harnesses and saddlebags and vehicles for a job's duration. If a borrowed unit is lost, the Band must repay its full value to the company. The types of mounts and vehicles available change accordingly with the Stable level.

Level	Stable
1	Shoddy Pony, shoddy Donkey or Mule, shoddy Cart, and shoddy Sled.
2	All units included in the previous level plus shoddy draft Horse, shoddy riding Horse, and shoddy Carriage.
3	All the non-shoddy versions of each unit of the previous levels.



FAVORS AND GRANDLUXURIES FROM OTHER COMPANIES

As long as conditions allow a safe connection, all Bounty Brothers - excluding the Infamous ones, of course - could ask for Favors from other company's leaders, or receive hospitality at other companies' Dens. First of all, the Condottiero determines if the company or the leader on duty are available: they usually are, if the characters pay and behave well, but in some cases, former quarrels and rivalries might make things more complicated.

Secondly, when dealing with other companies, prices go up while services go down: each Knave can ask for a Favor from another company a number of times equal to their Notoriety bonus, and must add the payment of 100 gp, otherwise, if they can't afford the additional fee, they accumulate a debt of 200 gp to be repaid as soon as possible. As usual, Knaves cannot ask for other favors until their debts are paid off. The insolvency of such a debt could quickly lead a Knave to be marked with Infamy.

Knives finding themselves far from their Den, on the other side of the Kingdom, may also seek shelter in another company's Den in order to enter the Rollick phase. In this case, characters can choose between the Hide Out, Rest, or Revelry activities as usual, but they can't take advantage of the Grandluxuries' benefits offered by that Den.

To gain access to the Grandluxuries' benefits of other company's Dens, Knaves must ask for Favours, as they'd do when using "Borrowed Grandluxury" at their Den; this kind of external favor will also cost an extra 100 gp.

These rules also apply to Bands of mavericks without a Den, a company, or a leader.

TRADE-IN MATERIALS FOR GRANDLUXURIES

If characters want to sell the equipment recovered during a job, they can also trade it in at the appropriate Grandluxury, if their Den is equipped with it, and for half of its market value. For example, if the Knaves return to the Den with four new draft horses (50 gp each), and the Den is equipped with a Stable, they can trade-in the animals at half their price for a total of 100 gp, thus allowing the Stable to upgrade by 1 Level. Alternatively, the equivalent of the money received can be used to pay Favors.



FAVORS

Given the nature of their occupations, Bands and Knaves might often get in trouble with the law. When this happens, the company usually tries to help them out.

Each Knave can ask for a Favor a number of times equal to their Notoriety bonus, otherwise, they contract a 100 gp debt with the company. This debt must be repaid to their leader as soon as possible. No Knave can ask for new Favors until their debt is paid.

Ransom. A Knave or one of their comrades may be kidnapped, ending up hostage to someone. It doesn't matter whether the captors are a rival Band, the Honored Society, or the damn fairies: the company should always be able to reach an agreement with the kidnappers and pay the ransom to free the prisoner.

Evasion. If a Knave or one of their companions end up in jail, the company can try and find a way to get them out. The Evasion Favor must be requested individually, asking for one Favor for each prisoner to be pulled out of the can.

Expert Companion. Sometimes a Band might have a big plan in mind for a certain job, for which an additional pair of expert hands could come in handy. Therefore, Knaves can ask their company or their connections for an expert companion to support them in a particular job or to complete a specific task.

Barratry. When a Knave commits a Misdeed, a barrator can cover it up and prevent the character from accumulating a bounty. This Favor must be asked for by the end of the Rollick phase following the job during which the misdeed has been committed, or before the Bounty gets recorded by the Kingdom Justice.

Safe Travels. The leader arranges safe transportation or travel to and from any region of the Kingdom.

Information. A member of the company provides valuable information about a profitable job, a certain place, a specific person, a special object, or a piece of uncommon knowledge.

Borrowed Grandluxury. In addition to what already granted, the Knave can choose to receive one extra Grandluxury's benefit among those available in their Den.

Misdeeds, Bounties, and Notoriety

With all the rogues, losers, and bootlickers like you out and about, the Kingdom could fill ten thousand galleys, and even wage war on the Soldan, out there in the Overseas. But lo and behold, you're still roaming the towns and countryside, making trouble wherever you go, and no-one seems capable of putting an end to this scourge.

At the creation of the Knaves, players should consider that every one of them has already done Misdeeds, has a Bounty on their head, and has a particular Notoriety.

These three elements (Misdeeds, Bounties, and Notoriety) tend to grow with the succession of jobs to which the Knaves will dedicate themselves: the number of Misdeeds attributed to them will grow, their Bounty will increase, and their Notoriety will make them more and more feared and respected "Brothers", but also more and more known to the guards and the common people.

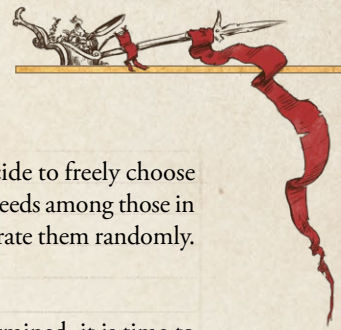
The Bounty of the Knaves and other characters in the game determines, as well as their value in gp, the Notoriety within the company and among the various companies around the Kingdom.

Infamous, Cheap Bounties, Half Bounties, Bounty Fella, Heavy Bounties, Old Bounties, and Great Bounties are the main ways in which Knaves identify themselves, and their names and reputations are spread from one region to another.

This progression, however, is neither necessary nor linear, and the opposite could also happen: the number of misdeeds attributed to them could decrease, the Bounty could lower until it disappears, and the Notoriety gradually be forgotten. If the Knaves keep a low profile, are smart enough, or decide to embark on a path of justice and redemption, then their Misdeeds, Bounties, and Notoriety will eventually disappear, and even this path of character development is legitimate.

These three elements are independent from races, classes, archetypes, and backgrounds, and from the advancement by experience points and levels.

d20	Misdeed	Bounty Value (gold pieces)
1	Nighttime Disturbance, and Disturbing the Peace	2 gp
2	Unauthorized Sermon, Beguiling, or Silver-Tonguing	2 gp
3	Offence, Insult, or Contempt	2 gp
4	Unpaid Meal, Food, or Drink	2 gp
5	Theft of Chickens and other Poultry	4 gp
6	Adultery or Marital Bed Abandonment	4 gp
7	Unauthorized Prophecy, Betting or Gambling	4 gp
8	Poaching or Smuggling of Animals	8 gp
9	Con, Fraud, Scam, or Aggravated Joke	8 gp
10	Petty Theft and Market Pilfering	10 gp
11	Pickpocketing	10 gp
12	Hex, Curse, or Tedious Extravaganza	10 gp
13	Relics and Valuable Objects Forgery	10 gp
14	Clandestine Distillery, Contraband, or Fencing	12 gp
15	Corruption, Insolvency or Unpaid Taxes	12 gp
16	Evasion, Resisting Arrest, Interruption of Public Execution	15 gp
17	Unregulated Brawl, Vandalism, Dives and Inns Destruction	15 gp
18	Documents and Coins Forgery	18 gp
19	Smuggling of Monstrosities, Dragons, Magical Beasts, or Aberrations	20 gp
20	Betrayal, Espionage, or Desertion	20 gp



MISDEEDS

The table of misdeeds is of great importance for the players and the Condottiero, because it is used to determine which crimes, misdemeanors, and felonies were committed by the Knaves before starting their adventures, how much their Bounty is, and what their Notoriety consequently is among the Bounty Brothers. In addition, the misdeeds help to reconstruct part of the background of the characters, and offer ideas for interpretation.

Finally, this table allows the Condottiero to evaluate the misdeeds, the penalties and the increase of the Bounties after character creation, when the Knaves undoubtedly commit further crimes and offenses in the various regions of the Kingdom.

CHARACTER CREATION AND MISDEEDS

When creating a new Knave, each player must determine which misdeeds to add to their character's background, writing them down in the Misdeeds section of their character sheet. The number of misdeeds committed at the beginning of the game is equal to 3 + the character's level (any other previous and "missing" misdeed has been probably forgotten, paid for, reduced, condoned, or forgiven).

Alternatively, in agreement with the Condottiero, players that wish to get specific and more serious misdeeds for their Knaves, can select them accordingly to the Notoriety bonus of the character. For more misdeeds, see p. 77.

The player and the Condottiero can decide to freely choose reasonable or particularly appropriate misdeeds among those in the following table, or roll the dice to generate them randomly.

DETERMINING THE BOUNTY

Once the initial misdeeds have been determined, it is time to evaluate the Bounty on the character's head. In order to do this, first, record all the single gold piece rates charged for each Misdeed registered against the Knave. Now, add up the total Bounty Value of all the Misdeeds the Knave is accused of, and there you go: the final result determines the Bounty hanging over your Knave's head.

This value can be gradually updated during the game, increasing or decreasing accordingly for any misdeed attributed (or removed) to the Knave. The Bounty can be updated this way only during the Rollick phase, when the Royal Bounty Agency has the opportunity to update the Royal Registers.

“Where two are fighting,
the third pickpockets”

- HANDO FROM PURSA -



NOTORIETY

Notoriety represents the reputation level of a single Knave, and influences a whole variety of interactions with the rest of the Kingdom.

The higher the Bounty of a character, the greater the respect other Knaves will show them, and the greater the fear they will be able to provoke in those who face them: commoners, bourgeois, bigwigs, whatever.

Knives can take advantage of their Notoriety to add their Notoriety Bonus to any Charisma (Persuasion or Intimidation) check made by appealing to their reputation.

Infamous characters can still add their Notoriety Bonus to Charisma (Intimidation) checks, but their Notoriety's modifier is considered negative instead anytime they make a Charisma (Persuasion) check.

Notoriety	Big Pieces (gp)	Job Hazard	Notoriety Bonus
Cheap Bounty	1 – 99 gp	Roll 2d100 and keep the lowest	-
Half Bounty	100 – 249 gp	Roll 2d100 and keep the lowest	1
Bounty Fella	250 – 499 gp	Roll 1d100	1
Heavy Bounty	500 – 999 gp	Roll 1d100	2
Old Bounty	1,000 – 1,999 gp	Roll 2d100 and keep the highest	2
Great Bounty	2,000+ gp	Roll 2d100 and keep the highest	3

CHEAP BOUNTY

Barely considered Knaves, Cheap Bounties are just rookies who probably ended up with a Bounty on their head by mistake. Until they prove themselves to be true scoundrels, they will always be considered crybabies or the cheap result of a judicial error. For guards, Royal Bounty agents, and ordinary people, it's not even worth the trouble of reporting them to the authorities or putting them in irons.

HALF BOUNTY

Also called "lightweights" or "half brothers", these Knaves have just begun to gain some level of respect among the Brotherhood. If they want to become leaders or Old Bounties, they've still got a long way to go. The guards and the Royal Bounty agents might start to be interested in them, but the risk is still worth too little to put a real effort into chasing them.

BOUNTY FELLA

The Bounty Fellas are the Brothers who have already gained honest respect and, together with the Heavy Bounties, they constitute the backbone of the Kingdom's venture companies (and prisons). Their Bounty is surely high enough to actually attract city guards and Royal Bounty agents. Also, some peasants or commoners may be willing to take the risk of reporting them, hoping for a pretty good reward.

HEAVY BOUNTY

With troops of ravenous guards and agents regularly at their heels, these Knaves are the "heavyweights", the real Bounty Brothers, those you never see without their face-covering cloaks and capes, because - if the situation weren't bad enough already - they also have to deal with village-rats too often getting strange ideas. Heavy Bounties are worth enough to attract the attention of professional Bounty Hunters, too.

OLD BOUNTY

The Old School Knaves, the highly decorated scallywags, and the most hardened outlaws. Since nobody out there has ever collected their Bounties, the prize has been increasing until it is worth thousands of gold coins. It is assumed that Old Bounties are real fugitives, highly protected, and deeply connected with companies and other allies ready to help. In some cases, they have directly changed their identities and documents, and hide where no one will ever think to look for them. Catching an Old Bounty is the main goal, the payday of a lifetime, for every Bounty Hunter of the Kingdom.

GREAT BOUNTY

The Great Bounties, the "Champs", are generally company leaders, chiefs, mercenary commanders, warlords, crime bosses, corsairs, and brigand's kings. Infamous betrayals, colossal roundups, legions of assassins, and real acts of war are what it takes to at least flush them out.





Hide Out and Job Hazards

HIDING OUT DURING ROLLICK

During the Rollick phase, each Knave can decide to spend their time out of sight, away from their companions, or even from the company or the Den, keeping a low profile and avoiding being noticed. For each week passed hiding in this way, instead of doing Rest or Revelry activities, the

Knave gains a -3 modifier on their next roll to determine the Job Hazard.

This modifier is cumulative with any other Hide Out modifier collected by other Knaves in the Band during the Rollick phase, or any other condition of the roll.

JOB HAZARD

At the beginning of each job, the Condottiero checks if the Bounties on the Knaves' heads cause any particular mishap or dramatic event. The Condottiero rolls on the "Job Hazard" table, using the highest Notoriety value within the Band, and adding up the Notoriety Bonus of each member. If deemed appropriate and in line with the narrative (thinking of the impact of past misdeeds or the characteristics of the new job), the Condottiero can add another additional modifier, negative or positive, to the roll.

The "Job Hazard" table provides a series of encounters and adventure hooks that the Condottiero can use to enrich the Band's history, to complicate the new job, or to enhance the impression that both the environment around the characters and the Kingdom Justice itself react and respond to their misdeeds. After all, when the Knaves started running around beating people, robbing travelers, and confronting nobles and guards, didn't they think there would be consequences?

These encounters do not necessarily have to occur at the beginning of the job. The Condottiero can save and use them as preferred. An encounter with a group of guards could be anticipated by the frightened gaze of a street urchin, who runs away as soon as she sees the Band, or maybe, while they rest in a wet tavern, Knaves could hear rumors of bounty hunters sniffing around the area hunting for prey.

The "Job Hazard" table works both for regular Knaves and Infamous Knaves.



“Lions in the evening, jackasses in the morning”

- TYPICAL DIVE SAYING -

TAVERN FIGHTS AND EMPTY SADDLEBAGS

Result	Job Hazard
1 – 15	Nothing happens.
16 – 20	The Band is blackmailed by an Infamous, who threatens to sell them out to the guards .
21 – 25	The Band encounters a guard who clearly recognizes its members.
26 – 30	A Royal Bounty agent hunts down the Band.
31 – 35	A man seeking revenge will give a hard time to the Band.
36 – 40	The Band encounters a group of 1d4 guards , who clearly recognize its members.
41 – 45	One or more peasants or commoners recognize the Band and blow the whistle on the Knaves. The guards will soon be there.
46 – 50	The Band encounters a patrol of 2d4 guards and one chief guard , who are out looking for beggars and bandits.
51 – 55	A merchant asks the Band for help with a clearly illicit business transaction.
56 – 60	A knight believes an ancient evil lurks in the Band's ranks, and begins to hunt them down.
61 – 64	An Infamous tries to cash in the company's Bounties and indicates the Den's secret location to the guards .
65 – 68	An Infamous sneaks into the Den's treasury and tries to steal the whole lot.
69 – 71	Three Royal Bounty hunters are after the whole company. They want to capture every single affiliated Knave and deliver them all to the guards .
72 – 74	A member of the company becomes an Infamous and decides to betray their former brothers.
75 – 77	The turquoises believe the company is too brutal. They've decided to punish its members by making them all grow donkey ears.
78 – 80	A befana made the company leader fall for her with a powerful spell. The leader is now enslaved to her wishes.
81 – 83	A bigwig blackmailed the leader and took control of the company, using it for their own jobs and purposes.
84 – 86	Another company took the same job as the Band, and now there are way too many cooks in the kitchen!
87 – 89	A bigwig blackmails the leader and forces them to sell its Knaves to the guards , one after another.
90 – 92	A rival company wants the Den of the Band's company.
93 – 95	A confined starts haunting the company for a misdeed committed in the past.
96 – 98	An intrigued malacoda , sensing the gravity of the company's perpetrated misdeeds, appears at the Den looking for souls to collect.
99+	Edict: a bigwig declares the company a true scourge in the region, and orders the guards to attack on sight and to assault the Den.



JOB HAZARD: POSSIBLE OUTCOMES AND CONSEQUENCES

Many effects on the Job Hazard table could interact more or less directly with the Company Options, the Den, the Bounty, and the Knaves' company's comrades. In these cases, the Condottiero has plenty of time to organize frontal attacks, betrayals, tip-offs, espionage, denunciations, and wars between companies, which could occur both while the Knaves are away and while they are in the Den. But be careful: "thou shalt not play" during Rollick phases, so an edict against the company or a war against a rival company must always be staged at the beginning of the upcoming job, and never during the Rollick phase.

In more advanced and dramatic cases, a specific Job Hazard could lead the company to things like losing its Den, Grandluxuries included, forcing a leader and Knaves to move in search of a new refuge, fighting brutal, deadly battles, or the separation and splitting of its ranks, thus also losing the possibility to grant Favors.

In the worst-case scenario, the Band might find themselves without a company, or even with their own company becoming hostile and turning against them, having to pack their bags and run away as soon as possible, perhaps fleeing to a nearby region and looking for a new company and a new Den.

Also, in this case, it's crucial to keep in mind that, even though companies and Dens can be rebuilt from scratch anytime and anywhere, the Misdeeds, the Bounty, and the Notoriety of the Knaves remain unaltered, and they must be considered as such in every other region around the Kingdom, no matter how far the Band tries to run.



Brawl

With his worn and crumpled clothes and a freshly-swollen face, he could not wait to spend some of the considerable swag that he and his men had just earned, sacking the haunted sanctuary atop Copper Hill. Drain a couple of mugs, taste the seafood specialties of the renowned inn overlooking the lagoon, and finally have a peaceful sleep on a proper bed - these were the thoughts of the Wandering Knight of the Short Breath Band, the first to cross the shabby wind-doors of the Lobster Inn. Unfortunately, even before the alluring aroma of grilled fish ever reached his longing nostrils, a fir-wood stool - missing one leg - whistled across the room.

It hit him hard. He wasn't yet back on his feet when his Knaves stepped over him, drooling, delivering slaps and punches, screaming and shouting, brandishing mugs as swords and hoisting trays as shields.

Without a second thought, the Knight leaped onto a rickety table, whispering a prayer through clenched teeth to Santa Flamma from Fioraccia, and lunged into the void ...

With bewildered glances, those beneath him realized too late that they would not see the end of that scuffle.

Brancalonia has specific mechanics for the management and resolution of non-lethal fights called Brawls.

Said Brawls are carefully thought out to act as boisterous and amusing intervals. They can be used to start an adventure, animate slower moments, enliven a Job with unusual challenges, or simply as a fun alternative to ease the stressful pace of the deadly fights that can put the Band to the test.

The following brawl rules are considered optional in *Brancalonia*: if players do not intend to use them, they can easily skip them. In the published adventures and campaigns, the brawls' dedicated scenes can be played as non-lethal combats, using more or less unarmed strikes. In order to maintain the low level of violence imagined for such scenes, players could decide to "stun" opponents dropping to 0 hit points instead of killing them.

HOW TO BRAWL

Being non-lethal disputes by definition, *Brancalonian* brawls are regulated by simple rules that replace the typical cycle of combat. A brawl basically works like combat, but introduces significant differences regarding the actions you can take each turn, and how hit points, damage, and movement are calculated.

Note: during a brawl, you cannot use class abilities such as *Class Spells*, *Extra Attacks*, etc., but you are allowed to take advantage of passive Features such as *Unarmored Defense*, *Sense of Danger*, etc.

MOVEMENT. On their turn during the brawl, participants can move an unspecified distance: this enables them to move as much or as little as they like within the brawl's environment. If the movement of your brawler is 0, they cannot move.

DAMAGE. No hit points are lost in a brawl: beatings, moves, and stage props all deal whacks (see Whacks Levels and Conditions). When using a move or dealing out a beating, if the d20 roll is a 20, the number of whacks dealt is doubled.

WHACKS LEVELS AND CONDITIONS

During a brawl, damage from beatings, moves, and props deal 1 or more whacks. Whacks are measured in 6 levels (see the "Whacks" table).

If an already-whacked creature suffers another whack, its current Level of Whacks increases by the amount specified in the specific effect's description.

Brawl Table

Level	Description	Effect
1	Bruised	-1 AC
2	Beaten	-1 AC
3	Injured	-1 AC
4	Damaged	-1 AC
5	Crushed	-1 AC
6	Unconscious	Flat Out

BRAWL OR COMBAT?

The Kingdom may be savage, but it's certainly not a wild frontier patrolled by sheriffs and overlooking the unknown wilderness; in fact, it's a setting with a cohesive and millennia-old social fabric, where civilization, laws, and justice are well organized. Knaves running around fighting, injuring, robbing, cheating, stealing, or even murdering people, even if dealing with filthy criminals, won't have a smooth nor easy road ahead. Even the system behind Bounty and Misdeeds itself is designed to prevent this from happening, unless the players decide of course - in agreement with the Condottiero - that their characters are despicable criminals, hunted by every single guard of the Kingdom, and regarded as Infamous ones by the whole Knaves' brotherhood. The brawl system is also designed to have a non-violent conflict resolution, tolerated by the law, to resolve small conflicts and petty skirmishes of little consequence.

The brawl system and the combat system of the official rules must be considered two parallel but incompatible systems that cannot be combined. If a character draws their weapons during a brawl, or uses natural or improvised weapons to cause real damage, even non-lethal ones, the brawl immediately ends, and a standard combat begins; in this case, all participants start the combat from their initial conditions, as if the brawl never happened.

For similar reasons, it is impossible to use moves and any other brawl option during a standard combat, because the opponents' actual attitude would then be completely different, and the brawl moves would not have a chance.

In Short: no moves and beatings during combat; no weapons and common types of damage during a brawl. Use both the systems in the right way and situation, and nobody gets hurt.

CONDITIONS

Some moves and hits with epic props inflict additional conditions. Conditions imposed by moves and props follow the normal rules for Conditions. All condition effects last until the end of the affected creature's next turn.

BEATINGS

Beatings are the regular attacks that each character can make as an action during a brawl.

Each player character is proficient in beatings (attack roll: Strength bonus + proficiency bonus).

Each time a beating successfully hits, it deals one whack.

MOVES

Moves can have various effects, some of which provide an attack roll based on a specific ability (indicated in brackets) + the character's proficiency bonus. Each character is proficient in every move they know. In order to be used, all moves require the expense of a move slot.

***Note:** any character with the Spellcasting or Pact Magic class feature, can choose to learn a magic move instead of a general move each time they gain a new move.*

MOVE SLOT

Each character has a number of move slots based on their character level, as indicated in the "Brawl Features" table. The move slots are recovered at the end of the brawl.

STAGE PROPS

You can also inflict beatings by using anything you can get hold of within the environment in which the brawl takes place. All objects that can be wielded during the brawl are called stage props (or props) and are divided into common props and epic props. After use, a stage prop is destroyed, lost, or rendered useless.

COMMON PROPS

bottles, pots, cutlery, dishes, candelabras, torches, flasks, stools, pokers...

Picking up a common prop requires a bonus action. Each character can use a common prop in the following ways:

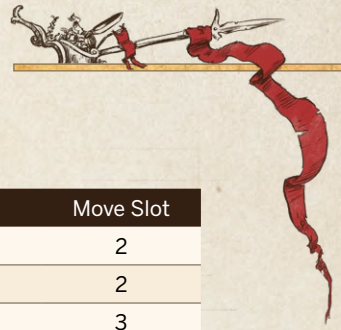
- To make a beating by adding 1d4 to the attack roll.
- To make a beating as a bonus action.
- To increase the Knave's AC by 2, as a reaction to an opponent's attack.

EPIC PROPS

tables, barrels, decorative suits of armor, chests, trunks, chandeliers, other characters ...

Grabbing an epic prop requires an action. Each character can use an epic prop in the following ways:

- To make a beating that deals 1 extra whack.
- To make a beating that additionally inflicts the stunned condition to the target.
- To make a beating that hits two targets (the attack roll must be made against the highest AC).
- To increase the Knave's AC by 5, as a reaction to an opponent's attack.



Brawl Features

Level	Features	Move Slot
1	1 General Move, + 1 Class Brawl Feature	2
2	Heroic Ignorance (you can use a characteristic of your choice when you make a beating)	2
3	General Move	3
4	Iron Jaw (you can spend a move slot and use your reaction to remove a condition that affects you)	3
5	General Move	4
6	Ace in the Hole	4

“Every job starts in a dive”

- TYPICAL DIVE SAYING -



GENERAL MOVES

General Moves

BOUNCER. As a reaction, when you're successfully hit by an attack, you can make an attack roll (Strength or Dexterity) against your opponent. If you hit, the target is stunned.

DIVING DROP. As an action, you can make an attack roll (Strength or Constitution). If you hit the target, the move deals 1 whack and the target is stunned. You take 1 whack.

FEINT. As an action, you can make other creatures believe you are unconscious. Until you make an attack, you can't be targeted by other creatures (you are still subjected to Stray Dangers effects).

SLOP IS SERVED. As a bonus action, you can make an attack (Dexterity or Wisdom). If you hit, the target is blinded.

CLOTHESLINE. As an action, you can make an attack (Strength or Dexterity). If you hit, the move deals 1 whack and the target is knocked prone.

HEAD-SMASHER. As an action, you can make an attack (Strength or Constitution) that hits two different targets. The attack roll must be made against the target with the higher AC. If you hit, the move deals 1 whack to both targets.

FOR THE BOUNTY! As an action, every friendly creature in the Brawl gains advantage on their next attack roll related to moves and beatings.

UNDER THE TABLE. As an action, you can benefit from a three-quarters cover. You have +5 bonus to AC and Dexterity saving throws.

TRIPPING. As a bonus action, you can make an attack (Dexterity or Intelligence). If you hit, the target is knocked prone.

DROP THEM PANTS! As a bonus action, you can make an attack (Dexterity or Charisma). If you hit, the target is restrained.

HAMMER SLAM. As an action, you can make an attack (Strength or Constitution). If you hit, the move deals 1 whack and the target is incapacitated.

HEADBUTT. As a reaction, when you're successfully hit by an attack, you can make an attack roll (Strength or Constitution) against your opponent. If you hit, the move deals 1 whack to the target.



MAGIC MOVES

Magic Moves

PROTECTION FROM KICKS AND BLOWS. As an action, choose a willing creature you can see; all beatings and moves made against that creature have disadvantage until the end of its next turn.

FETOR SPRAY. As an action, you can make an attack (Intelligence, Wisdom, Charisma). If you hit, the move deals 1 whack and the target is poisoned.

INSANE SCREAM. As an action, you can choose a creature, that creature becomes frightened of you.

EYES ON ME. As an action, you can choose a creature, that creature is charmed by you.

COOL DOWN. As an action, you can choose a creature, that creature can't take whacks or suffer conditions until the end of its next turn. The target creature can't move and is incapacitated.

MAGIC FIST-FIGHT. As an action, you can make three attacks (Intelligence, Wisdom, Charisma) against three different targets. The magic move deals 1 whack to each target hit.

DODGEVOIANCE. When a creature attacks you, you can use your reaction to impose disadvantage on the attack roll.

SPIRITUAL STOOL. As a bonus action, you can transform a common prop into an epic prop.

CLASS BRAWL FEATURES

Class Brawl Features

BARBARIAN - ENRAGED AND FURIOUS. This turn, all your beatings and moves deal 1 extra whack.

BARD - KUNG FUSION. As a reaction, if a creature makes an attack that targets you, you can make an attack (Charisma) against that creature. If you hit, the creature must choose a new target within range to attack. You use this feature before the creature's roll.

CLERIC - SACRUM. As an action, you can make an attack (Wisdom) to deal 1 whack and the target is knocked prone.

DRUID - BEAST SLAP. As an action, you can make an attack (Wisdom) to deal 1 whack and the target becomes frightened of you.

FIGHTER - COUNTERATTACK. As a reaction, if a creature makes an attack that targets you, you can make a strike against that creature. If you hit, the creature makes the attack against you with disadvantage.

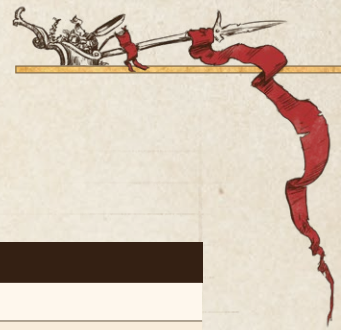
MONK - FLURRY OF SLAPS. As a bonus action you can make 2 beatings.

PALADIN - THE WINE SMITE. As a bonus action, you can make one attack (Strength). If you hit the target, you deal 1 whack and the target is blinded.

RANGER - THE CALL OF THE WILD. As an action, you can throw a bait on a target creature and that creature gets hampered by an animal in the area. The creature is restrained until it deals 1 whack to the animal.

ROGUE - SNEAK AWHACK. As a bonus action, you gain advantage on your next attack, and your next move or beating deals 1 extra whack.

SORCERER, WARLOCK, AND WIZARD - ARCANES BLOW. When you make a magic move, you can spend an additional move slot. If you do so, the move deals 1 extra whack.



ACE IN THE HOLE

The ace in the hole is a high-level super secret move, usable only once per brawl.

Ace in the Hole

BARBARIAN – FLOAT LIKE A BUTTERFLY. Until the start of your next turn, you can't take whacks or suffer conditions.

BARD – HEARTBREAKING NOTE. As an action, you hit the most heartbreaking note. Each brawl participant must succeed on a Constitution saving throw or take 1 whack and become incapacitated. All friendly creatures have advantage on the saving throw.

CLERIC – IF YOU'RE LISTENING, HELP! As an action, you summon your Saints and a Stray Danger hits all your enemies.

DRUID – POLLEN DUST. As an action, you spread a cloud of irritating pollen around you. Each brawl participant must succeed on a Constitution saving throw, or suffer 1 whack and become poisoned. All friendly creatures have advantage on the saving throw.

FIGHTER – VORPAL PUNCH. You can make a beating that deals 3 additional whacks.

MONK – KNEEL AND PRAY! You can make a beating that deals 1 additional whack. If you hit, the target must succeed on a Constitution saving throw or fall to the ground as if it reached the whacks' maximum level.

PALADIN – SPECIAL MOUNT. You can summon your mount in the middle of the brawl. Your mount can make two beatings (using your attack bonus), then it leaves.

RANGER – IT'S A TRAP! When a creature moves in combat, you can use your reaction to activate a trap and deal 2 whacks and the condition restrained to that creature.

ROGUE – STING LIKE A BEE! As a reaction, if a creature makes an attack that targets you, you can dodge the attack and make a beating that deals 1 additional whack against the attacker.

SORCERER – SUPREME MISFORTUNE. As an action, you can deliberately activate a negative superstition of immense power (breaking a mirror, walking under a ladder, throwing a black cat into the air). Each brawl participant must succeed on a Wisdom saving throw, or drop whatever object they hold and become frightened. All friendly creatures have advantage on the saving throw.

WARLOCK – REMORSE TOUCH. Until the start of your next turn, whenever an opponent deals 1 whack to you or to a friendly creature, that opponent takes 1 whack.

WIZARD – FIRE BOWL. As an action, you throw a bowl of boiling broth and each brawl participant must succeed on a Dexterity saving throw, or suffer 2 whacks. All friendly creatures have advantage on the saving throw.

Ace in the Hole save DC = 8 + your proficiency bonus + the ability modifier of your choice.

STRAY DANGERS

Stray Dangers are an additional threat that the Condottiero may decide to introduce during the brawl. All brawl participants are affected by Stay Dangers effects. The Condottiero can decide to include up to 3 Stray Dangers for any single brawl; the Condottiero can activate its effects at the start of the round.

d8	Stray Dangers
1	RAIN OF STOOLS. Every brawl participant must succeed on a DC 11 Constitution saving throw, or be stunned.
2	HOUSE OF THE FLYING PUNCHES. Every brawl participant must succeed on a DC 12 Strength saving throw, or take 1 whack.
3	RIVER OF BEER. Every brawl participant must succeed on a DC 13 Dexterity saving throw, or be knocked prone.
4	FLOUR SNOW. Every brawl participant must succeed on a DC 10 Dexterity saving throw, or be blinded.
5	GET OFF ME! Every brawl participant must succeed on a DC 10 Strength saving throw, or be restrained.
6	BARREL IN PERIL. Every brawl participant must roll 1d6. On a result of 1, the participant takes 1 whack and is knocked prone.
7	ANIMAL HOUSE. A small group of farm animals breaks free into the scene and creates havoc. This round, whenever a creature makes an attack or move, it must roll 1d6. On a result of 1, that creature hits an animal instead of the selected target, causing it to run away in fright.
8	IT'S RAINING HAM! All sorts of cured and cold meats suddenly fall down from the ceiling. Every brawl participant must roll 1d6. On a result of 1, the participant takes 1 whack and is stunned.

OPPONENTS AND HOW TO CREATE THEM

Drunk yokels looking for trouble, vicious bands of wranglers, bandits waiting for the right fool on which to toughen their knuckles, tipsy guards on leave looking for a fist-fight. The Kingdom's taverns always overflow with the worst thugs and brawlers, and while some of them will drop like flies under storms of Knaves' slaps, others will hold their own and give them a hard time.

Opponents in a Brawl are divided into two categories, **Heavy-Hitters** and **Mob**.

The Heavy-Hitter is a single powerful individual, usually at the head of a large bunch of brawlers.

The Mob, on the other hand, is a group of individuals who act separately and that can take only a limited number of whacks.

Brawl opponents are NPCs that use the following stats:

MOB

AC: Equal to that of the chosen NPC.

Moves and Beating Attacks: +4

Whacks: Each member of the Mob has 2 to 4 levels of whacks instead of the normal 6

Mosse: 2 General Moves of choice

Move Slot: 2

HEAVY-HITTER

AC: Equal to that of the chosen NPC.

Moves and Beating Attacks: +7

Whacks: 6

Moves: 3 Moves and 1 Ace in the Hole chosen from any list. It also has the Human Shield Special Move

Move Slot: 5

Special: The Heavy-Hitter has the Iron Jaw brawl feature

Human Shield. When a Heavy-Hitter is attacked by a creature, it can use its reaction to grab a member of the mob that takes the hit in its place.

"I spent a lot of quatrins on booze, birds, and fast horses. The rest I just squandered"

- SIR GIORGIO DE' MIGLIORI - KNIGHT-ERRANT -



- TO THE BRAWL, WITH HONOR - A HANDBOOK ON HOW TO BE A BRAWLER

The culture, the rules of honor between scoundrels and rogues, and even the legislation in force in the various domains of the Kingdom establish scrupulous practices for tavern rumbles. Here are the three main rules of the brawl:

NEITHER FOR COPPER NOR HUNGER, LET THE BLADES HIT IN ANGER.

A Brawl is a non-lethal fight, and must remain so. If blood were spilled or death brought to the street or into a tavern, the bloody fight would immediately escalate from mere "breach of the peace" (which nobody really cares about), and branded as murder or attempted murder, and Bounties on the heads of Knaves held accountable would rise dramatically. A brawl is a brawl, and there must never be any killing. For this reason, participants must never use their weapons or, more generally, strike to kill.

AS TAUGHT BY GOOD OLE MANNERS, LOSERS PAY DAMAGES TO SHABBY TAVERNS

As also provided by the law, brawl rules sanction the convention by which, at the end of a brawl, anyone found unconscious inside the inn (or similar establishment) or within ten steps of it, may be stripped of their possessions by the landlord, entitled to compensation for damages caused during the brawl.

SINCE THE TIME OF THE COLISEUM'S BIG GAME, WINNERS TAKE TROPHIES, WINE, LOVERS, AND FAME.

According to Draconian Laws regarding the old fights between giants in amphitheaters and arenas, the brawl's winner always has the right to take a "Trophy" of their choice from the defeated (a single trophy per brawl only, whatever the number of losers). Although such an action might be seen as stealing in different circumstances, the legitimate taking of Trophies is never considered a crime, but a fair reward for the victory. A brawl's typical Trophy could be:

- 1 Memorabilia (see page 69).
- 1 single coin, of the winner's choice.
- 1 object of symbolic value equivalent to a Memorabilia, even if unique and precious to its owner (for example: a map, a diary page, a portrait, a souvenir, a family seal).
- 1 Celebratory Slap in the Face: a last, hard slap given to the losers' Heavy-Hitter with all the hubris possible. You don't take any material Trophy, but... what a satisfaction!



Dive Games

From north to south, the whole Kingdom is strewn with - and, for the most part, blighted by - taverns, inns, hostels, wine shops, and hovels of various (and mostly dubious) worth. In game terms, they are collectively called Dives, which is indicative of their level of refinement...

Between jobs with the Band, the best thing to restore a Knave's body and soul are a bowl of slop and a little wine, the buzz of auctioneers and singers, a nap by a warm fire-place, or a little company for the night.

However, what really make a self-respecting Bounty Brothers' dive are its games and pastimes: their assortment of competitions, large and small, to make a bit of money, drive out boredom, and have a laugh or two at the expense of dorks and drunkards.

With a little luck, these dive games will help an honest Knave fill his purse with jingling coins!

POPPYCOCK (CARD GAME)

The Poppycock (aka Minchiate) card deck was born in Torrigiana, home to some of the most experienced and prestigious card players in the whole Kingdom. Poppycock is, in fact, a deck of cards used for various games, though it owes its popularity to the one it is named after.

The recipe for the perfect Brancalonian gambling experience requires a number of ingredients: luck, a quick hand, intuition, acumen, a sharp eye, but also... some skilled cheating! Indeed, in Poppycock - designed for rabble of the most sordid kind - cheating is an essential and regulated part of the game, providing the cheater is smart enough not to be discovered: if caught, the gambler must fill the "Cover" (betting plate, table stake) with an additional fee or leave the table.

HOW TO PLAY

For a quick game of Poppycock in a *Brancalonia* session, the Condottiero and players can follow the rules below, simulating about one hour of play at the dive table: Each participating character places on the table the same jointly-agreed bet, then the game starts.

1. Each participating character chooses 2 skills, representing his or her approach to the game, with which to perform an ability check. Here are some examples:
 - Investigation (INT): make an accurate calculation of the probabilities by counting cards;

- Insight (WIS): see through the opponents' bluffs;
- Deception (CHA): bluff;
- Sleight of Hand (DEX): attempt at cheating; failure causes the betting plate to increase by an additional amount at the expense of the cheat, unless he or she leaves the game.

2. Ability checks: at the Poppycock table, each ability check DC is equal to 10, +1 for each player (including the one making the check).
3. Each successful ability check results in an increase in each player's Win Roll, as follows: 0 successes = 1d6; 1 success = 1d8; 2 successes = 1d10;
4. The Win Roll balances the Knave's skill at the table and the Saints' will.
5. The player who scores the highest result on his or her Win Roll wins the game and takes the money.

In the event of a tie, the winners share the plate... or, more often than not, start a Brawl!

BARREL BEATING

This ancient tavern sport was born as an allegorical reinterpretation of the well-known popular saying "you can't have yer barrel filled to the brim, and yer wife drunk too", and sees the participants challenge each other in a test that combines resistance (to alcohol), talent (in arms), and a little bit of good luck (as long as it's the Saints' will).

Every dive, respectable or otherwise, has a Barrel Beating corner. The barrel - though called a "barrel", this is sometimes a pot, a coffin, or other container - is usually robustly made and even reinforced, and hangs on creaking ropes, or occasionally on chains. The barrel contains the loot, consisting of the sum total of the bets collected from all the participants.

Before starting, the Condottiero determines both the barrel's AC and its hit points, as well as any special traits or peculiarities.

HOW TO PLAY

1. Participants place their bets inside the barrel (the same agreed upon amount for everyone), then the barrel is hung and the game begins.
2. Participants wager how many shots (ranged attacks with light weapons) they will take against the barrel; these will be equivalent to the number of beers they will have to consume before throwing.

- Each player must succeed in a Constitution saving throw (DC 10 + 1 for each tankard consumed), or become drunk and suffer disadvantage on all attack dice rolls against the barrel.
- Starting with the player who wagered and drank the most, down to the one who wagered and drank the least, each player launches a single attack against the barrel. The game continues for as long as there are players with attacks still available or until the barrel breaks.

Note: a critical hit breaks the barrel immediately.

- When the barrel breaks, or when all the participants are out of attacks, the game ends. The character who dealt the coup de grace is the winner and gets the jackpot. If the barrel is still intact at the end of the game, the innkeeper will get the prize, and beers drunk by the participants will be on the house.

Each tavern has its version of Barrel Beating, with different weapons for throwing, barrel types of varying resistance, and costumes (Dives sometimes offer special outfits to be worn by the participants).

BRANCALONIAN BUFFET

This one is probably the all time favorite among morgants and friars, but it's not surprising that all Knaves in general usually try to take part to one of these buffet-games whenever they can. After all, even if the match goes badly, each participant will have their belly filled ... and for just a few petechins.

The game is divided into Tips, so called because each participant must leave a tip for the Dive's owner. The total of the tips becomes the table stake. For each Tip, the participation fee is generally 1 sp.

HOW TO PLAY

- The Condottiero puts a d6 in the center of the table with the face showing the number 1 turned upward. This is the Buffet Die, and the number it shows represents both the Tips (rounds) and the difficulty modifier of the check (see below). In fact, after each Tip, the Buffet Die must be turned in order to increase its value by 1 (so at the second Tip it will show the number 2, at the third Tip the number 3, and so on). Since the Buffet Die maximum value is 6, if the game still has no winner at the end of the sixth Tip, the Brancalonian Buffet continues until there is a winner or all participants eventually become exhausted.
- During each Tip, all participants pay their fees, and then they must succeed on a DC 10 + (Buffet Die) Constitution saving throw, or they take a number of whacks equal to the value of the Buffet Die for that Tip.
- The game continues until one last participant remains standing. The winner will then earn half the table stake. In case nobody remains standing at the end of the game, the Dive's owner keeps the whole table stake.

Note: the Appetite Wall. If the Buffet Die value exceeds the Constitution modifier of a participant in the Brancalonian Buffet, that participant reaches their Appetite Wall, and has disadvantage on all Constitution saving throws until the end of the game.

EPIC FOODANCE DISHES (VARIANT BUFFETS)

Pizza and Pasta Festival. All participants to the Brancalonian Buffet ignore the effects of the Appetite Wall.

Fine Wine. Drinking a good bottle of wine in company can help

with pushing some more food into the belly. The Constitution saving throw DC for the Brancalonian Buffet decreases by 2.

Fiorentina and Caponata. These ton-heavy pieces of meat and extra-fried bowls of vegetables are as delicious and expensive as they're hard to deal with. Only the greatest experts are able to survive a Brancalonian Buffet with this menu. The Constitution saving throw DC for the Brancalonian Buffet increases by 2.

POORMAN'S CAROUSEL

The Poorman's Carousel is a dispute between two couples of participants, which mocks the real knights' jousting; it goes without saying that authentic knights couldn't care less.

One participant of each couple, the "knight", climbs onto the shoulders of its companion, the "horse". Then, the rider, brandishing a broom like a spear, spurs its mount as they charge the opposing couple, who will do the very same thing.

Each participating couple has a Carousel Die (d8) that will be used to unsaddle the opponents. During the carousel, the participants will have to make some ability checks to determine the increase or decrease of their Carousel Die: for each failed ability check, the Carousel Die will decrease by one category; for each successful ability check, the Carousel Die will increase by one category, as shown below.

d4 - d6 - **d8** - d10 - d12

HOW TO PLAY:

- The two couples face each other. Each knight, climbing onto their horse's shoulders, must make a DC 10 Dexterity (Acrobatics) check.
- The couples start charging. Each horse must make a DC 12 Strength (Athletics) check.
- At this point, the riders attempt to unsaddle the opponent with their broom. Each knight must make an attack roll with disadvantage against the opponent's AC. Additionally, each horse must roll their Carousel Die and add the result to the attack roll. If a knight is hit, they fall to the ground, and therefore that couple loses the Poorman's Carousel. If no knight is hit, the Carousel restarts from point 2. If both the knights fall to the ground, the Carousel ends in a tie.

THE POORMAN'S CAROUSEL EQUIPMENT

Pot and Pans Armor. Each knight must wear armor made of pots and pans that grants an AC equal to 16 (no Dexterity bonus). Additionally, while wearing this armor, any attack roll is made with disadvantage, due to the pot used as a helmet, that makes it nearly impossible to see.

Knight's Broom. This is the broom used to unsaddle the opponent. It is considered a simple weapon for the purposes of the Poorman's Carousel.

Checkered Harness. A noble tablecloth put over the horse before getting on its back. When making the Strength (Athletics) check during the Carousel, on a roll of 1 on the d20, the horse trips over the harness and the Carousel Die decreases by two categories, instead of one.



Revelry

When the Knaves return from their jobs, they often find themselves with an abundance of coppers and coins in their pockets.

Some of them invest these hard-earned rewards in lucrative businesses, others donate them to the needy, or buy better mounts and equipment for later adventures.

Others, finally, squander everything in taverns, gambling halls, bets, prophecies, and revels of all kinds.

What can happen in the latter case?

When a Knave decides to spend 1 week of Rollick in Revelry, they must first find a suitable place, not far from the Den:

- In a village, a Knave can squander 5-10 gp per week.
- In a small town, a Knave can squander 10-20 gp per week.
- In a major city, a Knave can squander 20-50 gp per week.



TAVERN FIGHTS AND EMPTY SADDLEBAGS

Once the player has decided how much gold to spend, they delete that sum from their possessions. Then, the player rolls 1d20 and adds the Knave's Notoriety to the result:

d20	Result
1	<i>Get this dung bag outta here!:</i> They have robbed you and stripped you of everything you had, leaving you unconscious, face down in a stinking puddle. The guards also dragged you away in front of an amused, mocking public and threw you in jail. You lose all your common items and the Memorabilia you carried around. In order to get you out of jail without significant consequences, you also used a Favor.
2	<i>Mooom! There's a naked Knave in the barn!:</i> They have robbed you and stripped you of everything you had. I know, it's not the best situation, but it could have been worse, believe me! You lose all your common items and the Memorabilia you carried around.
3	<i>Sure! Just let me take my pouch...:</i> Someone cut off your bag and stole everything there was inside of it.
4	<i>You wouldn't believe how bad that scum stinks!:</i> You've ended up getting a bad name in this area. They say you are nothing but a troublesome drunkard, a womanizer, and dishonorable companionship. During the next Job Hazard roll, you add 5 to the group total result.
5	<i>I apologize, I really didn't mean to spill it all over you:</i> You have started the scariest brawl this city has seen in a good many years. You, your unknown adversaries, and your even-more-unknown allies have literally smashed a tavern. You have to pay again the same amount you squandered or Aggravated Dive Destruction (30 gp) will be added to your Misdeeds.
6	<i>Put it all on my bill!:</i> The situation got out of hand and you ended up squandering twice the expected amount in one night. If you do not have enough money to pay, you have contracted debts and an Insolvency charge (for a number of gp equal to the debt) will be added to your Misdeeds.
7	<i>Jailer! Can I have a bit more of that slop, please?:</i> Your nocturnal debauchery attracted the guards. You and the Knaves with whom you were rudely singing "Volare, oh-oh!" ended up in jail. You have to pay 2 gp or spend another 3 days in jail, a period of time sufficient to give the guards the occasion to notice the Bounty hanging over your head.
8	<i>An offer you can't refuse:</i> A dangerous local thug followed you all night, covering your debts and offering to pay for you. At first, you were pleased (you recover all the squandered money), but now, it looks like you've got a debt with him, and he has a favor to ask you.
9	<i>Hey you, you get your damn hands off her!:</i> Exactly, that individual who looked like an old "professional", turned out to be the haughty spouse of one of the duke's officials, who doesn't like the attentions you paid to them. From now on, the big shot will do everything in their power to hinder your interests, to ban you, and to send you to jail. You add 2 to all upcoming Job Hazard rolls.
10	<i>Hun! Breakfast's ready!:</i> In the morning, you surprisingly find out you are now married to a local person. With even more surprise, you understand that the Creed might have actually validated the union. Maybe it's not as bad as you thought... but, if by any chance you are already thinking of abandoning the marital bed, remember that it is a real misdeed, with real consequences!
11	<i>How dare you, d'you know who you're talking to?:</i> Remember: never argue while drunk. Before you can take your next job, a first blood duel with the constable's son awaits you. Maybe, it'd be better to be defeated without too much fanfare...
12	<i>This place is dead!:</i> Despite your bad intentions, everyone around here goes to bed early, and nobody listens to you. You can only squander half the budgeted amount.
13	<i>You, you, you, and you... and you there, too!:</i> It was the most devastating night of your life. Everything as scheduled. Congratulations! For the next job, your Notoriety temporarily increases by 1.
14	<i>Wait... what the heck is that?:</i> In your pocket, you find the deed to something called "Ole Rat Bag". As far as you know, it could be a cow, a nag, a treasure map, an out-of-town mansion, or that sailboat anchored down at the harbor. Alternatively, you can add 1 Memorabilia to your equipment.
15	<i>Remind me, again: who are you, and why are you following me?:</i> A not-that-smart young man has decided to become your follower, to learn how to live adventurously from you.
16	<i>...and that's when the marionette with a monkey costume came in...:</i> Epic night! The most colossal collection of atrocities, debauchery, and nonsense you have ever seen. There were women and men, hookahs, barrels used as swimming pools, pigs, parrots, and a freakin' crocodile! For the duration of the next job, your Notoriety is temporarily increased by 2.
17	<i>Oh, there you are, partner!:</i> One of this city's charming bigwigs took a liking to you the moment you helped him escape from the burning brothel, jumping off onto the rooftops. Now, this influential character is happy to return you a favor.
18	<i>I'm so drunk I could kidnap that old lady!:</i> A glorious evening, based on excesses and turpitudes. The next morning, though, you realize that the individual you thought was an aged prostitute was, in fact, the rich noble they claimed to be. Apparently, they also paid for everything themselves. For some reason, you find your "tail-area" a bit sore, and double the amount of coins you had decided to squander, filling your pouch.
19	<i>I've never seen this many aces in my whole life!:</i> You've played at all the tables in town. You won and lost and won entire fortunes again. At the end of the night, you find your pocket packed with four times the amount you had decided to squander, in addition to everything you already had.
20+	<i>By the Saints, this city looks like the first floor of Hell!:</i> Tainted by your tireless enthusiasm, the entire city yields to the revolution that you impose on it. For one night, the wine flows freely, the brothels are packed, and the squares are crowded with happy and drunk people. A night that will never be forgotten! And, in all this mess, you also managed not to spend a single penny. You recover the money you had decided to squander, and your Notoriety permanently increases by 1.



Money and Equipment



There are many currencies, ancient coins, chicken feed, and items of exchange circulating up and down the Kingdom's cart tracks.

Those wishing to avoid any hassle should always use the monetary system in the official rules: gold, silver, and copper pieces with fixed purchase values and price lists. Call them with the name of the metal they're made of, and you'll be fine. Keep in mind that no one in the Kingdom has the faintest idea what platinum is: as for electrum, they wouldn't even know how to pronounce it. Brancalonia replaces electrum with iron, which has the same value.

In general, the least-valuable coins are made of copper and are only good for buying eggs at the market. These are generically known as *quatrins*, *coppers*, or *piccioli* (in Zagara, for example).

10 *quatrins* (CP) are worth 1 silver coin (SP). The most important and common exchanges are made in silver coins, and each region of the Kingdom has its own mint. In the Kingdom of the Two Scyllas they are called *taralles*; in Penumbrina *baiocchi*; *florins*, *triskeles*, and *sequins* in Torrigiana, Quinotaria, and Vortigana respectively.

Marks is the name they go by in Spoletaria, *sesterces* in Alazia, *bissones* in Galaverna and Pianaverna, and *lire* in Falcamonte.

Whatever their name, the weight and value of these coins is roughly the same.

As we were saying, the electrum piece is replaced by the iron piece (IP). 5 silver coins correspond to 1 iron hunk. If you find this strange, you obviously haven't seen the coins: silver and gold ones are small and thin, while iron ones are as large as medals; given their considerable weight, hunks are also called *petechins*.

Finally, we have gold coinage, commonly called *aureos* or big pieces (GP). Some cities mint *sequins* and *florins* of gold, others use weights and units from the old Draconian Empire or other minting. Again, 1 gold piece is roughly worth 10 silver coins.

Are you totally confused? Not to worry: so is everyone in the Kingdom!

Shoddy Equipment

In *Brancalonia*, everyday objects come at the normal cost, as per common price lists. However, Knaves are generally short of money, and “poor equipment” is all they can afford.

Shoddy items and services are badly crafted and offered by crooks and scoundrels. They have an unreliable appearance, uninviting taste, or ambiguous smell, and they always look ready to fall apart on first use. Indeed, poor equipment costs way less than standard-quality gear (usually a tenth of the price).

OBJECTS AND TOOLS

When using shoddy objects or tools, you always run into inconveniences. From time to time, and depending on the item being used and on the situation, the Condottiero can choose which effects to apply; also, if any check involving poor equipment fails by 5 or more, the object will break.

WEAPONS

When you attack with a shoddy weapon, if the d20 roll is a 1, the weapon comes apart. All your subsequent attacks are made with disadvantage. This effect lasts until you use an action to fix the weapon.

ARMOR

Shoddy armor fall apart, literally. Whenever an enemy hits you and the d20 roll is a 20, a piece of armor flies off and the base Armor Class provided by the shoddy armor decreases by 2. If you hold a shield, it will be the first to fly out of hand. The effect lasts until you retrieve the lost pieces and use an action to fix it.

HORSES, MOUNTS AND ANIMALS

When making a check with shoddy mounts, if the d20 roll is a 1, the animal will become lame, and will no longer be able to proceed, for 24 hours. A shoddy mount also has a 10 ft lower speed than a typical animal of the same type.

SHODDY MAGIC

Magical components are expensive and rare. That's why those in the Kingdom capable of casting spells and miracles usually employ a poor version of actual magic. This often leads to accidents and weird effects, which have affected the reputation of magic users, who are accused of unpredictability and oddity, as well as quackery, the prerogative of beggars, and equated with operetta wizards, and country superstitious.

The effects of shoddy components and materials alter the spells' appearance, but not their practical functioning. For example, a familiar summoned with poor-components may have a funny or grotesque appearance; a fireball could smell of rotten eggs.

ALL THE REST

For all the things that are not listed above, shoddiness manifests itself in countless different ways, and it's hard if not impossible to create an effect for every situation. When a character uses a shoddy-whatever, the Condottiero can use one of the following effects according to the situation and the object involved:

Small Incident. A funny inconvenience with no consequences.

Difficulty Increase. If a check must be made, its DC will increase or decrease unfavorably.

Malfunctioning. Shoddiness leads to an unexpected malfunctioning.

Damaged. After being used, the item becomes damaged and needs to be repaired before it can be used again.

Not Working. Not working. If the item is consumable or has a limited number of uses (for example: vials of acid, flasks of holy water, or a healing potion), roll 1d6: on a roll of 4 or higher the item functions normally, otherwise the item reveals itself as a bad imitation and is useless or wasted.

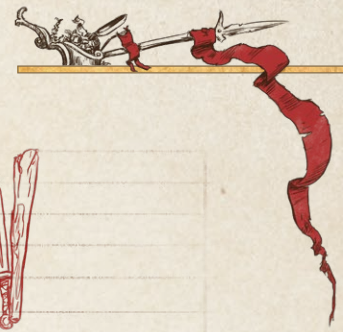
Annoyingly Inconvenient. An unfortunate inconvenience, such as a quiver leaking 1d4 arrows carried during travel, or having rations become soaked and inedible due to a leak in the boat while crossing the river.

COUNTERFEIT EQUIPMENT

The Kingdom is well-known for its counterfeit goods: forged documents and fake coins are almost more popular than real ones, bogus relics and works of art have entirely dedicated retail and wholesale markets, the capital of Alazia itself, Porto Patacca, takes its name from the rip-offs served up to naive travelers, and any object or service that appears in the game can be counterfeit.

Counterfeit equipment has 3 key features:

- **It always seems very convenient:** in fact, a counterfeit item generally costs 50% less than the corresponding object, according to the official price lists. To any doubtful question of the buyers, the sellers often try to justify themselves by saying that it has been regularly stolen or it's "second-hand" (which is the same thing). But that's hardly ever true: it's simply counterfeit!



- **It looks like common equipment:** counterfeit equipment does not cause any penalty to social reactions like shoddy-equipment (see box Shoddy Equipment and Social Reactions).
- **It works like shoddy equipment:** apart from the aforementioned penalty to social reactions, counterfeit equipment shares the same issues and causes the same disadvantages as the shoddy version of the same items.

COUNTERFEIT, FAKE, AND BOGUS ITEMS

As already mentioned, every single material thing in the Kingdom can be falsified, faked, and counterfeited, according to the rules found on the box here beside.

However, there are some special pieces of equipment and items, which are born fake, and are subject to further options.

Remember, be careful: falsifying documents, relics, coins, and works of art is a straight-up misdeed that could considerably increase the Knaves' Bounty!

COUNTERFEIT PAPERS

Any kind of falsified papers, from a pig's transport document, to an aristocratic event's official invitation. If examined carefully, it is possible to tell that counterfeit papers are actually forged documents. In order to do so, a character must succeed on a DC 20 Intelligence (Investigation) check (DC 15 in case of shoddy counterfeit papers).

COUNTERFEIT MAPS

"A fake!? this is art! ...and for the little you paid? ...my maps are better than the original, so don't complain!"

-MASTER FABIO PERFIDIA, DUCAL CARTOGRAPHER OF TARANTASIA -

Created by excellent forgers and artists, these maps can have many uses and support incredible deceptions. It is said that in the Kingdom, there are more bogus maps than authentic ones, and they pass from hand to hand, deceiving the most unwary.

COUNTERFEIT VALUABLE OBJECTS

The Kingdom is home to virtuosos and artists of all kinds, among the best in Occasia, and many of these go around the Kingdom painting pictures and sculpting statues for the richest gentlemen, or those willing to spend ridiculous amounts for their works; There's a whole, colossal world of clandestine markets trading these counterfeit pieces of art.

COUNTERFEIT NOBILITY PAPERS

Heraldry documents and similar stuff, with which a Knave can easily pretend to belong to the high aristocracy or a precise family. Nobility papers work exactly like the most common counterfeit papers, except that they cost a lot more, due to the several necessary precautions to be taken during the forgery: watermarked parchments and royal tarot's seals, just to name a few.

COUNTERFEIT RELICS

After centuries of frauds and rip-offs, it would be impossible even for the most charismatic scoundrel to sell the fake half-gnawed-by-dogs body-part of a saint, no matter how gullible the peasant or to how pious the friar.

In order to produce a self-respecting counterfeit relic today, a good forger would need at least gold and silver settings, some hard stone embedded in the framework, or a velvet and crystal reliquary. Once this is done, the sky is the only limit to the scam!

SHODDY EQUIPMENT AND SOCIAL RELATIONSHIPS

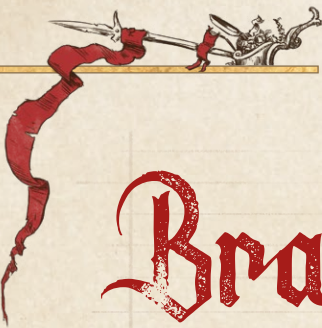
In addition to all the effects described above for the different types of equipment, when you use shoddy items and services, you might provoke disgust, annoyance, distrust, and rejection in notables and bigwigs. When a Knave conspicuously uses clothing, weapons, services, armor, mounts, adventure items, concoctions, potions, or poor spell components in front of high-ranking or wealthy people, they will always see the Knave as a cheap, untrustworthy beggar. The Condottiero can therefore apply a -1 or -2 penalty, or impose disadvantage to specific Charisma checks.

Counterfeit Equipment

Name	Cost
Counterfeit Papers	10 gp
Counterfeit Maps	10 gp
Counterfeit Valuable Objects	30 gp
Counterfeit Nobility Papers	25 gp
Counterfeit Relics	30 gp

EQUIPMENT AND CHARACTER CREATION

At the character creation, every assigned equipment should be considered "Shoddy", unless otherwise specified. In addition to this, the money assigned due to the background, or according to any roll for starting wealth has to be considered silver piece (sp).



Brancalonian Equipment

WEAPONS AND ARMOR

MARTIAL MATTOCK

The mattock is a glorious peasant tool, widespread and skillfully used by peasants from all over the Kingdom and beyond. Together with the Sword, it constitutes one of the symbols of the Kingdom. The "Martial" version of it is more expensive, and expressly created to alternate the work in the fields with the defense of the granaries against bandits, wolves, and marauders.

MARTIAL PITCHFORK

The pitchfork is a tool used for harvesting hay, straw, manure, and turning over topsoil. Due to the effort often required when using it, it is also colloquially called "pitchpork". The "Martial" version of it is more expensive, and expressly created to alternate the work in the fields with the defense of the granaries against bandits, wolves, and marauders.

MATADOR'S TONGUE

This long and supple leather whip is used by Penumbrian Matadors to keep the beasts at bay and perform incredible stunts.

Special: You can use a Matador's Tongue whip to gain advantage in Strength (Athletics) and Dexterity (Acrobatics) checks. You can also use Wisdom (Animal Handling) instead of Charisma (Intimidation) when trying to intimidate beasts.

New Weapons

Weapon	Cost	Damage	Weight	Properties
Martial Mattock	2 gp	1d6 slashing	4 lb	Versatile (1d8)
Martial Pitchfork	3 gp	1d10 piercin	6 lb	Heavy, Two-handed
Matador's Tongue	4 gp	1d4 slashing	3 lb	Finesse, Reach, Special
Schiavona	15 gp	1d8 piercing or slashing	3 lb	-

New Armor

Armor	Cost	Armor Class Bonus	Str	Stealth	Weight	Properties
Scudetto	5 gp	+1	-	-	3 lb	Special

Adventuring Gear

Object	Cost	Weight
Saddle of the Damsel in Distress	20 gp	10 lb

SCHIAVONA

Sword with an elaborate metal cage guard, great at both thrusting and cutting blows.

SCUDETTO

This small parade shield bears the emblems of the city it belongs to, and it's a symbol of pride for those enthusiasts who follow the Draconian Football game.

Draconian Football Heraldry: you gain a +1 bonus to all Charisma checks against the inhabitants of the city to which the shield is consecrated.

ADVENTURING GEAR

SADDLE OF THE DAMSEL IN DISTRESS

Invented by the brigand Thumpa Otherside to teach the unwary that there's no such a thing as a damsel in distress in the Kingdom. Through a convenient mechanism hidden in this saddle, it's possible to make the horse rider fall sideways, pretending to be in apparent distress. The saddle shifts back again through the same marvelous mechanism, allowing the rider to return to sitting normally.

Effect: You can use the saddle to pretend to be in difficulty. Doing so gives you advantage on a Charisma (Deception) check.



Concoctions

The people of the Kingdom love to prepare and consume spirits, tinctures, tonics, and concoctions of all sorts, especially if they are illegal and made with makeshift tools: from herbalist friars dedicating entire dormitories to the most sophisticated and careful preparation, to mountaineers cooking the typical Hair of the Dog in rough stables, next to the donkey shelters.

In any case, all concoctions' unique formulas guarantee them excellent additional properties that other liqueurs and balms do not have.

For the convenience of shepherds and travelers, concoctions are often stored and sold in handy earthenware, metal, or goat's bladder flasks.

Concoctions remain stable for a week; after that, they lose all their beneficial effects, becoming simple yet delicious tonics and soft-drinks.

BIONDINO TONIC

The tord-boyeux sherry, that makes damsels merry: this tonic is crystal-clear, its flavor unrivaled amongst magic potions and aperitifs, and in medication lore.

Effect: When you drink this concoction, you regain 1d4 + 1 hit points and reduce your exhaustion level by 1. Additionally, for the next 8 hours you can ignore all exhaustion effects and you earn inspiration (the inspiration earned this way vanishes together with the tonic effects).

CONCOCTION OF MIGHT

Centuries ago the Draconian empire had already conquered all the territories of the current Frange, except one small village. The settlement kept resisting mainly thanks to a certain distillate of mistletoe, mint, roots, wild flowers, red wine, salt, pepper, rock oil, beet extract, and dates, or at least that's what the story says. Now, we add lobster, fresh fish, and strawberries or pomegranate to give a refreshing aftertaste to the drink.

Effect: When you take this concoction, you gain advantage on all Strength checks and your base carrying capacity doubles. The concoction's effect ends after 1 hour, or if you fail a Strength check.

DEAD WATER

One of the strongest grappas in the entire Kingdom, it hits you like a stab in the guts but is just as tasty!

Effect: When you drink this concoction, you regain 1d4 + 1 hit points, and you must succeed on DC 10 Constitution saving throw or become poisoned for 1 minute.

Table of Concoctions

Concoctions	Weight	Cost
Biondino Tonic	1 lb	12 gp
Concoction of Might	1 lb	5 gp
Dead Water	1 lb	3 gp
Extravaganza Extract	1 lb	20 gp
Fieronthus Panacea	1 lb	20 gp
Fire of Aygremounts	1 lb	25 gp
Hair of the Dog	1 lb	1 gp
Infernet Malebranca	1 lb	3 gp
Presinthe	1 lb	20 gp
Scratchy Cocytus	1 lb	3 gp
Wild Stench	1 lb	3 gp

EXTRAVAGANZA EXTRACT

Liquid Extravaganza is a glittering and iridescent substance, said to be produced directly in the Land of Cuccaigne

Effect: When you use the Extravaganza Extract concoction, you become subject to the effects of the Fairy Godfather's respect (mediocrity recedes from Extravaganza, and the Fairy Godfather likes the extremes). If the d20 roll result is 18, 19, or 20, an ability check, attack roll, or saving throw is considered a success (in the case of an attack, a critical hit). If the d20 roll results is 1, 2, or 3, an ability check, an attack roll, or a saving throw is considered a failure. The duration of the effect is variable (1d4 hours). Under the influence of the extract, all colors around you become iridescent, and all sounds become sweeter and more melodic. For this reason, you have disadvantage on Wisdom (Perception) checks, and -5 to your passive Perception.

FIERONTHIUS PANACEA

Get some alfalfa, chicory, brimstone, mallow, fennel, then boil them all together. To be taken on an empty stomach: it boils inside of you like it's rinsing a barrel, then a roaring fire comes out of the back... and you are brand new!

Effect: When you take this concoction, you can end either one disease or one condition afflicting you. The condition can be blinded, deafened, paralyzed, or poisoned. Unfortunately, the effect of this tonic can strain the body of those who drink it. You must succeed on a DC 12 Constitution saving throw or suffer 1 level of exhaustion.



MONEY AND EQUIPMENT

FIRE OF AYGREMOUNTS

This definitely-out-of-scale alcohol content grappa is made from the distillation of the famous Piccadora's rough peppers. Its extreme potency is said to resurrect the dead.

Effect: If you make a dead creature swallow this concoction within 1 minute of its death, that creature can come back to life with 1 hit point and becomes incapacitated for 1 hour. A *lesser restoration* spell can end the incapacitated condition. This distillate cannot revive a creature dead of old age, and cannot restore any missing body parts.

HAIR OF THE DOG

A famous official distillate usually made by monks and religious folks. Some also call it "Cinquerbe" (five herbs), because in theory it would be a Centerbe (a hundred herbs) but these days, you gotta be parsimonious and save those herbs for even harder times...

Effect: When you take this concoction, you can re-roll a saving throw against disease or poison.

INFERNET MALEBRANCA

The recipe for this infernal spirit comes from some malebranche distillers from Galaverna, a family that has become rich and famous thanks to this recipe that uses sulfur and bitter salts among the ingredients.

Effect: When you drink this concoction, you immediately feel bursts of heat on the inside of your body, your skin flushes, and your facial and body hair all take on a vaguely reddish tint. This effect protects you from low temperatures and imposes disadvantage on any check made to determine your identity. The tonic effects last 48 hours, after which your hair goes back to its usual color.

PRESINTHE

Also called "the Black Fairy", it is a distillate that has always been prohibited throughout the Kingdom, due to its disruptive and unnatural potential. It presents a liquorice and salsify aftertaste. The correct way to prepare and consume this concoction is to first dissolve antimony salts in the glass from a special perforated spoon.

Effect: When you take this concoction, you mentally contact the spirit of a long-dead sage, or some other mysterious, paranormal entity. Contacting this entity can strain or even break your mind. When you drink this distillate, make a DC 13 Intelligence saving throw. On a failure, you take 4d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A *lesser restoration* spell cast on you ends this effect.

On a successful save, you can ask the entity up to 3 questions. The Condottiero answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the Condottiero might instead offer a short phrase as an answer (as, for example, "Go to Hell!").

SCRATCHY COCYTUS

A well-known Alazial specialty, the "Scratchy" is a heavily fermented grappa, always kept frozen by an arcane contraband component that comes from the depths of Plutonia's ruins: a few drops of the infernal river Cocytus. Unfortunately, this ingredient causes a similar reaction in the drinker's body.

Effect: When you drink this concoction, you become pale, bluish, and constant chills start running up and down your spine. The freezing effect protects you against high temperatures and gives you advantage on Charisma (Deception) checks made to pretend to be sick. The effects of the tonic last 48 hours, after which your skin tone goes back to its natural condition.

WILD STENCH

Wild-boar hair's mud, undergrowth moss, mouflon scrotum degreasing, and forest's puddle water.

Effect: Spreading this prodigious tincture on your skin gives you advantage on all Wisdom (Animal Handling) checks. However, due to the disgusting components of which the mixture is made, you also have disadvantage on all Charisma checks. The effects of the concoction end after 1 hour.

SHODDY CONCOCTIONS

When made with shoddy tools or ingredients, even Concoctions end up being just as shoddy. In this case, at the time of use, whoever takes it must roll 1d10 on the Inconvenience table below, and get one of the following drawbacks:

d10 Inconvenience

- | | |
|----|--|
| 1 | NAUSEATING STENCH. The concoction is unapproachable. Its container also must be thrown away. |
| 2 | SCAM. The concoction looks just fine, smells and tastes as it should, but it has no effect whatsoever. |
| 3 | BAD SMELL. A Knave's breath and scent are always pretty questionable, to say the least. However, after taking this tonic, they get even worse! |
| 4 | THUNDERING FLATULENCE. Something in the concoction that was still fermenting is now causing annoying noises. |
| 5 | HEAVY. The concoction has the correct effect, but it's hard to digest. The character can't seem to be able to rest properly and will not get the benefits of the next short rest. |
| 6 | MIRACLE OF SAINT FRANCISCAB. The character's old wounds begin to scab again, creating an unpleasant itchy effect. The character is incapacitated for 1 minute, as it's impossible not to scratch the scabs. |
| 7 | COMA-COCTION. One minute after taking the concoction, the character must succeed on a DC 16 Constitution saving throw, or fall unconscious for 1d4 minutes. |
| 8 | SPOTS AND BLEMISHES. The character's skin starts showing weird spots and bumps that will last for 1d4 days. |
| 9 | POISONING. The character is poisoned until they finish a short or long rest. |
| 10 | MYSTICAL VISIONS. The character is incapacitated for 2d4 minutes; in that same period of time, they can understand the Unknown Language and appear to be conversing with invisible beings. |



Magical Junk

You can't even imagine the number of arcane trinkets, enchanted garbage, haunted junk, and sacred knick-knacks that can be found around the Kingdom. Here are a few examples of stuff to add to your game as special rewards for a job, treasures, or lucky finds.

BORING ESSAY OF THE KINGDOM OF EXTRAVAGANZA

Wondrous Item, uncommon (requires attunement)

If you attune to this item, you can use it as a spellbook that requires half the normal cost of the components needed to write new spells on it. Anyone else who tries to examine it will find themselves reading the most boring and useless treatise ever written.

BELVEDERE'S SPYGLASS

Wondrous item, uncommon (requires attunement)

When looking at a target through the spyglass, you can cast the enlarge/reduce spell, but you cannot choose which of the two effects to apply. Instead, the effect cast is randomly generated by rolling 1d6: on a result of 1, 2, or 3, your target is reduced by the spell, while on a result of 4, 5, or 6, it is enlarged by the spell. After using this magic item to cast the spell, it no longer works until you finish a long rest.

DAGGER OF TERROR

Weapon (dagger), common (requires attunement)

This weapon, perhaps cursed, does not seem to want to harm people, and for some unknown reason is able to scream warnings to those attacked by it. When you make an attack against a humanoid creature, the dagger starts screaming in Vernacular:

"RUN! THEY WANNA STAB YA, RUN!"

FRAUDO'S MATTOCK

Weapon (martial mattock), legendary (requires attunement)

Despite being magical, this +1 martial mattock is a shoddy weapon.

FRAUDO'S BRAND

Weapon (rapier), legendary

Despite being magical, this +1 rapier is a shoddy weapon.

FRAUDO'S WEAPONS (REQUIRE ATTUNEMENT)

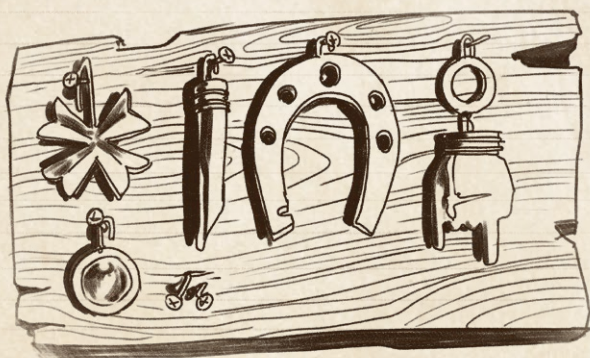
You must wield Fraudo's mattock and Fraudo's Brand to attune to both Fraudo's Weapons. The attunement ends if you lose either of those items. While you are attuned to Fraudo's Weapons, both Fraudo's Brand and Fraudo's Mattock become magic +3 weapons, lose the shoddy property, and are considered light weapons.

MAGIC SPINNING

Ring, very rare (require attunement)

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 of its charges to cast one of the following spells: *animal friendship* (save DC 13) (1 charge), *find steed* (2 charges), *tiny hut* (2 charges), *heroes' feast* (3 charges).





MOODY WEAPON

Weapon (any), common (requires attunement)

"What d'you mean it's not a moony sword?! Paisàn, I said moody!... a moody sword! ...No refunds!"

When you make an attack with this magical weapon and roll a 1 on the d20 for the attack roll, the weapon switches and becomes a random different weapon (the Condottiero can choose the new weapon).

RING OF EXTINGUISHED DESIRE

Ring, uncommon (require attunement)

This magic ring of restraint can help to fight the fascination of vices and temptations. When you fail on a saving throw made to resist an effect imposing the charmed condition on you, you can choose to succeed instead.

SAINT "BLOODY" JOHN'S BLUDGEON

Relic Weapon (greatclub), legendary (requires attunement)

This incredible +2 greatclub is soaked in the blood of the countless fiends slaughtered by Saint "Bloody" John himself. All damage dealt by this weapon ignore any damage resistance. When you roll a 20 on the d20 for an attack roll with this weapon, the target is knocked prone.

SAINT EATHAN'S CUTLERY

Relic, rare

Whatever a creature eats using this cutlery becomes edible and is treated as one Ration, but does not change its flavor. If you take part in a Brancalonian Buffet game and you use this cutlery, you gain a +5 bonus on any roll.

SAINT PALIO'S BRIDLES

Relic, rare

Any mount equipped with these bridles loses its possible shoddiness and its base speed increases by 10 feet. Any creature riding the mount has advantage on any check made to stay in the saddle. If you use these bridles during a Poorman's Carousel game, you have advantage on all ability checks.

VINTNER'S CHALICE

Wondrous item, uncommon (requires attunement)

Any fluid substance poured into this magical chalice can be purified and rendered free of poison and disease, as long as you slowly wave the chalice, carefully smell the substance, and then taste it with a classy and concentrated look.

WAFFLE SHIELD

Armor (shield), common (requires attunement)

When you wear this shield, if you take a critical hit the shield breaks into pieces, but you take no damage at all. The fragments of the destroyed shield cannot be reassembled, but they become edible cookies, equivalent to 2d4 Rations.

WAND OF THE TWO OUTTA THREE

Wand, uncommon (requires attunement)

There are various types of Wands of the Two Outta Three, each capable of a different type of magical cantrip. Whenever you hold the wand, you can use it to cast the cantrip magically infused into it. After you use the wand, you must roll 1d6: on a result of 1 or 2, the wand no longer works until you finish a short rest.

WOLF'S SHEEP WOOL

Wondrous item, rare (requires attunement)

This magic clump of white wool and dark hairs, allows you to use your action to cast *polymorph* on yourself, transforming into a dire wolf. While you are in the form of the dire wolf, you retain your Intelligence, Wisdom, and Charisma scores. The item can't be used this way again until the next dawn.

"This dog won't hunt. This horse won't jump. You get the general drift. However, he keeps on trying, but the fire won't burn, the kindling is wet, and the faint glow of the ember is weak and dying. He has no other choice then but to let It go and take a nap on the ground there, lying Next to her—for whom Dame Fortune has more Woes and tribulations yet in store."

- A MORGANT POPULAR SONG -



Memorabilia

Memorabilia are unusual objects with no commercial value. They can be assigned to the Knaves at the beginning of their adventures, and they can be taken from other lazy lads after winning a brawl, as a Trophy (see page 56), or found on a hundred different occasions. We recommend assigning one Memorabilia to each Knave during character creation.

To be defined as such, Memorabilia must:

- Have no economic value and no particular use. Generally, they cannot be resold.
- Be original. Memorabilia cannot be shoddy or counterfeit, and even if they were, nothing would change.
- Be so bizarre and unusual that they could never be confused with other Memorabilia. Each piece is unique.

Each Memorabilia can be used once, and only once, to provide a surprising and unpredictable effect of the owner's choice, as long as the effect has some fair, logical sense. Using Memorabilia in this way could allow a character to earn Inspiration, or give them a similar narrative advantage. For example, the useless brothel key that a Knave may have stolen as a souvenir from the cathouse's Maitresse after a night of passionate love, could one day, maybe years later, fit perfectly into the treasure chest's lock found in the castle of an evil Margutte. *"Hey, I knew it would bring me luck someday!"*

Here is a table to both randomly generate Memorabilia or draw inspiration from when creating your own.

Memorabilia	
1	A Splendid Hoe. Excellent tool, in good condition and of exceptional quality.
2	Belgaratto's Mismatched Boots. A pair of boots, different in color, size, and shape. Believe it or not, both boots are a perfect fit on the Knave's feet.
3	The Seven-at-one-blow Hat. A tattered wide-brimmed hat worn by the bravi, on which some pompous ass embroidered in gold letters "Seven at a blow, you nitwits!"
4	Dried Dog Tail. Old embalmed talisman.
5	Two of Slaps. A Poppycock card on which some joker has drawn two open palms.
6	Don't Mix the Sacred. A handwritten religious breviary of formulas and information on all the Kingdom's Saints.
7	With the Profane. A handwritten compendium of common barracks jokes.
8	Will-they-won't-they Daisy. A flower of love predictions, but with the petals almost completely pulled off, just one left. Will they or won't they?
9	A Black Human Tooth. Neither blackened nor rotten, but entirely black as if it were made of ebony or coal.
10	Hag's Braid. A braid made with the hair of a befana, who died at the stake.
11	Master Loony's Tin Cap. It's just a bowl, but no one has the heart to say so.
12	Whistling Incisor. A morgant's tooth the size of a chicken's egg, with a cavity you can blow through to produce a sound like a harmonica.
13	Wisdom Denture. A mismatched set of black, brown, and yellow teeth.
14	Gasolbinelle Feather. A long tail feather streaked with green, white, and bronze. Said to make the user's handwriting wonderful. Alas, it is very fragile and wears out after only one use.
15	Aunt Marcolfa's Ladle. Made of copper and good for drinking from fountains.
16	Fun and Jokes. A bagful of slips of paper with dirty tavern jokes. Use with caution.
17	Firefly Jar with Glass Inserts. Firefly jars cast some light and are low-cost, but are nothing like lanterns; they are said to illuminate fairy paths.
18	Two Balls. Just two magnetized metal balls that spin on themselves.
19	Socks it-to-somebody. A pair of socks used as boxing gloves.
20	Single-blade Scissor from Falcamonte. Actually, a cheap knife, but "Falcamonte Single-blade Scissor" is high-sounding and much more impressive.

- 21 **Ravenbar.** Like a crowbar, but of a bigger species.
- 22 **Serum of Truth.** It's only grappa, but as strong as white spirit.
- 23 **Sacripants' Shoes.** Famous for their front heel; mysteriously considered useful for going uphill.
- 24 **Turquoises' Grandjet.** A metal button with central knurling. Accepted by some merchants as a cheap coin. Always returns to its owner's pocket.
- 25 **The Countess.** A fake old mole that some great-aunt archcountess wore to enhance her elegance and high-ranking allure. For some strange reason, this fake mole is hairy. Who knows what important men kissed it.
- 26 **The Rontine.** A small metal object, a bit short, a bit long, a little twisted, but straight. Though seemingly suited to fit into any crack, whichever way you turn it, you won't get it to fit anywhere. Who knows what it was for?
- 27 **Ghouls-feather Cushion.** A very sturdy round cushion, stuffed with hair from the legs of a formidable undead.
- 28 **Silver Pendant with Lock of Hair.** Inscribed with the words "my true love". Contains goat's wool.
- 29 **Sewing Box.** Five needles, a thimble, three spools of thread (white, red, blue), three mismatched buttons.
- 30 **Zigane Bracelet.** A finely-chiseled silver band with an illegible inscription on the inner side.
- 31 **Flask with a Hole.** A flask made from a pumpkin, with a conspicuous hole in the bottom; a map is engraved on its inner surface.
- 32 **Coral Horn.** The size of an adult's pinkie, of red coral; said to bring good luck.
- 33 **Corkscrew of Wonders.** A classic spiral corkscrew with a handle of polished wood; it only uncorks bottles of fine wine: those containing bad wine explode.
- 34 **Deck of Perforated Cards.** A common deck of playing cards, but all the eyes of the figured cards were pierced with a nail. Playing against the light with a fool allows you to cheat very easily.
- 35 **Silver Ring with Seal.** The seal is generic enough to befit any house or corporation; it has a secret compartment the size of a bean.
- 36 **Pocket Hourglass.** Two crystal ampoules filled with white sand; the label says "five laps" but in fact there are seven.
- 37 **"Son of Ghibba" Lute.** Made of triflewood, it can memorize up to eight songs once they are played, but has no intention of doing so.
- 38 **Grandpa's Cup.** A metal cup from Zagara; just the thing for ice cream.
- 39 **Firecracker Wigeon.** A party classic, it emits a long hiss then a big bang.
- 40 **Mending Egg.** A wooden egg used for mending socks and other garments. If it were made of triflewood, what creature could ever come out of it?
- 41 **Mousetrap.** A classic of human ingenuity; armed with cheese, it allows you to catch a not too smart mouse.
- 42 **Presentation Letter.** The letter identifies the bearer as an agent of Count Notte, authorized to obtain services, provisions, or cash on credit up to 200 gold coins. Count Notte will want to be reimbursed.
- 43 **Squire's Pan.** An iron pan with a perforated bottom, good for roasting chestnuts on the fire and useful as a small shield; not recommended against arrows.
- 44 **Pocket Music Box.** When you turn the handle, it plays "The Belles of Tauringa".
- 45 **Seal of the Great Seneschal of Constantinaples.** Symbol of the seneschal's power and prestige; a gross fake, but excellent nutcracker.
- 46 **Backscratcher.** Ivory hand mounted on a two-span ebony handle; good for scratching your back.
- 47 **Portrait of Wine Drinker.** A classic by Teomundus Scrofalus; there is a one-in-a-thousand chance of it being the original, but still worth the same as its 999 copies.
- 48 **The Rollerine.** A roll of string made by tying together dozens of pieces of string of different lengths; total length: one hundred feet.
- 49 **Gentile Wig.** Of genuine horsehair, styled in the fashion of fifty years ago.
- 50 **Serindian Silk Fan.** Brought from the East to the merchants of Vortiga. The silk is a little faded, but the workmanship is fine.



Running Brancalonia



Welcome, Condottieri: you have the arduous task of arbitrating and coordinating your all-brawn-and-no-brains players. This chapter is for you: it contains useful tips, information, and tables to help you handle jobs, provide behind-the-scenes insight, and simplify your role at the table.

In addition to the explanations and suggestions for Game Masters already included in the core rules, we will now provide mainly Brancalonia-specific advice and material; of course, you can always refer to your own experience and to all sorts of sources and guidelines that will help you conduct, arbitrate, and narrate the game.



Spaghetti Fantasy

If you have read or browsed through this manual, you already have an idea of what distinguishes Brancalonia from other settings.

For your sessions, we suggest that you create and introduce atmospheres, situations, meetings, jobs, and game stunts that include, to varying degrees, the following aspects:

- **Low Magic** – Many rules and aspects of this Setting Book speak for themselves: the Kingdom is a place where prodigious and supernatural events can be commonplace, but the level of magic and power available to ordinary people and characters is usually very low. Some Knaves will have formulas and prayers to use from time to time, but only their ingenuity, practical skills, and a cunning plan will lead to the successful conclusion of their jobs.
- **Light-Hearted Tone** – the setting of Brancalonia is deliberately roguish, raffish, daft, and gross. Many characters are caricatures; many of the situations are paradoxical, or contain quotations and humorous elements. By this we don't mean that the game should be demented – quite the contrary! – but the recommended approach is light-hearted, ironic, and even somewhat foul-mouthed. Brancalonia's characters never take themselves – or, for that matter, life, death, religion, or love – too seriously. It's all a party game, a great comedy.
- **Tragedy and Comedy** – One of the characteristics of Italian fantasy is a tragicomic approach to the great themes and dilemmas of life: as in our films and genre books, however bitter, life must be faced with a smile; though our head might be on the block, we'll have a parting joke for the executioner about to chop our noggin off; "Hey, Blond! You know what you are? Just a dirty son-of-a-b-!"
- **Hoe and Sword** – Daily life in the Kingdom is based on the trivial toil of peasants and fishermen, artisans and merchants, ambulant and shepherds, around which swarms a malnourished population of big shots, clergymen, men of arms, notables, beggars, charlatans, entertainers, and barkers. Everything else is a bonus so negligible that no one would notice its absence. Always consider how the world goes round here, and try to convey the setting's down-to-earth context.
- **No Money for Special Effects** – When in doubt about how to describe your scenes, or about which elements, monsters, and characters to include in your sessions, the tip below can give you an idea of the game's atmosphere. Imagine being on the set of a Spaghetti Fantasy movie, and having no money for special effects: what do you bring in? Ragged extras, recycled character actors, natural backdrops, or miserable villages, abandoned farmland, some crumbling empire ruins, cheap magic, monsters popping in and out of view: if you keep all this in mind, your descriptions will perfectly capture the Kingdom's tone and atmosphere.
- **Likelihood** – The regions making up the Kingdom strive to be plausible in their social, economic, juridical, war-faring, naturalistic, and cultural aspects. We strongly believe that Fantasy must be plausible to be compelling, and that this similarity must be true to art. This does not mean that the Kingdom is a "realistic" or historically accurate place – as no doubt you are already aware! However, every move in the game and every character's reaction should be based mainly on criteria of verisimilitude and internal consistency.
- **Brawly Fantasy** – As you will have noticed, brawling has a place of honor in Brancalonia. As in the best Italian genre films, fist fights, slaps, and whacks are crucial in many of the jobs published, whether official or not. Brawl rules are used to recreate that feisty atmosphere while ensuring that the fights which your characters find themselves involved in don't end up in bloodbaths. Said to have been created by the Knaves of Ignoranza Eroica, this concept of Brawly Fantasy has been taken up, and partly adapted, in Brancalonia.
- **Grandguignolesque** – Some areas of Brancalonia are great for playing extreme and grandguignolesque, grimdark, horror, macabre, and paradoxical fantasy. We are talking about Penumbria, where the level of violence and horror is much higher than in the rest of the Kingdom: here, Brawly Fantasy quickly becomes Gutting Fantasy. Again, many other points on this list apply: bitter irony, low magic, hoe and sword, and no dough for special effects ...



ATTITUDE AT THE TABLE

What happens in your private sessions is, of course, your business entirely, but in *Brancalonia* and at Acheron Games we have editorial, thematic, and behavioral policies, applicable to organized play and to all events, sessions, and official, sponsored and accredited channels, that we would like to share with you.

Violence in the Game: In the imaginary Bounty Kingdom, weapons are used, animals and people are injured and beaten, but we do not recommended indulging unnecessarily in brutal situations or descriptions. Many opponents and enemies can simply be “defeated”, captured, or put to flight without detracting from the game’s dynamics of combat, magic, and adventure. Killing or torturing other individuals, even in self-defense, subjects Knaves to Kingdom Justice and increases Bounties on their heads. Even among Bounty Brothers, there are precise codes of conduct for those who shed or want to shed the blood of guards, other Knaves, or common people. And those who overstep the mark risk becoming Infamous or falling prey to Royal Bounty agents.

Sexual Themes: As per genre tradition, hot, lovelorn, romantic, and raffish clichés are welcome in *Brancalonia*, but the focus of the game is on adventures, on frayed and fantastic quests.

Discrimination and Parochialisms: In a world where talking mice, omnipotent fairies, devils from Inferno, and foul-mouthed marionettes are a common presence, every single character’s ethnicity, race, class, profession, background, origin, language, culture, gender, religion, socio-economic status, and food preference – even the weirdest – is accepted with a shrug. Any commoner, bandit, or noble who meets the Knaves will cover them in insults from head to toe, give them degrading epithets, and make fun of their traits and nature. Genuine hatred or contempt will have no part in this: it will all boil down to teasing and mockery, in the parochial spirit that reflects the nature of the Kingdom’s inhabitants. Neither justice, nor big shots, nor Bounty Brothers ever truly judge or discriminate against anyone for their appearance... at most they might do so for their conduct.

There will be no bigotry here! Here, you are ALL equally useless!

Only the intolerant, the arrogant, those who give themselves airs and graces are truly discriminated against: in *Brancalonia*, such people are guaranteed to be mocked and teased far and wide.

In general, for themes and content, we consider *Brancalonia* suitable for players aged 13 and over.

THE MOST SUITABLE REGION FOR YOUR GAMES

As you will easily gather from the jobs presented in this manual and from the description of the Kingdom's various regions, the game atmosphere you can recreate in Brancalonia sessions is as varied as the countries, seas, and islands of the Bounty Kingdom. Torrigiana is steeped in Extravaganza, dotted with fantastic places, and known for its inhabitants' constant banter and gobbledygook. Falcamonte is a region centered on knightly contests and noble ideals; Vortigana is a land of unscrupulous merchants, assassins, and navigators;

and Alazia, Volturnia, and Spoletaria are in the hands of bandits and mercenary armies. You could consider Penumbria and the Monstrum Sea for extreme grimdark adventures, or devote yourselves to the exploration of the Seven and a Half Seas with Misfittery, Bucatineers, Ziganes, or pirates of the Charybdean.

At the end of each region's description, the paragraph dedicated to typical jobs found locally is expressly intended to help you establish the most suitable atmosphere.





ROLICK AND JOB, THE WAY TO THE TOP

As already mentioned on page 43, the best way to manage *Brancalonia's* adventures and campaigns is by using the company and the assignments that leaders entrust to the Band from time to time.

You can change and subvert this approach as you like, but consider that the vast majority of published and upcoming adventures usually follow this pattern: the Kaves are sent by their leader here and there to solve or cause some trouble.

The leader is the one finding the jobs for the Kaves, sending them to the client, collecting the reward on their behalf, and sharing the Den and its Grandluxuries with them.

When the Kaves are back at the Den, waiting for their next assignment, they can spend time on their well deserved Rollick phase. If you are particularly precise and efficient, each job could be run within the limits of a single session, while the end and the beginning of the said session, or the days elapsed between one session and another, could be dedicated to the Rollick phase and the options connected to it.

The ideal sequence of the game phases (Job, Rollick, Job, Rollick, and so on) is designed to guarantee the appropriate recovery and a comfortable downtime between one adventure and another.

Don't forget to apply it to your games too!

WHAT KIND OF KNAVES?

One of the things the Condottiero must point out to the other participants in *Brancalonia* sessions is that Kaves are not, or don't have to be criminals. The list of their initial misdeeds is very clear, and excludes murder, robbery, blackmail, crimes of violence, exploitation, or worse. The players' characters are "likable rogues", petty crooks, scoundrels, idlers, or thugs with minor misdeeds hanging on their heads. Better still... misdeeds have been attributed to them. It doesn't follow that they were actually guilty, or that things are as simple as the guards would have you believe.

As explained from the outset, Kaves can be mere peddlers, street actors and fairground charlatans, unglorious guiscards, fortune-seeking wanderers, itinerant miraculists, relic or treasure hunters, knights-errant and mercenary swords, or any other combination of class and background the players can dream up. Alternatively, they could all be virtuous followers of the Creed: friars, hermits, Svanzic guards, paladins, and exorcists moving together on a sacred mission. They will look like Kaves, will be treated like Kaves, and will struggle day by day like Kaves, but their ideals and jobs could be the complete opposite to those of street bandits and robbers.



THE FIRST SESSION

The first session is always the most important, particularly for agreeing on the game's atmosphere and choice of characters and for understanding what the players want to do. In addition to their past and character traits, Kaves should have a long-term goal, common in some way to the whole Band: the simplest and most widespread of these goals is "to pull off the Big Heist that everyone dreams of, retire for good on an island in the Sea of Sapphire, and live it up for the rest of their days." Once you have created your characters according to the basic rules and character options outlined in chapter 1 of this book, don't forget to establish their Misdeeds, Bounty, and Notoriety, and assign them to a very specific company, complete with Den, Grandluxuries, and leader.

Kaves can also choose their Band's name and specialty, making it easier for the Condottiero to work out what kind of jobs to assign to them.

In chapter 6, the introduction and the first two jobs can be used to provide the official start to the Band's feats, a Den and a suitable leader, or serve as an example to develop your own alternative.

By convention, it is assumed that your Kaves know each other from the outset, having shared previous adventures, and formed a close-knit Band, but of course you can vary this approach as you wish.

Knaves and Kingdom Justice

The rules for Misdeeds, Bounty, and Notoriety, along with Job Hazard, Low-Life Heroes, and Knave's Rest, are used to characterize your Knaves and give the Condottiero a bunch of additional options to deal with.

Their purpose is above all to push the game toward different dynamics from those of other settings, official or otherwise.

There are few monsters roaming Brancalonia, and the daily lives of the characters are made up of vulgar adversaries, bandits, guards, and human rivals, while background context tends toward low fantasy and verisimilitude. Going around fighting peasants, guards, and brigands, tearing dozens of commoners apart in a single adventure, or hundreds over the course of a campaign, resolving everything with guns and bloodshed, changing cities to avoid being tracked down, and resting every night to recover one's strength, is not the way things work in Brancalonia.

In the Kingdom's cities and countryside, the law is often unjust, twisted, and applied on a wing and a prayer. But it does exist, and Knaves must stick to it, or learn to avoid drawing the guards and big shots' attention forever more. Even other members of their own company, their leader, and the entire Bounty Brothers' institution won't want Knaves going around

turning the key both ways and attracting too much attention: the secret to being left in peace in the Kingdom is doing your job without anyone noticing, avoiding treading on guards or big shots' toes, and not causing unnecessary bloodshed. Brawls, and the implicit rules of their "etiquette", have exactly this function. Also, the fact that the characters' energies and possibilities are mostly recovered at the end of jobs, during Rollick, should alert the players to how dangerous it is to draw weapons or cause scuffles. But if blades aren't bared and no lives are lost – and in brawls they never are – the most Knaves will be accused of is "disturbing the peace", an offence the guards usually ignore.

BOUNTY BROTHERS, MAVERICKS, AND THE INFAMOUS

The first rule about the Bounty Brothers is you don't talk about the Bounty Brothers.

Oops, no, that was another story.

Brothers, on the other hand, love to brag, tell each other the tallest tales, and never stop gossiping about what other bands and companies around the Kingdom are up to. This is precisely how the various Knaves' Notoriety is born and spread.

Internal laws which Bounty Brothers must abide by exist, mainly based on an obligation to avoid the Three Infamies:

1. **BETRAYING OTHER BROTHERS.** A Brother never snitches on his Brothers, nor does he sell them out to guards or Bounty Hunters, not even to save himself from prison; a Brother does not take money for tip-offs, ratting, or Bounties, unless they're to do with the Infamous.
2. **COMMITTING HEINOUS CRIMES.** Brothers are Knaves, not murderers, and always move within a "criminally correct" sphere. Never indulge in brutality, aggression, or torture, never strike the defenseless, or use violence against the helpless, the elderly, children, or the needy; never torment animals, marionettes, or other sentient beings unnecessarily.
3. **CHEATING YOUR COMPANY.** It is simply not done to rip off your own company or leader; no cheating on payments; no stealing from the Den's coffers; no hiding important secrets; no stirring up wars between companies or with guards; pay off any debts contracted with your company.

Whoever carries out these infamies loses "Brother" status, and is considered an Infamous. Selling, fighting, capturing, or delivering an Infamous to guards or Bounty Hunters, or





even trying to get rid of them “the old way” is not forbidden: on the contrary, it is encouraged by other Brothers. In fact, the Infamous undermine the mutual pact of non-interference between guards and Knaves on which the Kingdom is based, and are a danger and a nuisance for all Brothers.

The Infamous shall not be welcomed into any Den, and should never be allowed to exploit the Favors and Grandluxury of any company. In turn, leaders and Knaves who help the Infamous could also incur Infamy. While most Infamous are Mavericks, they also congregate in bands or entire companies.

BOUNTY HUNTERS

Because guards are seldom strong or well-organized enough to deal with Bounty Brothers, and mainly take it out on the poor or the most heinous Infamous, the Knaves’ most relentless enemies are Bounty Hunters. These investigators, vigilantes, mercenaries, and persecutors are independent of regional powers, and have made a business out of collecting Bounties: a profession as dangerous as it is profitable, especially if you go after Knaves of a certain caliber.

Hunters can come from any background, belong to any class or race; they can even be former Knaves, but must obtain a special License to operate: all their activities are coordinated by the Royal Bounty agency. They can get tip-offs by paying

adequately, or negotiate a bargain price for commoners to hand in some wanted person, and then collect the full Bounty from the Kingdom Chancelleries.

Bounty Hunters are subject to the law and don’t have the same privileges as the guards, who often turn a blind eye. Or two. Forever. They are to the forces of justice what the Infamous are to the Brothers, and temporary alliances often form between the Infamous and the Royal Bounty agency.

MISDEEDS COMMITTED ON THE JOB

It is possible (indeed, it is pretty easy) that, during the jobs carried out throughout the game sessions, the players’ Knaves commit further misdeeds or are generically pronounced guilty of them. The Condottiero must continuously keep track of this kind of inconvenience during the sessions. However, the attribution of the new misdeeds and the Bounty and Notoriety updates must take place at the end of any current job, while the slow and cumbersome Kingdom Justice take its course. This should occur about two weeks after the misdeed occurs, or roughly during the Rollick phase.

Here is a list of the misdeeds that can be attributed to the Knaves, including misdeeds with the related Bounty Value:

Misdeeds	Bounty Value (gold pieces)
Nighttime Disturbance, and Disturbance of the Peace, Unauthorized Sermon, Beguiling, or Silver-Tonguing, Offence, Insult or Contempt	2
Adultery or Marital Bed Abandonment, Unauthorized Prophecy, or Betting or Gambling	4
Misappropriation of Treasure, Artifact, Relic, or Unattended Loot	Equal to the Booty Value
Petty Theft of Animals and Things, Pickpocketing, Lifting	Equal to the Booty Value x2
Con, Fraud, Scam, or Aggravated Joke	Equal to the Booty Value x2
Poaching or Smuggling of Animals, Monstrosities, Dragons, Magical Beasts, or Aberrations, Clandestine Distillery, Contraband, Fencing, Trade of Counterfeit Objects or Poisons, Smuggling of Stolen or Illegal Goods	Equal to the Booty Value x2
Unregulated Brawling, Vandalism, Dives and ilns destruction	Equal to the Damage Value x2
Hex, Curse, or Tedious Extravaganza, Fake Miracle	10
Counterfeiting and Forgery of Relics and Valuable Objects, Document, or Coins	Equal to the Value of the Authentic Item Counterfeited x4
Corruption, Insolvency, or Unpaid Taxes	Equal to the Booty Value x4
Aggression, Beatings, and Violence	10 for each Case and Person Involved
Resisting Arrest	15
Evasion, Interruption of Public Execution	Equal to the Bounty Value of the Fugitives
Kidnapping, Extortion, Exploitation, Threats, Blackmailing	50 for each Case and Person Involved
Grand Hex, Grand Curse, or Noxious spell	50
Armed Robbery, Plunder, Aggravated Aggression	Equal to the Booty Value x8
Sedition, Riot, Organized Brigandage	100
Murder or Marionette Arson	100
Carnage, Massacre, Warmongering	1,000

EXTENUATING AND AGGRAVATING CIRCUMSTANCES

Here is a list of possible extenuating and aggravating circumstances, or variations for those wishing to determine an even more detailed Bounty:

Extenuating/Aggravating	Bounty Value (gold pieces)
"Attempted...". The Knave was caught trying to break the law.	Halve the Bounty Value
Remorseful and Confessed Criminal.	Halve the Bounty Value
"Instigation...". The Knave did not act directly but incited others to commit crimes.	Halve the Bounty Value
"Collusion, Conspiracy, Complicity, or Abetting...". The Knave did not act directly, but helped others to commit crimes.	Halve the Bounty Value
Penumbria. Penumbrian laws are different from the rest of the Kingdom.	Halve the Bounty Value, but double the term of imprisonment (which therefore corresponds to 4 times the Bounty Value).
Vortigana. Vortigans laws are harsher than in the rest of the Kingdom.	Double the Bounty Value and the term of imprisonment.
Against guards, notables, and Bigwigs.	Double the Bounty Value
Against defenseless or with cruelty.	Double the Bounty Value and risk Infamy
"Multiple or Repeated". The Knave was caught at the end of a series of similar misdeeds.	Double or quadruple the Bounty Value
Mandante. La canaglia non ha agito direttamente ma ha ordinato ad altri di delinquere.	Raddoppia il Valore di Taglia

ROYAL BOUNTY

While the Kingdom's Knaves united and came to identify themselves collectively as "Bounty Brothers", the guards, judges, and bounty hunters who were after them did not stand around and watch.

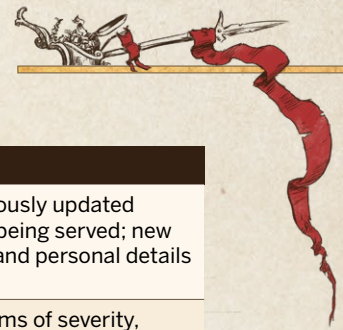
The Kingdom's laws governing the attribution of bounties, misdeeds, crimes, and sentences were sanctioned about a century ago by Queen Menalda. This shrewd ruler founded, among other things, what is now commonly called the "Royal Bounty", a convoluted and elephantine system that manages and controls all the Kingdom's Bounties, its Chancelleries, and communications between them, as well as the Registers in which information regarding the malefactors of each region is constantly recorded. Although the Kingdom has since been through civil wars, schisms, and conflicts of all kinds, for everyone's convenience, Menalda's Royal Decrees, and the Royal Bounty itself, are still in force and function as follows.

Repeat offenders who persist in certain wrongdoings may also be branded with Marks, such as Thief, Witch, Smugler, Swindler, Outcast, or Assassin. In some regions of the Kingdom, punishment for the worst misdeeds can be death or mutilation, but because the very cheap labor provided by prisoners is so convenient, such practices are rarely adopted.



"I like big fat morgants like you. When they fall they make more noise"

- TUCCIO BENEDETTO PACIFICO GIANNI MARIA DI RAMIRO -



Royal Bounty Law

All of the Kingdom's Bounties are recorded in the Royal Registers kept in the main Chancelleries, and continuously updated through official messengers and missives, including: variations on Bounties for sentenced served; sentences being served; new misdeeds; or death of the malefactor. Each Bounty must be accompanied by a portrait, physical description, and personal details of the malefactor.

Regardless of where they are committed within the Kingdom, misdeeds of the same type are equivalent in terms of severity, sentence, and Bounty Value.

Bounty can be redeemed at any Chancellery of the Kingdom. When this takes place, the regional or city authorities in charge inform other Chancelleries of the capture and inflict on the malefactor the sentence prescribed.

Whoever delivers a malefactor to one of the Kingdom's Chancelleries will receive the Bounty Value in gold coins, after their identity has been checked and following a week of detention to guard against tricks or illusions (**Note:** it is during this week that most escapes take place).

If malefactors are caught by guards on duty or other law-enforcement agents, the latter will only receive half the Bounty.

Those who provide verified tip-offs that favor the collection of a Bounty will be rewarded with 10% of the Bounty Value, upon payment of the same, deducted from the total Bounty amount. Alternatively, Bounty Hunters may agree to pay on the barrel-head, out of their own pocket: this payment, often half of the value, cannot be accounted for or refunded in any way, even if the prisoner escapes.

When Bounties are finally collected and malefactors officially brought to justice, their Bounty will remain in effect until they have served their entire sentence (in case they should escape).

The sentence corresponds to a number of days of detention, pillory, or forced labor equal to ten times the total Bounty Value at the time of capture. For example, if a wanted person's Bounty is 20 gold pieces, he or she will have to serve two hundred days in prison.

Very low sentences, usually up to 60 days, are served directly in local prisons; alternatively, prisoners are exposed to public mockery, pillory, whipping, and such like.

If their sentence exceeds 60 days, at the appointed time, prisoners will be sent with a group of other inmates to the region where the misdeeds were committed: condemned to forced labor or to the galleys, they will pay off their debt, hopefully toiling like mules under the lashes of ferocious jailors.

Many do not return from the galleys or labor camps; but plenty are back on the loose a few years later, owing to particular achievements, good conduct, pardons, or amnesties.

UNWRITTEN LAWS

What Royal Decrees fail to mention are the Kingdom's arbitrary customs and abstract prescriptions. After all, this is the Bounty Kingdom, where justice is administered via endless compromise and alleviations, clauses and amendments: everyone knows, but mum's the word.

Unwritten Laws

When nothing can be gained by reporting, don't report. And if no one officially reports a misdeed, then nothing happened. Charges against persons unknown do not exist.

If no one can accuse, recognize, or identify the wrongdoer, then no one did it. Guards couldn't care less, but might find some goon to blame to make the big shots happy.

Anyone wishing to report a misdeed will have to be extremely convincing, prove that it's all true, and provide a realistic portrait of the malefactor; otherwise no one did it.

Guards like a cushy life, and are willing to listen to anyone who gives them a simple, plausible, and convenient version of the facts; several witnesses providing similar versions will be heard and believed.

Guards don't like to be disturbed, and will take it out on anyone who bothers them or forces them to work.

Big shots and other guards will be heard and believed almost automatically.

If no violence is involved and no weapons were drawn, it's all much easier to ignore.

Anyone who suffers a scam is a fool and deserves what they get. Anyone robbed or cheated unawares is a fool, and deserves what they get. Excluding important people, of course.

There's no point in going after malefactors or drawing weapons to catch them if their Bounties aren't high enough. It's far better to wait for a Bounty to go up before attempting capture. Except when the culprit is handed over tied and unarmed... After all, guards only get half the money.

Guards always welcome tip-offs, but they, too, consider snitches Infamous.

Creating Adventures

Have you taken a look at the jobs listed in chapter 6 and in the descriptions of the Kingdom's regions? Are you ready to plan your own adventures, or even a campaign for forthcoming sessions?

Here are some practical tips on how to make the most of Brancalonia's setting and rules.

GAME ATMOSPHERES AND STARTING REGION

Each of the Kingdom's regions represents a different kind of gameplay atmosphere, and is packed with ideas and gimmicks related to a particular sub-genre of Spaghetti Fantasy. In the initial session, or possibly a "session zero", the Condottiero should draw up the group's declaration of intent to define the games' "color" and "flavor".

THE BAND AND ITS LEADER

Depending on whether the Knaves are a gang of criminals ready for anything, a cheerful and carefree company of street actors, an army of treasure-seeking beggars, or a close-knit team of monster hunters, things will change significantly. Let the players agree on what kind of band they want to be and what their overall goals are, then back up their choice by presenting them with a suitable leader and Den. The same approach should apply for the first jobs assigned.



CERTAIN OPPONENTS CANNOT BE BEATEN

This might sound weird at first, but some of the beings who roam the Kingdom simply can't be beaten in battle with the weapons, magic, and special powers at the Knaves' disposal. Unless they assemble a colossal company with hundreds of scoundrels, it will be almost impossible for your characters to subvert a region or even a city's organized power.

Likewise, fairies, turquoises, angels, and devils simply cannot die, and their nature and powers are eternal, paradoxical, and preternatural. You can challenge a turquoise to a duel, imprison or cheat a fairy, exile an annoying angel, or exorcise a devil from Inferno, but even when defeated, these beings will simply move elsewhere, cursing the Knaves and possibly planning their revenge. In these cases, experience points will be attributed as if the match had been won, but it is important for Knaves not to face these opponents directly.

It is far better to make fun of them.

PLAN THE BIG HEIST RIGHT AWAY

If you intend to play a campaign, plan the Knaves' final goal right away, and have all their stories moving in that direction: what will be the Big Heist concluding the Band's crazy enterprises? What robbery, what colossal hoax, are they organizing? Pulling off an epoch-making theft of the Golden Morgante of Costantinaples? Assaulting the armored wagons of the Mount of Fiascos of Hyena bank, in order to hand over the booty to the poor, harassed by Sirrah Mammona? Finding the crown of the Kingdom?

Whatever the group's goal, we recommend that you bear it in mind from the outset, and issue occasional reminders toward the end of the campaign.

Brancalonia works very well if the endgame's goal is constantly considered as something to be completed between the 6th and the 10th character level.



Dive Generator

The Dive is one of the Kingdom's most typical symbols and venues: it's where many adventures begin and end, where meetings take place, where you rest, buy food and rations, get information, have fun in a brawl, catch up on gossip, or make a few petechins with some game or other.

The Kingdom's entire social life revolves strictly around these haunts. At any time of day or night, anyone with a few coins in their pockets, looking to get a bite to eat, have a chat, or see what's happening, goes to a Dive.

The keepers of these places are often sordid slobs with a spare room to rent, but sometimes they actually care about serving well-cooked food and good wine. When it comes to food, wine, and recipes – they say – no one in the world is more jealous, scrupulous, and touchy than the Brancalonians, capable of arguing for hours about the proper way to make pasta sauce à la meretrician, the best cooking methods, and food and drink combinations.

To help the Condottiero make the setting more lively and typical, here are some tables to generate your own Dives.

d8	Type and Subtype (1d8 + possibly additional 1d8)
1	Drinking Hole: mainly offers wines and the like, with some accompanying food. Additional 1d8 for the name: 1 Winery (good selection of wines); 2 Cellar (underground, has barrels with taps); 3 Taproom (local wines and plonk); 4 Distillery (beer, grappa, and other drinks); 5-8 Drinkery.
2	Inn: mainly offers accommodation, with dinner and breakfast included.
3	Tavern: no accommodation, only food, wine, dive games, and brawls.
4	Cathouse: you can eat, drink, and sleep here, but its main attractions are gambling, naughty shows, and paid companionship. Additional 1d8 for the name: 1 House; 2 Small House; 3 Cozy House; 4 Casino; 5 Whorehouse; 6 Call House; 7 Joy House; 8 Bordello.
5	Hangout: serves as a base and refuge for one or more of the district's companies. Additional 1d8 for the name: 1 Lair; 2 Hole; 3 Hollow; 4 Place; 5 Corner; 6 Grotto; 7 Nook; 8 Porch.
6	Guest House: for travelers, simple and well-organized, with food and accommodation, stables, and a small haberdashery. Additional 1d8 for the name: 1 Refuge; 2 Roadhouse; 3 Hostel; 4 Station; 5 Stable; 6 Farmhouse; 7 Nest; 8 Cave.
7	Eatery: meeting place, usually out of doors, sometimes a caravan open on one side; no accommodation, just cheap food and wine. Additional 1d8 for the name: 1 Alfresco; 2 Sausagery; 3 Tripery; 4 Manger; 5 Trough; 6 Snackery; 7 Focaccia Place; 8 Pasta Place.
8	Special: unusual structure converted into a dive. Additional 1d8 for type and name: 1 Barge; 2 Shack; 3 Cabin; 4 Cave; 5 Mill; 6 Sheepfold; 7 Shed; 8 Caravan.

d6	Name and Sign (1d6 + possibly other dice)
1	the 1d10 (1 Black, 2 Gold, 3 Red, 4 Plucked, 5 Blind, 6 Drunken, 7 Baked, 8 Fat, 9 Wise, 10 Lame) + 1d20 (1 Pig, 2 Gilt, 3 Boar, 4 Sow, 5 Buck, 6 Doe, 7 Goose, 8 Hen, 9 Rooster, 10 Tom, 11 Molly, 12 Ox, 13 Cow, 14 Goat, 15 He-Goat, 16 Ass, 17 Jennet, 18 Pelicarper, 19 Shark, 20 Pantegan).
2	(1d6): 1 Hanged Man; 2: Holed Coin; 3 Infamous; 4 Snitch; 5 Stinker; 6 Executioner.
3	(1d6): 1 Crumpet, 2 Naked Puss, 3 Overturned Sow, 4 Mustachioed Woman; 5 Midwife; 6 Brigantess.
4	(1d6): 1 Mom, 2 Grandma, 3 Aunt, 4 Sister, 5 Your Mom, 6 Your Sister.
5	(1d6): 1 Stockpot, 2 Cauldron, 3 Fork, 4 Ladle, 5 Spoon, 6 Black bass.
6	Name of the Keeper.

Examples: The Drunken Boar's Mill; Mom's Cave; The Hangman's Manger; Pete's Pasta Place.

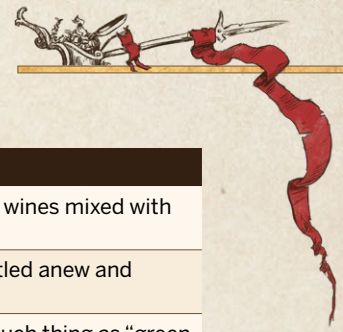
"Happy those who learn wisdom at another's expense!"

- MESSER LODOVICO ARROSTO -

RUNNING BRANCALONIA

d20	Keeper
1	Giovannone "the Animal", a huge man, hairy all over, including on the palms of his hands; more like a bear than a man.
2	Captain Filone "Gut-ripper" Filobellico , former soldier of fortune, by land and by sea. Always talking about battles in distant lands where he fought heroically (obviously all made up, as he was a shirker); he loves bragging, and his bluster must always be the most sensational, or he gets offended.
3	Uffo , aka Breadhog, oniony breath, stingy as hell. Whether due to poor lighting or to defective eyesight, he addresses all customers by the same name.
4	Florestano , known as "Feather Iron", a pagan broader than he is tall with hands like spades; a heavy-handed dwarf.
5	Sila , a morgant who loves singing (excessively).
6	Paganetto and Serafina , a rather deaf elderly couple. Both short, stocky, and ever intent on arguing; virtually identical, they can only be told apart because the wife wears a scarf on her head.
7	Gualberto , retired matador who only speaks in rhymes and does not respond to those who won't do the same.
8	Armanda , huge and abusive. She obsessively demands that customers show utter respect for etiquette and punishes with slaps, kicks, and insults those who manifest hesitations in elocution, uncertain pronunciation, or conduct even marginally different from that of a SinKing courtier.
9	Idebrando , fallen nobleman, prey to the same vices that he is now pushing on the poor wretches who enter his Dive.
10	Massentio aka " Hemlock ", thick mustache and eyebrows, well known for brewing poisons and concoctions, even when he is supposed to be cooking dinner.
11	Sora Neta , who only speaks in screaming tones, while calling everyone Your Lordship.
12	Pagnocco , an ancient half-cracked marionette, accompanied by his elderly father, Geppo.
13	Wolf , called the Lone; a sylvan who keeps behind the counter a large sword with a golden sun on its hilt.
14	Madama Doré , together with her numerous "daughters".
15	Francisbaldo , an old scrooge who keeps claiming he is too warm, never lights the fireplace, and serves soups and meat cold.
16	Drago , son of Drago, a wiry guy with more gold teeth than real ones.
17	Salmastra from Vercigogna , six foot five, a woman with arms that can break a bull in two. She claims to be a duke under an evil spell.
18	Pantegone , a strange fellow, all bundled up in layers of rags. Every now and then, beneath those rags, something squirms and squeaks.
19	Mirandolina , beautiful, smart, and busty, always quick with a joke; the Dive teems with her suitors, who sometimes make fools of themselves on her account.
20	Abelarda , an old lady with her hair up in a bun. Everyone calls her "Grandma". She manages the dump together with the diligent Scartoffia and her adoptive grandson, Nickel. Abelarda is respected and feared for the slaps she administers, even to the most fearsome troublemakers.

d20	Peculiarities
1	Set in one of the walls is a black and white mosaic which, upon careful observation, proves to be made with teeth collected after the frequent brawls. The mosaic is constantly expanding.
2	Clandestine fights are held downstairs, often forced on those who can't pay up.
3	There is only one large table made from the two halves of an oak, and everyone eats together.
4	The keeper is a company leader and the Dive is a cover for a Den.
5	Once a moon there's the classic "ride of the drunken pig", in which the bravest try to remain astride a plastered wild pig for as long as possible.
6	Here, lame old animals are exchanged for a couple of meals and a little wine. The reason remains a mystery.
7	The owner is a racist and denies access to his Dive to (Roll 1d8): 1: humans; 2: gifted; 3: morgants; 4: sylvans; 5: marionettes; 6: malebranche; 7: whatever other race one of the characters belongs to; 8: all races except: (re-roll 1d6).
8	Serves excellent meat-and-veg stew; for some unknown reason, there are a separate entrance and dining room for pantegans and mandrakes.
9	Fabulous cuisine. Also damned expensive, so the unwary who have failed to do their math may well find themselves in the stocks until they have paid their debt.
10	When it closes, the Keeper always leaves a piece of thick-cut ham and a glass of good wine in the back alley. "For the fairies".
11	Seven clubs are on display behind the counter, each dedicated to a virtue.
12	The glassware shines with the best spittle in the county, except for the red fingerprints.
13	Knives can challenge keepers to a Dive Game, in which the latter claim to be highly skilled. They will offer drinks if you let them win.
14	As a promotional perk, this Dive's customers get covered in insults from head to toe. If they react, they also get roughed up.
15	Being a carters' hangout, this Dive is renowned for having to eat amidst wheels, assorted legs, mud, and donkey manure. It's very reasonable and animals get free straw.
16	Being conveniently located near a square where Draconian Football matches are held, this Dive is favored by fans of this kind of brawl, who gather here to cheer wildly.
17	As established in an old keepers' oath, every (roll 1d12 to determine which Character Class) who come here get free room and board.
18	Open day and night. Given the landlord's reliability, Knives of different companies use this Dive as a neutral venue for important meetings and assemblies.
19	Moderately-priced, excellent popular cuisine, and an unusually clean and well-kept ambience. Whoever would have imagined?
20	The place is decorated with animal skins, exotic fabrics, and memorabilia from all over the world, formerly belonging to the previous owner, who still spends his time in a secluded seat in the Dive.



d20	House Specialties
1	<i>Linguine "cold style"</i> : long pasta usually served with kitchen leftovers, including meatballs, thrown together at the last minute. A poor dish par excellence, only good for beggars and foreigners, it gets its name from being left over frequently in pans and plates and only fully consumed, cold and overcooked, by the truly desperate.
2	<i>Spaghetti and bucatini in parchment</i> , because there aren't any plates.
3	<i>Pasta "à la meretrician"</i> .
4	<i>Grappa</i> and contraband spirits.
5	<i>White wine and black bass soup</i> , with or without the tail.
6	A very special <i>bread loaf</i> for Knaves who bite off more than they can chew.
7	<i>Slices of seasoned focaccia</i> ; various flavors.
8	<i>Cheeses</i> of all kinds, excellent, but unspeakably foul-smelling. Everything in the kitchen is laced with cheese.
9	<i>Giant onion omelets and beer stored on ice</i> . A "free-belching" Dive.
10	<i>Large skillet of beans and lard</i> , with plenty of bread. The beans are generally disgusting.
11	<i>"Extreme Unction" macaroni</i> (so greasy and spicy that they are known to cause fits of tears and heart-attacks).
12	<i>Sausages of all kinds and origins</i> , including the cheaper ones, made from scraps. Interestingly, no one has ever seen a pig enter the kitchen alive, dead, or in pieces.
13	<i>Huge boiled meats</i> from beasts unknown, with herb and garlic sauces, served with red wine so dark it stains bottles, glasses, and teeth.
14	<i>Pork salad</i> : a kind of pork-and-veg stew.
15	<i>Soup of white mice</i> , a mouth-watering delicacy.
16	<i>Perdenza Fantasy</i> , a stew of some unidentified rabbit-like animal.
17	<i>Red wine in demijohns</i> , black bread, and "sugar-sweet" ham.
18	<i>Mixed fries</i> ; anything edible the patrons bring along will be cooked and served for free if you order a drink, based on the principle that "anything fried is edible".
19	<i>Grilled mixed meat</i> . And when we say "mixed", you've guessed what this implies.
20	<i>Red prawns</i> , mullet with herbs, hare with a sweet and spicy "dolceforte" sauce, served with a side-dish of pullets and cockerels, and dark wine that clobbers you like a brick and takes half the day to finish.

d20	Care for a Drink?
1	<i>Locandello</i> , usually a blend of lousy wines mixed with carafe leftovers.
2	<i>Fregnaccia</i> , like <i>Locandello</i> , but bottled anew and pretending to be of quality.
3	<i>Verdicchio</i> : considering there's no such thing as "green wine", you get the general idea.
4	<i>Rosé</i> : abominable mix of leftover red and white plonk.
5	<i>Nebbioso</i> , typical of Pianaverna, with an aftertaste of fog and Fossa water.
6	<i>Parassito</i> , a sweet wine made from already-pressed, dried, rotten, and slightly worm-eaten grapes.
7	<i>Moscato</i> , a white wine in which dead insects often float.
8	<i>Schianti</i> , excellent before a brawl; goes well with papardelle and wild-boar sauce.
9	<i>San Mortese</i> , the perfect match with game.
10	<i>Mortefalco Red!</i> Best with game and birds of prey!
11	<i>Nero Diavola</i> , produced by a famous family of malebranche winemakers.
12	<i>Troglodyte of Panduria</i> , one of the finest Ausonian wines.
13	<i>Montepulcioso</i> , a potent red, fine with roast meats.
14	<i>Baraiolo</i> , a dark wine buried in oak coffins for fifteen years before bottling.
15	<i>Speroni Beer</i> , very popular in Penumbria: the classic rubbish for mercenaries, deserters, and shirkers.
16	<i>Amaro del Capro</i> , typical of Penumbria, much appreciated by heretics and renegades.
17	<i>Amaro Averno</i> , a favorite with the malebranche who, while gazing into its depths, are sometimes overcome with nostalgia for their past.
18	<i>Fil di Ferro</i> , a clandestine spirit widely distilled in Tasinanta; almost every family makes its own.
19	<i>Malvagia</i> , a fortified wine; sweet at first, but with a bitter aftertaste that prompts you to drink more to wash it away.
20	<i>Spumante</i> : sparkling wine drunk to celebrate successful coups and jobs. Guards are said to purposely keep an eye on supplies of these bottles to know who to arrest from time to time.

"We don't get drunk. We just get even less
classy and even more fun"

- BRANCALONIAN SAYING -

Roads to Nowhere

The Kingdom is full of roads going nowhere. They could be remains of ancient Draconian roads, or brigands or fairies' paths, or lanes in a state of abandon. Who traced them? What do we risk encountering if we take them? Can it be true that they lead nowhere?

This table can be used by Condottieri to create a rather special version of random encounters, where we'll meet not a place, an opponent, or a monster, but a mysterious road, like the hundreds scattered throughout the regions of the Kingdom.

d6	Road Type
1	An ancient and forgotten paved road of the Draconian age emerging amidst the grass.
2	A trail left by some strange animal. Large. Very Large.
3	A path opened by woodcutters or charcoal burners. Or by smugglers and brigands, of course.
4	A magical path, which seemingly appears and disappears. Is it the work of fairies?
5	A sheep track opened by shepherds and their flocks. Sheep always know the best way.
6	An inconspicuous lane.

d6	How to Follow the Road
1	In order to follow the road, you must first notice its entrance, and it's often not that easy. Characters must succeed on a DC 18 Wisdom (Perception) check.
2	The road lies behind an initial obstacle: a wall, a gate, a rock. Not only is it difficult to overcome the obstacle, but it is not possible to pass through it with mounts nor vehicles. Characters must succeed on a DC 16 Strength (Athletics) check.
3	At the entrance of the road there is a "guardian" who does not intend to make way for the characters: it could be a ferocious animal, a gruff farmer, a tempting devil, an animated scarecrow, etc.
4	Taking the road is easy, but it almost immediately starts to appear and disappear between the grass and the boughs, and it is therefore challenging to follow. Characters must succeed a DC 17 Wisdom (Survival) check.
5	Taking the road is easy, but it almost immediately becomes impervious to follow, between cliffs and rough terrain. Characters must succeed on a DC 15 Dexterity (Acrobatics) check.
6	The road is permeated by some magical enigma or to follow it may require a specific test or some logical approach. Characters must succeed on a DC 19 Intelligence (Arcana or Investigation) check.

Such roads may appear to the sides of the path the Knaves are following, to the rear of a Dive, a short distance from a Den, or on the edge of a village. They are not magical or special in themselves (not all of them, at least): indeed, their main feature is that they appear to be so negligible that nobody cares to know where they go.

Each Road to Nowhere has 4 distinctive traits: these can be chosen from the following tables, or rolled at random. All items presented are also, and above all, options that the Condottiero can define, vary, or develop at will.

d20	What Can be Met There
1	A typical local wild animal.
2	1d4 Guards , hunting for fugitives.
3	A flock of phallomorphi flying low.
4	A particularly inspired jibberwing.
5	A milk rhino, fairly tame.
6	A flock of foioncus, spying on travelers from afar.
7	A pair of elusive spaturnums.
8	A rumphus, which humphs a little, and luggishly arch-abrows.
9	A grieving phantasm, pleading that you listen to and resolve her drama.
10	A margutte with a creepy sack on his back.
11	A befana with a favor to ask.
12	A local fairy with a riddle to solve.
13	A postilion, soft and oily as a butter ball, with a tiny mouth; he snickers non-stop and has a thin, caressing voice.
14	A company of ghost-walkers who perform the same show every night.
15	A malacoda waiting by a bridge. The first to cross it will be his, by infernal law.
16	A band of Knaves coming in the opposite direction. They just took a road to nowhere.
17	A goat with turquoise fleece, looking for a competitor for a mechanical-animal competition to be held shortly thereafter. Unfortunately, it is not interested in the characters.
18	A marionette friar trying to evangelize trees.
19	A hermit who has been living on a column for years.
20	A nonexistent captain, seemingly commanding, loudly, an army of invisible, impalpable, and silent beings.



d20	Where the Road Goes
1-10	Nowhere. This sometimes happens. Knaves must go back and lose a total of 2d4 hours of walking.
11	To the ivy-covered gate of an abandoned mansion.
12	To the Den of a local company. It could be friendly or hostile.
13	To a forgotten necropolis where numerous Patriarchs of the Empire are buried. It is rumored that during the night one can receive magical directions and advice from these ancient aristocrats.
14	To the center of the Mistide, by a street unknown to anyone.
15	To a neighboring region: a great route if you want to escape the guards or smuggle something.
16	To your intended destination, much faster than expected.
17	To a navigable watercourse, right next to a pier and a nice moored barge.
18	To a convent of nuns isolated for years. They could be devotees of The Wine Love, of the Welcome and Relief of Travelers, of terrible and unmentionable cults, of the Thirteen Penances, or, of course, of the Brawly Rule.
19	To the Forgotten Counties.
20	To a lost valley, inhabited by cave morgants, terasques, bavalisks, and colossal bigats.

On the edge of town the road branched out in three directions: the first toward the sea, the second toward the city, and the third... went nowhere. Martino knew, because he had asked around and everyone had given him the same answer: "That road? It goes nowhere. No point in walking there."

"And how far does it go?"

"It doesn't go anywhere."

"Then why did they make it?"

"Nobody did, it's always been there."

"But has no one ever checked?"

"You're a bit of a blockhead, aren't you? We're telling you, there's nothing to see..."

- DON GIOVANNI DEI RODARI -

- THE ROAD TO NOWHERE -



Placing Prophecies

“Write: I will speak directly from my hands into the ear of a poor wretch, and the answer will come from a man with two skulls.”

The smuggler muttered.

One-eye moved within whispering range. “By evening, my razor strop will caress the throat of that man, and he will remember who he was only after he is dead. I will not be sentenced for the murder, and will be blessed by the inquisitor himself.”



In the Bounty Kingdom taking bets is often forbidden, and those who do so risk pillory and imprisonment.

To overcome this minor setback, the Knaves of Penumbria have come up with a solution that has spread through the Kingdom like wildfire. They don't take bets: they take prophecies.

Placing prophecies is an optional way for Knaves to scrape together a few extra coins during a job. A prophecy is a prediction of something that will happen either before evening or on the next or following days, expressed in such a way as to be enigmatic and evocative, or not easily understood at the time it is placed.

Any prophet/gambler can place his prophecy with an oracle/bookmaker, along with a stake, and collect the win if his prophecy comes true. The Cupola of the Crimineese Dons, and the Malavita in particular, control the entire turnover of Penumbrian Prophecies.

First, the Knave must find someone who takes prophecies: there aren't many bookmakers outside Penumbria. Usually they hang out in a few specialized dives, or in the most infamous districts of major cities in the Kingdom.

Once you find someone to place it with, your prophecy must be formulated: the player must write down his prophecy and deliver it to the Condottiero.

Each Prophecy must:

- contain the verifiable time and place of its fulfilment (for example, “by evening, in Market Square...”); Prophecies that are difficult or impossible to verify will either be rejected, or an extra cost will be added to the bet;
- contain from 1 to 4 enigmatic elements, each formulated in a precise and specific sentence. Each element must be cryptic in formulation, but its meaning must become clear when it is fulfilled. For each enigmatic element of the Prophecy, the share of the Prophecy will double the stake in a win, up to a maximum of 4 elements (x16).

PROPHET'S ETIQUETTE

On pain of being decreed invalid, Prophecies are subject to very stringent rules of conduct, since ensuing discussions could lead to bloodshed...

- Each element of the Prophecy must be enigmatic and symbolic; masks, shape-shifting, and disguises are not valid. For example, if you place the following Prophecy: “Tomorrow at dawn a White Horse will fly across the sky over the city”, whatever zooms across the sky cannot be a real white horse, or the Prophecy will not be valid. And it can't be a flying something-or-other disguised as a horse, but it can be a white dragon that someone is riding.
- Depending on how simple or illogical the prophecy may seem, the oracle may also increase or decrease the stake's percentage.
- The prophecy must come true in an indisputable manner, with all its symbols finally and clearly understood. When a prophecy is correctly fulfilled, to avoid being accused of fraud by other Knaves, no oracle must ever refuse to pay the agreed stake.

You cannot place multiple identical prophecies with different oracles, and you cannot place multiple prophecies before the previous one has been fulfilled or disavowed. The Condottiero may also decide not to accept more than one prophecy per Knave per job.



The Bounty Kingdom

The adventures of Brancalonian Knaves take place in what its inhabitants refer to as "the Bounty Kingdom", or simply "the Kingdom".

The territories of the Brancalonia Peninsula and neighboring islands are but a minor possession of the Empire of Altomagna, ceded to Queen Menalda of Catozza as a vassalic benefit a hundred years ago and never recovered, even after the dynastic line of the Catozzi was broken by intrigues, plots, and a dozen suitors.

The Bounty mentioned by Pomponius was for the head of Buemondo the Fat from Aurocastro, who - from the bottom of the peninsula - had set up a confederation of bandits, lords, and brigands. These villains raged from Piccadora to Falcamonte, assaulting each and every imperial army, and refusing to pay taxes, tithes, and levies. In exchange for the head of Buemondo, said to weigh eighty pounds, Menalda was given the regency of the Kingdom on behalf of the Emperor. A century has gone by: the entire peninsula has eluded Altomagna's control - and no-one is keen to reclaim it.

With the Iron Crown of Menalda gone missing, and the succession's heraldry undecided, the Kingdom is now split into over a dozen independent regions; in turn, these are fragmented into local potentates, fiefdoms, counties, villages, marches, duchies, baronies, alliances, knighthoods, municipalities, and commercial leagues; not to mention the uncertainty of the domains' boundaries, and surrounding no-man's-lands...

Given the wide variety of themes and tones that can be used when playing *Brancalonia*, each of these regions can be the scene of odd jobs and situations with a highly specific atmosphere.

Hasty History of the Kingdom

THE MISTS OF TIME

As far as scholars, antiquarians, and smart alecks are aware, the earliest inhabitants of the Kingdom's current territories were sylvan communities of every type and variant, long-lost cyclopes who erected megalithic fortresses and walls, and a small number of civilized populations from overseas. The western coasts of the Kingdom – those of Torrigiana and Ausonia in particular – were dotted with Esperian settlements; the eastern coasts were frequented by Pelagian navigators, and those of the islands by Sidonians. For centuries, these ancient populations were alternately at war or at peace, and the most important events mainly took place on the coasts or at sea, where their ships confronted one another.

It was precisely at that time, when the Pelagians subdued and vanquished the cyclopes, the Sidonians conquered the lands of the morgants in Zagara and Tasinnanta, and the Esperians expanded along the west coast, that the union between foreigners and sylvans led to the birth of new local cultures.

THE FOUNDING OF PLUTONIA

During the next thousand years, the coasts and waterways of the peninsula and nearby islands were explored and farmed, while the lands of primeval populations shrank more and more, amidst bloody conflicts and incessant rivalries.

While the colonies of Magna Arcaia spread to the southeast and the first Porsennian cities rose in the northwest, Plutonia, a federation of unified villages ruled by ambitious fighters, was founded in the heart of Alazia. Over the following centuries, the Thirteen Kings of Plutonia expanded their dominion throughout the territory of present-day Alazia, then toward fertile Volturina and refined Torrigiana. After those first annexations, the ancient monarchy was transformed into a Patriciate, and during the following centuries, through diplomacy and continuous wars, Plutonia ended up conquering the entire peninsula, the three major islands, and many neighboring territories.

THE DRACONIAN EMPIRE

Over a few centuries, Plutonia's wealth and influence increased enormously. During the final decades of the Patriciate, the peninsula was shaken by civil wars, riots, attacks from the outside, and court intrigues. To put an end to all this, Dracone, a descendant of ancient Plutonian royalty, took control of the legions and established a tough and uncompromising dictatorship. Within a few decades, the crisis was over and Plutonia became the capital of a newly-expand-

ing empire. Under the descendants of Dracone, this Empire reached the coasts of Meridiana, conquered the entire Middle Sea, and annexed a large part of Occasia, stretching as far as Gibralcanda and Soldania. Draconian laws were based on absolute obedience and rigor, but during this phase, the Empire pacified and united vast territories, fostering immeasurable growth in the culture, literacy, science, and philosophy of all subjugated populations.

THE FALL OF PLUTONIA

About a thousand years ago, weighed down once more by endless crises and by invasions, civil wars, and revolts, Plutonia faced its worst catastrophe since the time of Dracone. Before a new leader could rise and restore the ruins of the collapsing Empire, an earthquake of apocalyptic proportions opened a rift in the very spot where the immense capital stood. In a day and night of pure terror, Plutonia sank into the deep chasm it still stands in, bringing about the death of millions of inhabitants and the immediate downfall of imperial power. At the same time, at the bottom of this pit of ruins, the Eternal Gate connecting the surface world with Inferno emerged. This unpredictable event caused the remains of Plutonia to be infested with all sorts of horrors, the arrival in the Kingdom of the first malebranche, and the Calendar Creed spreading like wildfire: if Inferno exists and its entrance is but two steps away from the world of mankind, then one must place one's faith in the Seven Heavens and in the Ternal Father, bringer of the only possible salvation.

THE THOUSAND YEARS' WAR

After the Fall of Plutonia, the Empire's regions and territories all revolted and declared their independence, or tried to overpower one another. Starting from the very date of Plutonia's destruction, historians and annalists who keep track of Ephemerides and Calendars have worked out that, since then, not a single year has passed without a war. Which is why this continuous devastation was named the "Thousand Years' War", a dark age that will only end when a new King or Emperor relieves the people's anguish.

In actual fact, many of the remoter outreaches of the Old Empire have long been reasonably pacified and have given birth to new kingdoms, fiefs, and domains: of these, the Empire of Altomagna is the most illustrious example, but there are also Soldania, Frange, Great Brigantain, Illusitania, and many other lands so distant that today's inhabitants of the Kingdom don't



even know where they are. Meanwhile, the one land that is still prey to armed gangs with unscrupulous leaders, mercenary companies, and princes and aristocrats with doomed futures is the Bounty Kingdom.

THE SECRET WAR

Scholars and fools still debate the existence of the Secret War, an occult conflict said to have been unfurling in the folds of history for centuries, possibly since the days of the Draconian Empire.

This timeless battle is allegedly fought with magical powers and arcane influences, mainly by supernatural beings and by their earthly agents, such as warlocks, guiscards, superstitians, and sorcerers. Whatever the outcome or purpose of this war, certain cataclysmic events that occurred in the Kingdom's past were apparently its direct consequences: the Fall of Plutonia, the appearance of the Mistide, and whatever curse it is that afflicts the Forgotten Counties.

THE BOUNTY KINGDOM TODAY

Events dating back a century and related to the forging of the Iron Crown helped make the inhabitants of the Peninsula, and of Zagara, Callista, and Tasinnanta, vaguely aware of their common past and present. Many aristocratic families and impoverished princes and noblemen of ancient lineage are still trying to claim the prestigious "legitimate Bounty King" title, but their suits rarely reach beyond the circle of their most faithful supporters and districts of origin, and the last of the pretenders died last spring, having accomplished nothing.

So far, all magical or mundane tricks, alliances, and diplomatic agreements attempting to reunify the Kingdom have failed, and it is not known whether a true successor worthy of wearing the crown that once belonged to Queen Menalda still exists. Yet contention for the Crown is still open, and every possible claimant is looked upon with renewed interest. After all, a cohesive and unified Kingdom would be tempting to many: the only problem is understanding who this successor may be!

"The Bounty Kingdom is merely a geographic expression!"

-CLEMENS POMPONIOUS, CHANCELLOR OF ALTOMAGNA-





Overmountain

Mortecarlo

Sea of Towers

Gargantha

Lungariva

Zigane Sea

Gongon Islands

Marenna Impestata

Fioraccia

Cucca

Titan Spine

Castle Nottur

Pertugia

Crim

Borgo Stricchiano

Forgia

Plutonia

Rocca del Nibbio

Port Patacca

Penumbria

Lurocastro

Aspromonti

Apollonia

Sea of Shadows

Abracalabria

Windy Islands

Port Anduja

Scilla Regia

Sapphire Sea

Vernagallo

Strait of Seyflae

Costantinopoli

Sidonia

Charibdean Sea

1. Quinotaria

9. Alatia

2. Falcamonte

10. Ausonia

3. Galaverna

11. Forgotten Lands

4. Vortigana

12. Volturnia

5. Pianaverna

13. Piccadora

6. Penumbria

14. Zagara

7. Torrigiana

15. Tasinnanta

8. Spoletaria

16. Callista



Brancalonia



Quinotaria

OR OF ANCESTRAL RUINS, SEA MONSTERS, AND GORGONS

Legend has it that Quinotaria is the place where, centuries ago, a mythical beast called the Quinotaur crawled out of the waters and mated with the wife of the distant King Clodion of Overmountain, of whom the current rulers of Quinotaria are thought to be the remote descendants.

The coast and valleys of this region are dotted with ancient ruins of unknown origin, similar to the cyclopean ones found further south along the boot. The most disturbing rumors about these lands regard the dracians, a deformed and amphibian-like people said to live along the coast; the gorgons, unnatural beings descended from the Quinotaur; and the Signs, abominable bodily deformations reputedly marring some of the inhabitants and giving them unspeakable powers. Although not the capital, the most important city in the region is Lungariva, ruled by very wealthy merchants.

ON THE WINGS OF THE GRIFFIN

A coastal region of ancient history and past wealth, Quinotaria appears today as a harsh, wild, and largely neglected land, with a few roads and several trading towns of significant importance, surrounded by rugged coasts, steep mountains, and dark, dangerous forests.

Of its four provinces, the northwesternmost is Marine March, which embraces Bottomless Bay: a succession of small villages, watchtowers, fortresses, and lighthouses scattered on promontories, rocks, and islets built against sea raiders. The local population is very closed, attached to secret traditions and remote and ancestral seafarers' religions. Often reduced to servile conditions or low-cost labor for the fleets of Vetera and Lungariva, these people are still quite widespread in coastal villages and caves, on the islands, and in the heart of narrow isolated valleys. There are also many heretics and pagans, who still adore the Father of the Deep and his descendants, and the disturbing dracians, local sylvans whose features are more amphibian than sylvan. Located at the southern end of the Bay, the city of Vetera is the main urban center and the historic capital of the region.

To the southwest of Marine March lies the province of Vestria, devoted to seafaring activities, administered by the more recent city of Lungariva, one of the richest in the Kingdom.

To the east of Vestria and Marine March sits Ostria, an inland province crossed by roads and passes leading toward Falcamonte, such as the Saddle, which marks the ridge where the Crown Mountains and the Titan Spine meet, or the dangerous Pass of the Turquoise. These districts are dotted with castles, bandits' dens, and fortresses belonging to cadet families related to those of Lungariva and of eastern regions.

Finally, to the south, bordered by tall dark mountains and by the course of the Verna, lies Spoiled March, or Old Bumps. Made up of mountains, ravines, and hills, and inhabited above all by miners, smelters, hunters, furriers, and tanners, this is the wildest and least-populated province. On these mountains, iron and silver mines constitute the region's most important resource, and the only reason for the local military garrison, supported by the merchant princes of Vetera. The ferocious Baron Rogerio, known as "Black Dog", defends this land from the marauders and condottieri of Pianaverna and Torrigiana with an iron fist, and runs the labor camps of the Pits, one of the worst prisons in the Kingdom.

LUNGARIVA, CITY OF SAILORS AND HOTELIERS

Open to the far west, the merchant port of Lungariva engages in continuous naval and political interaction with Frangia, Mortecarlo, Marsina, and Gibralcanda. Owing to the port's importance, the main investors who came from the older Vetera to found this city were able to build and manage successful chains of Alberghi, which functioned simultaneously as inns, taverns, shops, and money-changers. Albergo licenses soon became highly restricted, a rare privilege, and Albergo owners, aka Hoteliers, acquired every single dive in Lungariva so as to run it like a financial empire, giving life to a ruling class unrivalled in the world. Today's Lungariva Hoteliers are called "Magnifici", and effectively control the city and its commercial activities.



From time to time they even nominate the dukes who maintain order and manage military affairs. By tradition, even family castles must be used as hotels, but the most luxurious of these are only accessible to foreign princes and opulent overseas merchants. Thanks to the Magnifici, and to the leadership of the current Duke, Iorio Zani, banks and fleets with the Lungariva Griffin coat-of-arms are the most powerful of the western seas, and bring all manner of luxury goods into the city: weapons from Altomagna, Brigantain amber and furs, spices from Sidonia, and fragrant essences from Zagara. You can buy any goods you might legitimately want along the picturesque Via della Ripa; for anything less legitimate, the darker and more secluded alleys behind the port are the places to go. Despite continuous riots throughout the region and conflicts among the Hoteliers, Lungariva has never been conquered in a thousand years, and is defended on land by impregnable walls and platoons of well-trained and well-paid crossbowmen and pikemen.

JOBS IN QUINOTARIA

The powerful families that cram the old city with increasingly luxurious hotels while weaving twisted plots, the melting pot of people from a thousand different origins, and the commercial, exploratory, and adventurous expeditions that set off from Lungariva make this a privileged place of departure, arrival, and residence for Knaves seeking remunerative engagements.

Vice versa, owing to the lack of surveillance and the strong possibility of being hired on a sailing ship without being asked awkward questions, the streets and docks of Vetera often attract the wanted, outcasts, and deserters fleeing from their past or from justice; this atmosphere of promiscuity and unrestraint ends up bringing together all kinds of poets, singers, and artists enamored with the city's melancholy and seductive nightlife. Here, Knaves can embark and cover their tracks forever, or come looking for Infamous on the run to sell to the guards. The hinterland, too, is a good meeting place for companies and bands: many faithful of the King of Coins gather here, and several armies of Falcamonte barons and nobles flock to the district regularly to try and defeat them. Whatever the Knaves' faction or inclination, Falcamonte and Ostria always find a good reason for a fight. Even the Pits of the Spoiled March are a favorite haunt of Knaves of all kinds: escaping or helping someone escape from this terrible prison could be the start of many an adventure. Finally, Quinotaria never lacks opportunities to lay one's hands on ancient knowledge and portentous artifacts: the caves and ancestral ruins that dot the region still have many, often terrifying, secrets to reveal.



MAIN ALBERGHI IN LUNGARIVA

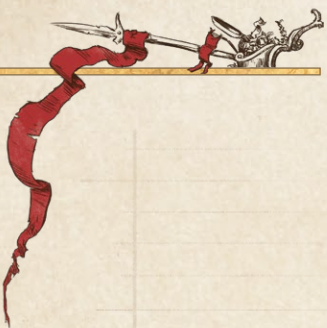
Salvaghi: Family of wild morgants of Sidonian origin, known for their sumptuous banquets. The cooks in their service are considered among the best in the Kingdom. Their emblem is a black morgant on a green field.

D'Auria: Descendants of the legendary Auria, the Golden Warrior daughter of mythical King Clodione. They consider themselves superior and of more ancient nobility. Famous as admirals and captains, some of them continue the family tradition of serving as knights and mercenaries. Their coat of arms is a black eagle on a gold field.

Spinolla: The name derives from "spina", the barrel's tap. They own endless vineyards throughout Vestria and the wines served in their Primo Albergo are unrivaled. Their emblem is a golden tap on a red field.

Felisch: Family of ancient Quinotarian lineage, as haughty as the D'Auria, they are known for their religious zeal and much-paraded moral integrity, and are traditionally associated with several families of wolf-cats, their most trusted emissaries, courtiers, and captains. Their emblem is a blue cat on a white field; their motto "Cat and Freedom!" is a famous battle cry that often echoes across the Seven Seas and the Middle Sea.

Embricati: Formerly the most powerful and well-rooted family in Vetera, now in steep decline. Its progenitor, Guglielmo Testa di Maglio, fondly remembered as Mallet-Head Willy, is still an example of valor in battle, strategic skill, commercial acumen, and seafaring competence. His descendants were not on the same level; today their Primo Albergo, located on Castle Hill, is in a state of abandon and allegedly infested with ghosts, a predicament that, so far, no Band of mercenaries has managed to solve.




Falcamonte

OR OF KNIGHTS, GOBBOLINI, AND BRIGANDS

The lands of Falcamonte are harsh and wild, with occasional glimpses of rich and fertile views. The capital of the region is Tauringa, where the royal seat was repeatedly placed; consequently, the city and its surroundings teem with landed gentry and town nobility of all sorts, old knightships gone to seed, brave cadets full of ideals, swordsmen in search of recruitment, very wealthy winemakers, scheming courtiers, and decadent aristocratic families. Every forest and no man's land is infested with robbers and bandits, thieves and marauders, keen to return to the poor (including themselves) what was purloined by barons and princes of the blood. Last but not least, the gobbolini, a veritable plague of this region, lurk in gorges and caves at the foot of the mountains, attacking and insulting anyone who passes within their range.

ON THE WINGS OF THE PHEASANT

"False and courteous" Tauringa sits at the heart of Falcamonte, straddling the Fossa (not navigable here), and surrounded by the snow-capped peaks of the northern mountains, where the gobbolini thrive. Rich in venerable antiquities locked up in princely abodes and recently traded in its ample squares, the capital is deceptively sleepy and quiet, and looks with aristocratic contempt both to the west, at the lugubrious Quinotaria, and to the east, to the industrious Galaverna. The nobility lives in mansions in the center, and the rich merchants in their villas on the hills south of the river. The old quarters of the city host the Court of Miracles, ruled by the King of Rags.

Tauringan authority is ephemeral and barely reaches beyond the city limits. Consequently, the region is fragmented into citadels, lordships, independent villas, and market towns. Toward the south, the hills slope down to an arid landscape, full of vineyards and peasant narrow-mindedness, petty feuds and wild Extravaganza. Wine is the gold of farmlands that human toil has wrenched from the forest. Locals are sad and suspicious, reluctant to pay taxes, and afflicted (or blessed, depending on your point of view) with brigandage. The provincial aristocracy sits in stone towers atop the hills, and the mascas – local witches, hags, and female sorcerers – wander the fields and dance in the

moonlight around ancient and mysterious megaliths, similar to those of Quinotaria. A perfect and disturbing union of both worlds, the gloomy Count Notte, in his domain in Castelletto, is at once masca and nobleman, man and woman.

Viscount Pass is the main trading route between Falcamonte and Quinotaria: a narrow passage that stretches between the split halves of Mount Ruckus, part of the mountain range that separates the two regions.

Nobody knows for sure what caused the gigantic fracture inside this mountain: Quinotarian sailors claim that it was the pirate Morgant Ferrautto who split open the enormous mass of rock with a single blow to make his way north. In Falcamonte, however, legend has it that it was the work of one of the powerful tarasques living in the Crown Mountains. The castle of the Albaterra, the local lords, lies in ruins at the foot of the twin peaks, and the trade route is now almost entirely controlled by their closest and ever-belligerent cousins: the Rondovasco to the south, and the Della Gilulfa to the north.

MASCAS, MERCENARIES, MERCHANTS, AND THIEVES

They say that the Falcamontese's only god is the Title: qualifications, prebends, commendas, noble appellations, safe-conducts, licenses, and assorted benefits. The twisted local bureaucracy and all interpersonal relations are based on titles, attributed top-down. For the Falcamontese, there are always too few of them, and always in other people's briefcases. The region has a long farming and craftwork tradition: carpenters, merchants, and winemakers call these lands their home, though each worker is subject to an endless chain of jurisdictions, lodges, guilds, permits, hierarchies, and benefits. Two great mercenary companies – the Catpards, led by Leonida la Fiera Bella (a wolf-cat), and the Brotherhood of the Misericord, ruled by an order of Brawly Friars headquartered in Alferia, are always on the lookout for willing blades. Many Knaves and soldiers of fortune enlisted in both these companies are offspring of broken and fallen nobility, often in search of a salary with which to pay off family debts.



FRIARS, MORGANTS, AND SYLVANS

It is an ancient Falcamontese tradition that the largest, richest, and most renowned vineyards be owned by monasteries and friaries, where the blessed monks spend their time contemplating infinity while aging robust red wines and distilling potent spirits. These monasteries pay duty to the nobility, and nominally submit to their authority, but are in fact independent realities and excellent places for adventurers to skulk around when the ground beneath their feet gets a little shaky.

The Crown Mountains that round off the region to the north are home to numerous communities of morgants and sylvans who occasionally descend and raid the fields and vineyards, and have a long-standing feud with the gobbolini. Though never confirmed, the rumor that all morgants are natives of Zeppa, and therefore not very smart, is guaranteed to infuriate Zeppans and morgants alike.

Tauringa is reputed to be a haunted city. At night, ravenous ghosts and lamiae roam around its arcades and cemeteries, or await their prey in ancient mansions of the nobility.

In the Two Hens District, the old quarter, the necromancer Bonello holds court among devils and chimeras, openly challenging the King of Rags, and strange rumors circulate about the pale, eternally young lady of Baracca Palace. In the Falcamontese countryside, the mascas, feared and respected by the villagers, prey on travelers.

The region's ancient patina of civilization often hides unrivalled ferocity and an unmatched ability to bear grudges. Often starting with trivial misunderstandings, antagonism and bitterness drag on for generations, and can cause the streets to run red with blood. In Alferia, the Palio is often an opportunity to give vent to ten-year old feuds.

Heavily taxed by the redundant hierarchies of local nobility, their chicken coops and cellars plundered by gobbolini and sylvans, their sleep disturbed by mascas and phantasms, many Falcamontese villagers seek ephemeral revenge by embracing highway banditry. The life of the stagecoach and pilgrim robber is rich, exciting, and wild, and usually very short. There is no villa or town in Falcamonte that does not have its own Hanging Tree, always weighed down with dismal fruit.

JOBS IN FALCAMONTE

From her underground palace in the mountains north of Tauringa reigns the Queen of the Gobbolini, as enchanting as her subjects are repellent. Beautiful and cruel, she possesses a treasure trove of gold and rare gems, and her heart has never known love. Some believe she is actually Adele delle Asce, the lost daughter of a noble Tauringan family, kidnapped as a child and raised by the gobbolini as one of their own kind. Her family is said to offer a handsome award for news of her whereabouts.

Among all the princes and marquises of the region, the mysterious Count Notte appears to be the one constantly looking for street Knaves to entrust with sensitive tasks: collecting taxes from riotous tenants; retrieving a young chamber maid who escaped from Castelletto with a pillowcase full of jewelry; investigating rumors about the mascas of Pietrafitta and the Queen of the gobbolini.

The Palio of Alferia is held at the end of the harvest, and is an opportunity for trading, big-time drinking, betting, and violence. The Seven Districts of Alferia (Torre, San Ribaldo, Due Scudi, Carretta, Tinella, Moffetta, and Campana) wage war on one another among the city's dives and alleys, and are always looking for supporters ready to fight and take part in the Palio's games under their banners.



Galaverna

OR OF MERCHANTS, MOUNTEBANKS, AND GUISCARDS

While Falcamonte is home to ancient and impoverished aristocracy, the neighboring Galaverna is the land of merchants, moneylenders, entrepreneurs, and companies of fortune. Everything has a price, honor is non-existent, and profit and interest reign supreme throughout the villages and countryside. Many gold coins flow around these parts, and parochial rivalries abound. The Greats of Galaverna eye one other grimly from the battlements of their respective towers, while their skilled and greedy mercenary armies sell themselves to the highest bidder, changing sides as others change their underwear. This area is also renowned for its many workshops, factories, and craftsmen; for its alchemy, pyrotechnics, and watchmaking; and for the affected ways of its ladies. Here, companies of mountebanks, musicians, and conmen draw crowds in the squares and courtyards, and wizards, charlatans, charmers, healers, and guiscards earn their living as theater actors and operetta sorcerers, or as genuine experts of arcane arts.

ON THE WINGS OF THE PHALLOMORPHUS

The large Galaverna region offers a wealth of varied panoramas. The southern half of the territory unfolds in the Pagan Plain, sultry in summer, cold and damp in winter, and eternally shrouded in the famous fog, about which all sorts of legends circulate. The abundance of water in the large flat basin creates unhealthy marshy areas, but also stretches of fertile countryside, irrigated by sophisticated systems of locks, ditches, and artificial canals. These plots of land are constantly subjected to the raids of goblini, sylvans, pagans, outlaws, and unemployed mercenaries; in spite of this, and despite the fact that local lords also take their share via skirmishes and forays into neighboring territories, there is no denying that few other regions in Bounty produce such rich crops of vegetables, pulses, rye, barley, panic, millet and other grains. In the cold season, the gently-sloping fields are flooded with an ingenious water-meadows system, increasing the soil's fertility and fattening the pockets of local landowners and entrepreneurs, at least until the next stately

tax collector or a company of armed Knaves drop by. Popular tradition has it that such dire circumstances, tending to occur when things are finally sorting themselves out, are always heralded by the mournful song of the phallomorphus, a local breed of poultry.

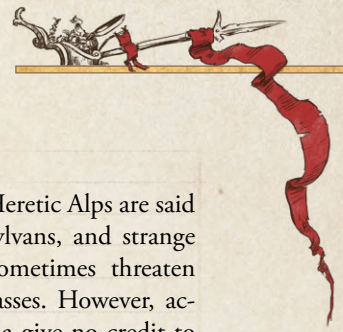
Traveling northward, the landscape changes radically. From the lowlands of lakes and hills, valleys around the water courses grow narrower and steeper, sometimes becoming vertical walls of rock, while the harsher soil is claimed by dense conifer forests. Routes leading up to mountain passes on the Border are impervious mule tracks, dotted with villages of rough charcoal burners and indomitable isolated communities, threatened by the progressive advance of glaciers. Many a legend circulates among the snow-capped peaks of the Heretic Alps, whose subsoil conceals robust veins of iron, tin, lead, and silver.

The economic fortune of Galaverna is closely linked to its abundance of waterways: the glacial rivers that gush from the Bigridge generate navigable basins and streams in which fish, freshwater shrimps, and river pirates abound. In the plain there are veritable waterways, whose countless waterwheels, large and small, employ blacksmiths, millers, fullers, and inventors of all kinds.

In this land, so richly endowed with water courses, the famous Legnardo da Sguinci of Torrigiana has recently completed drawings for the construction of prodigious hydraulic mills, mechanical spring-loaded constructs recharged with a mill-wheels fitted on their backs.

THE DRAKE AND THE LAKE

During the Thousand Years' War, Galaverna has become a jumble of cities and potentates at war with their neighbors. Prominent among the bloodiest rivalries is the one between the mighty city of Bresciamo, Lioness of the Pagan Plain, and second only to Tarantasia for wealth and arrogance, and the impregnable fortress-city of Bergascia, which guards the mouth of its precious wool-producing valleys; also afflicted by parochialism are small adjacent villages such as Dickburg and Whipburg, separated by a mile of road along the River Member.



Conflicts are frequent, bloody, and mostly short and messy. Their causes are often futile, as are their outcomes. These scraps only take place when the farming or trading seasons are closed, to avoid overlapping commitments.

A local characteristic is the competitive ostentation animating Galaverna's inhabitants, especially its barons. There are exceptions, but for those who frequent the most prestigious loggias of the nobility it is almost the norm to get into debt with the loan sharks of Lungariva and Falcamonte, in order to buy patrician villas on the region's lakesides, dine at the taverns of Flegmatico and Gualtiero Marqueasy, or flaunt clothes made by the famous tailors Giorgio of Armania, Versacheese, and Dulcet et Gabban.

The most extravagant excesses are witnessed in the capital of Tarantasia, the financial heart of Galaverna and entrepreneurial hub of the Kingdom. In recent years, the city's ever-increasing wealth has exacerbated tensions among its dozens of noble families, consolidating them into two factions headed by the ancient Del Torrione family, and by the rampant lineage of the Dusconti.

However, as the rabble and poor of Tarantasia know only too well, the real power of the city is in the hands of the Chief of Chiefs, the dragon said to lurk under the city's foundations whence it has always governed all trafficking.

JOBS IN GALAVERNA

The pine forests and steep scree of the Heretic Alps are said to be infested with fey beings, giant sylvans, and strange creatures from Overmountain, who sometimes threaten travelers and merchants crossing the passes. However, academics of the university town of Pavida give no credit to these rumors, and are much more interested in the monumental ruins of tombs scattered on the ground amidst the snow and fir needles, dating back to eras long forgotten.

Whether to explore ruins, escort greedy tax collectors, fight as soldiers of fortune, or make safe the lands and mountain passes, Galaverna will always have more jobs to offer than one has time to do, and the company's patrons will not object to hiring all sorts of weird creatures, renegades, heretics, and pagans, as long as the work is done to perfection. Indeed, Galaverna is the ideal region for Knaves, bands, and companies from Overmountain, Altomagna, and other northern regions, or even special creatures, other races, and "not expressly Brancalonian" subclasses.

If one of the two noble factions of Tarantasia were to prevail over the other and establish its hegemony over the region, all the district's nobles and mercenaries could unite under the Serpent banner, at which point no other domain in the Kingdom could be considered safe. This eventuality spoils the sleep of Vortiga's farsighted patricians, and could explain the growing number of spies disguised as stage actors who roam around Galaverna courtyards whispering questions to tavern keepers and pimps.





Vortigana

OR OF SEQUINS, SAILING SHIPS, AND STABBINGS

Probably the largest region in the Kingdom, Vortigana is entirely the domain of the powerful merchant city of Vortiga, so called because of the whirlpools (vortici) and currents that stir its waters. Ruled by a lugubrious council of wealthy tycoons, Vortiga is also famous for its masks, intrigues, and Carnival. The city's long fingers reach across an ample stretch of the Murky Sea as far as Sidonia, including the islands of Callista and Tasinnanta. This merchant opulence, whence thousands of gold coins pour yearly into the Grand Council's coffers, is countered by the constant siege of pirates and corsairs along the routes of its sailing ships; the rivalry of barbarians and Tergesta refugees; the presence of thieves and murderers, of gifted and beggars along its streets; and the infestation of bandits, pagans, heretics, benandantes (good walkers), and superstitious in its vast hinterland. The mainland domains are also a point of passage favored by fugitive gangs, marauders, deserters, spies, troublemakers, and disbanded armies from Altomagna, as well as the homeland of choice of many mysterious and extraordinary beings, such as sylvans, fanes, morgants, and magical creatures from the north.

ON THE WINGS OF THE PIGEON

Vortigana stretches over a vast territory that includes the entire northeastern portion of the Bounty Kingdom, rounded off to the north and east by the cold Crown Mountains separating it from Altomagna, and along its southern border by the Pale Mountains protecting it from the turbulent city of Tergesta, from Tessaratto, and from Istranian princes. To the west, Lake Guardia and its emissary mark a large part of the border with neighboring Galaverna, while to the south, the great river Fossa separates the region from foggy Pianaverna.

No other part of the Kingdom has such a variety of landscapes, ranging from the Fossa's marshy and mephitic mouths to the gloomy lagoons on the coast of the Murky Sea, up to the swirling waters of the Gulf of Vortiga; across the flat and foggy moors of the Pagan Plain to the high snow-capped peaks of the Crown Mountains; from the docile and tamed

wooded hills of Aurna to the wild and pristine forests overlooking Lake Guardia, or the rugged valleys between the Pale Mountains. Not to mention all of Vortiga's Sea Dominions, a veritable empire encompassing most of the eastern coasts of the Middle Sea.

While the wealth of Vortiga comes mainly from the sea, its hinterland is a fiefdom essentially exploited for labor, timber, mining, and food supplies, and as such it is considered: a territory of conquest, milked to sustain its fleet and marine dominion, and to defend itself against land enemies.

As a consequence, there is no shortage of castles and hilltop strongholds, especially around Aurna and along the borders with Galaverna, military citadels assigned to commanders and constables, agricultural and commercial villages ever loyal to the Great Council, from which they receive protection and power. The most important cities are Aurna, an enchanted place frequented by the mysterious Fanies, fey creatures of the Pale Mountains; the busy Patavia, a city of artistic value, hosting the most renowned university college in the region; Perdenza, home to bizarre culinary traditions known throughout the Kingdom, such as "catfish à la Perdentina" (actually not a fish specialty); Tarvigia, known for its vineyards of Vinsecco, appreciated by the courts of the whole Kingdom, and the river port of Naonia.

The southeastern border is entrusted to the stronghold of Aquilegia, "the Keep on the Borderlands" as the old people call it, defending the region from Istranian warrior princes, barbarians of Tergesta, and Paradoxian Magi of Tessaratto.

The region's other settlements are mere villages scattered among fields, forests, and mountain valleys, inhabited by stubborn and autonomous people often barely aware (when not entirely unaware) of being under the dominion of Vortiga.

The coast is under the direct dominion of the merchant city of Vortiga, founder of some minor ports along the coast and of small farming and trading settlements in the near hinterland. As you approach the wide estuary of the Fossa river, the coastline becomes more and more indistinct, boggy, and lagoon-like, unsuitable for moorings: the outlets themselves



are no more than an endless series of fetid and unhealthy marshes teeming with deadly and disgusting creatures from the nearby Mistide which, depending on the wind or other phenomena, often skims these areas and occasionally can be glimpsed in the distance even from the docks of Vortiga.

VORTIGA THE BLACK

A gloomy architectural gem, the city of Vortiga rises directly from the sea, not on an island, but on a myriad of rocks, islets, and foundations consisting – they say – of colossal cyclopean vestiges: the entire city is navigable along canals traversed by an infinite number of bridges, walkways, and bridge-houses, or walkable through a maze of narrow winding streets.

Vortiga and its domains are governed by a mysterious and powerful corporation of merchants united in the Great Council, whose sinister members are unknown to most, and only known to the few as the Masks, the Ten, the Absent, or the Impostors: from their benches, the latter rule the entire region to the tune of duties, networks of spies, and stabbings on commission.

The Great Council's control over these areas is solid and indisputable. Venture companies not officially authorized are not allowed within the region's borders, and gangs of brigands and idlers who fail to respect the strict local laws are very short-lived.

JOBS IN VORTIGANA

Vortigana is a bad place for companies attempting to live off robbery and banditry, but ideal for those looking for official and licensed jobs, in the pay of wealthy, shady merchant corporations ever intent on expanding their murky commercial interests across new territories. Be it a matter of eliminating a business rival or a disobedient squire, clearing a trade route infested with brigands, recovering a sunken treasure off the Istranian coast, or facing Tergesta pirates aboard a sailing ship, the city of Vortiga offers many opportunities to those quick on the uptake – not to mention the possibility of ending up floating in a canal with a dagger in their back, should they be unwise enough to tread on the toes of the Council of Masks.

Be that as it may, if they move to Aurna, near the Fossa river, or the remote northern territories, Knaves can find jobs that involve exploring wild territories, or seeking legendary treasures hidden in abandoned castles, in the depths of remote caves up in the mountains, or at the bottom of mist-shrouded lakes. In these ancient and mysterious places, the greatest dangers are neither the guards nor the blades of Vortigan murderers, but the menacing creatures that have lived there since time immemorial, regardless of alternating kingdoms, civilizations, and dominions.



VORTIGAN SYLVANS, MORGANTS, AND MARIONETTES

Apart from its southern valleys, coasts, and hills, the largest stretch of the region lies at the foot of the Crown Mountains and includes boundless forests, valleys, and mountains that, from Aurna northward, are rich in majestically wild and icy landscapes. Only nominally under the jurisdiction of Vortiga, these areas are home to ancient peoples of strange languages and customs, never tamed and fiercely independent. Populated by sylvans, hermits, giants, and many other legendary creatures, these dangerous districts abide by no laws except their own, and occasionally witness the passage of bandits fleeing from or to Altomagna, and of those whom gold or hunger has rendered crazy or desperate enough to face these remote and merciless areas.

It is no wonder that these lands host the largest population of sylvans in the whole Kingdom of Bounty. Divided into countless tribes often at war with each other, sylvans are extremely widespread in the woods and valleys of this region's entire mountain range.

The area's towns and mountains are home to numerous morgant families, taller and of fairer complexion than their southern counterparts.

As far as marionettes are concerned, there are two different varieties originating from Vortigana. The first are cabin dolls, made by special ax masters with a core of triflewood and other timber retrieved from ship wrecks and seasoned at length in water. For this reason, cabin dolls are born with an innate and deep-seated understanding of the sea and its secrets, and are often used as deckhands aboard Vortigan ships.

The second are the saintlets, sacred marionettes used in Creed rituals as living symbols of the Saints. It is rumored that many of them can actually perform wonders and are worshiped as miraculists.

“Never trust people who promise to make you rich in a day.

They are generally crazy swindlers”

- MASTER CAROLUS COLLODIUS, WRITER AND PUPPETEER -



Pianaverna

OR OF MISTS, WITCHES, AND PAGANS

Pianaverna extends south of Vortigana, Falcamonte, and Galaverna, and is formally ruled by the Greats of the latter. This is a foggy and depopulated land, traversed by the largest river in the Kingdom, the Fossa (Pit), and by all its tributaries. Swampy, mephitic, haunted by wretches, bandits, and fugitives, Pianaverna is dotted with tiny hamlets as well as a few villages of a certain importance, all infested with scores of mercenary companies and small armies of fortune. This is also the seat of old legends, forbidden sorcery, and very ancient creatures: here, horrid hags and monsters of the rivers, fugitives and wanted men, malebranches and bavalisks have their hiding places. Part of the region is occupied by the Pagan Plain, a no-man's-land home to one of the largest confederations of pagan tribes in the Kingdom. The area is frequented by hermits, monks, itinerant priests, preachers, and miraculists, seeking to bring the Light of the Saints among the heathens inhabiting these parts...

ON THE WINGS OF THE FOIONCUS

Bordering with Torrigiana, Falcamonte, Galaverna, and Penumbria, the whole region south of the Fossa is a land almost devoid of central control, and only officially subject to the Lords of Galaverna.

The landscape is a low and boggy plain, rich in streams large and small, meadows, springs, ponds, and marshes. The great river Fossa and its main tributaries on the right, such as the Member, the Serius, the Pinchyou, the Lumber, and the Tergus, divide the territory into irregular segments covered in grazing lands, flooded plains, foggy countryside, and small farms. These divisions are also its main communication routes, as moving along rivers on barges and boats is the quickest and most convenient way to traverse this part of the Kingdom.

The wide valley that unfolds toward the Istranian Sea is dotted with hamlets and estates mantled in fog, large and small homesteads, fortified farmhouses, and isolated monasteries; the rivers are flanked by peasant communities, villages, and larger citadels where laws and formalities are kept to a minimum.

Among the various peoples who gather under these scattered bell towers (often erected as a landmark for travelers lost in fog), there are feuds and wars on a par with those of the Lords of Galaverna, except that here, instead of skilled contests of diplomacy, swords and sabers, they use blasphemy and retaliation, hoes, pitchforks, and pruning hooks.

Small hills covered in forests are home to wild boars, bears, and wolves, and also brigands, heretics, and hermits; the valley





floors are haunted instead by street vendors, fugitives, and, above all, by companies of pagans.

From the federation of nomadic, barbaric, sylvan, and outcast peoples living in the wilds in these parts comes the name widely used for this entire area: the Pagan Plain.

The climate here is humid all year round: summers are muggy, with frequent showers, while the winters relentlessly alternate overcast skies, rain, and fog.

The gentle slopes of the hills that resume to the south, close to the Titan Spine, mark the end of the plain and the beginning of the foothills. After this first range of hills, however, the woodcutters and charcoal burners' settlements suddenly end, as do pastures and shelters. The top of this mountainside stands at the eerie northern edge of the Mistide that surrounds Penumbria, and no one from the region walks light-heartedly around those peaks.

BARBARIANS, PAGANS, AND BANDITS

In spite of its vastness and of the importance of its rivers, Pianaverna is a sparsely-populated region: the few inhabited centers of some importance are of remote Draconian foundation, that have since undergone radical transformations, or commercial cities established in later times, that developed rapidly thanks to their strategic position along the Fossa.

Bandits, brigands, heretics, and pagans thrive far from farmlands and city walls. "The king of all kings" of the district's pagans is Ardarico, an oaf, incapable of decent strategies, who only came to power thanks to his physical might and has managed, in the course of a few years, to assemble a veritable federation of communities, families, and tribes, not only of humans, but also of sylvans and morgants.

Less rustic but equally dangerous are the "Lowland Brigands", an assembly of dozens of bands led by "the Low" also known among the Bounty Brothers as the Queen of Batons. This brigandess is a morgant known for her short stature (less than seven foot), but considerable weight, both physical and strategic. Lowland Brigands are a close-knit and well-disciplined army, amongst the most respected in the peninsula.

Another dangerous villain in the area is Duchess Spinella Piccoledonne of Rotmount: from her castle in Torrigiana, this noblewoman often crosses the region's western districts to lead raids against the southern counties of Galaverna and Falcamonte, retreating back to Torrigiana at the first sign of a counteroffensive. Her sisters in arms, a group of diabolical and highly skilled horsewomen, are often called the Nooserippers, for their habit of saving their companions or commoner women from hanging.

Another network of bands and rogues in the region, mainly found along the rivers, is that of the Passers, a gang of smugglers dealing in stolen goods and illegal trafficking throughout the North of the Kingdom.

COMMUNES, PEOPLE'S HOUSES, AND CASTLES

Despite being infested with bandits and brigands, the region also has some fine examples of virtuous and well-managed cities. Apart from the great capitals of the plain, the Queen of the Fossa is the charming city of Chiavica, which intercepts all river traffic at the confluence of the Fossa and Member rivers. Far to the west is the picturesque castle of Dirondello, home to the Dirondelli Counts of Pianaverna. Founded by grandpa-Count Dirondello Dirondelli, and ruled until his death by grandson-Count Marcondiro Dirondelli, the place is famous for the fairytale splendor of its courts and towers, visible for miles around.

Scattered across the plains and hills there are also small, well-managed enclaves of farmers, woodcutters, and artisans who have organized themselves into free and supportive communities, managed by guilds of fellow workers. These centers will not tolerate taxes or threats from anyone: they defend themselves with internal security services and gather in large "People's Houses" that rise in the village centers.

Finally, to the east of the region, rising on the heights of the marshy delta of the Fossa, we meet the Seven Free Cities of the Flood, constantly forced to defend themselves from the horrors creeping out of Penumbria and from armigers descending from Vortiga.

JOBS IN PIANAVERNA

While the region's isolated settlements and free villages always need help to defend themselves against murderous beasts, pagans, and bandits (and vice versa), the larger cities have much more bourgeois needs, linked to merchant intrigues, venture companies, and quarrels amongst the lords.

The "Flood" region, the Fossa's delta, is rich in ancient gold and full of adventure opportunities, which involve facing horrors from the Mistide and well-organized armies of fortune: dangerous stuff!

There is another aspect of this region that should never be underestimated: the entire Pianaverna is teeming with monstrosities, witches, heretics, ferocious animals, and magical beasts, lying low in miserable farmhouses, silent fog-shrouded villages, abandoned cemeteries, dead ramifications of rivers, and disturbing taverns along deserted streets. For those looking for a place to escape from the law, the infinite expanse of the marshes offers all sorts of hideaways, but the mists of the Pagan Plain conceal mysteries so sinister and horrors so ancient that, by comparison, Quinotaria's prisons are a holiday resort.



Penumbria

OR OF MOURNING, CRIMES, AND MORE MOURNING

This part of the Kingdom is surrounded by the Mistide, a wall of fog on the land, and sulfurous mist over the sea. This poisonous phenomenon delineates the borders of Penumbria, the darkest district of the boot peninsula. The origins of the Mistide could lie in the occult feud disputed for almost half a millennium by the jinxes and the supersticians, or lurk in the very heart of Penumbria and its unspeakable secrets.

Caught between the blades of mercenaries and outlaws, the hungry fangs of its abominable fauna, the abundance of unprejudiced lordships, and the lack of a central power, Penumbria is marked by extreme political instability.

The rule of the fiefdom is divided between the Dukes of Castel Notturmo and the Criminease Cupola; the latter, a panel of the dons (bosses) of the city's families (each of them heading a criminal activity), elects members of the Malavita family as godfathers.

Here, settlings of scores among gangs, harassment perpetrated by the Guards, and fraudulent dealings of corrupt local cops are permanently on the agenda.

For the mooks of the gangs in the Orbino, Pertugia, and Crimini suburbs, any pretext is valid to unleash feuds aimed at controlling a square, a pier, or an intersection. The blades trade remains the most popular and profitable.

Every lordship in Penumbria is devoted to a particular saint, and prophecies are treated like bets. The region's entire economy is controlled by the Cupola, whose shady trafficking reaches every corner of the Kingdom.

The Penumbrians are a violent, brutal, and abject people: incessant wars, armed feuds, massacres, crimes, killings, diseases, and abominations have made these districts the most lethal in the Kingdom.

ON THE WINGS OF THE STREAGLE

Penumbria is a foggy, green, inaccessible region located between the Monstrum Sea and the rugged massifs of the Titan Spine, a land bereft of saints or heroes and grazed by freakish fauna. Its climate promises dull autumns and very harsh winters; spring seasons are lashed by torrential rain,

the summers short and parched. Barren mountain ranges and low plateaus prevail, from the Orbino region down to the flat tablelands that gradually sink eastward into the boglands of the Romagma Riviera.

From the north, the Burno and Darco rivers delimit the natural boundaries of the Gualtieri Forest, property and hunting reserve of the Dukes of Castel Notturmo, Knights and Captains for generations; from here, the two rivers intersect at Sulphur Bridge giving rise to the Tenebro, which cuts the territory in two, then flows into Crimini.

The west of Penumbria is a succession of dark valleys and mountain ridges marked by the angry passage of the Killer, the river that storms past the castle of Orbino and its fief, headquarters of the powerful Tragedi dynasty.

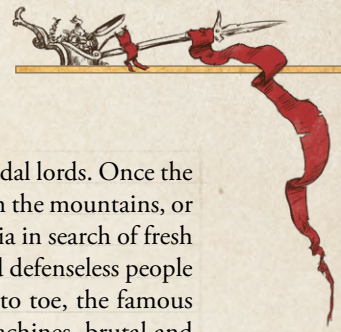
Entering the region from the south, the ancient Via Cappia ("Hanging Road") is the main thoroughfare of goods and people into Penumbria, traveled by numerous companies of fortune constantly in search of mercenary engagement.

The cliffs and thickets on this side are the destination of brigands and renegades fleeing from justice, and adventurers attracted by their Bounties. Centers of interest are the district-granary of Malconvento and the military stronghold of Carnage Pass, on the border of the Gualtieri Forest.

Further on, the Pagan Plain's extremities stretch into the Mistide; in Penumbria, these dwindle into a steppe-like wasteland scattered with ancestral ruins, plagued by icy winds and sulfurous pools, and colonized by pagan tribes of degenerate sylvans: the hoodlums.

The Cappia proceeds into lands lying east of the Tenebro and heads further north, where it touches the hilly village of Bubogna, dominated by the Alberti, then disappears into thin air amidst rubble and devastation.

Stretching between the heights and the sea are the Morassi, an unhealthy swampland afflicted by malaria and monstrous fauna, home to many of the freaks infesting the region, as are the lands of the hoodlums and the Monstrum Sea. Its main center is Feretro, a sinister den of prophets, smugglers, and swamp pirates, governed more or less fairly by a cadet branch of the Delle Lapidì Counts.



The port of Crimini, second city in Penumbria, but first for size and financial importance, is located on the delta of the Tenebro, and is a stop favored by merchants of Romagma and daring crews who sail the volcanic waves of the Monstrum Sea. The city's administration is in the hands of the Crimine Cupola, a college made up of the main Dons of the city families, each at the head of a specific criminal activity, which traditionally elects the Malavita as the reigning clan. Permanently on the agenda are the settling of scores between families, abuses by guards, and corrupt local police.

To the south, the region grows drastically wilder. Intricate virgin forests teem with wild beasts and game, drawing matadors from every fiefdom. The turreted donjon of Pertugia, owned by the Gaùci, the counts governing on behalf of the Gualtieri over southern Penumbria, the towns of Norgia and Gabbio, and the austere monastery of the penitential order of Saint Con, the most depressing prison in Penumbria, disrupt the wooded hegemony of Sylvatrocious.

Finally, to the northeast, Scotenna Bay and its marshy slums are haunted by fleets of marauders who prey on the coasts of Romagma.

LAND OF MARAUDERS, DRAGONS, AND CUTTHROATS

What with blade-bristling mercenaries and outlaws, abominable fang-bearing fauna, the profusion of unscrupulous lordships, and the vacuum of central power, the region's political framework is anything but stable.

The chessboard of alliances and vassalages is constantly being reworked. Ongoing intrigues, palace conspiracies, and skirmishes for economic or territorial expansion, cause an endless succession of sieges and ruinous battles.

In the suburbs of Orbino, Pertugia, and Crimini, any pretext is valid for bands and gangs of cutthroats to unleash feuds aimed at controlling a square, bridge, pier, or intersection.

Unpopular though it may be, a military career remains the most profitable, with soldiers, sappers, marauders, and bravi competing for the scarce assets of lords, merchants, and commoners.

The abundance of iron mines and a centuries-old tradition of war crafts have boosted the local production of armor and weapons far heavier and more advanced than those available in the rest of the Kingdom. Mercenary hosts in the service of captains of fortune without rule or religion offer their steel

to the highest bidder among the great feudal lords. Once the campaign is over, troops set up quarters in the mountains, or camp out in thickets bordering the Cappia in search of fresh forces and other coinage, killing time and defenseless people in brutal raids. Clad in iron from head to toe, the famous Dragoons of Penumbria are massacre machines, brutal and ruthless phalanxes much coveted by the lords of the whole Kingdom. Often, however, they are too scared to hire them, knowing full well that, at the end of the campaign, dragoons won't hesitate to turn against their former employers and plunder their fiefdoms.

Again, Penumbrian bravi and matadors are considered the most skilled by the Kingdom's merchants and notables: the crafts of arms developed in these districts, and plentiful beasts and hideous monsters to hunt and yoke, have tempered these veterans like the finest steel.

While the Law lies low in the Penumbrian countryside, sheriffs and militias of guards appointed by the dukes and counts administer public order in its districts and cities. The magisterium of inquisitors is responsible, instead, for preliminary investigations and final judgment. Capital sentences, celebrated as an occasion for public shaming, vary according to the type of crime: the ax for earthly crimes, the gallows or the stake for heresies.

The current currency is the baioc, which roughly corresponds to the currency commonly used in the rest of the Kingdom.

NO COUNTRY FOR MARIONETTES

While there aren't many morgants and malebranche in these lands, these "monsters" often survive and thrive as champions of mercenary militias or in the service of cliques, where they learn to use their exceptional nature to intimidate their comrades and slaughter their captains' enemies.

Even tougher is the fate of gifted and marionettes, of the most common subraces, and of other exceptional individuals of Extravanzian or supernatural origin. These beings are almost invariably mocked and persecuted in arenas or in public squares, for the sake of seeing them laughed at and humiliated.

Knaves belonging to overly conspicuous races or magical classes, such as miraculists and jinxes, are careful not to cross the Mistide light-heartedly: they are even more at risk than their companions. The best solution in these cases is to avail themselves immediately of valid protection from the Dons of the local cliques, thus acquiring "untouchable" status – at least in public.

Alternatively, the viable solution in Penumbria is to be worse than the Penumbrians themselves, a theory corroborated by the grim and gruesome subrace of marionettes originating from this region. These are the Guignols, beings that form by encysting and growing inside the body of flesh-and-blood individuals until they are fully developed and ready to come out. In addition to their horrifying genesis, Guignols have an innate passion for the macabre and the histrionic, and often engage in stable or itinerant shows of exceptionally gory violence.

"Curiosity killed the knave"

- PENUMBRIAN SAYING -

THE MISTIDE

The tall and gloomy wall of the Mistide is a constant presence in the region and one of its more recognizable features, visible from many of the districts of Penumbria. At first glance, it is a grayish ring of deadly vapors that actually encircles the whole territory and conceals the horizon in every direction, even curving upward to form a vault of haze that veils the sky.

What really happened during the Secret War, and what kind of hex caused the appearance of this unnatural barrier is not clear today. Outside of Penumbria, the most convenient and widespread theory is that it is a sort of bulwark of spell-bound smoke, conjured to contain an unhealthy region and supernatural enemy, and to confine evil within it. But many consider this an old wives' tale, as numerous clues seem to indicate that this was not the case at all. For example, what was known about the region outside its current borders is completely different from the reality of present-day Penumbria, and from what Penumbrians themselves know about their own territory.

Indeed, the few records preserved inside the fiefdom recall a millenary history entirely different from that of the "foreigners": for Penumbrians, there is another kingdom out there, another world, another cosmos. If one traces its boundaries on maps, Penumbria appears to be much larger from the inside than it does from the outside. Within its borders it seems to grow from year to year, gnawing on territories that theoretically pertain to Spoletaria and Pianaverna, but are not featured on these regions' geographical maps...

Despite the dismal mystery surrounding this bewitched blanket, some of its characteristics have been studied and made known. First of all, on crossing it, this shroud of fog often proves to be several hundred steps deep, other times only a couple, still others over a mile. Despite the absence of gusts or trade winds, it seems to twist in unnatural coils and whirlwinds. Its effects on the bodies and limbs of those who traverse it without an expert guide are undeniable: even those who get through as quickly as possible suffer from discomfort, nausea, vomiting, and develop bizarre, mostly minor and temporary physical deformities. Even the mind is not immune to its evil influence: visions, rages, horrors, and delusions can seize those who linger within or gaze too long at this fog.

Not to mention those who enter on one side and fail to leave from the other... lost in the fog or caught in who-knows-what horrors, they are said to wander forever in a void between worlds, becoming themselves the nightmares that all other travelers shun...

"Strangers" are advised to rely on walkers, bravi, and matadors, who charge high fees to guide adventurers through the changing paths of the Mistide.

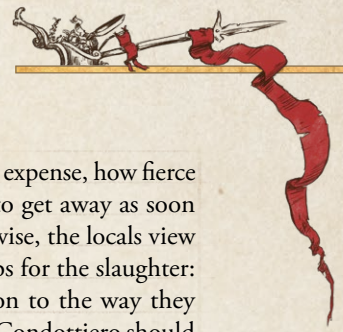
By land or by sea, the Mistide appears to corrupt the surrounding territories as well: sulfurous pools in the Pagan Plain, degenerating hoodlums, volcanic activity on islets and coasts of the Monstrum Sea, and the freakish fauna that haunts Penumbria all seem directly related to this phenomenon.

CROSSING THE MISTIDE

Knives who want to cross the Mistide without the risk of getting lost must succeed on a DC 20 Wisdom (Survival) check. On a failure, Each Knave must make a DC 10 Constitution saving throw, or suffer 1 level of exhaustion. Characters can make a new check to find their way out of the mist, but they have to make a new DC 10 Constitution saving throw each time they fail.

On a success, Knives eventually find their way out of the Mistide.





JOBS IN PENUMBRIA

Penumbria is the most violent and obscure region in the Kingdom: the very name “Bounty Kingdom” is said to have been born among its alleys and dead-end streets. The whole Penumbrian territory has been devastated by centuries of abuse, bad governance, and internal wars. The law of the strongest, meanest, and shrewdest is in force here. Penumbrians all know that no one should be trusted – guards, priests, and rulers in particular – and that every neighbor, relative, colleague, or accomplice is ready to cheat them, cut their throat, and throw them into a ditch at the earliest opportunity. The only hierarchy or semblance of order is that of the most powerful and ferocious, who manage their domains, small and large, like a wolf rules a flock of sheep.

Setting jobs in Penumbria entails extremely dangerous adventures amidst contemptuous and merciless aristocrats, criminal Dons, gang leaders and condottieri accustomed to massacres, and hordes of murderers and cutthroats waiting for any trivial pretext to kill whoever speaks to them. Local laws are also tougher; death sentences and mutilations are commonplace, and the good-natured and friendly customs of the rest of the Kingdom do not apply.

There are several ways for Knaves and players to approach these atmospheres.

The first is to consider characters from outside the region, as in “*Penumbria Jeez Festival*”, one of the campaign episodes featured further on in this Setting Book. In this case, with a guide, the Band reaches Penumbria from the outside.

Having gradually discovered, at their own expense, how fierce and violent this region is, they will try to get away as soon as possible once the job is finished. Likewise, the locals view Knaves from beyond the Mistide as lambs for the slaughter: players are advised to pay close attention to the way they interact with their environment, and the Condottiero should continually point out the importance of this decisive change in atmosphere.

The second approach is to use characters originally from Penumbria, who left to try and breathe more freely on the other side of the Mistide. Compared to the horrible life they left behind, the rest of the Kingdom, even the dismal Pianaverna, will seem like a children’s playground, where everyone looks idiotic, deluded, or foolishly idealistic. Likewise, the Condottiero should keep in mind that Penumbrians are viewed by everyone else as the worst cutthroats in the Kingdom: murderers to be feared at all times and, in some cases, as dependably ruthless executors to hire for the most heinous jobs.

The third way is for players to interpret Penumbrian Knaves participating in jobs within their own borders, without ever leaving the region. In this case, there won’t be any problems of perception or rejection by the locals: after all, Knaves offering their services to deliver stabs right and left are typical of the local lifestyle.





Torrigiana

OR OF SIGNORIE, EXTRAVAGANZA, AND MARIONETTES

The Torrigiana region is full of fortresses, towers, lighthouses, castles, strongholds, and villages; every prince or mayor rules only as far as their city walls, and each village is disputed among powerful neighboring lordships. The region owes its name to its immense Hanging Towers: heritage of a lost era, these also lie, sunken and forgotten, among the marshes of putrid Maremma, and even in the depths of the mysterious Sea of Towers.

Torrigiana is rife with intrigues, quarrels among families, struggles for power, conspiracies, and armed scuffles, all of which happen regularly, several times a year. Yet the atmosphere here is warm and enchanted, and visitors perceive that this is a land blessed with sunshine, fine wine, and good living. When dwelling in or passing through Torrigiana, you can't help noticing how the presence of Turquoisies, the Blue Fairies, of sprites, talking animals, and other portents totally permeates everyday life. Extravaganza, the mysterious and paradoxical power that governs wonders and magic, is very strong here; again, in this very place grows the tree whose magical wood is used to make the talking marionettes so admired in the rest of the Kingdom.

There is no shortage of wines and meat in the cities of Torrigiana; indeed, Cucca, inhabited by prosperous bankers and shopkeepers, lends its name to the mythical land of Cuccaigne, where you can "drink, laugh, and be merry..."

As well as the celebrated Fioraccia, the best-known city in the region, Torrigiana is also home to the mephitic and disturbing Maremma; and to the charming Borgo Stricchiano, governed for centuries by the Della Guerra dynasty who, despite their belligerent-sounding surname, were wise and munificent patrons of mountebanks and musicians.

ON THE WINGS OF THE JIBBERWING

Torrigiana is rich and peaceful: a fertile and tranquil land where city and village militias occasionally clash, but in an orderly manner and without causing devastation, lest harvests and business be harmed. Farmhouses, towns, villages, and estates make up the landscape, thoroughly farmed and

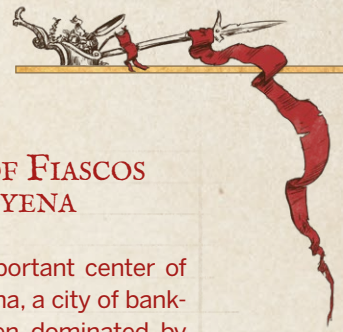
colonized since the Imperial days. Most of the rivers here flow within solid embankments; stone-paved streets and bridges traverse a landscape long-transformed into vineyards, olive groves, and peaceful farmland. Even the woods, mountains, and cliffs have long been free of beasts, dragons, and monsters of any particular interest, but are, instead, systematically exploited by farmers, woodcutters, and miners.

The cities are important centers of community life, culture, politics, and trade, and many of them represent real economic powers, ever ready to battle each other for a bordering strip of land, but also reasonably capable of coexisting without major problems.

Apart from the wealthy and beautiful Fioraccia, a gem of art and gardens, pranks and florins, the twin centers of Mazza and Ferrata in the north are known for their arms and armor industries, as well as for the formidable Extravaganza-infused Masses of Marble that defend them. The rival cities of Ghisa, with its famous Hanging Tower, the largest in the region, and Livore, with its large commercial port, also thrive on iron and steel craftsmanship.

Along the Scarno, the Secchio, the Ombrotto, and their tributaries, there are also Malterra, of dizzying antiquity; the gloomy Tristoia; Frittolo, rumored to have a gateway to other times and districts; Larderello, populated by the Cintalians, the region's only sylvan community, now completely civilized; Saint Perdenzio, named after the patron saint of lost causes; and the Calafuria coast, a refuge for mermaids, talking donkeys, cabin dolls, and green fishermen.

Torrigiana is particularly famous for the powerful influence exerted by Extravaganza throughout its territory and daily life, and even in its villages: fairies, elves, giant snails, talking animals, and all sorts of wonders are considered commonplace around here. Through no coincidence, the town of Cuccaigne – home to the trees from which marionettes are made – is also located in Torrigiana. A center well known throughout the Country is Cherryburg, on the border with Cuccaigne: an entire village controlled by the Cherry family, the most famous puppeteers in the Kingdom.



Entire valleys are scattered with settlements of malebranche, who gathered here to live in an unrestrained and carefree manner, as these former infernal jailers tend to: Devil's Valley, Orgy Valley, Hump Valley, and Horny Valley all owe their names to these friendly and open communities.

CUCCA AND CUCCAIGNE

Everyone knows that Extravaganza is one of the main features of Torrighiana's landscape and daily life. This takes on a surreal and disturbing role in Cuccaigne, the district surrounding Cucca.

Everything is charming here: orchards loaded with salamis, rivers of grappa, boulders of pecorino cheese, expanses of breadsticks swaying in a breeze that smells of macaroni casserole. Cuccaigne, however, is not all lamb and cake: many a danger lurks in this edible realm. The local fauna, for example – flying spit-roasted birds, roast pigs with apples in their mouths, and all manner of walking delicacies – have the peculiar habit of trying to get themselves eaten. Though at first this may seem incredibly lucky, Knaves who stop to feast will soon discover that, without a huge effort on their part, they will find it almost impossible not go on eating until their “serving” is finished: even after a sixth lamb has jumped into their mouths! Consequently, they could literally explode from over-eating.

At the center of this fantastic and incredible land, steeped in Extravaganza, is Cucca, the City of Toys, so called because of its permanent fair of games, pastimes, illustrated parchments, and bizarre shows. Inside its high walls everything is magical and wonderful. At any hour of day or night you will run into people queuing to enter the fair's pavilions or pass through its narrow doors: youngsters dressed up for parties, harlequins, street artists, comedians, painters, musicians, odd costumed individuals, junk peddlers, and wonderful finds.

This Permanent Fair attracts Knaves and onlookers from far and wide, particularly children and idlers, who usually get there on wagons and stagecoaches driven by Butter Men who pick up travelers from all over the Kingdom to bring them to the city. And when the morning comes and someone has vanished into thin air, or when, after a week's revelry, visitors find themselves with no money and bags full of colored paper, well, nobody seems to mind... certainly not the Old Curmudgeons, the mysterious lords of Cucca, who have controlled the city and its eternal fair for centuries.

MAREMMA IMPESTATA

Maremma Impestata is a large and boggy area with labyrinths of marshes stretching along much of the coast of Torrighiana. A few hills provide dry places for repose; the rest is nothing but a fetid swamp teeming with mosquitoes, child-kidnapping witches, cutthroats, and the famous “butterati”, local bandits known for their outstanding skill as horsemen. The worst area of all is the Avicelline Swamp, an extreme and dangerous place said to be infested with mosquitoes that bite other mosquitoes, archwitches who kidnap the children of ordinary witches, cutthroats specialized in cutting the throats of other cutthroats, and Butterati who ride other Butterati.

JOBS IN TORRIGIANA

Most Knave assignments in this region involve feuds and disputes between cities, citadels, and fiefdoms, pranks and scams set up by citizens against their friends or rivals, and assorted predicaments that have to do with fairies, goblins, and all kinds of weirdness.

Adventures taking place in the land of Cuccaigne, in Maremma Impestata, or in the surroundings of Borgo Stricchiano, almost always use up additional follies and lethal dangers.

In the heart of Fioraccia, Puccio Gimpo, lord of the Bolgia of Thieves, often has jobs for trusted rascals.

MOUNT OF FIASCOS OF HYENA

Another very important center of Torrighiana is Hyena, a city of bankers and horsemen dominated by the dreaded Mount of Fiascos: the most powerful bank in the Kingdom, it prides itself on never having suffered robbery, theft, fraud or outstanding receivables. Whether its customer is a merchant wishing to invest the proceeds of his black camellia trafficking with Serindia, a condottiero who needs to secure wages and funds for his military campaigns, or a Knave who wants to safeguard the loot of a lifetime, nowhere is safer than Mount of Fiascos.

This bank was founded on a hilltop overlooking the city of Hyena by Sirrah Mammona, a malebranche with an unrivalled nose for business. After almost three hundred years of trafficking and speculating, the old devil is still firmly in command of the institute, which now boasts branches in all major cities of the peninsula, and issues letters of credit accepted even overseas. Mount of Fiascos is known to finance entire merchant fleets, and even to lend money to princes and soldans, competing aggressively with Aste caravankers, Vortigan bankers, and Lungariva hoteliers.

Of course, much gossip circulates around the bank's success and tremendous economic power: there are those who question the nature of the cash handled by Mammona, and even suspect a colossal operation for laundering money from Inferno: in short, veritable “devil's dung”. The Mount is still the forbidden dream for all those Knaves aspiring to achieve their elusive Big Heist and rob the vaulted rooms one day. So far, every attempted bank robbery has resulted in a tragic fiasco, whence comes the bank's name.

“You can't steal in a thief's home”

- AS THE SAYING AMONG BOUNTY BROTHERS GOES -

BORG STRICCHIANO

Borgo Stricchiano seems to have been founded deliberately in a place that no one can reach, owing to a build-up of natural and human obstacles.

With roughly two hundred and fifty inhabitants, the burg is located in the center of a bay on the Torrigiana coast, right in front of the Gorgon Islands. This small archipelago is made up of three islands: Euryale, Steno, and the larger Medusa, or Isle of Horses, where an equine people is said to live under the command of a blind and highly intelligent black stallion who chooses a queen every year from among the village women.

Named Borgo Stricchiano because of the “stricchia” – “witch” or “fear” in the ancient language of the Porsennians – the burg is now a cluster of shacks that surrounds and serves the Monastery of Saint Patron (“Patron” is the Saint’s actual name).

Borgo Stricchiano has only one inn, named “The Mar-bowl” after a gambling game played by local oldies. What with breaking one’s backs for the friars on even days and doing in one’s knees for the nobility on odd days, the only opportunity for fun are Market Sundays, when the town square fills with street actors, swindlers, acrobats, witches, and storytellers; oh, and the great year-end Fireworks Show.

Like a lover, the mephitic swamp circles the whole of the Borgo in a close embrace; to the north, it gives way to Bramblewood, haunted by the soldiery of the Vasi, a wealthy Fioraccia family who control the area from their Villa on the Tempest Cove promontory.

To the east, as well as the Farming Estates – each in the clutches of a family of toothless, violent, and ignorant peasants – lie the Tangle of Shrubland and hills black as ink and full of wild boars as large as milk rhinos. All the families in the district keep away from the hills and the Shrubland, and caution travelers to do the same. In the lands around Borgo Stricchiano, they warn, there are Ancient Pacts with mother nature that it is wise to respect. Don’t pull a leaf, kill an animal, or pick a mushroom if you don’t want to catch the Malady that turns offenders into plants, making flowers sprout from their skin and bones, turning lungs into sponges, and inflicting the most atrocious torments.

According to the burg’s fibbers, the hills will open their eyes one day, rise in the form of huge giants called Gallimaufries, and trample those who have not respected the Ancient Pacts with Nature.

SAINT PATRON

The Monastery of Saint Patron hosts nuns and monks in equal numbers, divided by an impassable wall.

These religious are among the most valid scribes in the Kingdom and their copy room hosts very ancient volumes on which a rule of absolute secrecy is in force. Some of these ecclesiastics travel the Kingdom in search of new tomes to copy, but all of them, once dead, will return to the monastery’s ossuary where the ritual formula “Non est revertatur” (there is no return) will be engraved on their skulls.



THE SWAMP HAG

The coast line is a mile-long lagoon, overgrown with reeds and typhodds (good for cattle), daggers and swamp towhead (with which local artisans stuff chairs). Wayfarers sink to their calves in muddy pools to the croaking of toads and polliwogs and the constant buzzing of mosquitoes, carriers of malaria. They make camp in the necropolises of the Porsennians, inhabited by ghosts and demons, and risk meeting the Swamp Hag inside any patch of shadow.

Healing priestess and only heiress of an ancient wisdom according to some, hideous child-chewing befana according to others, the Swamp Hag is the most influential figure in Borgo Stricchiano. Legends spring up all around her: there are those who say that palude lamps, horrible flowers whose fruit is similar to a human orb that observes your every step, are eyes the witch uses to supervise her territory; there are those who attribute her omniscience to the bramble-and-dung homunculi who have repeatedly attacked the horses of merchants and soldiers of fortune. It is whispered that the sorceress’s name is Velia the Mutable and that she changes her features as a noblewoman does gowns on special occasions. Village elders claim that the Hag is an evil angel capable of spell-binding her victims to make them live with her amidst towering rotten reeds, reciting tales and dramas like chained actors in a company of conscripts at her command.

The befana can read the past, present, and future with cards; often, on market days, she appears in the square to deceive and bewitch children with her codswallop.

More rarely, she is sighted in the north, near Bramblewood, an impenetrable jungle of thorns, or at Villa de’ Vasi, on the rocky promontory of Tempest Cove.

What affairs bind the elderly woman to the noble family of Fioraccia remains a mystery.



By contrast, the nuns have a luxuriant garden of medicinal plants. It is rumored in the village that they mix the Creed with another religion, perhaps even more ancient than the Porsennians', in rites where the future is read in the flight and entrails of seagulls; they are also said to hunt black creatures that crawl under the sand, and to adore the Mother of Night, a primordial female divinity painted on the walls of caves in the hills that few know how to reach.

Even though all the villagers have thought so at one time or another, they need to be drunk as skunks before they'll let it slip that the holy women of the Convent are somehow in league with the Swamp Hag.

THE DE' VASI OF BORGO STRICCHIANO

Villa de' Vasi is the manor house of the de' Vasi family. On stormy nights the Villa overlooking the sea is the best place to observe lightning storms and luminous omens flashing above the Gorgons.

Romualdo de' Vasi, head of a dynasty whose labyrinthic family tree is full of strange beings, is a scholar and collector of ancient texts who settled in Borgo Stricchiano precisely because of its proximity to the monastery, having decided to be served by its inhabitants and farmers.

Relations of Romualdo de' Vasi can be found throughout the Kingdom, each carrying, like a family coat of arms, a story and a particular curse: from Flamma de' Vasi, a gifted who was born burning her mother's womb and transforms everything she touches into ashes, to Matilda de' Vasi who was so good at disguising herself as a pirate that she became a ship's commander; through to the most absurd: knight Naso de' Vasi, an actual nose whose entire body was cut off and perished in battle, while his mind and feisty spirit remained in his nostrils.

All the de' Vasis' stories are kept in the Villa's huge library, which contains enough volumes to fill five carts. All these books can leave the library, except for an immaculately white volume placed in the center of the room, on an inky-black altar: the Book of Secrets of Villa de' Vasi, full of Answers and Secrets. It can only be read by those who are willing to make a pact with the book, by writing their own secret on one of its pages and watching it disappear and be replaced by someone else's secret, often accompanied by a mission to fulfill.

JOBS IN BORGO STRICCHIANO

While most inexperienced Bands keep away from Borgo Stricchiano because it is so hard to reach, some full-fledged Knaves can't resist the call of the Swamp Hag, who needs swords for her own mysterious affairs; or the gold of Romualdo de' Vasi and of the monks of Saint Patron, always in search of cursed objects and tomes for their collection; or the wheedling of the nuns; or the need of some district family to hire mercenaries for one of its Glorious Rural Wars.

Whatever their reason – even a wrong turn in their paths – for venturing into these muddy and malaria-infected lands, Knaves are advised to keep in mind the warning written on the foreheads of a thousand skulls in the ossuary of the monastery.

Non est revertatur.

There is no return.





Spoletaria

OR OF CASTLES, MERCENARIES, AND SWORDPLAYERS

As already mentioned, the main function of Spoletaria, when still part of the Kingdom of the Two Scyllas, was to act as frontier march and garrison against horrors and fugitives from Penumbria. Now that this region is no longer under anyone's control, its fortified citadels have become one of the main recruiting centers for mercenary gangs and sellsword companies. It is often here that the highly feared Penumbrians, renowned as the cruelest killers plying the battlefields of the Kingdom, find recruitment when fleeing their homeland. Again, it is here that, in the absence of other occupation, daredevil captains and marauders put together companies ready for anything and head up the Via Cappia (Hanging Road) bent on looting. After all, what you do in Penumbria stays in Penumbria, right?

The long military tradition of these districts has also fostered the flourishing of fencing schools of all kinds, and today this is one of the hothouses of the Kingdom's best swordsmen and weapon masters, excelling in every technique, even the most secret and forbidden...

ON THE WINGS OF THE SARCHIAPONE

Spoletaria is the only region in the Kingdom to be practically identical from above and from below. When tavern cooks overbake a cake, cracks and fissures form on its blackened crust. That's Spoletaria for you.

The cracks are narrow ravines at the bottom of which meandering streams form, bringing ash and gray sand with them.

The great forests are ancient and impervious, with tall, branchless trees that were already fully grown at the time of the Kingdom of the two Scyllas.

The widest river is a mere trickle compared to those of the neighboring regions. Called The Vein, this divides the area in half. Other water "driblets", as the locals call them, flow into its turbid course, so meagre as to be barely enough to water the horses and wet one's whistle. Certainly not enough to wash.

The main cities are two, or maybe one or three; all of them have been given fancy names: Rocca del Nibbio, Aquilea,

and Vultura. Seeing as they perch on mountaintops like birds of prey... what else would you call them? These are offset by more isolated and rural settlements, in the midst of woods and forests of all kinds: Norcita, place of origin of the famous itinerant norcitans; Ternia, a fairytale land ruled by the mythical Boar King; Margia and Marruggia, twin cities located at the intersections of the most important roads in the region.

Due to its proximity to the evils of Penumbria and to its age-long military traditions, Spoletaria is also full of citadels, fortresses, towers, and all sorts of military garrisons. As famous as major cities, the most impressive of these are Pluckadybbuk, Shoat, and Bellow, whose names evoke the barren, stony area they overlook. Rather than encircling villages, these large fortresses only protect themselves; all around, amidst encampments and caravans, soldiers, villains, and minions loyal to the squire in office bivouac, bicker, and hang out in taverns and improvised brothels while waiting for the next brawl.

Pluckadybbuk is a squat clay-and-spit tower governed by Alexandra LaMagna, a blond morgant of thick thighs and tattered attire, who rules the roost in the north.

To the south, Shoat is a heap of lava rock surrounding a stone cube that its captain insists on calling a castle. Daniel "the Gross" Didose leads a handful of pagans, heretics, and brutes fond of meat in more ways than one.

Bellow, on the other hand, is an architectural quirk. Straddling The Vein, this is a bridge-manor that joins the eastern and western sides of town. When the stream was too wide to jump, Bellow charged a toll to cross it. Now wayfarers and mercenary bands pass alongside it, deriding its lord, Roberto Malachia Vitagrama.

THE REBELLION OF ABBRUTTO

While all cartographers who ever said so died under mysterious circumstances, the Spoletaria March theoretically includes the Rebellion of Abbrutto, a territory even less restricted by laws and rules, impervious to conquests or dominations, and traditionally inhabited by "(very) strong and (not so) kind" people, inclined to be recruited into companies.



This land is distinguished by the Gran Masso, which towers over Aquilea, the one currently-civilized city, whose rulers have the bizarre tendency to turn into birds. All around the Gran Masso lies the Morsica region, distinguished by lake Forge, where a fearsome dragon is said to rest. There is no shortage of villages (to be visited at one's risk and peril), with evocative names of their respective main economies: Butchburg, Guttbury, Thiefham, Beheadham, Arischi, and so on. Abbruto also has an outlet to the Sea of Towers, controlled by the fortified village of Castellamaro; here, mountaineers and fishermen often beat each other up when they have nothing better to do. Do not miss the renowned local cuisine, served in murky taverns by curvaceous innkeepers: above all, try the succulent lamb kebabs called "rostelles".

SPOLETARIA, WILD, HARSH, AND STRONG

If there's one place you don't want to live, that's Spoletaria. Apart from Penumbria, that is. Not so much because it's a wasteland of sharp rocks, parched woods, and crevasses in which even an echo is afraid to bounce, but because of its people.

Spaulders, Morsicans, Shafts, Cudgels, Buttheads, Peskiers... often belonging to barbaric, heretical, pagan, and sylvan populations, the region's inhabitants are large and grim, and hairier than a horse brush; they wear the skin of the first animal they ever came across and greet each other with a punch in the head. When the locals aren't busy fighting or drinking in dives, Iron Arm, Stone Head, and Wooden Leg wrestling are their main pastimes, along with an obscure version of the Morra that only Morsicans seem to understand.

While eagles, hawks, kites, and vultures are the symbols of mountaintop towns, the valleys and hills are infested with woolly buffaloes, wolves, wild boars, bears, and milk rhinos, a stocky and hairy version of these Meridian beasts.

Devoid of real rulers, a tough land for tough people, Spoletaria thrives on hunting and warfare, exporting skins, cured meats, ambulants, matadors, mountaineers, mercenaries, blacksmiths, and warriors for battles throughout the Kingdom. And nobody gives a damn.

JOBS IN SPOLETARIA

Even keeping still is risky, in Spoletaria. If you stand immobile in front of a castle, or inside a dive or cathouse, chances are you will get mixed up in a brawl, a melee, or a showdown to the last breath. The good thing about Spoletarians is, they aren't prone to subterfuge: they always attack head on and in broad daylight, and don't go in for poisoning, gossiping, or distilling evil plans through years of wrongdoings and suspicions: stick in hand, they'll solve any matter!

Bruises, punches, broken ribs: it won't be difficult to get hired to replenish a defeated company in need of fresh cannon fodder to raid an enemy castle and reclaim it for the umpteenth time, or to free a "house" of fair ladies besieged by rascals.

Those looking instead for a bit of adventure in the wilds can devote themselves to the most peculiar local activity: capturing the legendary sarchiapone, a creature as treacherous as the foioncus and as elusive as the rumphus: in fact, no one has the faintest idea what it looks like.

"When the dead person cries, it is a sign that he is
on the road to get well"

- THE SAYING OF THE CROW -

FIST AND SWORD, AND THE OTHER FIST NEXT

Spoletaria is a region of humans, syl-vans, and morgants, and although local humans are larger and shaggier than normal, the differences are very subtle. The region is rife with pagans and heresiarchs who fight and lay waste to their surroundings. Occasional rascals and cutthroats pick up the crumbs, raiding plains already devastated by battles, strictly after these are over.

On the main streets, scattered between one castle and the next, there are taverns, brothels, and lupanars galore. These are managed by bands and companies of "fair ladies" who have been running their own businesses for a while, and won't cause much trouble if you pay up and act the "gentleman". If you don't, the Skanks running these joints won't hesitate to "give it a snip".

Malebranche and marionettes are rarely seen around here: there's really nothing interesting for them to do, apart from fighting on the valley bottom for gentlefolk watching from atop the nearby hills.

Guiscards, supersticians, and jinxes are also very rare, as are gifted, fairies, and elves. In Spoletaria people throw punches, not spells; a local barbarian will thrash anything he doesn't understand, and among the thousands of things he is not familiar with, Extravaganza will probably top the list. While there is no lack of sanctuaries and monasteries, the Creed's most prominent prelates and ordinals keep well away from these districts, leaving beggars and charity to minor friars and third-rate monks.

Even scarcer are pantegans and wolf-cats, whose most common fate around here is to end up on skewers...



Alazia

OR OF LOST EMPIRES AND DESCENTS INTO INFERNO

Alazia was once the very heart of the Draconian Empire, and consequently the most important region in the peninsula. Centuries ago, the city-state of Plutonia was the center of a boundless empire that touched all known lands, and reportedly counted a million inhabitants. Under the weight of this immense concentration of people and buildings, ancient Plutonia sank into the ground exactly a millennium ago, kicking off the still-raging Thousand Years War. Today, Plutonia is a wasteland of ruins as large as a region, said to lead to the Inferno itself, inhabited by devils, damned, ghosts, and shadows. Nobody lives around there anymore. The rest of Alazia, now decayed and decadent, is peppered with independent fiefs run by powerful families.

Yet today the Calendar still has its headquarters here, and the region is full of run-down churches, monasteries, and cathedrals. Traditional devotion lives on in its inhabitants, as do numerous orders of chivalry, hard knocks, and beggars who have their convents, fortresses, and abbeys here.

ALAZIA ON THE WINGS OF THE DRAGON

Located in the central part of the peninsula, Alazia has an extremely variegated territory. Inland, the Titan Spine marks the region's border with Torrigiana; an endless series of hills slopes from the region's center to the ample plains that reach its long oriental coast.

The northernmost district bordering with Penumbria, known as Rupia, is populated by pagan communities of the same name, the Rupi, similar to corresponding tribes in Spoletaria. Vigorous but not very well-organized in battle, these grim fighters have a religion halfway between the Draconian and the Creed, accept no lord, and only believe in Heaven. There are bears in these parts, and mountain goats, large eagles, wild boars, and wolves (including werewolves). The area also features a cluster of volcanoes, each having a peak of modest size with a still-active crater:

- The Loudmouth, the lowest of the four, with a constantly-boiling crater.

- The Ever-Quiet Silent, second in order of height.
- The Catawampus, which owes its name to its crooked shape.
- The Asskiller, the highest of the four volcanoes, known for being the most difficult to climb.

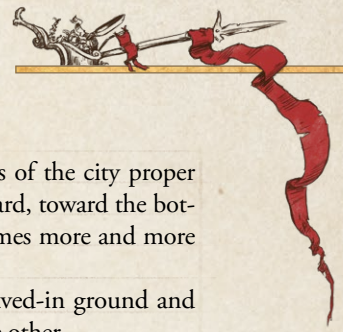
These volcanic mountains are collectively known as the Four Devils. Of the many myths and legends about them, one says that through their calderas you can reach Inferno, another that the Fall of Plutonia was caused by their underground movements.

The area around the Four Devils is also full of grottos and caverns, home to the last of the Kingdom's fire dragons, descendants of the colossal beasts that were the very symbol of the Empire. For this reason, they are often the destination of crazy adventurers who rarely return.

To the south of the Rupia and to the east of the Titan Spine, the hills quickly slope down to the Lowlands, the great Alazial plain where Plutonia first expanded, in the centuries following its foundation. Aside from central Havoc, the Lowlands are an area of green plains, hills, orchards, and vineyards. In addition to numerous modest watercourses, the Lowlands are traversed by the Divine Blond, the most important river since the Fall of Plutonia and the collapse of the Acheron basin. The Divine Blond (which everyone simply calls "the Blond") winds down from the Rupia and disgorges into the sea at Patacca Port, making its fortune. Characteristically golden in color, its waters are rich in fish and marine creatures of mellow character.

In the southern area of the Lowlands begins the Castelli district, dotted with villages, fortresses, and citadels, and split between great families of princes who have warred incessantly for centuries: the Pilastro, the Della Quercia, the Gorgia, the Ursini, the Caimani, the Piccoledonne, and many others. Given the large expanses of wild territories, these hills and plains are also home to wild beasts and animals of all kinds: hyrcocervi, unicorns, griffins, catsnakes.

Alazia's southwest is mainly occupied by the Buri Hills, with its succession of gentle buttes, lakes of all sizes, and luxuriant



woods. The Buri inhabiting these lands are known for their rural customs and prosperous countryside, their fine wine, and the genuine beauty of their young men and women. Of particular interest is the area around Lake Thump, also of volcanic origin, and the Witchwood, concealing the ruins of gigantic walls dating back to before the Draconian age.

In this time-spared haven, vestiges of a Draconian cult dedicated to the ancient goddess Thumpa still survive. In the woodland heart of this sanctuary, to which sylvan and pagan pilgrims flock from all over the Bounty Kingdom, grows a sacred mistletoe plant constantly irrigated with the blood of fools who dare challenge the supremacy of the Masked King of the Wood in the Sacred Brawl.

Further south one enters the Secca, a flatter area of bare and rocky landscape, mostly wasteland, where pantegans are a real threat to the unwary traveler. Here, right on the border with Volturnia, stands the city of Ophitia, already ancient before Plutonian times, dedicated to the Mother of Serpents.

HAVOC AND HELL'S MOUTH

In the heart of the Lowlands of central Alazia, in the innermost part of the ancient network of imperial roads that reached every corner of the Empire, lies what is now referred to as "Wasteland". The landscape here changes from green and prosperous to arid and uncultivated, with vast marshy areas created by the collapse of the main local rivers. After the first ten miles of wilderness, infested with bandits, monsters, and outcasts, the outer ruins of Plutonia come into sight: remains of crumbling aqueducts, caved-in walls, decaying towers and forts. From here on, the ground begins to tilt and you find yourself walking on the outermost edge of an abyss whose downward gradient slowly increases. A couple of miles further

in, the remains of the peripheral quarters of the city proper can be seen leaning or disintegrating inward, toward the bottom of the chasm, whose approach becomes more and more sharply inclined.

The slope soon becomes a ravine of caved-in ground and buildings that collapsed one on top of the other.

The last mile of this disconcerting descent is almost vertical: an abyss strewn with ruins, cascades of sulfurous water, and mudslides, infested with creepers that have been claiming every corner of this ancient capital of the world for over a millennium.

Known by the name of "Hell's Mouth", this abyss is home to a host of monsters, ghosts, tarasques, and even more terrifying beings straight out of Inferno.

At the bottom of what's left of the city, in the center of its main square, an even steeper well gapes with sheer walls, at the bottom of which is said to stand the Eternal Gate, the real entrance to Inferno.

Whether it was a natural earthquake that destroyed the capital of the Draconian Empire and laid bare the Eternal Gate or, vice versa, Inferno that heaved from below and gnawed at the city's foundations, the fact is that the Fall of Plutonia coincided with the revelation of the Eternal Gate, the start of contaminations between the earthly world and the underworld, the beginning of the Thousand Years' War, and the spread of the new Creed.

Today, the whole of Wasteland is considered a land to be avoided like the plague, and the innermost reaches of old roads leading to the capital are in a state of abandon. To continue to exploit the excellent network of Draconian roads, ramifications were created just outside Wasteland, joining these strategic routes together to form a curious ring shape simply called "the Junction".



PATACCA PORT AND VATICIN CITY

In the centuries that followed the fall of the Empire, what was formerly a small coastal town known for fences and forgers became an important coastal center known for fences and forgers. The port owed its fortune to various factors: the growth of the basin and the rising importance of the Blond, now the main river route in the region; its position on the sea, the collapse of Plutonia, the inability of Alazia's barbarians and nobles to give life to a solid fiefdom; but, above all, to the foundation of Vatican City a few miles from its walls. Patacca Port is now considered a "Free Commune of the People", where tribunes and representatives of the various city corporations govern public affairs, trade, and free contraband. In this peculiar center, the highest authority is held by the marionette Jackdaw of Rienzo, who has been managing things discreetly for a couple of decades. However, the region's princely families have not resigned themselves to the loss of such a rich and strategic harbor, and the city is rife with secret societies, conspiracies, dynastic intrigues, and political scheming.

In the hinterland, just opposite Patacca's walls, towers Vatican City, an impregnable fortress erected atop the hill of the same name. The sacred citadel consists almost entirely of cathedrals, monasteries, and convents, plus the houses of sacristan families who serve the clergy, and the barracks of the Svanzic Guards and the Knights of Malt. Expressly based on simple precepts of honest living and on ideals of humility and fairness, the Creed of the Calendar quickly took hold of large sections of a population struggling in the aftermath of the fall of the Empire: a time of famine, endless civil wars, banditry, pestilence, and oppression – not to mention the revelation of the Eternal Gate amidst Plutonia's ruins!

For this reason, Vatican City annually receives sumptuous tributes, used to dispense the Creed to the faithful, maintain the many religious orders scattered throughout the Kingdom, and educate and train hosts of monks, clerics, priests, exorcists, and knights. Landone degli Alberti, crowned Telesphorus the First, is the current Patriarch King of the city, Prior General of the Creed, First Minister of the Calendar, and Humble Servant of the Godhead. Because of his nature, and having been a member of one of the Brawly Orders, he is also known as the Slap of God. Telesphorus is apparently a simple and good-natured man who leads a frugal life following the precepts of the Creed. Some argue that this is only a facade and that behind his ruddy face and gentle manner hides a fine strategist, equally expert in earthly and celestial matters.

Today, Patacca Port and Vatican City form a solid, secular and sacred alliance, which no heresy, political plot, conspiracy, or civil war have ever managed to dent.

OPHITIA AND THE SPELONCA ISLANDS

Although Patacca Port might seem a treacherous city, and despite the Castelli being a battlefield of mercenary armies and the Rupia plagued by companies of wilds, brigands, and pagans, the most dangerous district of Alazia, apart from Wasteland, is still the Secca, a wilderness enclosed by jagged hills and lashed by salty winds from the sea.

At the far end of the Secca, right on the border with Volturnia, is Ophitia, a city now entirely in the hands of scoundrels, outcasts, and murderers of the worst kind, so much so that it competes for the title of "most fetid hole in the Kingdom", and sees its name often misspelled as, er... "Oriphitia". Its position makes it the perfect headquarters for companies wishing to hit Volturnia and Alazia simultaneously, and get away with it. In command of the city is a real company leader, Sciarra, the "King of Knives", a renegade of the noble Pilastro family. This skilled and ruthless leader terrorizes both regions and even his noble relatives. Over his head hangs one of the highest Bounties in the Kingdom.

Oriphitia's equal in terms of danger, the Spelonca Islands were named after the main island and cave-city located at its heart. These islands are in the hands of the bucateneers, a brotherhood of pirates thus named for their habit of consum-

THE CREED

Summarizing the Creed of the Calendar in a few lines would be an impossible task, so we'll sketch its salient features. The Creed is essentially aimed at the veneration of the Ternal Father, also known as the Godhead, the Heavenly Lord, the Shepherd, and by many other names. The Godhead is not an abstraction or a symbol, nor is He someone to have faith in: He is the creator god who sits in the heavens above, at the center of a court of celestial beings. His work is visible and His power easily perceived by anyone: in the powers of miraculists, hermits, and exorcists, or of relics, for example. While Hell's Mouth sits at the bottom of Plutonia, on the other side of the world, according to the Creed, lies the Celestial City of Urania, enabling access to the Seven Heavens of the Firmament. This "hyperuranion" is populated with blessed souls and celestial beings, just as Hell beneath Plutonia is inhabited by the damned, devils, and unclean beings. Reaching the Seven Heavens after death, rather than Hell, is the material and spiritual goal of (almost) every believer.

The birth of the New Doctrine, totally different from previous imperial cults, dates back to the first century after the fall of Plutonia; since then, it has gradually replaced the pagan traditions of the Empire and of the surrounding continents under its influence.

Over the centuries, different cults developed from the New Doctrine. To a larger or smaller extent, these are now in conflict: the Paradox Faith, particularly widespread in the east; the Creed of the Calendar, with its heart in the Kingdom, prevailing above all in Occasia; the Revelation of the Prophets, sustained mainly in the west and on Meridiana; and many other minor variations.



In addition, each of these major currents has internal divisions of varying importance. The Creed, for example, has four main Patriarchates, each focused on a particular version of the cult. Despite the theoretical equality of power between these four religious leaders, it is obvious to everyone that Vatican City's Patriarchate is the most important.

Aside from the highest systems, the Creed is based on the veneration of Saints: individuals who, in the past or recently, proved capable of performing miracles, and therefore of being the means of heavenly power on earth. Alas, owing to the vast proliferation of hustlers, charlatans, and swindlers, even genuine miraculists and exorcists who roam the Kingdom are often looked upon suspiciously for years before their true powers are recognized.

Alongside Saints and celestial beings, the Creed recognizes other prominent divine figures: the Double, or Divine Twins; the Quaterne, or Four Mothers of Earthly Elements; the Cinquain, or Five Archangels, representing the Hand of the Godhead; and Bingo, namely the Supreme Roster of the Ninety Heavenly Governors. For this reason, "Double, Ternal, Quaterne, Cinquain, and Bingo" is the Creed's classic greeting, blessing, and protection formula imparted with the famous "Sign of the Bingo."

ing masses of bucatini. The association is not so bizarre: often forced to cook for themselves in makeshift camps along the coast or aboard rickety sailboats, these rough sailors of the Sea of Sapphire have invented a long tubular pasta: made around a stick, it cooks quickly and is as delicious as pasta can be.

The richest and most respected corsair of the Speloncas is Verucci, a wealthy admiral and merchant of Zagarian origin who came here twenty years earlier to lord it over everyone and everything. In addition to his collection of prodigious swords, the ruler of Spelonca is known to go everywhere with a killer called Voldo, a crazy gifted with a highly original fighting technique.

JOBS IN ALAZIA

Adventurers and Knaves of all kinds always find bread in Alazia. How about dark caves, monsters lurking in the shadows, treasures, or even, why not, a dragon? If that sounds exciting, the place for you is Rupia, up in the north, under the Four Devils' peaks. In this fascinating scenario, overlooked by four volcanoes always on the verge of exploding, you'll get your chance to take on the classic and perilous job of exploring, treasure-hunting, and pillaging, so dear to the conventional adventurer.

If you want to stay in the north but are looking for something more unusual, why not battle against the barbaric and violent tribes of the Rupi? Or join them in raiding and setting fire to some castle of the loathsome Della Quercia lords?

Or are you looking to work in a more relaxing natural setting, possibly pervaded by mysticism and Extravaganza? Then go down to the center. In the Lowlands you could meet hyrcocervi, farfarels, and fairies, listen to the song of the anguanes, and commune with the Buri, who will offer you good wine and certainly involve you in some rural feat in the woods, with slaps, dive games, and spells.

Alternatively, you could wander through the many forsaken Empire ruins scattered throughout this region. Beware of the ancient curses and horrors that haunt them!

Also, if you like that sort of thing, you could hunt down the legendary Bugaboo, the gigantic monster that swims under the waters of Lake Racket.

Bored stiff with relaxing? What you need are some naughty thrills in Patacca Port, where you revel in palace intrigue, ruthless power games, obscure religions, and trafficking of all kinds; get chummy or clash with city guards, set up or snuff out a revolution, climb the rungs of high society, or dig into the sewers, discover the secrets of the Patriarch King, or risk dying to save them from discovery. Patacca Port is where every Knave of fortune can become a general, and every general eventually reverts to being a common rogue.

Would you prefer something less sophisticated, more essential?

Then how about heading south, through the Secca, to Ophitia, the last fetid outpost of (more or less) civil society? Find the dregs of humanity, share a carafe of mulled wine, and swap stories of bawdy adventures!

Alazia is a land of infinite possibilities, all there for the taking. Or stealing. Or destroying. Or ignoring, and doing something else instead!



Ausonia

OR OF BANDITS, ZIGANES, AND SOLDIERS OF FORTUNE

The rich districts of Ausonia, which stretch out toward the Zigane Sea and the Sea of Shadows, have always been home to great navigators and pirates, and it is said that Ziganes landed here for the first time from their lost western lands, so much so that this region still has their largest population in the Kingdom.

Even earlier, before the arrival of the Draconians, this land was reportedly colonized by the Esperians, and Ausonians are said to descend from those mysterious people. For this reason, Ausonians are known for their beauty, golden-brown complexion, fiery temperament, passion for music and dancing, and for their many ancestral beliefs and traditions.

The latter include the cult of atrantulas, or wolf-spiders, beasts that thrive around Atrato; the all-night dancing, light displays, processions and bonfires that take place especially in summer.

Another local tradition is that of Mamma Tarasca, the progenitor of the region's many lizards, overgrown reptiles, and dragons. She is said to live in an ancestral and forgotten place among the deepest caves of the region, greatly coveted by many errant knights who roam these districts.

ON THE WINGS OF THE CORMORANT

Ausonia's landscape unfolds in a succession of plateaus and tablelands, sandy beaches and steep, rocky shores, mountains and hills, vineyards, olive groves, and fields of wheat, plains dotted with farms, ancient sun-kissed fortresses, and coasts thronging with vessels.

Its seas are full of ports and nautical villages, fishing boats and sailing ships. knights-errant and captains of fortune, treasure hunters and relic sellers roam the sunny paths and prosperous streets of its countryside and hills.

In the past, Ausonia saw the birth and decline of kingdoms, principalities, and counties, captaincies and dominions of all kinds, but now it lacks a central government. In fact, its major fortified villages, such as Atrato, Guistown, Forgia, and Aurocastro, are city-states that barely control their surrounding territory.

Its smaller towns are similarly independent: citadels and rural villages, farms and coastal fortresses live in relative freedom, except when united in temporary federations and strategic alliances.

THE TROLLIS OF MONTEBELLO

Embraced by the sea all around, this sunny ancient region is home to fairies and elves who often hide treasures or secret knowledge, blessed relics or magical artifacts. Perhaps the most famous of the region's Extravaganza beings are the Trollis, a lineage of coarse and brutal giants who live on the slopes of Montebello, one of the region's main mountains. In this inhospitable land, Trollis build stone houses with vaulted roofs or occupy ancient tombs of similar architecture, which they also use as shelter for their flocks. Many of the region's heroes and paladins are constantly engaged in endless battle against these beings, or in the quest for treasures hidden in their domain on the mountain.

JOBS IN AUSONIA

Hunting for regional dragons, tarasques, and trollis; searching for ancient relics, treasures, and artifacts among crumbling brigand-infested castles and haunted towers; taking on challenges and jousting for Ausonian lords; participating in adventures on ships sailing from Atrato, Guistown, and other seaside cities: these are the main opportunities for Knaves around this part of the Kingdom.

Not to mention the on-going war between companies of the King of Carafes, chief of the region's brigand leaders, and the Catena, the local headquarters of the Honored Society, or the raids of the Marsinnaise and Gibralcandan corsairs, raging along the coasts for piracy or contraband of all sorts.



ZIGANES, LACKLANDS, NORCITANS, AND CARAVANKERS

Leading a nomadic or semi-nomadic life is fairly common among the families and populations of Ausonia, as it is in the rest of the Kingdom, and is considered perfectly normal: in fact, at least one in ten people live in this manner.

Beggars, seasonal workers, shepherds, horsemen, street actors, thespians, puppeteers, acrobats, street vendors, and carnies are a common presence in every region, and even bands and companies that travel throughout the Kingdom are part of this custom: just think of soldiers of fortune, miraculists, itinerant friars, knights-errant, supersticians, benandantes, guiscards, and all other members of these wandering coteries of rogues...

There are also entire clans and populations who move together and traditionally lead a nomadic existence. The most common of these, especially in Ausonia, are Ziganes, a people of mysterious origin who arrived from the west on agile, expertly-built sailing ships. Some Ziganes live on the western seas; others have left the coast and travel across the Kingdom in equally elaborate caravans. They have curly black hair, fair skin, and green eyes. Their language of origin is complex, and so different from Draconian that it is thought to derive from ancient Esperian. Mainland Ziganes are generally skilled musicians, artists, dancers and swordsmen, talented toy makers, sorcerers, and healers. Many of them are gifted and offer their services as supersticians, astrologers, herbalists, and fortune-tellers. Those who do not leave the coast and the sea are expert sailors, steersmen, and fishermen, proficient in the secret art of fishing with cormorants and pelicans, whose language they are said to speak.

Originally from Zagara, Lacklands are a poorer people accustomed to modest jobs: charcoal burners, street vendors, tinsmiths, grinders, merchants; their chimney sweeps are very much in demand. Among them lurks an underworld of swindlers, fences, and smugglers; the latter, however, have opposed bandits, brigands, and vicars for centuries, maintaining their own code of ethics. Lacklands have also developed a secret language called Racket, more of a sly jargon than a proper language. Lacklands have roamed the Kingdom of the Two Scyllas for centuries, rarely traveling beyond Volturina or Alazia.

Another famous population of ambulants is that of the Norcitans, originating from the Black Valley of Spoletaria. These itinerant clans of sylvans have long been highly skilled in animal slaughter, becoming the Kingdom's most famous charcuterie and sausage craftsmen, much appreciated wherever they go. When they are not busy working for others, norcitans usually transform their wagons into dives, taverns, and itinerant trattorias, where they prepare and serve all sorts of roasts and delicacies, such as lamb kebabs, roast pork sandwiches, and huge helpings of pasta. They are also known as charlatans, concoction makers, tooth pullers, surgeons, barbers and castrators for... er... all needs.

Lastly, a note on the Falcamonte Caravankers. Following a law that prevents honest believers from running exchange, loan and credit desks, a few families from Aste, a town between Quinotaria and Falcamonte, turned nomadic and started to move around in immense "Caravanks". These huge ox-drawn jalopies are genuine traveling banks, and their drivers – veritable bankers, guardians, and usurers – are happy to lend money or provide certified letters of credit, cashable at any other Caravank in the Kingdom. One day, according to a widespread rumor, the caravankers' plot will suddenly be revealed: in a few hours they will secretly dismantle all their itinerant banks and no one will be able to collect a thing. There might be some truth in this.



Counties

ENTIRE REGION



While the existence of the Forgotten Counties has never been substantiated, one can easily guess their morphology from the surroundings. Their landscape is presumed to consist mainly of hills and mountains, whose highest peaks should coincide with the Titan Spine, but the hills could also be interrupted by a large plain. There is said to be frequent and abundant rainfall, which has generated a host of rivers and several freshwater lakes... but an equally-probable hypothesis theorizes a dry and arid climate caused by strong winds that drive away clouds. It is also assumed that there are no significant inhabited centers, but only a few ramshackle settlements, because the locals – if they exist – prefer to move to itinerant markets. One of the few written testimonies reports that the Counties' very soil seems to want to expel individuals who tread on it, as if they were small animals to be evacuated. This singular effect could derive from the presence of *Boletus* mushrooms, which are

...and very nearly
a smirch on his
you, his head bent at



YET MORE NONSENSE

In the absence of verified information, it is difficult to provide reliable news on what happens in the Counties. But any dive that is not self-respecting has rumors on all kinds of events: these will be reported for the record, but let's keep in mind what they are: mere rumors.

It would appear that a large group of ill-thinkers oppose new canonical truths according to which the sacred earth we walk on is spherical. An itinerant gathering armed with torches and pitchforks, these opposers are said to be the core of the "Plane-Earth Movement".

When boasting of their passage through the Counties, some wayfarers claim to have seen several towering monolithic blocks: five-sided pillars that seem to serve to control penta-generals and are reputed to be a residue of the

...of the ... all be!

Another recurring theory is linked to strange, thread-like clouds that often veil the sky above these lands. These "trails" are reportedly secretions of real migrating ostriches that somehow control people's minds and make them forget everything that happens to them in those places.

But these aren't the only bizarre stories. There are also rumors of reptiles that wear human skins, and of a coven of herbalists who peddle remedies and poultices that artfully protract diseases so they can sell other cures.

Other accounts tell of a valley where lush vegetables grow spontaneously during the day and freeze at night due to the extreme drop in temperature. There is also talk of accursed towns, impossible to leave once you enter them, and a thousand other stories that have more in common with Extravaganza than with the humdrum routine of the Kingdom.

JOBS IN THE FORGOTTEN COUNTIES

Although every rule of common sense would advise against it, many companies and Bands try their luck at reaching the Districts, based on the old saying that "if not much is known, there must be petechins involved."

Never was a saying more false. The hard truth is that many of these fledgling Knaves never come back. Only those who are not afraid of the absurd, of finding themselves facing impossible places and unthinkable situations, have some hope of leaving the Forgotten Counties on their own feet.

In addition to all these creatures, and to all the scheming and absurdities reportedly taking place in the region, Knaves must beware of colleagues who got there before they did; having been left high and dry, these other Knaves might try to rob them of what little they have.



GIFTED, NONEXISTENTS, AND EVEN OGRES

As one would expect from a place that is unlikely to be real, the Counties are inhabited by many nonexistent peoples who have been gathering there for centuries, having found their congenial home: a land that suits them and where, at last, they can truly be themselves.

There is also said to be a high concentration of gifted, owing perhaps to the region's recurring oddities. Many reports also indicate sightings of marionettes, crowds of louts acting in unison, wolf-cats, mandrakes, talking animals, and other creatures variously related to Extravaganza. All these events raise more than a question as to why the Counties, if they really exist, should be filled with such weirdness.

It should be noted that the presence of free-ranging wild creatures and of some ancient races, such as ogres, fauns, and even cyclopes, has also been reported.



Volturnia

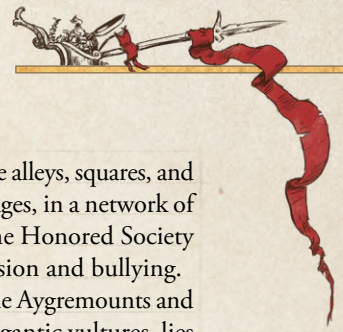
OR OF PIZZA, GUAPPPOS, AND MANDOLINS

Together with Alazia, Volturnia was one of the oldest provinces of the Draconian Empire and, before that, one of the most prosperous colonies of Magna Arcaia.

The first archaic settlement in this area was on the island of Fischia, opposite Apollonia, from which the region's colonization started. Following the arrival of these populations, Volturnia soon became a land of wealthy farmers, licentious artists, powerful philosophers, talkative merchants, and intrepid sailors.

When Plutonian of the Age of Kings began to expand out of Alazia, these fertile and prosperous lands became their first military target. Contrary to what happened elsewhere, however, the conquest of Volturnia was in many ways peaceful: the wise and cunning settlers of Arcaia managed to calm the feisty spirits of their Alazial attackers and submitted to them without a fight, offering the advantages of an advanced society in exchange for an alliance with their violent neighboring invaders. From the





fusion of these two populations and cultures, the basis of the future Patriciate was laid, and Volturnia managed to avoid destruction and massacres.

The centuries following the fall of the Empire were not as fortunate. The jewels, villas, palaces, immense estates, and treasures accumulated by local patricians were loot coveted by all sorts of armed companies, armies of marauders, and hordes of invaders: one after the other, the millennial riches of Magna Arcaia disappeared...

ON THE WINGS OF THE VULTURE

A region of well-tended farmland and sunny coasts, Volturnia is densely strewn with minor villages, emporiums, noble villas, fortresses, citadels, ramparts, and cities. The area of older and deeper civilization is that overlooking the Sea of Sapphire: formerly the heart of the peninsula, privileged terminus of Magna Arcaia, and core of the Draconian Empire, this is currently the focal spot of the controversial Kingdom of the Two Scyllas.

After a thousand years of wars, alliances, quarrels, marriages, and strife between princes, nobles, viceroys, and barons, the region is now rife with conflicts that easily draw foreigners' attention and have become proverbial clichés annoying to the Volturnians: shacks and hovels built alongside phenomenal monuments of the past, populous districts and slums stretching in the shadows of abandoned amphitheatres and sanctuaries, decaying noble abodes where the heirs of ancient fallen nobility still reside, beggar princes hanging out with wise and cynical beggars, crime and pride, skepticism and hubris, misery and nobility, all go hand in hand.

On the upside, Volturnians are also known for their shrewdness, their aptitude for coping with any situation and improvising to get by, and their skill in forgery and simulation. The long-standing tradition of craftwork and bureaucracy in suburbs overshadowed by courts and palaces has produced in Volturnia the greatest forgers of Occasia, not only of everyday objects but also of benefits, permits, bounties, and licenses: this is the place to have documents altered and falsified, as well as the most flourishing market in the Kingdom for cheap, fake, and counterfeit items.

The inhabitants' innate artistic, melodramatic, and musical nature is equally proverbial. Day and night, in every square and courtyard and at every well and fountain there are singers belting out popular ditties, farces, whoppers, ballads, folk songs, improvised recitatives, and sentimental songs. For a small fee you, can hire a guitar and mandolin to accompany serenades or performances in any city in the region.

The center and symbol of this oppressed and abandoned region, is of course, Apollonia, once even larger than Plutonia, now one of the main cities of the Kingdom. Its past splendor – crumbling aqueducts, theaters, and places of worship – is there for all to see, while the people live mostly from hand to mouth, trying to make ends meet, scrape a meal together, and keep out of trouble.

In this climate of decay and neglect, with a vast and impoverished administrative nobility and a scant and pompous noblesse d'épée, crime can only flourish: bravi, cutthroats,

thugs, bullies, and gang leaders divvy up the alleys, squares, and districts in the cities, countryside and villages, in a network of alliances and feuds headed by vicars of the Honored Society heading, again, the chain of local oppression and bullying.

At the other end of the region, beyond the Aygremounts and the Vulture massif, infested by famous, gigantic vultures, lies a much wilder territory where mountains and woods stretch as far as the eye can see, then slope down toward the Sea of Shadows. Unlike the east coast, this area is inhabited by rustic, sylvan, and pagan people who often live off hunting and sheep farming. Numestrana, Potentia, and Scanzona are the only centers of any importance.

THE DUCHY OF ACQUAVIVA

Obviously, wonders and mysteries are plentiful: Volturnia has a flourishing tradition of fairies, witches, and sorcerers; often there are gifted born here who can hear the dead or possess special faculties, and often go on to become sorcerers, jinxes, and exorcists, with which the region abounds. Again, there is no shortage of ghosts and confined people; the famous Chitinominious of Volturnia; and covens of witches and heretics: from the janaras who gather in Malevento during the Thirteenth Moon, to the terrible man-eating befanas who live in the most remote places, such as Manolonga and Zoccolara...

Among the districts best known for their disturbing mysteries is the Duchy of Acquaviva with its cursed corpses, strais, and supersticians. No one who is not an Acquaviva native knows the name of its capital: for an outsider to learn it would entail its destruction – according to local superstition – so to outsiders it is simply referred to as the City of Names.

JOBS IN VOLTURNIA

Missions aimed at spoiling the works of neighbors, looting abandoned or badly-defended places, escorting notables and magnates, looking for lost artifacts, or investigating mysteries of varying complexity: these are typical jobs all over the Kingdom; but in Volturnia there is always some distinguishing aspect: here, while even the scruffiest Knaves get hired directly by princes or ordinals, they might have to work their way through an undergrowth of roguery, swindling, and stupidity so deep and rooted that they could soon become the victims, rather than the perpetrators: in some ways, dealing with the trickery of local guappos or the machinations of Apollonia's swindlers is even more difficult than facing armies of armed Vortigans...

The cities are rife with fairies, ghosts, the dead, and the confined, the chitinominious are widespread, and every house and cemetery is said to be haunted by the dead or by Extravaganza creatures. In the countryside, on the mountains, and in the region's western reaches, heretics, witches, brigands, and hags are much more diffuse: these represent the most common danger.



Piccadora

OR OF MAVARIANS, APOTHECARIES, AND PALADINS

These days, despite having a millennial history and being located in the center of the Middle Sea and along routes leading to prosperous and populous regions, Piccadora is mostly wild and isolated. Its ports and some of its coastal districts are rich and industrious, but its hinterland is wild and impenetrable, frequented only by monks, heretics, bandits, pagans, and sylvans.

Inhabited since the most remote antiquity, its submerged coasts and steepest peaks hide secrets of the past, while mavarians, guiscards, guappos, and marauders divvy up power over ports full of colors and aromas, and over locations of passage along the few roads that traverse the area.

ON THE WINGS OF THE FALCON

Most of Piccadora is covered in wilderness and rugged mountains. The Aygre mounts, its main mountain range, decline from the north to Scylla Regia, covered in forests and sloping east and west almost to the coast, among hills, ravines, and deep valleys.

The few paths that head up toward the mountains are frequented only by charcoal burners, shepherds, monks, and haberdashers on muleback. Over the centuries these ancient forests, much exploited in Imperial times for their timber, have reclaimed formerly-deforested areas, and now cover numerous abandoned settlements. The area teems with wolves, bears, falcons, ocelots, vultures, and all sorts of ferocious beasts that share the thick of the forest with brigands, wanted, pagans, and sylvans, but also with hermits, anchorites, and mystics, who retired here to get away from the world forever.

The northern border couldn't be better traced: the Potent river flows impetuously from the mountains to the west coast within ancient Draconian banks, while on the opposite side the Paretone, an archaic cyclopean wall, slants to the Gulf of Sibara and closes off the region. Straddling both natural and artificial fortifications, the city of Consentia was built along an ancient mountain road and is now the region's main access from the north.

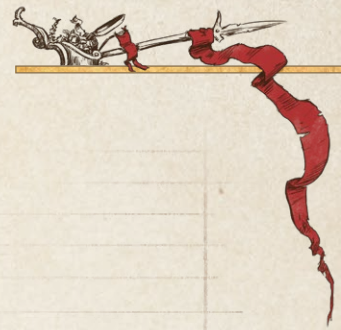
The rugged hinterland is contrasted by wealthy shorelines teeming with fish. The main cities are located along the coast: the flourishing and powerful Sibara, capital of the province of Abracalabria; Morgantia, whence the name of the race possibly originated, founded by King Bounto; Pandosia; and the current capital, Port Anduja.

ABRACALABRIA!

Why an entire district of Piccadora should be so thoroughly pervaded by magic remains a mystery. Sages report how arcane tradition has spread here since before the Draconian conquest; how it is here that the Secret War was fought for years; how Ziganes from the dreaming West landed, or how there are several enclaves of the Other Kingdom here. Whatever the reason, it is a fact that this province is particularly rich in gifted, pixies, enchantments, and prodigies: one in seven inhabitants is estimated to have some innate magical power, and there are even entire arcane families of remote or recent descent.

Known as "the garden of the south", the fertile plains of Abracalabria unfold and slope toward the sea in a rich and peaceful countryside dotted with fragrant woods and wild orchards, small villages of herbalists, animists, mystics, and tempestarii, often flanked by communities of elusive pantegans. At the bottom of the valley are the Gulf and city of Sibara, as large and opulent as a huge mammon cat reaching out toward the sea, ready to pounce on the first victim that chances by.

While among the district's farms and fields, and along its streams, the magic lore of the countryside, of elves and miraculists, is widespread, Sibara is the haunt of wealthy and arrogant enchanter: here, magic becomes synonymous with ancient power, occult spells, and dangerous wisdom. The city is home to one of the few arcane academies of the Kingdom, the Royal Mavaria College of Abracalabria, where "Mavaria" means witchcraft of ancient tradition, similar to that of warlocks and jinxes.



PARADOXICAL MONKS, BRIGANDS, AND PALADINS

After the fall of the Empire, Piccadora became one of the centers of paradoxical monasticism. To this day there are numerous monasteries and remote communities of these monks, far removed from the Creed of the Calendar because, it is rumored, they possess mystical and unknown faculties.

Many famous paladins of the War's early centuries originally came from the Aygremounts and are still remembered in storytellers, puppeteers, and harlequins' performances: from the brave Crinaldo of Monte Albano to the Wild Twins, Clarinda and Guidone, from Ricciardo del Gatto, God's Feline, to the Nonexistent Paladin Bramante, and many others. Their deeds have inspired generations of knights-errant and dreamers of heroic deeds.

Even the nonexistent are said to be of local origin and to have ties with paradoxical mysticism, but how the two phenomena are linked is still being debated among scholars and leaders.

The region's wilderness is a strategic hideout for brigands and outlaws: to vanish permanently, all they have to do is leave the cities and climb the mountains, where they will be targeted only by rival gangs or by the most aggressive bounty hunters. Not even the Vicaria, widespread in most cities, has any power over the brigands, monks, and paladins of the Aygremounts.



Although the College is open to all those who pass its admission tests, the powerful sybarite families consider it an extension of their lust for power, demanding that it welcome only the most promising of their children – which of course means trouble...

CONSENTIA, ANDUJA PORT, AND SCYLLA REGIA

At once close and set apart from the mysteries of Sibara, as well as from the dark forests of the Aygremounts, the region's other cities, each with fewer than ten thousand inhabitants, are trade and transit centers.

A former military garrison, Consentia is a mountain citadel and a privileged place to hire matadors, mountaineers, escorts, guides, and explorers, or to collect bounty on the brigands that infest the mountains.

Rich and splendid Anduja Port owes its fortune to the trade of spices, essences, and aromas coming from all over the region, and shipped from here to every corner of the Sea of Sapphire. In particular, these exports include the famous liquor Amaro del Capro, bushels of hot and spicy sausages, and the infernal Rough Chilli, a fundamental ingredient in the kitchen and in various magical Invocation formulas.

Scylla Regia, on the other hand, owes its fortune to the ancient Bridge over the Strait, built by the Draconians a thousand years ago: this titanic monument allows you to cross, unharmed, the Strait of the Scyllas, a nightmare for sailors, and reach Falcata, the city opposite, just over a mile away.

JOBS IN PICCADORA

The main towns of Piccadora are all transit centers and strategic trading ports for those traveling to and from the rest of the Kingdom. Here, Bands of all kinds can collect numerous assignments which often involve exploring or traveling the dark and wild hinterland.

Searching for special ingredients for the secret recipes of Port Anduja's apothecaries, or taking part in magical duels held regularly in Abracalabria, are other recurring challenges for local Knaves, as are clashes with bandits, guappi, bravi, wild beasts, and thugs of the Vicaria, the Honored Society of the Kingdom of the Two Scyllas, whose claws have reached this region also.

In addition to the gifted of Abracalabria, Piccadora is the land of origin of some isolated sylvan communities in the mountains, of the pantegans of Pandosa, the City-Lair, and above all, of numerous morgants, constituting a good part of the population of Morgantia, the ancient capital of their remote and now-forgotten kingdom.



Zagara

EMIRS, ORANGE GROVES, AND MONASTERIES

Zagara, sweet island, jewel set in the Sea of Sapphire. Zagara, warm Meridian island, generous with its sweet fruit. Zagara, mysterious island of wonders, saints, and monasteries. Zagara, island in pain, devastated by the Thousand Years' War, whose lands and coasts have known no peace since the days of the Draconian Empire.

Colonized in the remotest past by Sidonians and Pelagians, and dominated over the millennia by a dozen different peoples, Zagara, more than any other region in the Kingdom, is now a land of contrasting and overlapping cultures. Among its people, mostly dark-skinned, Meridian and Levantine, some are occasionally born with the features of forgotten Altomagnan, Varag, and Brigantain conquerors: golden hair and sapphire or emerald eyes. This is an island of wise men and farmers, monks and pagans, skilled raiders and peaceful fishermen, witches of ancient heritage and saints of the Calendar, exorcists and fairies, ancient monsters and craftsmen possessing the most innovative techniques; in its cities, Sidonian minarets and Altomagnan castles, archaic temples, Pelagian fortresses, and Draconian quarters coexist. In its countryside, prosperous farms surrounded by golden fields and splendid orchards alternate with areas wild and parched, abandoned to sylvans and wild beasts.

Since the days of the Kingdom of the Two Scyllas and of the Patriarchs of the Paradoxical Faith, continuous dominations have transformed the Zagaresi into a stoic and cynical people, who accept the next emir or conqueror with resignation and a shrug, because "everything must change for everything to remain the same."

ON THE WINGS OF THE SEAGULL

The island of Zagara is the largest in the Middle Sea. Its territory comprises several smaller islands and crags, such as the Windy Islands, home to pirates and tempestarii. Its coasts are jagged but not swampy, as the region's seasonal rivers follow a sinuous line and flow into the sea in orderly estuaries. Few are the truly ample plains in its hinterland, furrowed by large mountain ranges and reliefs of all kinds that

divide it into valleys, gorges, hills, and gibbous grasslands. The climate is hot and dry, the land often arid, and the waterways tend to dry out during the summer. In the heart of the island rises the highest volcano in the Kingdom and in all of Occasia: Typhon Mountain, with its ever-active fumes, often guilty of shaking the land and the hearts of the Zagarians. Its slopes are barren and arid, strewn with black ash; its canals purportedly reach the center of the earth, where a huge titan of the past is said to rest. The paths of Typhon Mountain lead to a maze of smoking caves populated by fearsome rogues, infected, deformed mythological creatures, fighter monks, and other dangerous creatures.

Founded on the coast in the Draconian, Sidonian, or Archaic ages, all main cities are fishing and trading ports, often located right at the mouth of the rivers. While under the Empire, villages and minor coastal docks abounded, in recent centuries, these have been greatly reduced due to raids and looting by pirates and various mercenary bands and local armies.

Shepherds, peasants, and lords have long retreated to the hinterland, to castles and fortified hills, or even to fortified farms, whence the fierce local population can better resist the raids of marauders and bandits.

The island is full of convents, abbeys, and monasteries dedicated to the cults of various Saints of the Calendar or to the old Paradoxical Faith. Well-rooted in these lands, alongside hermits, anchorites, thaumaturges, sellers of relics, and miraculists, the Brawly Orders have their two main seats in the Monastery of the Beermongering Friars of Castigate, dedicated to the Holy Right, and in the Monastery of Cefalea, where the Way of the Travertine Hand is taught.

This land's millenary stratification is evident wherever you look: in the golden sunlight that blesses olive groves and vineyards you will see imposing fortresses and watchtowers, Pelagian necropolises, and abandoned abbeys, titanic monuments of the Draconian Empire, and cyclopean ruins, dating back to before the arrival of man in these lands.

Island and mainland are connected by the Bridge over the Strait, the most monumental work of the Draconian Empire.



THE ELEPHANT, THE HYRCOCERVUS, THE CATPARD, AND THE OCTOPUS

The northwestern area is the one most devoted to navigation, piracy, and trade. Its main cities are the large and busy Falcata, the island counterpart of Scylla Regia, and the smaller but wealthier, better-organized, and more industrious Elefanta. The Uzeta of Elefanta, self-appointed “viceroys” of who knows which king, also control Falcata through governor Leonato and chiefguard Dogberry, two mere puppets of the Elephant’s power.

Instead, the island’s levantine valleys and its north coast have been subjected for centuries to the Hyrcocervus, banner of the Vernagallo despots. The cruel La Grua family has in fact reigned for generations from Cassero, the fortress overlooking Cape Storm and the eastern capital of Zagara. The entire district is an endless expanse of lush farmland, olive groves, vineyards, and wheat fields that fill the holds of half the Kingdom’s vessels. Unfortunately, there is no proportion between the land’s fertility and the conditions of the common people, oppressed by vicars and barons in a rigid and suffocating hierarchy of power ever in the hands of the La Grua. Fueled by the horrid practices of Vivisection and Black Alchemy that took place in his Menagerie, the fall of the last La Grua and the end of his reign of terror has now left a power vacuum perceptible throughout the region, with numerous warring claimants deploying armed companies, assassinations, poisonings, and all kinds of scheming. Meanwhile, bandits, pirates, and local brigands, formerly held firmly at bay by the Cassero, have returned to strike and stir up the locals, giving rise to peasant revolts and insurrections that often result in bloodbaths.

The third and southernmost part of Zagara is in the hands of a federation of Emirs from Sidonia. On these lands wave the banners of the Catpard, insignia of the princes of the reigning

population. Though these conquerors impose reasonable conditions on the local population, and the cities are places of art, science, and culture, they are also known as ferocious raiders and warriors, and wars of territorial expansion and defense impose heavy tolls on the inhabitants, often undecided whether to side with the conquerors or the old barons and feudal lords of the rest of the island.

In the midst of these centers of power moves the Vicaria, the “Honored Society” of Zagara, a criminal organization that strangles and oppresses the citizenry and that no ruler has ever been able to tame or vanquish. The Octopus that symbolizes this organization belongs to Don Avvizzini, Godfather of Vernagallo, and extends its tentacles throughout the island’s cities and sunny countryside. To date, clashes between the Elephant and the Hyrcocervus, between the Catpard and the Octopus, have resulted in a stalemate, and riots are commonplace, as are border raids.

JOBS IN ZAGARA

Zagara teems with bands and cliques, companies of fortune and itinerant brotherhoods ready to sell themselves to any master, or to help the oppressed against despotizing vicars, barons, and emirs. While commoners are kept in poverty, the riches of the countryside and seas fill the coffers of nobles, merchants, and profiteers, and gold and silver continually change hands, accumulating in the luxurious palaces and carriages of princes and emirs. Jobs available on the island are often linked to feuds between nobles and brigands; between commoners and haughty princes; between peasants and criminals; between emirs, barons, and viceroys. Zagara’s rich and industrious ports are a stopover for sailing ships coming from every corner of the Middle Sea, but beware of scyllas and other sea monsters that infest these waters!



Tasinnanta

OR OF SECRETS, TREASURES, AND ANTIQUITIES

The island of Tasinnanta is inhabited by a formidable and stubborn, aloof and supportive people, never entirely tamed by the Draconian legions of a thousand years ago, nor by the Vortigan merchants who formally control its coasts today.

Poor in resources, harsh and inhospitable, the island hides in its seemingly bottomless depths miles and miles of tunnels, passages, and caves; remains of lost cities of the cyclopean era; forgotten treasures, ruined towers, and all sorts of secrets and legends. Its innermost regions teem with monsters, witches, giants and morgants, barbarians, pagans, malebranches, and gifted.

ON THE WINGS OF THE MENGARRUBIA

Jagged coasts, dominated by rocky hills that plunge almost vertically toward the sea: as the ship approaches, you will glimpse among the steep hills a beach of pure white sand, contrasting sharply with the dense backdrop of plants growing a few yards from the shore, and overlooked by coastal towers from atop the highest hills. This is the traveler's first impression when approaching Tasinnanta Island. Although natural harbors abound, coastal settlements are very few, excluding the capitals of the various "logus", the island's districts: these are generally found along lagoons where thousands of mengarrubia, the red herons of Tasinnanta, perch on hills, at the mouths of rivers, or along the coasts and promontories.

Nonetheless, foreigners are welcome. raiders, pirates, or would-be invaders, on the other hand, would do well not to drop anchor at Tasinnanta at all, since the judicial guards, aka dimonios, are famous for their courage, stubbornness, and ferocity. There's this famous story of a band of Altomanian raiders who landed on the island convinced that they had reached Sidonia, and realized their mistake only after exchanging some sonorous thrashing with the dimonios. As you advance inland under the watchful gaze of sporadic shepherds, you will see hills rising into mountains and intertwining with woods that grow amidst the scrub, interrupted by rare plains and settlements.

The interior of Tasinnanta is dominated by the mountainous massif of the Silver Gate, and by the plateaus of Uppermount, a wild land not even the Draconians ever managed to subdue completely, still home to the heirs of peoples who resisted those ancient legions: pagans, morgants, and sylvans, but above all, the Barbariccia ("Curlybeards"), a community of pagan malebranche, known for their archaic traditions and inflexible code of conduct.

CALLISTA

North of Tasinnanta, the wild island of Callista is a veritable unexplored frontier in the middle of the Istranian Sea. The coastal fortresses of Bastione, Addiaccio, and Porto Nuovo mainly serve as naval garrisons and terminals so that Vortigans who control the island can exploit the island's inland forests. What lies in the heart of Callista, however, Vortigans do not reveal to anyone, and the few expeditions that have explored inland report the usual unreliable rumors of monsters, dangers, lost cities, and millennial ruins.

JOBS IN CALLISTA AND TASINNANTA

Knives landing on Tasinnanta in search of loot and adventure will not be left high and dry. Lionadia, the exuberant daughter of Arborea's Judgess, is looking for a company to escort her in the exploration of ancient Tarsesta's ruins during a "procession of the dead".

Owing to a terrible curse, Mariano di Torre, once an aficionado of Trabuccone wine and of the famous unfiltered potion of Mastra Ichnussa, has become a drinker of spring water, and is rumored to pay gold for water drawn from the most inaccessible springs... who knows what he'd pay for water drawn from a sacred spring!

Gonaria, a farmer's daughter, got lost in a Fairy House: according to her father the "janas" took her, and he is now looking for daredevils to explore the cave and track down the poor girl.



Legend has it that, centuries ago, Saint Primo defeated the fearsome dragon Sculptonius, capable of petrifying people with a single glance, and threw the monster into the chasm of Sosterro; but lately peasants have started to disappear in a nearby village, and strange statues have been materializing in woods and fields.

Even Callista offers plenty of opportunities to stock up on adventure and luck: the constable of Addiaccio is always looking for expendable adventurers to explore and map the hinterland, while Istranian corsairs who venture around these parts speak of the Argentato, a colossal statue of precious metal that some of their explorers reportedly saw among the ruins of a Pelagian city in the heart of the central forests.

Could there be a grain of truth in this?



SINNANTES, MORGANTS, AND CURLYBEARDS

When the Sidonians landed in Tasinnanta, the island was already ancient, so ancient that it had forgotten its former greatness: some scholars believe it was one of the marine realms of the lost Pelagians. When new invaders arrived, the most uncompromising natives left the coasts and retreated inland, among the ruins and tombs of the giant ancestors of the morgants, but some important cities such as Barumena and Tarsesta were occupied, first by the Sidonians, then by the Plutonians.

These ancestral Pelagian settlements were and remain an enigma, since the dwellings rise around gigantic megalithic and possibly antecedent fortresses, with enormous towers, domes, and balconies; sometimes, only imposing ruins of these remain; sacred wells dug into the rock are found occasionally near these monumental citadels, as are circles of monoliths and enormous sepulchres known as "Morgant Tombs". While Curlybeards do their best to preserve these ancient constructions, in more civilized districts they have been abandoned or incorporated into other buildings. But when the stars are favorable, even refined Caralitan citizens can get an idea of the island's ancient inhabitants: on certain nights, in the right moonlight, these ruins come alive with the shadows of their builders, ghosts or whatever, intent on living an evanescent life in buildings suddenly intact as they must have been in the past. These "processions of the dead" are so disconcerting that even the Curlybeards prefer to retire to their homes rather than interact with the shadows of their ancestors; yet it is rumored that these forefathers donate great treasures to those they deem worthy.

Because the Pelagians' was a rich and prosperous civilization, thousands of their potent artifacts lie buried here: blades of volcanic glass and statuettes of mountain bronze – the infamous "orichalcum" of Tarsesta – possess unimaginable faculties. There is talk of bronze warriors able to come alive, of arrows that always hit their target in the heart, of models of castles capable of growing to natural size, of folding boats... the problem is that not all ancient objects are magical, and that the greatest treasures are rarely unguarded.

The Seven and a Half Seas of the Kingdom

Ship out from the coasts and you will always spot sails on the horizon: a squad of galleys, a lone brig, a swarm of barques spreading their nets, or the lifeboat of a looted and abandoned merchant vessel. As crowded as its lands above water are, the seas surrounding the Kingdom are places of trade and exchange, of meetings and confrontations – expanses of water filled with opportunities and riches – but you know what they say: no one fears them more than the experienced sailor. Let your guard down for just one moment, lose sight of the horizon, and you will be fish food. Be it a whirlpool off Vortiga, a pirate xebec from the Windy Islands, a sudden gale, or the jaws of a sea-monstro, death lurks behind every wave.

ON THE WINGS OF THE GROUPER

Where will you point your bow? To the east, toward the emerald waters of the Murky Sea, or to the west, to the wine-colored waves of the Zigane Sea? Toward the placid Sea of Towers, enemy of hulls, or to the stormy Sea of Shadows, merciless with mastings? To the crystal-clear expanses of the Charybdean Sea or those of the Sea of Sapphire that seem streaked with... er, sapphires? Could you be heading for the murky Monstrum Sea, ever shrouded in the shadowy Mistide, or would you know the route to the mysterious Half Sea, said to hide the finest treasures, but that few have been able to find?

WAVE UPON WAVE

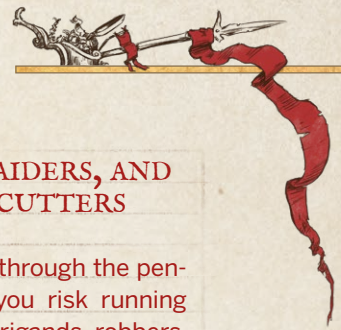
Nicknamed by Quinotarian fishermen the “oily depths” for its flat and inscrutable waters, the **Sea of Towers** is more dangerous than it seems. Under its surface lurk the ruins of dozens and dozens of mysterious towers whose ancient spires sometimes skim the surface of the water. Bad news for the keels of ships, but better for those treasure hunters who decide to brave the depths in search of riches and ancient portents. Pay attention, though: these towers are encrusted with sharp dog teeth, carnivorous mussels, and flagellating algae, among which the Quinotaur, rumored to have brought about the ruin of Esperia, is said to still roam; not to mention the abysses that house the progenitor of the seabed’s dark vegetation: the gigantic and voracious Alga Mater.

When the sun sets on the **Zigane Sea**, its water turns the color of blood, and the wail of musical instruments from the dreamy west echoes through the air. Those who venture on these waters seek their fortune in the west, between Frange and distant Illusitania, so remote and fabled that its very existence is uncertain. The few who manage to return, do so with their holds full of fine wines, ravishing fabrics, and exquisite blades of the finest steel. Some even discover new lands, like the legendary Tristopher Colombus, but many of them end up prey to pirates, in shackles, and sold as chattel for the Gibralcanda mines.

Stay away from the **Sea of Shadows**. Off the coasts of Ausonia and Piccadora, the worst storms of the Seven and Half Seas amass: it’s as if the great storm fronts competed, chasing ships the way sharks attack a wounded castaway. Sadly notorious are also the shadows, ghosts, and confined thronging these accursed seas, as if these waters flowed directly from Limbo or Acheron. If your boots are really itchy, trust the best harbor-master. You can’t miss him: he’s the one who will do everything he can to dissuade you from setting sail.

The **Sea of Sapphire** is the scene of enough trading, smuggling, frauds, shady dealings, raiding, trafficking, chasing, boarding, bootlegging, and haggling to rival all of the Kingdom’s most popular squares put together. These waters are difficult to navigate without sails at bow and stern, right and left. If you try to explore the seabed you will find a jumble of carcasses, rusty armor, keels and figureheads, Magna Arcaia statues, Draconian columns, and loads of contraband dropped overboard in a hurry. To the south, the Windy Isles are home to dozens of pirate crews, such as the rich merchant-marauders of Panacea, the sylvans of Lupari, and the unpredictable Stramboli pirates – not to forget the feared tempestarii, capable of controlling storms.

From the tumultuous Strait of Malifacio to Carnage Bay, the best navigators in Bounty are said to learn the ropes among the islands and shallows of the **Murky Sea**. Whether they are tuna fishermen or Tergesta pirates, sailors who come up on these verdant waters are the most skilled and competent in any situation. Yet no one is truly safe from the pirates of Istrania, who sail these waters to capture inexperienced crews and sell them to Vortiga as galley slaves.



Crests of sparkling foam. Barren islets splashed with the violet of thistles and the yellow of broom. Bushes of envyfigs and agaves overhanging bays of crystal-clear water on which boats seem to fly. If there's a corner of Bounty that recalls paradise, it is the **Sea of the Charybdis**, or the Charybdean Sea, but don't be fooled by its wild charm: its water turns red in no time at all when Sidonian war drums resound as these ferocious raiders head toward the coasts of Zagara, Piccadora, and Volturnia. Nevertheless, the Sea of Charybdis is the place to be for those who have problems with the law, want to bury some rich loot, or simply wish to get away from hectic city life. Just make sure you cover your tracks before choosing the islet that's right for you!

MONSTRUM SEA

Crossing the Mistide by sea is probably even more dangerous than doing so by land. In fact, not only does one risk getting lost in deadly fog-mists that seem to crawl right into the minds of the unwary traveler, but also – much more prosaically – crashing into the relentless teeth of outcropping rocks, islets, stacks, and shoals that surround the Monstrum Sea, ending up amidst active volcanic craters or boiling pools of water, or being attacked by nameless creatures living right in the middle of this gloomy and aberrant curtain. What's more, once the Mistide is crossed, the situation can only get worse: marine monstrosities; cutthroats everywhere, as brutal as they are skilled at traversing the fog and hiding among the islets; and warships owned by the lords of Penumbria whose official crews are even worse. In short, no one will recommend navigating the Monstrum Sea – for any reason.

And what about the **Half Sea**, said to lie in a vortex of concentric waves right at the center of the Middle Sea? Those who have been there are careful not to talk about it: maybe they are hiding the secret of the island of Alcina, reputedly lying at its center, in order to enjoy the royal treasures they found there, or to hide their shame for having faced the dangerous journey for nothing.

Extreme luck or bitter rip-off, the Half Sea remains the most mysterious, fabled, and talked-about place in all of Bounty's harbors, so beware of the sailor who claims to have been there: he is just a freeloader who wants to scrounge a drink.

JOBS AT SEA

When you go to sea, adventure begins at the harbor's mouth and continues until you dock again – or hit a cliff. You will set out to find jobs of all kinds: eastward, to offer yourself as an escort and defend a ship of Vortigan merchants from pirates, or maybe to loot it in peace once you're offshore; westward, to track down the son of a Falcamontese baron whose ship was lost off the Gorgon Islands, or to go in search of fabulous Illusitania; to the north, to dive in search of submerged towers; or to the south, on the trail of an old leader who decided to retire among the palm groves on a remote island; wherever, to challenge the pirates of the Windy Islands.

And even if you are lucky enough not to run into ships, you will meet sea monsters instead. Among the most dangerous creatures worth mentioning there are sea monks, spiteful spirits who steal the keels of boats, making them overturn; the megapumices, cruel masses of pumice stone that drift aimlessly until they come across a ship, then slaughter the crew. Then, of course, there are sharks and killer whales, mighty whales and agile jiffies, mermaids and tritons, giant shrimps and squid, octopuses, bitchfish, scyllas, trinacrias, and of course, sea-monstros, gigantic snake-like beings whose size is surpassed only by their vocation for picking fights with the larger ships.

PIRATES, RAIDERS, AND HAWSERCUTTERS

When you travel through the peninsula by land, you risk running into all sorts of brigands, robbers, and cutthroats, but the risk is even worse by sea, where companies and Bands engaged in piracy are among the most brutal. There are a thousand possibilities of affiliation for the bravest Knaves: the noble and picturesque Zigane corsairs who force you to jump overboard to the tune of their guitars; the bloody pirates of Tergesta, so impatient that they stab you halfway down the catwalk; the bucateeners of the Speloncas, famous for their pasta nosh-ups on the beach; the Sea Dogs, a crew of Zagarian sylvans not particularly skilled at navigating but invincible at boarding; the ferocious Moracens, who set sail from the most secluded bays of Sidonia with scimitars, ample pants, and colored turbans; not to forget coastal Vortigans: they might not be pirates but they inflict – at halberd point – the heaviest costs in the form of taxes and duties.

The Seven Seas and an Half are a real hotbed of legendary, exceptional characters midway between reality and braggadocio. Among the most noteworthy: Salty Sailor, so encrusted with salt that he flavors his grub by stirring it with his hand; Adeona the Fischitain, a heavy-set Volturnian pirateess unfailingly armed with a wenchgasher; the Nonexistent Helmsman, considered the best coxswain of the Seven and a Half Seas; Captain Giovanni Longsilver, famous for having a sentient leg of Torquoise Wood and a pelicarper always sitting on his shoulder, and for cursing in all the dialects of the Kingdom; Father Octopus, the good-natured filibuster friar; Predone the Atrecan, an impetuous morgant capable of dismasting a ship with a single punch. But the greatest legend is the mysterious Sole Guardian, said to be the only one who knows the secret route to the Half Sea.

Beyond the Kingdom's Borders

According to sages, cartographers, and astrologers, the Peninsula, Zagara, Callista and Tasinnanta are only minor regions, compared to the overall surface of the Orb.

The Middle Sea laps the shores of far more lands than the Kingdom's inhabitants know, except perhaps the merchants of Lungariva and Vortiga. To the east of Istrania lie Arcaia and its hundred islands, the Holy Land, Soldania, Bambillona, Albracca, and Soria, plus a hundred other mysterious lands along the Evening Route. Not to mention the remote Serindia whence caravan routes originate...

Southward, the Middle Sea touches the coasts of Sidonia and its hinterland, the boundless Meridiana continent, covered in jungles and mysterious deserts. Here, too, there are Vortigan outposts, but the most extraordinary center is the independent metropolis of the Golden City: Constantinaples. So rich that it serves as the capital of an empire, the megalopolis has no armies of conquerors or fleets, but only guards defending treasures accumulated by its Diadochi over the last few centuries. Not only is the Golden City packed with amazing palaces and sanctuaries, flanked by pleasure houses, banks, gardens, and gambling halls, but the islets that surround it are wonderful tropical gardens where numerous Knaves have decided to happily spend their old age, on lovely beaches surrounded by lush palm groves.

To the west of the Sea of Shadows and the Zigane Sea lie the southern coast of Frange, with its pirate cities Mortecarlo and Marsina, as well as Mozarabia, Castellania, and Illusitania, the westernmost regions of the Occasian continent.

Where Occasia and Meridiana almost unite rise the Pillars of Maciste, the famous Draconian hero, and the powerful Emirate of Gibralcanda, which controls the gateway to the Fortunate Islands and the legendary Oversea.

Finally to the north, beyond the Crown Mountains, there are the northern regions of Occasia: Helevetia, the Altomannic Empire, and Sauromatia, and further up, Great Brigantain, the Boreal Kingdoms, and the Varag domains, competing for the Hyperborean Sea.

AND EVEN FURTHER?

Heaven knows...

According to the Creed's doctrine, the center of the world is occupied by the Inferno, with its Eternal Gate located at the bottom of Plutonia, while the Austral Mountain housing Purgatory is on the other side of the world, with Urania, the Celestial City, on top.

Surrounding the Orb, Supernal Spheres rotate one inside the other in an eternal harmony orchestrated by the Heavenly Father, the Godhead.

The outermost Celestial Sphere is the Firmament, the Heaven of Fixed Stars, beyond which lies the Seventh Heaven, the White Roster of the Empyrean where the Ternal Father himself reigns.

But this is only the version taught by the Creed, and alternative myths are as many as the peoples who infest the Orb itself.





In Search of Quatrins



Life in the Kingdom is tough and dangerous. Peasants eke their way through life, what with toiling in the fields, tax collectors knocking at their doors, and the slapping they get from bandits, brigands, and grab-ups of all kinds. Some of them leave to go to war, travel, engage in overseas expeditions, and all sorts of unfortunate endeavors, never to return. Others are forced to live on the street, dressed in rags and begging for alms from friars, knights, and notables who pass them by with their nose in the air.

But not you.

You're of another kind.

You are licensed idlers, certified scoundrels, professional slackers. If a job jumped at you, you'd make a saving throw and smoothly run past it.

After accumulating a few minor misdeeds and a Bounty that is quite honestly ridiculous, you find yourself wandering around the square of Frittolo, a remote village somewhere on the border between Torrigiana, Alazia, and Quinotaria, waiting for the next opportunity to make ends meet.

Right then, Roughger of Punchrabbit, an inveterate swindler whose fame precedes him, approaches you and offers you a job. "I've been watching you for some time, fellas," he announces with a tone of admiration as fake as a three-florin coin, "and I think you really have what it takes to be a Brother... I have an easy-peasy job for you. If you want to help me with this, not only will you fill your purse with silver, but I promise you a place of honor in my company!"

Although the villain is definitely sketchy, this seems like the opportunity you've been waiting for!

Little People of the Grand Mount

A JOB SET IN TORRIGIANA, FOR ROOKIE KNAVES OR BUDDING KNAVES (1 LEVEL),
BY ALESSANDRO SAVINO AND GENITORI DI RUOLO

INTRODUCTION FOR KNAVES

“Charming” Frittole is a loud, filthy village, and in this rainy season its streets are squishy with mud and litter. Here, the woods, river, and surrounding mountains are central to rumors about fairies, witches, and goblins of all kinds, and evening tales around the fireplace frighten adults and children alike. During the day, the squares and fountains are crowded with cackling brats and coarse, brawling wash-women, while peasants break their backs in fields outside the walls.

After introductions (see previous page 131), Roughger gets straight to the point.

“Legend has it that one day a child climbed the Grand Mount up to Goodfella Refuge and found immense treasures there! Who was that child? The grandfather of the Count of Cerro, the one who rules the village and all the surrounding countryside! Are you starting to get it? Do you see the immense riches I see? Do you smell gold? Right then, this is the job: you have to go to the top of Grand Mount, reach the funfellows’ Refuge, and find at least one of the elves who live there. Yes, medears, treasures don’t fall out of the sky! Only those cruel and treacherous funfellows know secrets that lead the way to the mountain’s treasure. Pay attention, because they are crafty and cunning: it won’t be easy to find them... Bring back at least one funfellow for our client - alive, clearly - and you will be rewarded with as much silver as you weigh: in addition, you will become a member of my company: how about it?”

There’s not much else going around, so the answer should be “yes!”

BACKGROUND FOR THE CONDOTTIERO

According to the legend told by Frittole, the grandfather of the current Count of Cerro, the local lord, became the valley’s governor because as a child he reached the elusive Goodfellas Refuge, on top of Grand Mount, where he struck it lucky.

This mountain shelter is visible from all over the surrounding lands, but those looking to reach it simply get lost on the slopes of Grand Mount.

Envious of the Count’s power, the rich local landowner Ciacco of Ciauscolo hired Roughger of Punchrabbitt to investigate and reach the Refuge. After losing - literally - half a dozen henchmen in the attempt, Roughger spotted the bunch of rookie characters, and wants to use them to unveil the secrets of Grand Mount.

SCENE 1 – FRITTOLE’S RUMORS

The Knaves scrape together some information on their first job.

SCENE 2 – A WALK ON GRAND MOUNT!

The Knaves begin to grapple with Grand Mount and are subjected to the gamut of goodfella tricks.

SCENE 3 – THE DONKEY WITH GOLDEN HOOVES

At the end of the day, the magical donkey can help the Band or bring it back to the valley floor.

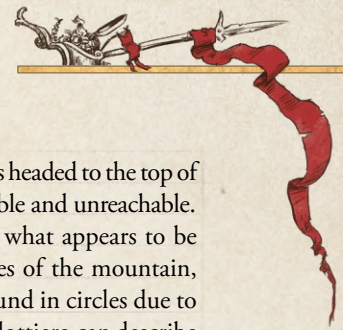


A JOB FOR BUDDING KNAVES

This is a somewhat special adventure. Although included here as an introductory job and the start of the Knaves’ exploits, this is a scenario designed also and above all to let children and tweens play, perhaps as an introduction to roleplaying in general, to the basic rules, and to Brancalonia itself. Specifically for this purpose, it was created in concert with Genitori di Ruolo (“Role-Playing Parents”) and Alessandro Savino, one of the association’s managers. For this reason, the tone is very light and the level of violence very low. Even the final encounter with the goodfellas is designed specifically to be played as a social scene rather than a combat scene.

Obviously, this adventure can also be used with older players, especially if they prefer to start their campaign with a quiet, fable-like mission that is also risk-free, except for getting a few slaps and reaching their Den somewhat humbled.

Alternatively, you can skip this introduction and start playing with the next job, Rugantino, starting from the 1st level.



SCENE 4 – IN SIGHT OF THE REFUGE

The Knaves finally arrive near the mysterious Refuge, but the fairies have laid one last trap for them.

SCENE 5 – GOODFELLA REFUGE

Once inside the Refuge, the Knaves will have to convince the goodfellas to help them.

CONCLUSION

One way or another, the job is done and the Knaves can join the Company of Punchrabbit.

SCENE 1 – FRITTOLE'S RUMORS

After talking to Roughger, before leaving for the expedition, or during the journey to Grand Mount's slopes, the Knaves can learn some rumors about the Refuge and the mountain, distributing a couple of petechins here and there, or convincing someone to talk about the place with a success on a DC 11 Charisma (Persuasion or Intimidation) check. Here's what they can discover (roll 1d12):

d12	Rumors
1	The goodfellas of Grand Mount hate this name: the right one is goonfellas (<i>neither true nor false</i>).
2	The goodfellas of Grand Mount hate this name: the right one is goosfellas (<i>neither true nor false</i>).
3	The goodfellas of Grand Mount hate this name: the right one is gooffellas (<i>neither true nor false</i>).
4	The goodfellas of Grand Mount hate this name: the right one is goopfellas (<i>neither true nor false</i>).
5	hough Grand Mount is crisscrossed by mountaineer paths, no one has ever really seen the Refuge (<i>true</i>).
6	If you leave the paths you will only get lost on the mountainsides (<i>true</i>).
7	Trying to climb Grand Mount is very dangerous, someone keeps throwing rocks from above (<i>true</i>).
8	Groundhogs Are Not What They Seem (<i>True</i>).
9	Beware of Ciacco of Ciauscolo: he thinks he's the boss around here, and he's always trying to steal the goodfellas' treasure... one day his greed will cost him dearly! (<i>true</i>).
10	Some travelers who got lost on the mountain slopes were reportedly saved by a prodigious donkey with golden hooves who brought them safely back to the valley bottom (<i>true</i>).
11	Never refuse the goodfellas' soup (<i>true</i>).
12	Never play cards with goodfellas (<i>false</i>).

These rumors are all aimed at dissuading people from climbing to the top of the mountain. Whether they are true or false, each of them holds interesting clues on how to solve the job.

SCENE 2 – A WALK ON GRAND MOUNT!

Not far from the village, beyond pastures and farms, the slopes of Grand Mount begin, one of the offshoots of the Titan Spine.

When the Knaves reach the foot of the relief, the Refuge is no longer visible due to the mountain's shape and magical aura.

- If you take the traditional tracks and paths headed to the top of the mountain, the Refuge remains invisible and unreachable.
- If you leave the trails to go straight to what appears to be the right direction, but along the slopes of the mountain, the Band eventually goes round and round in circles due to the sprites' misleading magic. The Condottiero can describe the same points several times: "the bear-shaped rock", "the wall covered with red moss", "the steep ravine passed over by a landslide-track", "the meadow littered with marmot burrows" etc. When the Knaves realize they have ended up in the middle of a deceptive maze, they can make a DC 13 Wisdom (Survival) check to try and figure out the trick. If the characters fail, the Knave with the highest passive Perception can hear some entertained, childish laughter.
- If the Knaves choose a direct path that climbs the mountain, a pretty tough path awaits them. Furthermore, while climbing a dangerous slope, they have to face some stones mysteriously falling down from the top; the Knaves must succeed on a DC 12 Dexterity saving throw, or take 1d4 bludgeoning damage. Additionally, they also must make a DC 12 Constitution saving throw to avoid fatigue. On a failed save, a Knave suffers 1 level of exhaustion.

Whatever the way selected by the Knaves to proceed toward the Refuge, at about midday, the Band begins to feel the bites of hunger, while some placid marmots pop their heads up around them. If the Knaves have the right equipment, they can make camp and take a little rest and eat. They can also make a DC 11 Wisdom (Survival) check to attempt to find or hunt food. Because of the influence of sprites, all Wisdom (Survival) checks made for hunting have disadvantage. Any Knave that doesn't consume at least one ration must succeed on a DC 10 Constitution saving throw, or suffer 1 level of exhaustion.

SCENE 3 – THE DONKEY WITH GOLDEN HOOVES

In the late afternoon, while the Knaves are still scattered on the mountainside, advancing by whatever means they can, they will see in the distance an old donkey loaded with saddlebags walking alone along an invisible path. On closer inspection, its hooves reflect the light of the setting sun, as if they were made of golden metal. Much as they try, the Knaves won't be able to capture, subdue, or hit the donkey in any way, because of its magical powers, but they can follow it from a distance or, if they lose sight of it, follow its tracks.

If the Knaves follow it and have behaved:

- Properly during their climb (showing respect for both mountain and donkey), the magical animal will lead them to Scene 4.
- Unworthily (cackling, showing disrespect for the donkey, killing or hunting animals), the donkey will lead them, without their realizing it, back to the valley floor. As night falls, the Knaves will find themselves back at their starting point, while a terrible storm brews overhead. The job has failed, unless they want to try again the following day. For each day of travel after the first one, the DC of all checks progressively increases by 1.



THE GOODFELLAS OF THE REFUGE

Goodfellas and all their variants are among the Kingdom's most widespread types of fey. Their physical appearance is that of very young urchins, but with a mysterious light in their eyes and an almost boundless inner wisdom. While dressed in elegant, brightly-colored garments, sometimes with gold or silver trimmings, they set no store on worldly things or earthly wealth. Like many other creatures of Extravaganza, they are virtually immortal and their powers are extremely varied and paradoxical. No magic, weapon, or poison can really harm them, but sometimes superstitions, tricks, gobbledygook, and special substances can drive them away more or less indefinitely.

Whatever their intentions, their desires, and their shortcomings may be, these are beyond human comprehension: people know them exclusively as fickle, mischievous creatures whom it is best not to anger, but who might provide interesting jobs, offer favors, gifts, or rewards to the deserving, though their parameters for "right" and "wrong" are always inscrutable.

The meeting with these fey does not take place like a normal combat encounter: instead, it is meant to be handled as a confrontation with chatter, games, and riddles. In case you need to, the goodfellas' stats can be generated from those of the *Macaronicon's* Fairies..

SCENE 4 – IN SIGHT OF THE REFUGE

If the Knaves manage to follow the magical donkey up to the top of the mountain, they will find themselves in sight of Goodfellas Refuge at sunset.

However, if they don't watch where they're going, the elves' last trap will bring them back to the valley: hidden by a grass-covered trapdoor is a magical hole that opens onto a sort of mossy slide excavated in the mountain. To notice it, the first in line character of the Band must succeed on a DC 13 Wisdom (Perception) check, or fall into the hole that opens under all Knave's feet. Every character tumbles into the pit and must make a DC 9 Dexterity saving throw in order to grab onto a root. If even one single Knave fails the saving throw, all the roots detach from the soil they're anchored to, and the whole Band ends up falling into a very long, dirty slide that leads all the way downhill. If this happens, the job is to be considered failed, unless the Knaves want to give it another try the next day.

For each day after the first one, the DC of all checks, pit hole related checks included, progressively increases by 1.

If the Knaves manage to overcome the hole, a path leads them to Scene 5.

SCENE 5 – GOODFELLAS REFUGE

The Refuge is lively, the firepit lit, there are light and warmth inside, and a large pot of delicious-smelling vegetable soup simmers on the fire. The large room is inhabited by five goodfellas.

At the central table, four of them are playing a weird version of the game of poppycock, the fifth is stirring the soup. It is the latter who addresses the Knaves.

"Hey, we've been waiting for someone for ages, up here. It took you a long time to arrive! What can we do for you?"

What will the characters want to do?





Possibility

Attacking the fairies or trying to use magic against them causes an immediate reaction: darkness engulfs the Refuge, which becomes a shack with a caved-in roof, full of dust and cobwebs; the goodfellas vanish into thin air and never show up again.

Trying to persuade one of the goodfellas to follow you downhill, to give you some of their gold, to "be captured" in any way. The answer is obviously no. If the Knaves persist, see previous point; if they change the subject, see following points.

Taste some soup and help the goodfellas with dinner. The soup is completely bland, almost inedible, because goodfellas don't use salt. If the Knaves point it out tactlessly, or pretend it's good, the goodfellas take it to heart. See Point 1. If, on the other hand, they amiably offer to help by putting a little salt in the pot, the goodfellas will be delighted! "So that's what they mean by 'taking things with a grain of salt': thanks guys!" At this point, after a good feast, you might manage to convince a goodfella to follow the Band to the valley bottom. If so, go directly to the **"Smooth as Oil" Conclusion**.

Playing cards with the four at the table, who in fact lack the fifth "big trump" player: their version of Poppycock is played with flat stone cards on which old petroglyphs are engraved. Any character that knows petroglyphs can play as usual, otherwise all the game's checks have to be made with disadvantage (see Poppycock rules on page 69). In any case, if a character wins the game, there's a chance to convince a goodfella to follow the Band back to town. If this happens, skip to the **"Smooth as Oil" Conclusion**.

Confess the whole truth. At this point, the goodfellas will look at each other, undecided whether to help the Knaves in their intent. They can try to convince one of the goodfellas to follow them to the valley with a successful DC 14 Charisma (Persuasion) check. If they are **successful**, the Knaves will continue to **"Smooth as Oil" Conclusion**. If the Knaves **fail**, the fairies will trick them in one of the following ways:

- A fey agrees to go with the Knaves to the valley bottom, but the next day he turns into a completely useless stuffed groundhog.
- The goodfellas refuse to accompany the Knaves but give them a coffer full of gold coins (which will turn into a wooden chest full of chestnuts the next day).

"TAILS BETWEEN THEIR LEGS" CONCLUSION

Things went badly: in the morning, the Knaves will simply find themselves in a mountain shack and have no chance to complete the job. They will be able to return to the valley bottom without any problems and report what happened (or who knows what other nonsense) to Roughger, who eventually will shrug and forget about it.

"SMOOTH AS OIL" CONCLUSION

The Knaves have duped the goodfellas to perfection, one of them has agreed to enter a sack and is happy to let them carry him down to the valley bottom, humming to himself all the while. Roughger delivers the prisoner to Messer Ciacco who checks the bag's contents, and pays the Band leader as agreed. But the captive goodfella is now emitting a strange ticking noise. Shortly after taking leave of his client, the worldly-wise Roughger suggests they beat it before it's too late. When they are far away, the roof of the rich landowner's villa explodes in a cloud of smoke. They'd better not be seen around here again!

Regardless of the conclusion, since Roughger lost several henchmen in the last few jobs, he agrees to take the rookies into his company. Also, if the Knaves behaved well with the fairies, each will find a bag containing 1d4 + 1 gold coins and one Memorabilia in their pocket (see page 69).

Time to go and see what the Roughger Den is like and try to squander some coins in Revels (see pages 137 and 59 respectively), before moving on to the next job.



GOOPFELLAS, GOONFELLAS, OR GOOSEFELLAS?

While conversing with the fairies, if one of the characters lets slip the term "goodfellas" (or some such), one of the fairies will turn around annoyed and ask them not to get their name wrong. He is a "goonfella" (or other version). But when the new name is adopted, the other fairies in turn will get annoyed and ask that their name be corrected, again and again: the gag can go on and on. The Knaves can understand that this is a joke with a successful DC 12 Wisdom (Insight) check and decide to play along: in this case, the goodfellas smile and finally offer the characters some soup (see Point 3).

Should the characters react aggressively, their relationship with the goodfellas risk's quickly deteriorating (see Point 1).



PUNCHRABBIT COMPANY

If the Knaves decide to help Roughger of Punchrabbit, they will actually join his company, the “Punchrabbits”, a mob of scoundrels and old pillory scum that counts a couple of other run-down bands.

ROUGHGER OF PUNCHRABBIT

Medium humanoid (human), chaotic neutral

Armor Class 16 (breastplate)

Hit Points 84 (12d8 + 30)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	14 (+2)	14 (+2)	12 (+1)

Saving Throws Str +7, Con +6

Skills Athletics +7, Intimidation +4, Stealth +5

Senses Passive Perception 12

Languages Vernacular, Racket

Challenge 5 (1,800 XP)

Brave. Roughger has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when Roughger hits with it (included in the attack).

ACTIONS

Multiattack. Roughger makes three melee attacks: two with Headcracker and one with Cleaver.

Headcracker (+1 mattock). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Cleaver (+1 handaxe). *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

REACTIONS

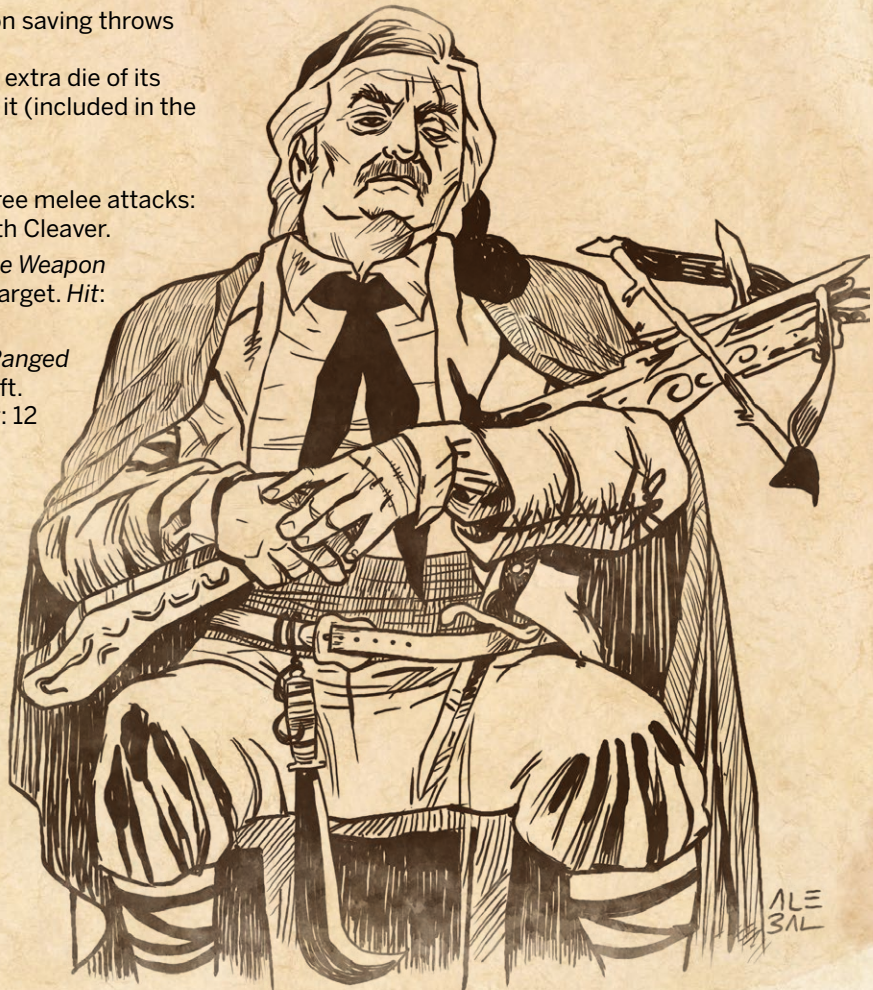
Parry. Roughger adds 3 to his AC against one melee attack that would hit him. To do so, Roughger must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

Roughger can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Roughger regains spent legendary actions at the start of its turn.

Move. Roughger moves up to its speed without provoking opportunity attacks.

Attack (Costs 2 Actions). Roughger makes one attack with *Headcracker* or one attack with *Cleaver*.





Roughger is an old sergeant, a veteran of companies of fortune that lost all their battles. These days, no one even remembers his name. Better as an entrepreneur than as a strategist or a fighter, he will never take the field with the Knaves, but miraculously manages to find jobs in every corner of the Kingdom. Of all the assignments he entrusts to the characters' band, he has already taken his share, so what remains for the Knaves and what they "find" during jobs is all theirs.

The Punchrabbits' Den is a tavern along the road between Frittole and Tristoia, somewhere in the northern part of Torrigiana. Paradoxically, since the dive hosts the company, the place and its surroundings are relatively safe: Roughger certainly does not want to attract the guards' or the Tristoia squire's attention on himself and his lads. You can create your dive with the rules on page 81 or keep the one we generated:

The Infamous' Hole (Hangout). The keeper is Drago son of Drago, a wiry guy with more gold teeth than real ones in his mouth. The meeting place is known for buying from travelers old and lame animals at the cost of a couple of meals and a little wine. Why? Who knows...

The house specialties are some delicious slices of focaccia bread topped in various flavors, often washed down with mugs of Nero Diavola, a wine produced by a wealthy malebranche family of winemakers.

The Punchrabbit's Den is equipped with the following Grandluxuries:

- Cantina, level 1
- Stable, level 1

If the Knaves want to squander some money and do Revelry activities, they can choose whether to do it in Frittole itself (maximum 10 gp) or in Tristoia (maximum 20 gp).

Rugantino

TALES OF LOVE AND
THE KNIFE

A JOB SET IN ALAZIA FOR ROOKIE KNAVES (1ST LEVEL), BY UMBERTO SPATICCHIA.

INTRODUCTION FOR KNAVES

Roughger (or another leader, if the Knaves have found a different one) has some business to do in Port Patacca. On this trip, he decides to be accompanied by the rookie Knaves played by the characters, to get to know them better. Having traveled through the Alazial countryside, the Knaves finally reach Patacca Port. After a couple of days of unrestrained revelry, the leader hears of a very interesting job and decides that the Band could take care of it, instead of spending their days in a Dive, squandering their money, while he finishes whatever he's up to. The request for help comes from a puppeteer: Gherardo Mastacci, aka Gheraccio. After performing for years in Port Patacca with his best creation, the marionette Rugantino, the poor man reports the kidnapping of his beloved "son" and business partner. Actually, "poor", is not entirely accurate: over the years, Gheraccio and Rugantino have amassed a fortune, and the puppeteer is willing to pay a large sum for a possible ransom or rescue. The rendez-vous is at the, er, merry Cockrel Inn.

BACKGROUND FOR THE CONDOTTIERO

What actually happened is that Rugantino was not kidnapped: he got tired of Gheraccio and the silly job that the puppeteer imposed on him. Knowing full well that his creator would never want to part with him, and not wishing to hurt his feelings, he simply took off one night and ended up joining the company of Sacripante, a morgant bandit of the worst kind, who roams Alazia. After following a long and twisted trail, the Band reaches Sacripante's company and learns the truth from Rugantino himself.

SCENE 1 – AT THE COCKREL

The Knaves head for the Cockrel Inn, where Gheraccio and a good thrashing await them, to start off on the right foot.

SCENE 2 – THE MERETRICIAN'S MILL

Gheraccio asks the Band to help him out and informs them of what he knows. After speaking with the crime's only witness (a local old woman), the Knaves set off for the fields, making the acquaintance of Gigino and Friar Gnecco, who direct them to the Freeloaders company.

SCENE 3 – GROPEWOOD

The Knaves must find their way to the den of the Freeloaders, beyond the Gropewood.

SCENE 4 – THE FREELOADERS

The Band confronts Sacripante's company, and discovers that Rugantino was not kidnapped, but joined the company because he was tired of Gheraccio and his shows.

CONCLUSION

It's hard to say what will happen between the Marionette and his creator. Reconciliation? Betrayal? A compromise?

IN THE COMPANY OF PUNCHRABBIT

If the Knaves are part of Roughger's company or a similar one, whether or not they have faced the previous adventure *The Little People of the Grand Mount*, it is time to devote themselves to a slightly more complex and dangerous job. From here on, the characters will have no "protection" options, and each of them could end up sprawling in some country lane with a knife sticking out of their backs. If you are playing with all the company's options, remember that before starting the job you must roll for Job Hazards, as explained on page 49, and maybe take advantage of the Den's Grandluxury options to set off a little better-organized.

It is also essential that the players have a clear grasp of the Kingdom's written and unwritten laws: although the country is corrupt, dangerous, and in constant conflict, no one can go around lording it over the cities and countryside. This is the best opportunity for the Condottiero, in their leader capacity, to explain how justice works in these parts and how each misdeed of the characters will result in an increase in everyone's Bounties. Moreover, since the Knaves now formally belong to his company and everyone in the area will know about it, each of their Misdeeds will also increase Roughger's Bounty as their employer. This is another good reason to keep a low profile at all times, or Roughger himself will give them a sound slapping and kick their asses out.



SCENE I – AT THE COCKREL

The Cockrel Inn, where Mastro Gheraccio is staying, is on the central square of Port Patacca. The city resounds with the cry of seagulls; wine-befuddled sailors stagger around the pier, while the women scold scampering brats for breaking things with their wooden swords. Housewives are singing from the windows of their homes as they hang out their meager washing. The sides of the road throng with idlers and scoundrels, but the guards' presence keeps tempers cool.

Outside the inn's door, a slouching young hick teases the Band with a bawdy folk song before letting them pass (level of vulgarity at the Condottiero's discretion).

Once inside, you are immediately hit by the effluvia of wine, cheeses, and salami. There are about fifteen tables seating customers of all kinds, not all of them bad. The tables are solid but the stools look more like perches. The occasional daring cockroach scuttling across the creaky floorboards is immediately splattered by some shabby boot or other.

At the end of the hall stands a well-built puppet theater, painted in bright colors and with red curtains drawn to either side. This is the corner where Gheraccio and Rugantino often hold their little shows, when they aren't busy elsewhere – which is why the rendez-vous is here.

Taking a look around you will notice a few things:

- Landlord Rino “the Cockrel” and his wife Lella, a morgant who maintains order with a mere glance, are weaving their way among the tables. Rumor has it that Rino met her when his carriage was stormed by the company which the giantess belonged to. Lella, who fell in love with him at first sight, defended the man, who eventually fell in love with her in turn. Everyone knows it's best not to cross Lella, but very few know the truth about her and the famous bandit Sacripante: they are siblings!
- A Poppycock table, where a group of shady traffickers is playing and throwing around the foulest language the Kingdom ever generated. One of them is Petecchio, a professional cardsharp who owes his name to his (now former) inheritance lost at the gaming tables.
- A maid continuously sweeps the stairs while guests go up and down, frustrating her efforts. This is Ghisabella, a girl Rino and Lella are fond of. Outwardly, Ghisabella is kind-natured, but she has a secret dream: she wants to become a knight and throw herself headlong into an adventure. At night, she trains with a wooden sword behind the inn.
- A group of shifty-looking customers in filthy, shabby clothes, with rusty swords at their belts. The four noisiest are playing Barrel Beating while the fifth, whose armor is a little less battered, sprawls nearby and watches his companions, grinning from time to time. A DC 13 Wisdom (Perception) check could reveal their identities: they are doubtless the Snakes, with their leader Augusto Torcallo, aka Sonofa. The company is the talk of the town: thefts, kidnappings, scams, and (they say) some deaths on their record. Very nasty people: they'll do anything for a holed coin.

- A marionette is sitting on the large wrought-iron chandelier, swaying placidly as he files the fingers of one hand: it's Smack, a cheap thief who “inaugurates” the port's goods every time a new boat docks. Splinters from his hand end up in the carafes of some customers sitting at the table beneath him, causing them to utter colorful swear words. The marionette laughs while Lella showers him with insults.

Soon an increasingly-upset puppeteer joins them and explains the problem.

“Let me introduce myself: I'm Gheraccio, a well-reputed puppeteer. They have taken away the apple of my eye, good people: some lousy sonofabitch has kidnapped my most beautiful marionette! Rugantino, quick with his tongue and with his knife! I made him with my own hands, years ago. He is like a son! Please help me!”

For Gheraccio, Rugantino really is one of the family. Having received no requests for ransom, Gheraccio is beginning to fear that the marionette was thrown into the fire, or turned



into an ass or something. He then describes his appearance as the most beautiful work of art that ever appeared in puppetry:

“He looks like an apprentice and is elegantly clad in close-fitting pants, a hat trimmed with lace and frills, and a condottiero jacket that reflects his bravado. His eyes are of genuine blown glass. He could have been made by the Cherries themselves, believe me!”

When the Snakes realize what’s going on, they decide to take advantage of the situation: Sonofa comes forward and places his hand on Gheraccio’s shoulder, saying,

“Don’t worry! We’ll help you out, forget about this bunch of losers!”

The Knaves know how shameless the Snakes can be, and besides, they can’t lose a client this way. The situation is likely to degenerate into a brawl (see brawl rules on page 51).

HARD KNOCKS!

- The Snakes’ Company consists of Sonofa, a Heavy-Hitter (**bandit captain**) and a Mob made up of 4 henchmen (**bandits**).
- The Snakes’ Company has never met the Band and underestimates them, letting them have the first punch.
- The whole tavern will follow the brawl closely, taking advantage of the mayhem to abscond with some stools and other goodies.
- Lella, the tavernkeeper’s wife, is a Heavy-Hitter (**bandit captain**). If the Knaves or their opponents use an epic prop, Lella springs into action and indiscriminately attacks anyone within her range.

After the fight, the Knaves may leave the tavern as quickly as possible, in the company of Gheraccio. If they lose consciousness, they will awake in an alleyway behind the tavern when Gheraccio throws a bucket of water at them, and they will have lost 1 coin or 1 memorabilia each (as required by the Brawlers’ Etiquette: see page 56).

The puppeteer now adds that, during his initial investigations, he sought information from his neighbors, but the only one who seemingly saw anything was a dumb old woman who spoke a dialect as tight as a bottleneck. Gheraccio then turned to the guards, who turned him out in turn, saying they had better things to think about.

SCENE 2 – THE MERETRICIAN’S MILL

Gheraccio accompanies the Knaves to see the old woman who knows something more.

The old woman is sitting on a rickety wicker chair, intently practicing the ancient art of spinning. Her face is time-worn and her white hair loose on her shoulders. Her name is Adelaide and that’s the only thing Gheraccio has gathered so far.

In fact, the woman seemingly speaks a dialect used only in small areas of Alazia, but a DC 11 Intelligence check (rolled by native characters of the Alazial region, who have advantage) will cause the speech to make some sort of sense.

Adelaide reveals:

“After seeing the show, a girl with fiery-red hair ran away with a little boy and a sack on her back. She left Portenta Gate and headed for the mill beyond the fields, an area full of fieldhands and brigands!”

Should the characters fail to understand the old woman’s words, they can ask someone else. Ghisabella, Lella, and Smack may also offer to help and reveal the same thing, if the Knaves previously established a good relationship with them.

Leaving Port Patacca and following the directions received, the Knaves reach a path that skirts vast fields of wheat. As they walk by, a youngster whistles at the ugliest of the group and provokes him with a gross insult, then apologizes with a laugh.

His name is Gigino and he asks the Knaves if they will swap some grilled corn on the cob for a couple of sips of wine. If they manage to reach an agreement and ask him for information, the hick will explain that the place they are looking for is the mill of Friar Gnecco “the Meretrician”, a wine-growing monk who cooks for the needy. As for the red-haired girl, Gigino seems to know nothing about her.

Once in front of the mill, the Knaves will spot a pudgy man in a monk’s tunic chasing a mangy hen in vain. As they approach the fence surrounding the mill’s yard, the friar will address his visitors with a broad smile:

“Bounty Brothers! What brings you here?”

The Knaves will inquire about the red-haired girl, and the friar, surprised by their story, will tell them that her name is Rosetta, and that he recently saved the young woman from the street, as he often endeavors to do, which is why they call him the Meretrician.

While they are chatting, Friar Gnecco offers his guests a drink and warns them that the girl has been missing since early that morning. Gnecco also fears that Rosetta may have fallen in love with a local thug, Ninetto del Patrono, “the Best of Borgo Scrocchiano”, a charismatic member of the Freeloaders, the company of thieves and half-murderers hiding in an abandoned old tower to the north beyond the Gropewood.

Brother Gnecco appears increasingly worried, and asks the Knaves to track down Rosetta as well. In exchange, he offers them wine, a pot of meretriciana sauced pasta, and the chance to rest.



SCENE 3 – GROPEWOOD

Though he does not know what paths Rosetta took, Friar Gnecco directs them toward the wood and tells them a legend. Once upon a time – they say – a platoon of soldiers ventured into the Gropewood to rest in a deserted old watchtower, located in a clearing in the middle of the forest. There were twenty of them when they set off, but the further they advanced into the darkness of the forest, the more their number dwindled. The captain of the platoon managed to reach the tower alone and lit a torch to signal the way to his lost comrades. On colder evenings – so the legend has it – you may glimpse in the distance a lit torch, held by the spirit of the captain to help the souls of his companions find their way. People say the expression “groping in the dark” originated from this story.

The wood is hardly ever visited (for obvious reasons), but the Knaves will have to cross it to reach the abandoned watchtower.

As they advance through the underbrush, they will notice how dark the wood actually is, and its curse won't be long coming. Indeed, the legend told by Friar Gnecco was missing a detail. When they emerged from the thicket, the soldiers were all ghosts, and were dragging their captain, who had led them to that place!

Given this place's cursed nature, creatures who enter it could find it extremely hard to find a way out of it. A creature must make a successful DC 12 Wisdom (Survival) check to leave the wood safely. Unfortunately, the curse permeating the area imposes disadvantage on all Wisdom checks made inside of the Gropewood. On a failure on the Survival check made to leave the woods, the Knaves realize after roughly an hour of walking that they are going around in circles or are lost. In this case, the Condottiero can decide to use a random encounter.

The same check can be repeated every hour, but for every hour after the first two spent trying to get out of the forest without success, the Knaves must make a successful DC 10 Constitution saving throw or suffer one level of exhaustion.

SCENE 4 – THE FREELOADERS

After passing through the woods, the Knaves will come to a large clearing, where the ruins of an old watch tower can be seen. At its feet, some men are eating a meal cooked in a large cauldron suspended over a fire. They have rusty weapons at their belts, helmets with no visors, and equipment that has seen better days (all their equipment is shoddy).

At the center of the group stands a blond morgant:

“A bowl each, damn you! Don't take advantage or I'll split you in half like the hen I made this broth with!”

It's Sacripante, the Freeloaders' leader, and among his companions (3 **bandits**) are found Rosetta (CN human **commander**), Rugantino (CN marionette **bandit**), and Ninetto (CN human **spy**), none of whom seem really in danger or being held captive.

If the Knaves intend to start a fight or attempt some deception, they soon discover that Rugantino and Rosetta have voluntarily affiliated with Sacripante's company, and they're therefore ready to fight against them.

Sacripante is a **thug** with the following modifications:

Alignment Chaotic Evil
STR and COS 16 (+3)
Hit Poits 42

ACTIONS

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5ft., one creature. *Hit:* 7 (1d8 + 3) bludgeoning damage.

CONCLUSION

The end of the adventure will depend on how the Knaves behave with Rugantino. The marionette confesses that he abandoned Gheraccio because he was tired of being considered a magic puppet and a clown, but had never managed to make his creator understand. On the other hand, the Freeloaders are wanted and dangerous brigands, and his dreamed-of freedom has ended in banditry. Is this really his only alternative to the Cockrel's puppet show?

As for Rosa and Ninetto, the girl's excitement at her adventurous getaway is beginning to wane, and she has already concluded that Ninetto is just a street villain and an oaf. What next?

In any case, if the Knaves fail to return Rugantino to Gheraccio one way or another, explaining the incident in detail won't help: they still won't get paid.

More to the point: who on earth will tell Roughger?

The Forest of Howling Boars

A JOB SET IN PIANAVERNA FOR SMALL-TIME KNAVES (2ND LEVEL), BY EDOARDO CREMASCHI AND MAURO LONGO.

INTRODUCTION FOR KNAVES

After the Band's members have hung around the Den boozing interminably, calm and polite as ever, their leader is ready to send them all back to hell...er, on a mission.

This time, the job comes from a prosperous village of woodcutters and charcoal burners not far from the Member, a jaunty stream that flows into the Fossa to the north. On the border between Torrigiana and Pianaverna, the inhabitants of Ponteratto are having problems with the surrounding forest and its rustic inhabitants. In particular, the forest is said to have been haunted for the last couple of years by fearsome "Howling Boars" that terrorize hunters.

Apparently, local workers' brotherhoods collected a hefty sum for "Professional Boar Exterminators" to eradicate this threat.

Without fully understanding whether these "professionals" were the exterminators or the wild boars, the leader immediately accepted and decided to deploy his best henchmen.

Since these still hadn't made their way back from prison, he decided to use the player-Knaves instead.

BACKGROUND FOR THE CONDOTTIERO

The Howling Boar problem is quite complex. The forest in question has always been inhabited by highly evolved species of wild boars, often so advanced that they deal on a par with local humans and sylvans.

Their most widespread population is made up of common wild boars, but there are also several specimens of giant wild boars. In addition, there are Unghumans (veritable boarmen), norcitans (sylvans with pig-like features), and even wereboars. How all these mixes and hybrids between humans and pigs ever came about is not the subject of debate here.

Recently, a particularly ambitious unghuman called Biggerboar declared himself Big Swine of a large sunder of these creatures, occupied a stretch of caves in the depths of the forest, and teamed up with a few hundred other leaders, a couple of crafty norcitans who occasionally help him out in shady exploits, a giant boarress, as well as a young and talented wild sow, who talks and has even learned some spells.

It is for this "Miracle Hogpen" that the Knaves are heading.

SCENE 1 - DONNA CAMILLA AND COMRADE CERVONE

When the Knaves reach Upper Ponteratto, the inhabitants throw a great welcome party.

SCENE 2 - THE HOWLING OF THE BOAR

The Band is escorted to the howling-boar-infested forest and gets acquainted with the bizarre creatures.

SCENE 3 - SWINOTOPIA

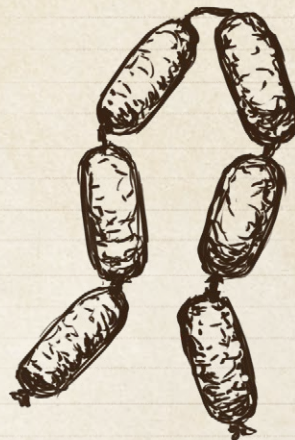
The Knaves reach the heart of the forest and the amazing swine community set up by Biggerboar.

SCENE 4 - "DO YOU HAVE ANY BONES TO PIG?"

Finally, we come to the confrontation with the Big Swine. Will the Knaves find a solution to the Howling Boar problem?

CONCLUSION

Will peace between humans and boars ever be made?





SCENE I – DONNA CAMILLA AND COMRADE CERVONE

To reach Ponteratto, follow the Fossa to the riverside village of Chiavica, a true crossroads of the area's peoples and cultures. From there, continue along the Member to Lower Ponteratto, the end of the village that juts out into the river, whence timber is sent down the watercourse. Comrade Cervone, leader and main representative of the local woodcutters, hunters, and charcoal burners' brotherhoods, enthusiastically welcomes the group at the dock.

Surrounded by a festive and curious crowd of rustic but friendly people, the Knaves are accompanied to Upper Ponteratto, where a colossal binge awaits them: a huge feast has been laid out in the main square, with red wine, pasta, huge ravioli with wild-boar ragout, and game.

Though the Knaves might be suspicious, the honest people of Ponteratto aren't up to anything shifty: they have truly hired them as "exterminators", to free the deepest reaches of the forest from the huge wild boars that roam there. Especially in the last year, these wild beasts have become very aggressive and have started to attack hunters and loggers who enter their territory. What with the howls of these angry hogs and the rumors about wereboars, boar-men, and giant boars, the whole population is frightened and concerned about the future. Cervone puts the Knaves in the picture, shows them the People's House (the local Dive) and their lodgings, and talks enthusiastically about the compensation that awaits them if they put an end to the threat in the forest. Blunt, Dun, Slim Jim, and Nero, his main companions and faithful comrades, are respectively a rude woodcutter (LN human **commoner**), a charcoal burner smelling of smoke (LN human **commoner**), the cook (LN mor-gant **commoner**) who runs the People's House, and a silent hunter who's hiding his true nature (CN human **wereboar**). The village's two other major personalities are Donna Camilla (LG gifted **acolyte**) and her assistant and sacristan Marasque (CG marionette **acolyte**), to whom Camilla confides everything.

All through the day of their arrival, the "Exterminators" are made welcome by the happy locals, who throw a village party in their honor. The children and housewives compete for their attention in every way, serving increasingly delicious specialties (usually based on wild boar) and inviting the Knaves to perform or tell them stories about their achievements as professional bandits and monster hunters.

By snooping around during the party, winning one of the dive games held in the square (local favorites are Brancalonian Buffet and Poorman's Carousel, see page 58); or by whatever means they choose, each Knave can obtain 1 of the following Rumors (rolls 1d10):

d10	Rumors
1	During the day, Cervone and Donna Camilla are competitive rivals, but it is common knowledge that they are lovers at night (<i>true</i>).
2	Hundreds of wild boars roam the forest; sometimes man eats boar, other times, boar eats man (<i>true</i>).
3	There are colossal boars, as big as milk rhinos in the forest (<i>true</i>).
4	The forest hides the mysterious Swinanthropes, real wereboars (<i>false</i>).
5	The forest is home to some dangerous Unghumans, Boar-Men (<i>true</i>).
6	There is a talking (and also rather mouthy) boarress in the forest (<i>true</i>).
7	The mysterious Big Swine has established a sort of boar sanctuary in the heart of the forest (<i>true</i>).
8	Wild boars always howl when they are about to eat human flesh (<i>false</i>).
9	All food prepared by Slim Jim is poisoned (<i>false</i>).
10	Rind and Knuckle, two vagabonds who peddle truffles around neighboring villages, always roam the forest unharmed (<i>true</i>).

When the Knaves have had their fill of revelry, wild boar, and rumors, they can get some sleep at the People's House.

THE SECRETS OF PONTERATTO

Though everything is running smoothly, there are a couple of secrets the Knaves should know about the village characters. First of all, Nero, one of Cervone's henchmen, is a wereboar. Although he actually spies on what happens in the village on Biggerboar's behalf, he is not bad at all, and his friendship with Cervone is sincere. He never hunts wild boars but only other animals, and of course, he keeps away while others devour pasta with wild-boar ragout. What he really wants is to get the two communities to form an alliance, but he is also convinced that it will never work. Given his nature, this conflict really tears him up.

Another village secret is the role of Rind and Knuckle, two roaming sylvans who discovered Swinotopia and are exploiting it to enrich themselves at Biggerboar's expense, betraying everyone. When the Knaves arrive, the two are not in the village.



COMRADE CERVONE

SCENE 2 – THE HOWLING OF THE BOAR

An hour before dawn someone knocks on the Knaves' door and throws them out of bed. Cervone and Donna Camilla have come to wake the "Exterminators" and send them off to the forest.

During their frugal breakfast, the Knaves can choose one of the local guides, Marasque, Blunt, or Dun. Nero is not around. If they ask what happened to him:

"Last night he went to bed early and he's already out hunting this morning."

Advancing into the woods around Ponteratto with the chosen guide is not complicated, but a couple of challenges or encounters can be included to animate the journey a bit:

- Following some darker and denser valleys, the Knaves risk ending up in wild-boar traps: the trap (*hunting trap*) is well hidden under the vegetation. A successful DC 14 Wisdom (Perception) check is required to locate the trap.
- It is necessary to pass along an earthy ridge, but there's a significant risk of triggering a small landslide. The Band must make a DC 14 group Wisdom (Survival) check. If the group check fails, the ground collapses under their feet. In the event of a landslide, Each character must succeed on a DC 12 Dexterity saving throw or take 2d6 bludgeoning damage from the debris.
- Suddenly, the characters come across a cold creek that descends from the northern hills, and it's necessary to cross it. The characters can decide how to reach the other side: with a successful DC 15 Dexterity (Acrobatics) check they can jump from rock to rock; they can also build a rope bridge, or they can wade across the creek. The creek's freezing water reaches the neck of a medium creature. Any character trying to cross the frigid water must succeed on a DC 10 Constitution saving throw or suffer one level of exhaustion.
- By sniffing the air a little, the Knaves can perceive the smell of smoked meat coming from a steep hill. If they decide to venture and climb the slope, they can find Rind and Knuckle's hovel, a cabin of solid beams where tons of pork get smoked and stuffed. However, the hovel will remain uninhabited for the whole day. Here characters can find a very recognizable special weapon: the Roastporker's Cleaver (*Handaxe +1*), which can be used as evidence of the two Norcitans' guilt.

Soon after these minor setbacks, the forest resounds with the mighty howl of a wild boar, very similar to a wolf's, though much hoarser and coarser.

Shaken, the Knaves' guide halts and exclaims:

"Do you hear that? It's the Howling Boars: they always grow louder when they're about to feed on human flesh!"

If it's Marasque, or if there are marionettes in the group, he will add:

"And they clean their fangs with toothpicks of turquoise wood!"

WHAT IS REALLY GOING ON IN THE FOREST

Biggerboar is no fool, he knows there are humans all around. His plan is to create a solid and independent community ruled by his people, and start some suitable trade with the sleekcheeks so that he is respected and left alone. In his "Swinotopia", for example, the huge quantities of truffles picked, stored, and processed provide an initial resource for financing his domain.

Under his wise leadership, even common boars are developing their full potential, uniting in herds where boars and sows are treated as equals and have the same rights, piglets are educated and raised by the community, and everyone works for the common good. The "howls" that frighten the surrounding villages' inhabitants come from the elite unit of the Boaryguards, Biggerboar's security squad, also serving as their territory's sentinels and border guards. These howls represent not only the rudimentary language of these wild boars, but also a means to scare away intruders, such as, in fact, the Knaves and villagers themselves.

The real problem in Swinotopia are the two norcitans, Rind and Knuckle, who act as a link between Biggerboar and the outside world, performing all the functions that wild boars can't do, and enriching themselves tremendously at their expense. In fact, not only do they stash away most of the proceeds from the truffle trade, but they also feed the humans' fear of the forest with all kinds of rumors. Furthermore, they are still covertly doing their work as butchers and sausage-makers by secretly slaughtering several wild boars, turning them into sausages, and selling them to neighboring villages – the traitors!



SCENE 3 – SWINOTOPIA

Thanks to their guide, the Knaves arrive in the territory directly dominated by the Swinotopia boars, around noon. The Band can notice the creatures' tracks and hear them howl all around, but the beasts are apparently too many and they roam in compact packs - not to mention the Boaryguards - and charging head down is probably not the best solution.

A DC 12 Dexterity (Stealth) group check is required to proceed into the district without being seen. If the group check fails, the characters will be discovered by a patrol of 2d6 **boars**.

If the Knaves somehow manage to advance beyond the Boaryguards, it's easy for them to follow the tracks leading to a cliff and the entrance of a cave, from which more boars enter and exit.

General Features: This cave complex comprises a few natural caves, with no work of any sort on the walls and no furniture. Thanks to the pond in Area 4 and Biggerboar's imposed standards about excrement, the swine smell inside the caverns is tolerable. The lighting comes from cracks and crevices located very high on the ceiling, too narrow and steep to pass through.

Since this scene takes place in the middle of the day, most of the boars are out of the cave, making it the best moment to try and sneak in. It could be crucial for characters to cover or disguise their smell.

"The creatures outside looked from pig to man, and from man to pig, and from pig to man again; but already it was impossible to say which was which."

- SWINOTOPIA FARM -

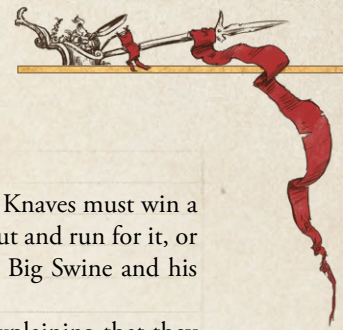


BIGGERBOAR



IN SEARCH OF QUATRINS





SCENE 4 – “DO YOU HAVE ANY BONES TO PIG?”

The way the Knaves reach Biggerboar's Trough Hall will determine the outcome of this job. If they slaughter and kill wild boars to enter Swinotopia, the Big Swine will not leave the massacre unpunished and will attack, together with his main henchmen, while Shnozz, the Boaryguards, and Brunette will rush to his aid at his beck and call.

If the Band approached stealthily, they will hear what is happening inside the Hall: Biggerboar does not want a war against the humans, but Nero is telling him that reasoning with the villager is out of the questions, partly owing to Rind and Knuckle, who are definitely up to something. The latter retort that the night before, at the village party, Nero feasted on wild boar meat, and that peace between pigs and humans will never be possible.

If the Knaves try the diplomatic approach, introducing themselves as Ponteratto delegates, Nero will disavow their claim immediately.

In any case, they could try to reach an agreement with the wild boars of the forest, considering that Biggerboar, Brunette, and Nero would willingly accept a compromise for the sake of their community.

CONCLUSION

To get out of this sh... , er, empassé, the Knaves must win a series of fights to the death, find a way out and run for it, or find a diplomatic compromise with the Big Swine and his community.

Unmasking Rind and Knuckle, and explaining that they are profiteers thriving on the discord between humans and wild boars (explaining about their hovel-delicatessen in the woods, if the Knaves have found it) could be the first step. Playing on Nero's loyalty to Cervone and on the fact that the wereboar could convince the village chief is another possible card the Band could play.

A third factor could strengthen the possible alliance: Swinotopia could enter into a direct trading agreement with Ponteratto, providing them with food and other useful services in exchange for their commitment to stop entering wild boar territory and feeding on their valiant neighbors. In return, the humans would have exclusive right to large supplies of truffles from their furry allies.

Whether or not it is possible to achieve all this will depend entirely on the Knaves.

Areas	
	Outside: In order to enter Biggerboar's boar-shed, the characters need to stealthily move through the dense forest, avoiding swine patrols or creating diversions. Otherwise, they could look for a different way to enter. In this case, it is possible to discover the passage to Area 9 with a success on a DC 18 Wisdom (Survival) or Intelligence (Investigation) check.
1	Entrance: Two sentry Boaryguards usually secure this area. They are bored, easily distracted, and do not miss the opportunity to get away for a while to snuffle in the bushes.
2	Revel Room: In this chamber, there are some half-asleep wild boars; if disturbed, their first reactions are of surprise and fear.
3	Corridor: This passage connects the outermost areas of the lair with the innermost ones; it is basically empty, but once every 1d4 minutes, it is crossed by some of the lair's inhabitants entering or exiting.
4	The Pool: This large cave is filled with spring water that flows off into the forest. Here the wild boars love to splash around happily. There may be 1d4 sows, along with 1d12 piglets, but they come and go every few minutes. To see and reach the ledge above the pool, it is necessary to make a successful DC 12 Strength (Athletics) check, or fall into the water with a thunderous splash.
5	Shnozz's Lair: This is the corner of Shnozz (giant boar), who is absent at the moment. The lair has some peculiar elements: someone has amassed some litter creating a comfortable bed big enough for the huge wild boar; there is also a large bunch of flowers cheering up the environment, and there's a pile of acorns and chestnuts on the ground, perhaps a nibble. If the Boaryguards raise the alarm, Shnozz comes running from the forest in a few moments.
6	Stalls: These caverns house around a hundred wild boars at night, including hogs, sows, and piglets. During the day, these areas are nearly empty. A rough painting on the back wall, made by Biggerboar, depicts with discreet skill a sacred figure whose features we leave to the players' imagination.
7	Brunette's Lair: In this slightly isolated corner of Swinotopia lives Brunette, an intelligent and sensitive talking boar : one of Swinotopia's community pillars. In its accommodation, there are also stoves and containers for the preservation of butter-marinated truffles.
8	Hall of the Trough: This cavern, connected to the Big Swine's stall, is used both as the boar community dining hall and as the herd councils headquarters. A council is being held just as the Knaves approach the hall. Here, for a good part of the afternoon, Biggerboar himself (CN, use the gnoll pack lord statistics), Nero (CN human wereboar), and Rind and Knuckle (CE sylvan bandits), have been discussing the arrival of the "Exterminators" in the zone.
9	Biggerboar's Stall: This room presents a well-made straw pallet and even some furniture. In a cool closet, there are hundreds of glass bowls filled with truffles preserved in butter. Each ball weighs approximately 4 lb, is very fragile, and has a market value of 5 gp. The stall also has a very discreet exit to the outside.

The Good, the Bad, and the Marionette

A JOB SET IN TORRIGIANA FOR LICENSED KNAVES (3RD LEVEL), BY MALA SPINA.

INTRODUCTION FOR KNAVES

Life for our chicken-stealing Knaves has gotten tough, especially since the guards of Tristoia's squire have adopted the scorched earth strategy around the company. Roughger (or any other company leader) has long since disappeared, and there is nothing left to do but hang around with no work and no money, or play at who throws stones farthest. Just when it seems that's all they have left to eat, their leader returns to the Den and announces pompously:

"I have a job for you!"

The Knaves have no choice but agree, and the leader resolves any lingering (legitimate) doubts with some vigorous slapping and ass-kicking, until they all climb onto their exhausted quadrupeds and set off.

When swarms of mosquitoes descend on them and the stench of rot grows increasingly oppressing, the Knaves might begin to suspect that something fishy – really fishy – is going on, at which point their leader deigns to give them some explanations.

"To you, who are the most valiant and trustworthy... yes, to you, you ugly idiots, I will assign an easy-peasy, and above all honest, job."

In uttering the remarkable word "honest", their leader is seized with a fit of coughing: he hawks, spits, then resumes with bulging eyes,

"You will act as gofers for my great friend, the Sublime Doctor Azimut, and retrieve some goods he already paid for in Maremma Impestata. For this purpose, we are going to Deadman's Crossroads, where we'll meet the Sublime. You will be given all the necessary information there. There are only two things to watch out for: bring the goods back intact - and do it within a day and a half - and you'll get hard cash in exchange. Pretty simple, right?"

BACKGROUND FOR THE CONDOTTIERO

If there's a scary place in Torrigiana, it's Maremma Impestata. If there's a place in Maremma that scares even its few inhabitants, it's the Avicelline Swamp.

You've guessed it: that's exactly where our Knaves are going.

Doctor Azimut is a charlatan who roams the Kingdom to serve (and cheat) the wealthier courts with his phony miracles and fake elixirs. Azimut is a first-rate swindler but this time – even as we write this we can scarcely believe it – he seems to have found the formula of an elixir that actually works.

Azimut arrived in Torrigiana in search of a very special ingredient: the fabulous Foioncus Albinus, a legendary beast whose plumage is used to produce an elixir that endows its user with otherworldly beauty, commissioned by the Squire of Malterra. The problem is that the last known Foioncus Albinus is owned by the hag Veriana, a befana who has always lived in the Avicelline Swamp. Doctor Azimut had already concluded the deal with the witch in question, who was paid a few weeks ago, but the vile hellcat vanished without delivering the mythical beast.

Since no one would accept the job, the doctor decided to ask an old friend of his, the Band's leader, for help. He decided this retched gang would carry out the delicate recovery by hook or by crook, the latter being the Band's obvious choice.

The witch has one foot in the grave, the Foioncus is not a particular problem and is reputedly tame. Seems like a cushy job, what could possibly go wrong?

SCENE 1 – THE GOOD DOCTOR

The Knaves begin their honest work at dawn. The Sublime Doctor Azimut gives them directions for the house of Veriana.

SCENE 2 - IN SEARCH OF THE FOIONCUS

Having survived the Swamp's pitfalls, the Knaves finally find the home of the horrible befana...

SCENE 3 – KILL THE BEFANA WITH GIN

...but they quickly discover that Veriana has recently died. Someone is hiding in the house: it's Cinnamon, a wicked marionette who kidnapped the Foioncus after killing the witch.

SCENE 4 – A MARIONETTE, TWO SNAILS, AND A CHICKEN

Through the marionette's tip-off, or by following its tracks, the Knaves arrive at a den of brigands, of which Cinnamon herself is a member, and must try to retrieve that old cockalorum of a Foioncus.



CONCLUSION

It's the day of reckoning, and the Band's leader and Doctor Azimut await the Knaves with open arms... provided they get back in time!

SCENE 1 – THE GOOD DOCTOR

In Maremma Impestata, four roads meet at Deadman's Crossroads. Three of them lead to pleasant places, while the last continues toward the infamous Avicelline swamps. The Knaves are unlucky: the latter is their destination. From the most imposing of the swamps' cypresses hang noose-knotted ropes, ready for use.

Along the beaten path that leads to the Avicelline Swamp, an eye-catching, bright red travel carriage is encamped, drawn by a pair of mules with golden plumes. Writing in blue on the side of the vehicle proclaims:

"Doctor Azimut, Superfine Surgeon and Scholar in the Divination Sciences".

As the Band approaches, the wagon's curtain is thrown aside and out comes a man in an ample purple cloak that he uses to hide in. With a theatrical gesture, he suddenly spreads his arms and reveals himself.

"We are the Sublime Doctor Azimut, First Wonderworker of the Order of the Erudites and High Imperial Physician. We welcome you, beloved children!"

After the leader and the Doctor have greeted each other like two long-time accomplices, the latter pulls himself together and resumes his solemn manner.

Azimut orders the Band to enter the Swamp along the navigable canal without ever turning off— thus they will find the house of the befana – but poses two stringent conditions: the Albinus bird must be brought back alive and well, and the Knaves only have a day and a half to do the job. They will have to deliver the Foioncus to the Doctor's wagon by sunset the next day, because that's when the men of the Squire of Malterra will reach the crossroads to collect the miraculous elixir and deliver the gold. If the elixir is not ready... there will be no florins for anyone.

DOCTOR AZIMUT

Doctor Azimut is a plump, middle-aged man who wears a purple robe on which a multitude of meaningless arcane symbols are embroidered in yellow thread, including the insignia of some famous taverns that the Knaves might recognize. He has heavy eye-makeup and a cap adorned with long and colorful feathers. He refers to himself in the first person plural, and addresses everyone as "beloved children", which can be a source of misunderstanding. He is constantly boasting of his alleged miracles.

"When we healed the Grand Duke of Riparotta from the plague by raising a single eyebrow..."

"The time we made Captain Guicciardone Pelacani's hand grow back with a poultice of marinated lizards..."

In his youth, he was a first-rate scoundrel and a chum of the Band's leader, but for years now he has decided to forsake the rogue's life and devote himself to miracles, which amounts to the same thing. He is obviously a scammer, but such a good one that he has persuaded himself he can truly perform miracles and create healing elixirs.

SCENE 2 – IN SEARCH OF THE FOIONCUS

The Avicelline Swamp is not suitable for horses and donkeys. The Sublime Doctor Azimut forgot to explain that one must proceed on foot, up to one's knees in mud and stagnant waters.

The Knaves are about to roll up their trousers and get ready for the onslaught of leeches when they spot a nearby barge. It's little more than a raft, and can be maneuvered with two long poles, but at least they won't have to wade through rotten water.

The swamp is littered with fallen plants and trunks, islets of branches and debris, which restrict the progress of the barge. Intricate scrub and thick reeds with razor-sharp leaves turn the Swamp into a kind of labyrinth, and cypresses covered in stringy moss lend additional spookiness to the place, which is also haunted by wild boars.

The barge, a flat boat suitable for navigating the marshes, is in poor shape, and the Knaves run the risk of sinking unless they are very careful.

Sudden eddies or a catsnake attack could damage the boat, and pools of quicksand could swallow the poles.



DOCTOR AZIMUT

CATSLAKE

This Swamp monster glides along beneath the surface of the filthy water, whence it catches its victims and drags them to the muddy bottom. Another of its favorite tricks is to grab the boats' oars or poles and then thrash the travelers while remaining a few inches underwater. It does this mostly out of contempt...

MOTHER OF WILD BOARS

She is a huge, very old, and blind boarress (**giant boar**), surrounded by a herd of 4 common **boars**. One can reason with the giant boar, and she can be appeased if she is offered food, or if she is told about (positive) past undertakings at Swinotopia. She can be found on stretches of dry land, attracted and annoyed by the noise.

SCENE 3 - KILL THE BEFANA WITH GIN

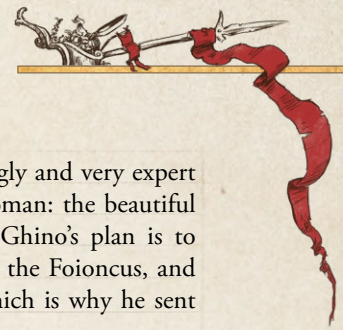
After this short and treacherous leg of their journey, beyond a thicket of tall rotting cypresses nearing collapse, the Knaves see a hovel that stands on four high posts stuck in the water. The roof is covered in moss and the wooden walls are white with mold so encrusted that it has become load-bearing.

A small boat is tied with a rope to a beam from which a ladder hangs. Everything is silent, only the distant call of the cuckoo resounds in the Swamp.

When the Knaves climb up to the stilt house, they make a macabre discovery: the corpse of Veriana lies in a rocking chair that still moves in the wind. If someone makes a successful DC 13 Wisdom (Medicine) check, they can guess that the befana has been dead for less than a day.

There is also a strong smell of some pungent distilled beverage. Empty flasks are scattered all around the corpse: only a couple remain intact. Should someone taste their contents, it will turn out to be a potent juniper cordial, able to knock out





an ox with just one sip. Though not poisonous, the spirit is alcoholic enough to be easily flammable. There is no trace of the legendary Foioncus Albinus. A thorough search of the stilt house reveals something moving under a pile of old clothes in a corner. Someone is hiding there: a marionette who was trying to escape with a sack of stolen goods.

If the Knaves manage to catch her, they will become acquainted with Cinnamon (CN spy marionette). Unfortunately, however, the bag she is holding is full of cheap junk, and there is no trace of the Foioncus. The coveted prey has already been abducted by Cinnamon's pal, Scrag.

If the Knaves let the marionette go, she will head off into the Swamp, leaving clear tracks behind.

CINNAMON

This is a female-featured marionette, no more than a barrel high. She has long hair of red tow and the painted remains of a damsel's makeup. Cinnamon is unscrupulous but extremely gullible. She fights with a long cutlass and aims for the legs and lower parts. She can be fooled with some well-contrived lie. The more absurd it is, the more likely she is to fall for it, but the likelihood that she will realize she has been duped will also increase. Betrayal is always just around the corner!

What can Cinnamon let slip:

It was she who brought the juniper cordial to get the befana and the Foioncus drunk. But she didn't think the old hag would die.

Her leader, Ghino di Fosco, had instructed her to offer her services as the hag's maid to kidnap the Foioncus, because Veriana was known to like marionettes.

If the Knaves manage to fool Cinnamon, she herself could take them to Ghino di Fosco's den and provide some useful information.

If well-motivated or misled by the Knaves' lies, she could reveal that Ghino knows about the Foioncus-based beauty elixir, which he intends to use to ingratiate himself with the haughty Arganta, a brigandess of his company. She may suggest one of the Knaves disguises himself as the Sublime Doctor Azimut to sneak into the robbers' den.

SCENE 4 – A MARIONETTE, TWO SNAILS, AND A CHICKEN

Beyond a barrier of sharp-leaved reeds extends a gloomy, particularly fetid swamp, in which large bubbling vents exude a stench of rotten eggs.

From those muddy waters rise some tall and rickety stilts, joined by a system of suspended scaffolds. Attached to these, a large barge keeps twelve horses and donkeys dry, while some ugly thugs roam the structures overhead: they are Butterati, the famous Maremma bandits.

THE DEN OF THE BUTTERATI

The stilt houses have been abandoned by the fishermen due to the stench and presence of two huge sleetches that rest on the floor of the marsh, and which the bandits keep in check by throwing leftovers and garbage to them. The company is that of Ghino di Fosco, one of the most infamous butte-

rati of Maremma Impestate. The very ugly and very expert leader is in love with his right-hand woman: the beautiful Arganta, a swordplayer in his service. Ghino's plan is to become irresistibly handsome thanks to the Foioncus, and make Arganta fall in love with him, which is why he sent Cinnamon and Scrag to do the job.

The old fishermen's settlement consists of a large barge where animals are kept, a hovel resting on a dry rocky spur, and five other stilt houses. The latter stand on four or more stilts, covered in slippery moss, and are therefore very hard to climb.

There is an escape route near the barge, a thin, almost invisible strip of stony land that leads out of the swamp; from this, one can reach Deadman's Crossroads.

Cinnamon won't mention the sleetches; if she harbors vengeful intentions toward the Knaves, she'll use these monsters to get rid of them.

GHINO DI FOSCO'S BAND

During the night there are at least three Butterati patrolling the piers and the horse barge.

The Butterati Company

Ghino di Fosco (NE human **bandit captain**): a man of average size, very hairy, and of unique ugliness. He hides a secret: he's in love with Arganta and wants the Foioncus to make him beautiful. He knows it is possible to create an elixir from the creature's plumage. He's instructed Gutt to bring him some of the beast's feathers.

Arganta (LE human **duelist**): Ghino's right-hand, a woman of exceptional skill with sword and knife. She's got high-falutin' ways, and aspires to replace Ghino to become the next leader.

Gutt (NE human **thug**): Almost seven feet tall and equally wide, with a full beard and a dirty apron. Gutt is the band's cook, and can always be found in the kitchen, carrying a filthy cleaver. He's incorruptible and very sensitive about his gastronomy. Right now, he is furious because he can't figure out how to prepare the beauty elixir.

Scrag (CN human **bandit**): Cinnamon's companion and Gutt's helper. Thin and tall, with a large nose. He is hypersensitive to a beautiful girl's charm.

Bonifacius Lefty (LE human **duelist**): They call him "lefty" because he always uses his left hand only, but that's simply because he doesn't want to tire his right hand, the one he uses to wield the sword. With greasy hair and small eyes, he's the best swordsman in the Band.

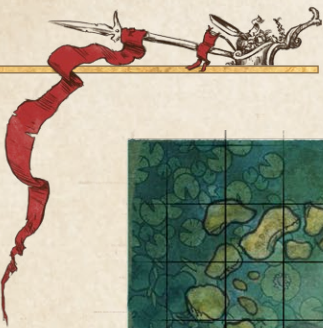
Apollonia (CN human **spy**): She's the typical tavern woman, flourishing, quarrelsome, and a troublemaker. Skilled thief and pickpocket.

Cinghio (CG morgant **bandit**): Mute and clumsy morgant. Too good to be part of this Band, he always tries not to kill anyone by using slaps and punches only.

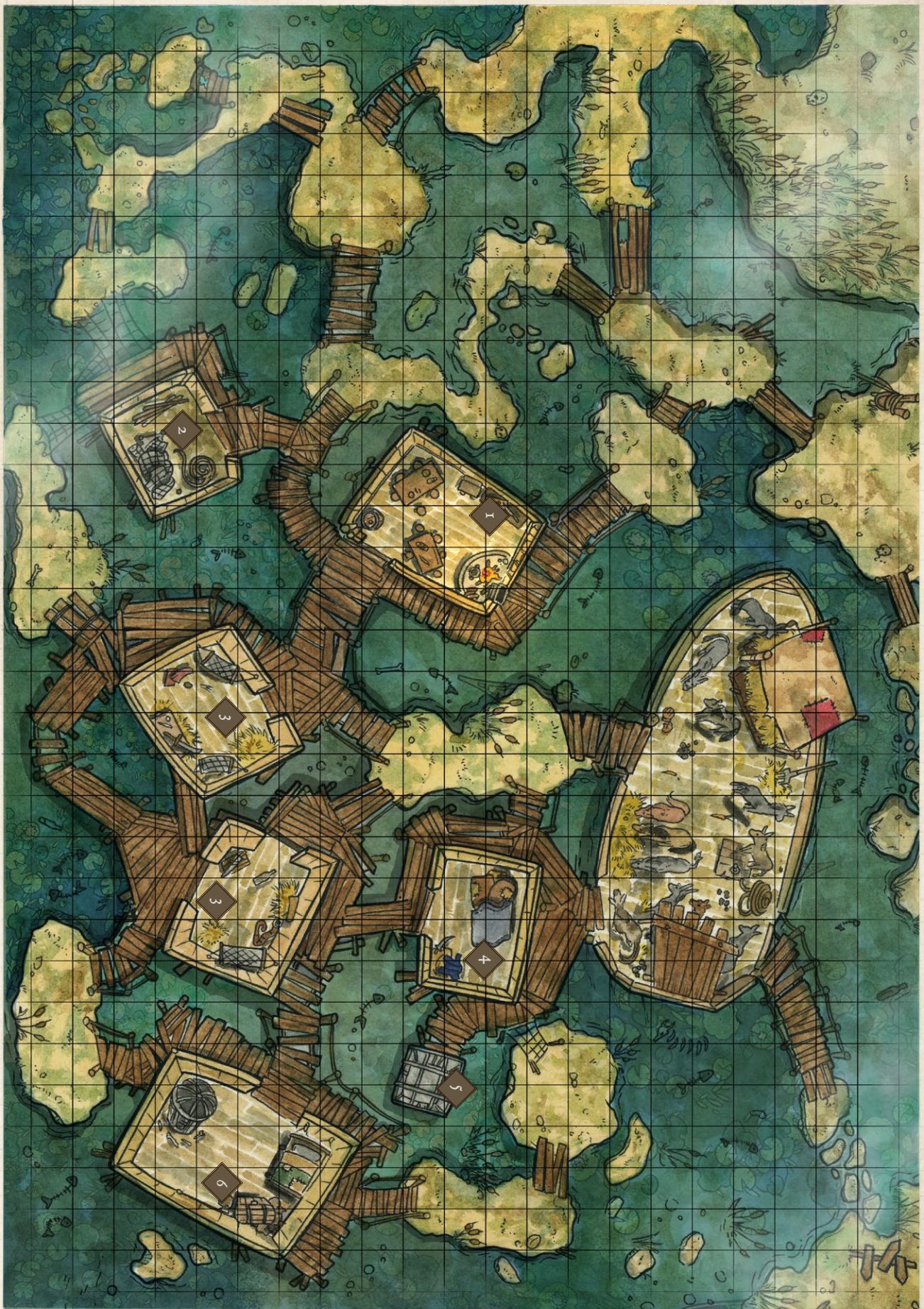
Black Kite (NE sylvan **cutthroat**): First class cutthroat, ironically named after the bird of prey, because he's blind as a bat.

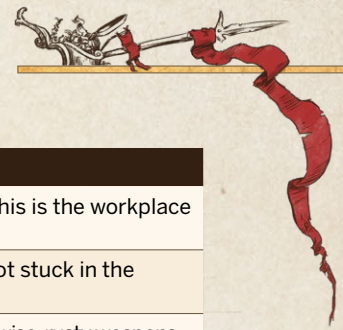
Fedora (N human **thug** with Dexterity 16): One-eyed female crossbowman with a rather precise aim.

Liborio e Zeffiro (NE human **thugs**): Two cutthroats, and the latter of the two has got severe aerophagia issues and will burp constantly.



IN SEARCH OF QUATRINS





Areas	
1	Kitchen: A shack built on one of the few outcroppings of rocks. With a fireplace for cooking and tables, this is the workplace of Gutt, Ghino's Band's gigantic cook. The highest stilt houses can be accessed from here.
2	Fishnet Warehouse: The old fishing nets from this warehouse fell out into the mud and some of them got stuck in the floorboards, so they can be used to climb up.
3	Two Stilt Houses Used as Dormitories: If it's night time, there will be two to three Knaves sleeping in here. Otherwise, rusty weapons and rags are all there is.
4	Arganta's Stilt House: This is where Arganta, Ghino's right-hand woman, rests. Her bed is made of sacks full of dry straw and refined blankets; there is also a bag full of elegant clothes in here.
5	Lobster Pot: Under Arganta's stilt dwelling there is a huge lobster pot, a kind of cage for keeping prisoners, or a brigand awaiting punishment. If Cinnamon hasn't been caught by the Knaves, then she will be soaking in there; otherwise the pot will be occupied by Scrag, Cinnamon's companion. They are guilty of almost making the Foioncus die with fright. To survive the Sleeches, whoever is in the pot must keep still and dead quiet.
6	Ghino's Stilt House: The largest in the group; here, in addition to the chest with the rest of the loot accumulated by Ghino, there is also a cage holding the enraged Foioncus captive.
The loot consists of gems and art objects (250 gp worth), +1 <i>moony slingshot</i> , gloves of the pockmarked (<i>gauntlets of ogre power</i>), and a <i>broom of flying</i> .	

The Foioncus Albinus is a kind of plucked cockrel with three legs and a bad temper. What the Knaves don't know is that it is so old (and actually more gray than white) that a sudden fright could make it faint or, even worse, croak, jeopardizing the mission. It will try to peck and suck the blood of anyone who gets too close. It can be tamed with the juniper cordial it is so fond of.

CONCLUSION

The Knaves now reek of rotting weeds from top to toes, which could be an improvement. When they reach Deadman's Crossroads, the showy wagon with the Sublime Doctor Azimut is still there, not to mention their leader, completely drunk.

If the Knaves managed to retrieve the Foioncus Albinus alive and well in a day and a half, all they will have to do is wait for sunset and, when the squire's messengers arrive and the deal is concluded, the good Doctor Azimut will fork out the promised reward.

If not, they will be called "rabble", which is fair enough, and there will be nothing left to do but go back to their Den, pecked and beaten. Unless they have stolen Ghino's loot...



By this point in their infamous adventures, the Knaves should have reached 3rd level. Once again the Condottiero should make sure that the players are in full control of their Misdeeds, their Bounties, and their Notoriety, and that they use the Rollick options between Jobs to improve their Den or to Revel, as they prefer.

If they haven't played them yet, now is the perfect time to add into the campaign the other adventures released so far: THE TREASURE OF THE BIGAT, the jobs in the *Macaronicon*, or the MISFIT TALES published in the *Daily Jinx*.

This is also the time when, if they want, the Knaves can try to get rid of Roughger and look for another company, or start moving freely around the Kingdom.

Another possible company leader could be the Sublime Doctor Azimut, who seems foolish but has a whole series of connections all over the Kingdom, and can sublet his wagon as a Den. In this case, he considers the following Lair Options as already active: Distillery Level 2.

In all cases, the next two jobs have a more open approach, and are set in Volturnia and Penumbria respectively. How the Knave get there is now up to the Band to decide.



See Acquaviva and die!

JOB SET IN THE DUCHY OF ACQUAVIVA (VOLTURNA) FOR LICENSED OR INVETERATE KNAVES (3RD - 4TH LEVEL),
BY GIOVANNI DE FEO.

In the Kingdom, rumor has it, the dead congregated in a different place every month at midnight on the first day of the full moon, to share their memories of what they once were. Of course, no one was ever mad enough to go and ascertain the truth of such rumors, or if they did, they never came back to tell.

INTRODUCTION FOR KNAVES

Following the death of the Witch of Serpents (a local befana), Duke Arpaxio de Seevedra, Lord of Acquaviva, hires the company for a dangerous and delicate task: he wants them to go to the Holey Gate and get the Witch's backbiter to tell them where she buried her immense treasure.

At the word "immense treasure" (two words, actually), the company leader immediately sent his beloved henchmen to "help" the poor Duke, providing them with very sturdy and capacious bags to stow away their fair share of the reward.

However, he kept quiet about the local saying for those who end up in the lugubrious and crazy Duchy: "See Acquaviva and die!", which explains why Arpaxio has found no one in the whole of Volturnia willing to lend him a hand.

BACKGROUND FOR THE CONDOTTIERO

Needless to say, there is no treasure.

Arpaxio wants to know which of befana Whooppee's three children is his, given their long-standing affair. Having no other descendants and being in poor health, Arpaxio wishes to find out if one of the witch's three bastards is actually his son – as she always claimed – and worthy of becoming his heir. When still alive, Whooppee never told Arpaxio the truth, and she presented all three to him as his children. Having been kept in the dark, over the years Arpaxio helped all three of the witch's children as much as he could:

- Sarino de' Gimmone, the region's Balistus (commander of the Duke's guards).
- The famous Shady, a soldier of fortune turned brigand.
- Basset the Herbalist, a young and devoted monk, housed in the Castle.

Since the Holey Gate's backbiters can only tell the truth, Arpaxio is confident that the (dead) befana will be forced once and for all to reveal the real heir to the dukedom.

The secrets aren't over yet. The Witch of Serpents is not an ordinary witch but a befana, and the Holey Gate is one of the "back doors" scattered around the Kingdom leading to Inferno. This one, in particular, is a crack in a rockface that opens in a different spot of the dukedom every month at midnight on the first day of the full moon. All the Duchy's inhabitants know about this, and everyone, except madmen and sorcerers, keeps well away.

SCENE 1 – CAT CASTLE

The Knaves start off immediately for the court of Duke Arpaxio, to get acquainted with Basset.

SCENE 2 – DITCH OF SERPENTS

Unfolding amongst swamps and witches, the first step in the mission is to find out where the Ravens' Parliament is held.

SCENE 3 – SHADY AND THE WOODS

An accessory scene, which enables you to meet the other two sons of Arpaxio and work out which side you are on.

SCENE 4 – STONE GALLOWS TREE AND THE RAVEN PARLIAMENT

The Knaves are confronted with a strange ruler: the Raven King!

SCENE 5 – HOLEY GATE

The Knaves descend into Limbo and get to the heart of the job.

SCENE 6 – WHOOPPEE

Finally facing the witch, at the end of all the Band's troubles. One way or another.

CONCLUSION

Everything is done, but everything is lost. Will someone pay the Knaves?



SCENE 1 – CAT CASTLE

Duke Arpaxio awaits the arrival of the Knaves in Cat Castle, built centuries ago in the shape of a huge lurking feline. As a result of an ancient curse, the lives of the Dukes of Acquaviva are all dominated by some mania or other. Arpaxio is obsessed with cheeses: the reception room is full of all kinds and shapes of dairy, sheep, and goat cheeses, some of which could even be magical. Only problem: they stink like hell. Obviously, nobody in the castle dares point this out.

Without going into details, Arpaxio asks the Band to escort Basset the Herbalist (NG human **acolyte**), a young monk suffering from a persecution complex, who carries some healing potions and has a great knowledge of medicine and herbs. Basset's task is to guard as far as the Holey Gate and, once there, to open and recite an "Enchart" (a magical and magically-sealed parchment manuscript) ostensibly to force the witch's backbiter to reveal where her immense treasure is.

Unbeknownst even to Basset, however, the scroll will not ask about the treasure at all, but about who the Duke's children are. Meanwhile, Basset directs the Knaves to the Ditch of Serpents, a hideous and treacherous marsh, to find Whooppee's disciple, who knows where the Holey Gate will appear next time.

SCENE 2 – DITCH OF SERPENTS

"How can I be so young? Because I have named all my years and keep them in the snakes of my cloak! Behold!" At a hiss from the mouth of the sorceress, twenty snakes crept out of the folds of the Mantle of Snakes and twisted around the legs of a table.

To search for the Holey Gate you must first find the Raven Parliament, held once every new moon at midnight. The place where the next one will be held can only be revealed by a witch of the Ditch of Serpents, that is, by Whooppee's disciple.

Her name is Gerapida, and she shows herself as a blind eleven-year-old girl. Looking like a very dirty ragamuffin, she will appear to the Knaves while they are camping out in the Ditch of Serpents. The child will offer to lead them to the terrible Gerapida, amusing herself instead by making them sink into fetid pools, quicksand, and natural traps, and laughing out loud. When she has had enough she will reveal who she is. Gerapida is actually a witch who has learned the craft's secrets from Whooppee and is now infused with the powers of her befana teacher. She is also endowed with a powerful amulet, the Mantle of Snakes.

Gerapida may reveal some information about Whooppee. This is what she knows:

- There is no treasure, at least not of gold.
- She was called Whooppee because she made whoopee (she, er, fornicated) with the powerful.
- Cross my heart, I would not lie to thee, the Parliament meets next at Stone Gallows Tree (all the locals know where the Stone Gallows Tree is).
- Without their sense of smell, cursed corpses cannot find.

Apart from her powers and initial deceptions, Gerapida means no harm. When she appears in her normal form, in her thirties, she could fall in love with one of the Knaves and offer him/her a night of whooppee; candy or fun stories might do the trick. If Gerapida falls in love and is treated handsomely, she could lend her lover the mantle.

Though it looks like a tunic covered in mud and brushwood and writhing with snakes, the Mantle of Snakes is actually a powerful magical artifact.

MANTLE OF SNAKES

Wondrous item, legendary

(requires attunement by a befana)

While wearing this cloak, you gain the following benefits:

- Resistance to poison damage.
- Blindsight 10 ft.
- +1 bonus to AC and saving throws.
- You can use a bonus action to speak the command word and summon the poisonous snakes nestled in the mantle for 1 minute. You can use another bonus action to speak the command word again and make the snakes hide back in the cloak. You can make a melee attack with the snakes against any creature within 5 feet of you. You apply your proficiency bonus to that attack roll. If the attack hits, the target takes 3d6 piercing damage and must succeed on a DC 15 Constitution saving throw or take 5d6 poison damage. If the snakes are not hidden in the cloak, they can be attacked: they have Armor Class 15 and 30 hit points. If the snakes drop to 0 hit points, they are destroyed and the cloak no longer grants any benefits for 1 week, at the end of which the snakes and the other benefits regenerate.

Only a befana can wear the mantle of snakes without being bitten by its snakes. However, a befana attuned to the object can lend the item to another creature, who can temporarily attune to it, but must return it within a specific number of days set by the owner.

Note: *For the remainder of this adventure, a character wearing the mantle of snakes is invisible to all the walking dead.*

"If I were Cecco - as in fact I am -

I'd chase the young and pretty girls; to others

Would I leave the lame or wrinkled dam"

- CECCO DE LI ANGIOLI, BRANCALONIAN POET -

SCENE 3 – SHADY AND THE WOODS

This Scene is an accessory or alternative to Scene 2. If the Condottiero wants to avoid their meeting with Gerapida, or if this ends up badly, it will be Shady (CN human **bandit leader**) or the Balistus (LN human **chief guard**) who reveals the place where the Raven Parliament will be held next.

It all depends on whose side the Knaves are. During their journey, they come across the Balistus and a dozen guards hunting for the famous brigand Shady; and/or they meet the latter, at the head of a dozen of his henchmen, hiding from the guards.

For years, Shady and the Balistus have been confronting each other in the woods of the Duchy, and sometimes even agreeing to share stolen goods or taxes. The truth is, if either side were cornered or at an extreme advantage, it would take the opportunity to give the opposing faction a good thrashing. Without overdoing it, of course, or the Duke or harassed people would rise up... a good brawl could be the best way to release some pent-up tension.

After stumbling upon Shady's bandits and/or the guards, the Knaves may side with one or the other, and help in an ambush or round-up. At that point, their "momentary allies" could reveal where the next Raven Parliament will be held.

Attentive Knaves might also notice that Basset and Sarino look alike, while Shady always wears an operetta-bandit mask on his face. In fact, he is the only one who knows that he is Whooppee's son and Sarino's twin, and also has a hunch about who their father might be. His likeness to the other protagonists of this absurd family story is truly embarrassing, hence the mask. Indeed, this is precisely how he managed to save himself for so many years: by whipping off his mask at the right moment and passing himself off as the Balistus.

At this point, if the Knaves have already disclaimed this farce, Shady and Sarino could decide to join the Band until they reach the Holey Gate, and hear Whooppee's response first hand.

SCENE 4 – STONE GALLOWS AND THE RAVEN PARLIAMENT

What was planted in the middle of the crossroads was in fact a gallows tree, but not an ordinary one. First of all, it was not made of wood, but of black stone. Secondly, and even more evidently, it stood very tall, almost like a bell tower. Even today, the old wives of Acquaviva speak of how the Gallows Tree was built by the giants, a powerful and ancient people from beyond the mountains...

When the Knaves reach the Stone Gallows, there are still no birds in sight. They will have to wait until late night for the arrival of the "Raven Parliament", a gathering of tens of thousands of these birds. This is the result of an ancient pact between the crows and the underworld: for the entire stay of the Holey Gate in that place, the crows will be guardians of the cursed corpses, and will not allow them to come out and infest the Dukedom. The arrival of the ravens and their Raven King is

only a front, but if the Knaves scare them or drive them away, this could have a detrimental effect on the mission. Once the Raven King has made his "speech" to his subjects, reminding them of the pact, the Holey Gate will appear in the form of a crack in the hillside.

To convince the Raven King to open the Holey Gate, characters must succeed on a DC 16 Charisma check. On a failed check, the feathered ruler will ask for some tribute from among the Band's memorabilia, magical items, or valuables - especially glittering stuff!

SCENE 5 – HOLEY GATE

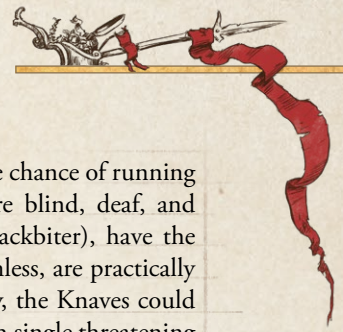
You are now in the Gallery of Nouns. Further on you will visit the Hall of Adverbs, the Crypt of Adjectives, the Alcove of Verbs, and even the Cell of Swear Words.

Inside the Holey Gate there are dark atriums, gloomy passages, and fumigating vestibules. This sort of Limbo is inhabited by two special types of undead: the thinking and speaking ones, or the backbiters (**specters**), and the instinctive and material ones, or the cursed corpses (**zombies** with no sight and hearing, but with blindsight 5 ft.).

Backbiters are linked to the bodily tongues and mouths they had when they were alive, ripped from the cursed corpses, placed in alcoves, and divided by type of speech. Though not aggressive, they chatter eternally (in Vernacular) with their fellow damned. The galleries are divided, for example, into: the Gallery of Nouns, the Hall of Adverbs, the Crypt of Adjectives, the Alcove of Verbs, and the Cell of Swear Words.

There are three ways to locate Whooppee's backbiter:

- Find your way around the catacomb system. The Condottiero can make this as simple as possible, or invent a series of riddles based on the names of the galleries, or traps that make the Holey Gate a place that changes continuously. In this area grows a blue flower that emits a faint natural light. This little flower, called triflebud, is a very rare magical ingredient with properties similar to triflewood's, and is worth ten times its weight in gold. In short, this could be the job's real treasure. Basset knows its properties well, but didn't expect to find any here.
- Talking with the backbiters to find out where Whooppee is. Backbiters cannot lie, but they can choose not to answer, or to tell the truth disguised as a fable or a metaphor. Only if the same question is asked three times in a row are they forced to answer. The Condottiero can create backbiters for additional color: benevolent ones, malicious ones, all of them quick with a comeback ("Whooppee? I don't know where she is... but Orcio, in the Crypt of Adjectives, knows for sure"). The real purpose of these interviews is to give the cursed corpses time to arrive.



CURSED CORPSES' EXTRAORDINARY HABITS

Cursed corpses do not move randomly, but in "flocks" linked to the various deadly sins. So, if you bump into the Lust group, you can distract them by showing your buttocks; if you meet the Greed lot, with a sack of gold; the Gluttony crowd with food, and so on.

As already mentioned, cursed corpses are blind, deaf, and dumb, but they can touch, slam, and smell, and follow the scent of the living. At worst, Basset can persuade the characters to smear themselves with fecal matter, which does in fact mitigate the possibility of being found. The only thing that really prevents being discovered is sprinkling oneself with sepulchral soil, or wearing the Mantle of Snakes. As for magical or supernatural faculties, these beings are considered undead and outcasts, but only for a few minutes: cursed corpses and backbiters cannot be destroyed inside the Holey Gate.

- The arrival of the cursed corpses. Once you enter Limbo, the chance of running into cursed corpses will increase. They can't bite, they are blind, deaf, and dumb (their senses have remained with their respective backbiter), have the features they possessed in life and, despite being fairly harmless, are practically indestructible. If their number were to increase indefinitely, the Knaves could get killed, but the Condottiero should not so much play with single threatening foes, as with the fear of the horde, and with the fact that, in the long run, the only winning strategy is to get out of there. However, should the Knaves find Whooppee's cursed-corpse form, this could lead them to her own backbiter.

SCENE 6 – WHOOPPEE

Once you have reached the Alcove of Verbs you will easily find Whooppee who, as a fiendish befana, has taken on the role as a sovereign of sorts in that corner of Limbo.

Once in her presence, Basset will draw out the scroll and read the fateful questions... or would do, if he didn't pale. No treasure is mentioned in the questions. In fact, the only question is:

"Detestable witch, now speak true and fair,
Which of your boys is the Duke's son and heir?"

Whooppee's backbiter is a toughie, not only because the befana still retains most of her powers, but also because, though forced to tell the truth, she can tell other truths as well. What she will do is reveal nasty truths about the Knaves and any other background characters (the Balistus, Shady, Basset). Should all three of her children be present, Whooppee might decide to reveal herself as their mother and see how they react. Of the three, only Shady knows the truth: if he is there, he will press their mother to find out if the Duke really is their father.

In any case, if the request is repeated three times, Whooppee will have no choice but answer the truth.

If things take a turn for the worse, the befana can summon a horde of cursed corpses and force everyone to flee: once the Knaves are out of the Holey Gate, the crows will pounce on the cursed corpses in pursuit and destroy them.

CONCLUSION

If all went well, everyone should know by now who the Duke's son(s) is/are: Basset, the twins, all three, or none of these. If it is decided that the heir or heirs are those traveling with the Band, in the morning they will suddenly start behaving strangely, each on his own: Basset will talk to plants; Shady, wearing his mask, will look in the mirror and find himself irresistible; Sarino will become obsessed with horses, and believe they want to kill him.

The Duke died during the night and the Seevedra curse has struck again...

Who will pay the Knaves now? Who will ascend the throne of Cat Castle? Above all, what does "See Acquaviva and die" mean?

*All passages featured in this adventure were taken from **Il Mangianomi** by Giovanni De Feo, Salani 2009.*

Penumbria Jeez Festival

A JOB SET IN PENUMBRIA FOR SEASONED KNAVES (5TH LEVEL), BY JACK SENSOLINI AND LUCA MAZZA

INTRODUCTION FOR KNAVES

The leader has two pieces of news for the Knaves: one good and one bad. The good news is, he's got them a new job. The bad, the job is in Penumbria.

And it's exactly the kind of job that can't be turned down.

They'll have to polish up their equipment and leave immediately for Penumbria, at the border of which, along a smugglers' route, Grincia awaits. An expert passer and smuggler, she will lead them across the toxic blanket of the Mistide, and guide them in total safety to Crimini, the Cupola City. Here, the client awaits them impatiently: he is the Criminese bravo Lapidario de Mali, an impoverished nobleman with a penchant for Prophecies, with whom their leader has a large gambling debt.

What do the Knaves have to do with their leaders's gambling debts? Well, obviously their services will be rendered to settle them, in exchange for a worthy reward that the company leader will offer on their return.

They are to meet Lapidario at the Castracockerel, one of the most famous dance halls in Crimini, a gambling hall in the center of Via Iniquita owned by the Istranian Casademoni gang.

Ready?

BACKGROUND FOR THE CONDOTTIERO

The job itself is not complicated. Rumor has it that north of Crimini, in an abandoned old farm beyond the village of Malconvento, a company of mavericks has come up with the idea of breeding abominations for unknown purposes, and to trade illicit substances without the approval of the Malavita and of the Criminese Cupola.

The Knaves' job is to find the farm, defeat the company, and bring back news of their trafficking.

Even Lapidario de Mali, after all, is an honest chief, and if the Knaves do what he asks of them, they can go back safe and sound and the debt will be repaid.

There are problems, however. While Lapidario is an honest criminal, his competitors are anything but. The bravo was commissioned to investigate the farm and the company of mavericks by an emissary of the Malavita, under the direct orders of the Cupola. But to be sure that the work was done, the organized cliques of Crimini also entrusted the task to another, much less commendable character: Mal Feasance Jr., none other than the nephew of Don Mal Feasance Sr.,

a prominent member of the Cupola, in charge of muggings and clandestine fighting.

Having circumvented or settled the accounts with Mal Jr.'s men, the Knaves will have to walk north.

Along the way they will come across ripped-off peasants and villages looted by a handful of jobless mercenaries out of control: the Bounty Bludgeons, led by the ruthless Carnamen.

In order to proceed with their mission, the Band must first defeat the Bludgeons, then cross the treacherous Forest of Nests, infested with ghosts and aberrations.

Finally, the Knaves will find the path that leads to the farm, where the Bondurandi brothers and their henchmen, who are raising none other than viperwolf pups, are waiting for them.

SCENE 1 – CRIMINI GANGS

The Knaves know Lapidario de Mali, who informs them that the job was also entrusted to another company. They can choose whether to deal with their rivals immediately and explore Crimini, or leave as soon as possible for the farm.

SCENE 2 - THE SCENT OF WEAPONS

On the way to Malconvento, the Knaves come across evidence of the looting perpetrated by Carnamen and her cutthroats, the Bounty Bludgeons.

SCENE 3 – SIEGE OF MALCONVENTO

To get Malconvento's inhabitants to cooperate while preventing them from being torn to pieces, the Knaves will have to help the village resist the assaults of Carnamen and her lot.

SCENE 4 – PATH OF THE SPIDERCROW'S NESTS

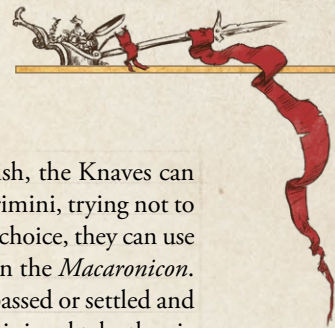
If they haven't helped Malconvento, the Knaves will have to cross the Forest of Nests on their own, risking their necks. Alternatively, they can rely on a guide and risk their neck, but less so.

SCENE 5 – BOOT HILL

Depending on how things turn out, the Knaves may have to face the terrible spirits of the forest.

SCENE 6 - FARMS HAVE EYES

Having left the forest, the Band reaches the abandoned farm, scene of the final battle with the Bondurandi and the abominations they hide in cages. And in the cellar.

**CONCLUSION**

All's bad that ends bad, as they say in Penumbria!

SCENE 1 – CRIMINI GANGS

The Knaves are escorted by Grincia through the Mistide and to Crimini. If the Condottiero so desires, he can add complications to the border crossing, as explained on page 104. Otherwise, the Knaves reach Crimini without too many problems.

The Castracockerel is a highly respected dance hall, with brothel-type furniture and prison-type patrons. The moment they enter, the Knaves witness a stabbing followed by a “Don Vilmondo Malavita has a message for you...” which ends with a death-rattled response: “Our respects for the blades.” The dance hall is crowded, yet no one, apart from the Knaves, seems to have noticed anything. Grincia urges them to turn away and speed up their pace: “The client of your leader, this Lapidario de Mali, is sitting in a corner waiting for you”; slicked mustache, the broad-brimmed hat of a wealthy old bravo, and a bottle of Infernet Malebranche on his table.

Grincia deals with the introductions and disappears, as stealthy as a heart attack.

Lapidario drains a glass of liqueur and points to the dead man:

“Welcome to Crimini, nooseheads!”

If they want to, the first thing the Knaves can do is place Prophecies with Lapidario, who immediately tries to offer them high-margin (high risk) ones. See Placing Prophecies on page 86.

At the end of this phase, Crimini's bravest bravo tells the Knaves about the job for which their Band was hired: investigating on behalf of the Crimineese Cupola the shady dealings taking place at an isolated farm north of Malconvento, from which batches of poisons and dangerous substances are said to originate without the Cupola's authorization.

So far so good but, as per Penumbrian tradition, a problem immediately arises: the player's Band is not the only one entrusted with the job. The clique figured they would entrust the same job to another local character, much less honest and commendable than Lapidario: Mal Feasance Jr., aka the Shrimp.

The Band of the Shrimp (NE human **explorer** with Animal Handling +5), is made up of 3 henchmen (NE human **guards**) and the Shrimp's bodyguard (LE morgant **dragoon**).

Lapidario informs the Knaves that his rival's company can be intercepted at the Kennel, the operational base of the Feasance clan, a gambling hall with an underground arena for beast fighting. However, he omits that Mal Jr. is the nephew of an affiliate: none other than Don Mal Feasance Sr., a prominent member of the Cupola, in charge of muggings and clandestine fights. Lapidario strongly recommends that they complete the task before leaving. But he also adds:

“Your skin, your choice.”

There is no rush for this job. If they wish, the Knaves can devote themselves to Mal Jr. or explore Crimini, trying not to get too killed in the process. If this is their choice, they can use the map and city's description provided in the *Macaronicon*.

Once the score with Mal Jr.'s men is bypassed or settled and the Knaves are ready, they will leave Crimini and take the via Cappia toward Malconvento.

SCENE 2 – THE SCENT OF WEAPONS

The Band leaves Crimini and heads north, firmly intending to save their hides. Yet it is a known fact that the road to the gallows is paved with good intentions. Via Cappia, on the other hand, is paved with pebbles, preachers, cutthroats, and the corpses of the unwary. Not necessarily in that order.

Lapidario has instructed the Knaves to stick to the main road as far as Malconvento, where the last tracks of the farm gang's trafficking vanish.



LAPIDARIO DE MALI

Again, there is no rush: if the Knaves want to roam the surroundings and do some damage here and there, the Condottiero can put all manner of hindrances, guards, bandits, and cutthroats in their way. Otherwise, after a few days of travel, the Knaves will reach a district dotted with looted villages, burning granaries, and dead bodies on the roadside.

After collecting some rumors, it won't be difficult to discover the culprits: the Bounty Bludgeons, a gang of jobless, lawless mercenaries led by a certain Carnamen.

After traversing the first torched and raided towns, the Knaves must walk a few more days along the Cappia until they finally reach Malconvento, not yet visited by the Bludgeons.

The atmosphere is tense, and the air reeks of extortion. The villagers await Carnamen's arrival any day. Any hour, possibly.

The information provided by Lapidario runs out in Malconvento, so it's time to ask around. After an initial moment of distrust on the inhabitants' part, the Knaves should be able to trace a squat and humorous vintner, a certain Crispino, who claims to know the exact location of a sheltered farm a day's walk to the north, beyond the Forest of Nests. It was recently occupied by the gang of traffickers led by the Bondurandi brothers, to whom he delivers an abundant supply of his best San Mortese every month. The vintner gives the Knaves directions, but warns them that the forest is haunted by all sorts of horrors.

Crispino knows and uses a secret path, and offers to guide them along the wood's gloomy paths. In return, he asks that the Band help him against Carnamen.

SCENE 3 – SIEGE OF MALCONVENTO

If, as desirable, the Band chooses to help Malconvento's villagers, the characters have from 1 to 3 days (depending on how much time was lost on the road), to reinforce the defenses and train a rough army of 20 **commoners**, equipped with shoddy weapons, shovels, pitchforks, and quarterstaves. Characters can prepare for the battle, leading the villagers:

- For each day a character spends training commoners, 5 of them will be considered guards during the battle.
- For each day a character spends helping the villagers to reinforce their defenses, 5 defenders will be able take the benefits of a half cover during the battle.
- For each day a character spends helping the villagers set traps, 2 bandits will die before the battle begins.

The Bounty Bludgeons are 20 (14 bandits and 6 **dragoons**) plus Carnamen (NE human **knight**); they do not come to parley, but they attack with a cry of:

“Carnamen will always be free.
She was born free, and she will die free.”

At this point, if the Band has not confronted the gang of Mal Jr. in Crimini, the latter will join the Bounty Bludgeons in assaulting Malconvento.

The Bludgeons are certainly not known for their discipline, honor, or loyalty. When things take a turn for the worse, the

last survivors (including Carnamen, if she can) will try to escape to the Forest of Nests.

If the Knaves manage to defeat the mercenaries, in addition to being appointed honorary citizens of Malconvento during an extraordinary celebration in Saint Castrato, the local patron, the vintner Crispino will honor his promise and, once they have rested, will lead them through the forest.

SCENE 4 - PATH OF THE SPIDERCROW'S NESTS

The Forest of Nests is a marshy and unhealthy scrub. Two rivers traverse it, turning ample stretches of land into swamps. They are the Burno, with boiling-hot waters, and the icy Darco. The Knaves' progress is hampered by the boggy ground and dense woods, hiding place of many beasts, mainly ravens. There are cobwebs and nests practically everywhere, hanging from sturdy trees, in holes dug out of trunks, or hidden by ferns: white cocoons the size of a morgant. As they move deeper into the forest, the Knaves hear noises: gasps, footsteps, whispers that lead them toward false tracks.

If they do not have Crispino's guidance, the Knaves must succeed on a DC 18 Wisdom (Survival) check or be attacked by a ravenous **swarm of spidercrows**.

Alternatively, the vintner guides them for a whole day, advising them to be very careful not to be distracted by the forest's whispers, and to follow his steps: according to him,

“The path changes, disappears, and confuses.”

After a few hours' walking, the Knaves hear repeated sobs and cries, seemingly emitted by a damsel in distress...

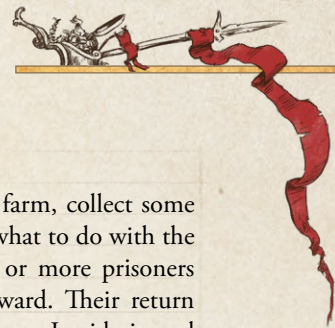
If the Band acts sensibly and is guided by Crispino, they might manage to avoid this new pitfall by going directly to Scene 6. Otherwise, by nightfall, they will find themselves in Scene 5.

SCENE 5 – BOOT HILL

Late in the evening, having lost their way in the Forest of Nests or strayed out of curiosity, the Knaves find themselves on the edge of a clearing containing a mound of strange objects. These are mostly boots and shoes of leather or metal, what's left of crunched bones and shredded clothes, shiny trinkets, helmets, shields, and rusty weapons: a pile of corpses!

Some of the bones have been there for a long time, others, with some flesh still attached, are definitely more recent. If any survivors recently fled this way, they fell victim to the biggest hazard of the Forest of Nests: a couple of terrifying **anguanes**. As soon as the Knaves set foot in the clearing and rummage through the mound, the first monster suddenly appears and attacks. At first, she seems alone and struggling, but during the second round her partner sneaks up from the rear and launches a surprise attack.

Once the two monsters are defeated, the Knaves are ready to move on.



All sorts of shoddy weapons and armor, plus a breastplate, and a rapier that appears to have special properties, can be found in the anguanes' mound. With a successful DC 18 Intelligence (History) check or by asking an expert, the Knaves may discover that the rapier is none other than the legendary *Fraudo's Brand*, one of the King of Thieves' blades (see page 67).

SCENE 6 – THE FARMS HAVE EYES

Once out of the forest, the farm is only a couple of hours away. A quick inspection will reassure the Knaves that they are in the right place. Assisted by three cousins, the Bondurandi brothers, Squat and Garret, appear to be bottling some kind of liquid in small ampoules. In the courtyard, five yelping viperwolf puppies are held captive in as many cages. To find out more about the Bondurandi brothers' trafficking, a face-to-face conversation will be necessary.

Squat is a **dragoon**, Garret is an **explorer**. The other 3 henchmen, the cousins, are **bandits**. They're all NE humans.

Once the two brothers are put under pressure, Garret will be the first to confess: they are breeding viperwolves to distill their poison, which they trade with any criminal in Penumbria willing to pay the price.

But the puzzle is still missing a piece: if there's a litter, there must be a mother. Garret is casting terrified looks toward the cellar door.

If the Knaves decide to check it out, a dark stairway will lead them to a damp basement, reeking of mold and annihilated... whatever. Without much regret, they discover that many more diners had sat at the Bondurandi table: judging by the lopped-off limbs they stumble on, at least four other cousins. By the light of the torches, crouching in a large gutted barrel and chained to the wall, they see the mother, a furious adult specimen of **viperwolf**.

CONCLUSION

If they survive, the Knaves can rob the farm, collect some ampoules of poison as evidence, decide what to do with the viperwolf mother and litter, bring one or more prisoners back to Lapidario, and collect their reward. Their return journey to Crimini is free of inconveniences. Lapidario and the Don of the Cupola are too amazed at how this band of foreigners managed to spend so much time in Penumbria without getting killed to try to get out of their regrettable predicament.

Lapidario coughs up what he owes the Knaves, and Grincia is ready to lead them back through the Mistide, beyond the border.

This short and peaceful trip to Penumbria can be considered concluded.



"When you have to stab, stab! Don't talk."

- LAPIDARIO DE MALI,
PENUMBRIAN BRAVEST BRAVO -

And now?

Between dens of brigands and haunted forests, stabs and curses, marionettes and boars, the Knaves have brought home some pretty good bacon. Hopefully.

At this point in their story, the Knaves could decide that having a leader over their head and dictating the law has become unnecessary and restricting.

Maybe the Band wants to strike out on its own, or find a more interesting, better-connected or more powerful patron to answer to; or even to devote themselves to some particular cause they came across during the game.

Perhaps it's time for organize the Big Heits: a colossal robbery, a unique deal, the last job before retiring ...

What could possibly go wrong?

From now on, the Condottiero and Knaves of Brancalonia are free to play around the Kingdom to their hearts' content, humoring their fantasies, imagination, and distinctive roguishness.

Brancalonia's publications continue with the next *Atlas of the Kingdom* and with the Knives, Carafes, Clubs, and Coins campaign. In the former you will find further details on the Kingdom's regions and cities, its seas, its underworld, and even its skies. Along with these there will be descriptions of characters, beasts and fantastic animals, maps, game ideas, and countless adventure hooks. And more: new equipment, new magical items, new monsters, and new worldly opponents.

Knives, Carafes, Clubs, and Coins is a complete modular campaign that features new options for Bands, Companies, and Dens, new jobs for Knaves of all ranks, possible new leaders to lend support to, four factions to join forces with, and finally four Big Heits for Knaves Emeriti, to close their story with a flourish and retire from the business!

In the meantime, follow the *Daily Jinx*, whose issues contain more *Misfit Tales* to adapt to your group.

Your Knaves' adventures have only just begun...





New Monsters and Enemies

“Don’t be afraid of old Bonecracker. It is amongst the barren lands of the Kingdom, amongst abandoned cemeteries and mass graves dug for soldiers, that this gloomy old man wanders, grinning his toothless, mocking grin, ever accompanied by his big black barn owl.

Apart from a few minor drawbacks, such as the nauseating stench he emanates or the risk that he may occasionally haunt your dreams, Bonecracker is a chatty, interesting character, who knows the secrets of many and the nightmares of all, because the wind keeps him informed.

If you want to barter rumors or secret treasures with him, bring him snake venom. Whether it’s ordinary watered-down viper’s blood, or precious bullsnae spirits, it makes no difference: Bonecracker gets excited at the idea of distilling poison into the toxic grappas of which he is so fond.

He is even willing to barter treasures uprooted from the tombs of the dead: in fact, he is only interested in what little meat is left on the bones, not in gold and certainly not in silver.

So do not be afraid to join old Bonecracker. But for the Godhead’s sake, hurry up.”

- FROM THE POOR FRIAR’S EPHEMERIS, BY LAORENZIO VULPINIO DELLA DOGANA -

ANGUANA

ANGUANA

Medium monstrosity, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 45 (7d8+14)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	16 (+3)	14 (+2)	17 (+3)

Skills Perception +4

Damage Resistance cold; bludgeoning, piercing, and slashing from nonmagical attacks

Senses Darkvision 60 ft., passive Perception 14

Languages Vernacular

Challenge 3 (700 XP)

Amphibious. The anguana can breathe air and water.

Innate Spellcasting. The anguana's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *control water*, *friends*, *minor illusion*, *misty step*

2/day each: *charm person*, *invisibility* (self only), *silent image*

1/day each: *hypnotic pattern*, *major image*

ACTIONS

Mischievous Secrets. Ranged Spell Attack: +5 to hit, range 60 ft., one target. *Hit:* 9 (2d8) psychic damage.

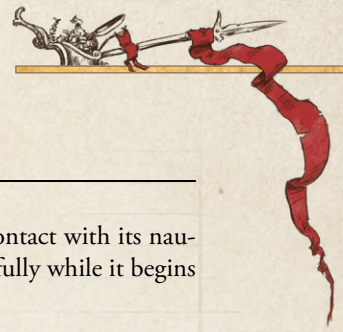
Constrict. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. *Hit:* 11 (2d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the creature is restrained, and the anguana can't constrict another target.

Known for their voracity and insidiousness, anguanes are marsh, pond, lake, and river beings. Their predatory technique is to beguile from beneath the water surface anyone who enters their liquid territories, or to confuse their prey by showing only their human half. Too bad that most travelers (survivors) have learned their tricks by now and no longer heed their call.

Out of spite, anguanes have started to develop even more advanced tactics: traps, group strategies, and spells.

Some legends of the Creed also report of some anguanes that converted to the Ternal Father, lost their python tail, and became mortal: it is rumored that miracles, or a good dose of Extravaganza, can obtain this result.





BAVALISK

This overgrown six-legged dog is a monster of abnormal, Extravaganzian nature. Whoever comes into contact with its nauseating breath and drool turns into stone, after which the bavalisk consumes its victim, munching it carefully while it begins to change back to flesh.

BAVALISK

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 60 (8d8+24)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +2, Stealth +4

Senses Darkvision 60 ft., passive Perception 12

Languages -

Challenge 3 (700 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage, and the target must

succeed on a DC 13 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

Petrifying Bad Breath (Recharge 5-6). The bavalisk exhales petrifying gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the *greater restoration* spell or other magic.

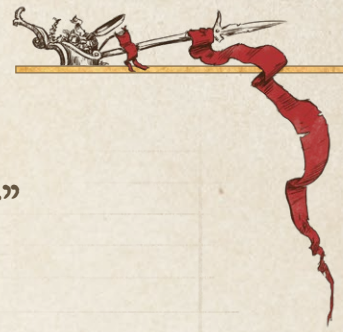


BEFANA

Befane are the hideous hags of Brancalonia: supernatural sorcerers, creatures from Inferno who trample the world and are probably the origin of witchcraft as it is known in the Kingdom. They are also called crones and evil witches, and known by a series of local names: strias, striccas, bordes, janaras, mas-haires, and so on...

According to some, befane are ancient accursed creatures of unnatural origin, beings from Inferno permitted to live under the stars, or cannibal monsters similar to Marguttes; instead, for others they are practitioners of witchcraft who over time have been corrupted to the core by dark powers, and for this reason condemned to walk the world forever, accumulating victims upon victims. Even if the best-known among them appear as women, there is no shortage of heinous magicians and evil wizards, and in Torrigiana there are also numerous male befani.





“Better a befana in the house than a guard at the door”

- POPULAR SAYING -

Befane are almost always cruel and gruesome hags dressed as peasants or witches of the woods. Occasionally, their appearance, their age, and even their personality can be totally different: beautiful ladies of the forest, creepy little girls with immense powers, and even kind old ladies could be neutral or good befane who have become independent or have disowned the dark powers that generated them.

Whatever the truth is, while befane share a number of common traits, each one of them is a creature in itself, with distinct powers, malevolence, background, habits, and weaknesses.

MALEVOLENCE

Malevolence indicates the befana's level of power. The greater the Malevolence, the greater the creature's unique resistance, power, and abilities.

For each Malevolence level, the befana gains a unique power, to be chosen from the befana's list of powers. Additionally, the befana adds the Malevolence level to its saving throw DC, attack rolls, and skill checks.

Malevolence Level	Number of Powers	Basic Stats Change	Challenge
1	1	Basic Stat	4 (1,100 XP)
2	2	Hit Points 105 (14d8+42), Damage Resistances, Innate Spellcasting	6 (2,300 XP)
3	3	Hit Points 136 (17d8+64), Damage Resistances, Innate Spellcasting, Legendary Resistance (1/Day), Legendary Actions, Multiattack (2).	9 (5,000 XP)

THE BEFANA'S LAIR

Typical befanas' lairs are: hovels and shacks in the woods which can be way much larger than they look on the outside, entire taverns, the hollow of a huge tree, a sailing ship's cabin, huts on poles or treehouses, a steaming cavern, a tangle of roots among the trees of a swamp, a beautiful house in the city, a tower's top floor.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the befana takes a lair action to cause one of the following effects; the befana can't use the same effect two rounds in a row:

- The befana magically calls to her a swarm of insects and a swarm of rats that act as her allies and obey her commands. The swarms remain for 1 hour, until the befana dies, or until the befana dismisses them as a bonus action.
- The befana casts *fog cloud* (no concentration required).
- The befana casts *sleep* (no concentration required), casting the spell as using a slot that is of one higher level than the spell for each Malevolence level (saving throw DC 12 + Malevolence level).

REGIONAL EFFECTS

The region surrounding a befana's lair is altered by the creature's unnatural presence, which generates one or more of the following effects:

- Beer spoils, wine turns to vinegar, milk curdles, food quickly rots, and harvests are scarce.
- Within 500 feet of the lair, the ground is full of brambles, nettles, and poisonous plants.
- The area around the lair is shrouded by a thin greenish mist that gives off a sweet stench.

If the befana is destroyed, these effects end after 2d6 days.

**BEFANA***Medium fiend, unaligned***Armor Class** 17 (natural armor)**Hit Points** 82 (11d8 + 33)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	15 (+2)	14 (+2)	16 (+3)

Skills Arcana +3, Deception +4, Stealth +2**Damage Immunities** poison**Condition Immunities** poisoned**Senses** Darkvision 60 ft., passive Perception 12**Languages** Bedamn, Vernacular**Challenge** 4 (1.100 XP)**Legendary Resistance (1/Day, Malevolence 3).**

If the befana fails a saving throw, it can choose to succeed instead.

Innate Spellcasting. The befana's innate spellcasting ability is Charisma (spell save DC 12, +1 per Malevolence level; +4, +1 per Malevolence level to hit with spell attacks). She can innately cast the following spells, requiring no material components:

Malevolence 1

At will: *bane*, *chill touch*, *detect magic*

1/day each: *magic missile*, *sleep*, *hideous laughter*

Malevolence 2

At will: *bane*, *chill touch*, *detect magic*

2/day each: *magic missile*, *sleep*, *hideous laughter*

1/day each: *confusion*, *polymorph*

Malevolence 3

At will: *bane*, *chill touch*, *detect magic*

3/day each: *magic missile*, *sleep*, *hideous laughter*

2/day each: *confusion*, *dominate beast*, *polymorph*

1/day each: *cloudkill*, *dominate person*

Mimicry. The befana can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 (+1 per Malevolence level) Wisdom (Insight) check.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the befana and can see the befana's true form must make a DC 12 (+1 per Malevolence level) Wisdom saving throw. On a failed save, the creature is frightened for 1 minute.

A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the befana is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the befana's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the befana's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the befana.

ACTIONS

Multiattack (Malevolence 3). The befana makes two melee attacks.

Claws. *Melee Weapon Attack:* +4 (+1 per Malevolence level) to hit, reach 5 ft., one target.

Hit: 12 (2d8 + 3) slashing damage.

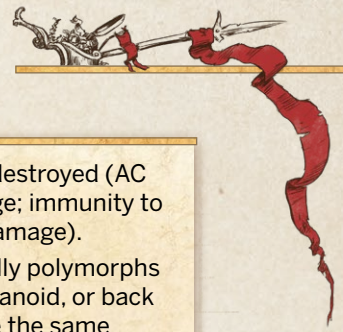
Illusory Appearance. The befana covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the befana takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the befana could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the befana is disguised.

LEGENDARY ACTIONS (MALEVOLENCE 3)

The befana can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The befana regains spent legendary actions at the start of its turn.

- **Spell (Costs 2 Actions).** The befana casts a spell.
- **Unique Power (Costs 2 Actions).** The befana use a unique power.
- **Claws.** The befana makes one claws attack.



UNIQUE POWERS (1 PER MALEVOLENCE LEVEL)

Create Effigy. If the befana manages to get a lock of hair (or something similar) from a creature, she can create a wax figurine that represents its appearance.

Through a 1-hour ritual, the befana creates a bond between the creature and the effigy, and from this moment she can perform the following actions:

- As an action, the Befana manipulates the effigy, forcing the creature connected to it to perform an action of its choice.
- As a bonus action, the befana crushes the effigy, dealing 2d4 bludgeoning damage per Malevolence level, to the creature connected to it.
- As an action the befana plunges a pin or a dagger into the effigy, dealing 1d6 piercing damage per Malevolence level to the creature connected to it, which must succeed on a DC 12 (+1 per Malevolence level) Constitution saving throw. On a failed save, the target creature falls prone or loses an object held in its hand (the befana's choice).

These actions can be taken only if the creature connected to the effigy is within 100 ft of the befana and the befana can see it.

Flying Broom. The Befana carries a broom of flying.

ACTIONS

Ball of Yarn (recharge 5-6). *Ranged Weapon Attack:* +4 (+1 per Malevolence level) to attack roll, range 9/18 ft., a creature. *Hit:* The target is held by the yarn of the ball. As an action, the restrained target can make a DC 12 Strength check (+1 per Malevolence level) bursting the yarn on a success.

The yarn can also be attacked and destroyed (AC 10; hp 15; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Change Shape. The befana magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Death Glare. The befana targets one frightened creature she can see within 30 feet of her. If the target can see the befana, it must succeed on a DC 12 (+1 per Malevolence level) Wisdom saving throw against this magic or drop to 0 hit points.

Invisible Passage. The befana magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the befana magically touches a sleeping humanoid. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.

“The Befanas come at night
Children have a look of fright
In their sack broken bones
What a gift from those crones...”

- NURSERY RHYME -

BIGAT

Bigat is a legendary creature that often appears in the stories of the North of the Kingdom. According to the different versions, it is described as a dragon without wings, a huge lizard, or even as a sort of titanic worm.

Regardless of its appearance, the Bigat is a highly territorial creature, which avoids inhabited places and prefers rivers and wild areas. In the folklore, the Bigat collects a hoard during its entire existence, and it guards and defends the treasure within its own lair.





ANCIENT BIGAT

Huge dragon, unaligned

Armor Class 15 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 40 ft., swim 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	5 (-3)	12 (+1)	6 (-2)

Saving Throws Str +9, Con +8

Condition Immunities charmed

Skills Perception +4, Stealth +3

Senses Darkvision 60 ft., passive Perception 14

Languages -

Challenge 8 (3,900 XP)

Hold Breath. The Bigat can hold its breath for 1 hour.

ACTIONS

Multiattack. The Bigat makes three attacks: one with its bite, one with its claws, and one with his tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 17 (2d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Brutish Roar (Recharge 6). The bigat emits an explosive and deafening roar. Each creature within 60 feet of the bigat and able to hear the roar must make a DC 16 Constitution saving throw. On a failed save, a creature takes 36 (8d8) thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened. A deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BIGAT

Large dragon, unaligned

Armor Class 14 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 40 ft., swim 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Condition Immunities charmed

Senses Darkvision 60 ft., passive Perception 14

Languages -

Challenge 5 (1,800 XP)

Hold Breath. The Bigat can hold its breath for 1 hour.

ACTIONS

Multiattack. The Bigat makes three attacks: one with its bite, one with its claws, and one with his tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Brutish Roar (Recharge 6). The bigat emits an explosive and deafening roar. Each creature within 30 feet of the bigat and able to hear the roar must make a DC 14 Constitution saving throw. On a failed save, a creature takes 18 (4d8) thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened. A deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

“To the east of the Fossa, upstream of Borgoratto, the OldBucket flows between wild hills, draining a narrow valley the bumpkins call Del Bigat. Tis there that lurks one such creature, said to have a lair of gold and a lust for human flesh. Many sought the valley, few found it, no-one returned”

-BRACCIO DA MONTONE, BRANCALONIA CORBELLATICA, LIBER V-



CONFINED

The Confined are probably the most powerful of the ghosts and phantasms that Knaves can encounter in the Kingdom. They are undead beings of ancient pain, dark intentions, and great powers, who for some reason remain to haunt the place where they died.

Their dark abilities are so extensive and connected with the place they haunt that they are able to generate paranormal phenomena of all kinds: poltergeists, possession, fires, disgregation of matter, and even control of corpses and other specters.

The only positive aspect of their terrifying existence is that their area of influence is limited by some boundary they cannot cross, unless under special conditions: a castle, a dungeon, a sailing ship, a village, or even an entire city.

They take their name from this confinement.

Malevolence Level	Number of Powers	Basic Stats Change	Challenge
1	1	Basic Stat	7 (2.900 XP)
2	2	Hit Points 119 (14d8+56), Legendary Resistance (1/Day), Legendary Actions	9 (5.000 XP)
3	3	Hit Points 136 (16d8+64), Legendary Resistance (3/Day), Legendary Actions, Multiattack (2).	13 (10.000 XP)

MAGNITUDE

Magnitude indicates the power level of the confined. The higher the Magnitude, the greater the resistance, the power, and the strength of the manifestation's unique capabilities.

For each Magnitude level, the confined gains a unique power, chosen from the list of powers of the confined. Additionally, the confined adds the Magnitude level to its saving throw DCs, attack rolls, and skill checks.

CONFINED

Medium undead, neutral evil

Armor Class 12

Hit Points 94 (12d8+40)

Speed 0ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	18 (+4)	12 (+1)	14 (+2)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Conditions Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages any languages it knew in life

Challenge 7 (2.900 XP)

Legendary Resistance (1/Day, Malevolence 2; 3/Day, Magnitude 3). If the confined fails a saving throw, it can choose to succeed instead.

Incorporeal Movement. The confined can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

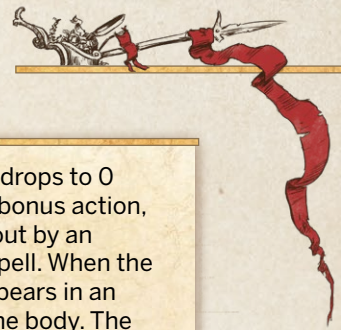
Sunlight Sensitivity. While in sunlight, the confined has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Confined Weaknesses. The confined has the following flaws:

- **Bound.** The confined's area of influence is limited to a specific territory (its lair), such as a village, a valley, or a forest. The confined cannot cross the boundaries of its lair nor manifest any power outside of them.
- **Mortal Remains.** If the mortal vestiges of the confined are found and burned or given a worthy burial, the confined is destroyed.
- **Long-Awaited Peace.** If peace is given to the confined by righting the wrong that torments it, the confined disappears forever.

ACTIONS

Life Drain Touch. Melee Spell Attack: +5 (+1 per Magnitude level) to hit, reach 5 ft., one creature. Hit: 16 (4d6+2) necrotic damage. The target must succeed on a DC 13 (+1 per Magnitude level) Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



LEGENDARY ACTIONS (MALEVOLENCE 3)

The confined can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The confined regains spent legendary actions at the start of its turn.

- **Move.** The confined moves up to its speed without provoking opportunity attacks.
- **Unique Power (Costs 2 Actions).** The confined uses a unique power among those at its disposal.
- **Life Drain Touch.** The confined makes one Life Drain Touch attack.

UNIQUE POWERS (1 PER MALEVOLENCE LEVEL)

Freezing Gaze. When a creature starts its turn within 10 feet of the confined and is able to see the confined's eyes, the confined can magically force it to make a DC 13 (+1 per Magnitude level) Constitution saving throw. On a failed saving throw, the creature suffers 1 level of exhaustion.

ACTIONS

Ignite. The confined targets one creature it can see within 60 feet of it. The target must make a DC 13 (+1 per Magnitude level) Constitution saving throw. On a failure, the target catches fire and takes 1d6 fire damage per Magnitude level at the start of each of its turns. The ignited target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If someone takes an action to sprinkle the target with holy water, the effect ends immediately.

Lord of the Unsolved (1/Day). The confined magically calls 1d4 zombies per Magnitude level. The zombies arrive in 1d4 rounds, acting as allies of the confined and they remain for 1 hour, until the confined dies, or until the confined dismisses them as a bonus action.

Possession (Recharge 6). One humanoid that the confined can see within 5 feet of it must succeed on a DC 13 (+1 per Magnitude level) Charisma saving throw or be possessed by the confined; the confined then disappears, and the target is incapacitated and loses control of its body. The confined now controls the body but doesn't deprive the target of awareness. The confined can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the confined ends it as a bonus action, or the confined is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the confined reappears in an unoccupied space within 5 feet of the body. The target is immune to this confined's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Spectral Drowning. Each creature within 10 feet of the confined must make a successful DC 13 (+1 per Magnitude level) Dexterity saving throw or begin to suffocate as if it was out of breath or choking. A creature can repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the confined's Spectral Drowning for the next 24 hours.

Telekinetic Control. The confined targets a creature or unattended object within 30 feet of it. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 150 pounds.

If the target is a creature, the confined makes a Charisma check contested by the target's Strength check. If the confined wins the contest, the confined hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the confined hurls it up to 30 feet in any direction.

The confined can use the object as a ranged weapon, attacking one creature along the object's path (+4, +1 per Magnitude level to hit) and dealing 2d4 bludgeoning damage per Magnitude level on a hit.

Terrifying Glare. The confined targets one creature it can see within 30 feet of it. The target must make a DC 13 (+1 per Magnitude level) Wisdom saving throw.

On a failure, the target is paralyzed until the confined deals damage to it, or until the end of the confined's next turn. When the paralysis ends, the target is frightened of the confined for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the confined, ending the frightened condition on itself on a success.



THE LAIR OF A CONFINED

Typical Confined's lairs are: a ghost village lost in the mountains, a haunted tower, a stretch of forest or swamp, a complex of caves or dungeons, a ship adrift, a small island, the district around a crossroads, a stretch of road (or a Road to nowhere, see page 84).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the confined takes a lair action to cause one of the following effects; the confined can't use the same effect two rounds in a row:

- The confined calls forth the spirits of creatures that died in its lair. These apparitions materialize and attack one creature that the confined can see within 60 feet of it. The target must succeed on a DC 13 + Magnitude level Constitution saving throw, taking 10 (3d6) necrotic damage per Magnitude level on a failed save, or half as much damage on a success. The apparitions then disappear.
- The confined summons any undead present in its lair.
- The confined can cast the *bestow curse* spell (no concentration required), on a creature it can see within 120 feet of it (saving throw DC 13 + Magnitude level).

"You talk about vengeance, spirit. Is vengeance going to bring your life back to you?"

- DON VITO CAPRILEONE, CLERIC AND EXORCIST -

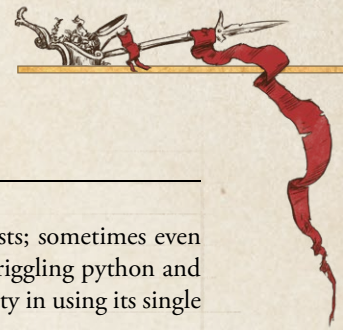
REGIONAL EFFECTS

The region surrounding a confined's lair is altered by the creature's unnatural presence, which generates one or more of the following effects:

- The presence of ghostly undead in the region increases visibly.
- Plants within 150 meters of the lair wither, the stems, flowers, and tree branches become twisted and thorny.
- Storm clouds fill the sky above the confined's lair, not allowing sunlight to filter through.
- Disturbing noises such as whispers and squeaks, inanimate objects that move of their own free will, such as doors that close, objects that float in the air and then fall to the ground helpless, etc. The confined has no control over these phenomena.

If the confined is destroyed, these effects end immediately.





CATSSNAKE

This prodigious creature is widespread throughout the Kingdom's coasts, swamps, mountains, and forests; sometimes even among its ruins and sewers, and in the countryside. It looks like a cross between an ocelot and a long wriggling python and moves exactly like a snake, using its long tail to constrict and crush prey. It also shows considerable dexterity in using its single pair of legs to better grasp its victims or other objects.

CATSSNAKE

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 33 (6d8+6)

Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	7 (-2)	13 (+1)	7 (-2)

Saving Throws Dex +5

Skills Perception +3, Stealth +5

Senses Darkvision 60 ft., passive Perception 13

Languages -

Challenge 1 (200 XP)

Keen Hearing and Smell. The catsnake has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce. If the catsnake moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the catsnake can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

FOIONCUS

Legend has it that this elusive creature is a cross between a weasel and some filthy, hairy bird, possibly some sort of flying mammal halfway between the vespertilius and the flying wolf, just to be clearer.

It is said to have three legs, but one of them is probably another (disproportionate) member of its physiology.

FOIONCUS

Mostruosità Minuscola, senza allineamento

Armor Class 12

Hit Points 3 (1d4+1)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	13 (+1)	2 (-4)	12 (+1)	6 (-2)

Skills Stealth +4

Senses Darkvision 60 ft., passive Perception 11

Languages -

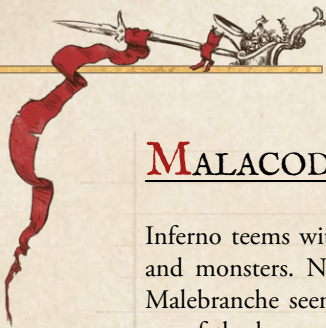
Challenge 1/8 (25 XP)

ACTIONS

Bloodfeeder Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the foioncus attaches to the target. While attached, the foioncus doesn't attack. Instead, at the start of each of the foioncus' turns, the target loses 1 hit points due to blood loss.

The foioncus can detach itself by spending 5 feet of its movement. It does so after it drains 5 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the foioncus.

Silent Thief. If the foioncus manages to sneak up on its prey, it can suck its blood without it noticing and without first having to make a beak attack.



MALACODA

Inferno teems with unclean beings, hideous beasts, devils, and monsters. Now transformed into mortal beings, the Malebranche seen around the Kingdom are a mere shadow of the horrors that roam the circles and ditches of the domain of the Great Beast. While common Malebranche (those who are still “diabolical”) are not usually allowed to set foot outside the Eternal Gate, Malacodas, their direct superiors, can sometimes leave Inferno, traverse the ruins of Plutonia, and move toward the countryside and cities to accomplish terrifying missions.

MALACODA

Large fiend, lawful evil

Armor Class 18 (natural armor)

Hit Points 199 (19d10 + 95)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	13 (+1)	15 (+2)	18 (+4)

Saving Throws Str +11, Dex +8, Wis +7, Cha +9

Skills Deception +9, Persuasion +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, necrotic, poison
Damage vulnerability radiant

Conditions Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses Darkvision 60 ft., passive Perception 12

Languages Bedamn, Vernacular, telepathy 60 ft.

Challenge 14 (11,500 XP)

Legendary Resistance (3/Day). If the malacoda fails a saving throw, it can choose to succeed instead.

Devil's Sight. Magical darkness doesn't impede the malacoda's darkvision.

Infernal Majesty. Any creature hostile to the malacoda that starts its turn within 20 feet of the malacoda must make a DC 16 Wisdom saving throw, unless the malacoda is incapacitated. On a failed save, the creature is frightened or charmed (at the choice of the malacoda) until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the malacoda's Infernal Majesty for the next 24 hours.

Many of these contemplate revenge against the Malebranche who betrayed Lucifuge, or missions of slaughter and destruction. Malacodas can be summoned by heretical sorcerers or powerful befane, or sent to the earthly world by Archdevils or the Great Beast himself. Their appearance is the most terrifying a Kingdom dweller can imagine: horns, claws, fangs, and hooves, and above all a lashing and relentless tail.

Innate Spellcasting. The malacoda's spellcasting ability is Charisma (spell save DC 17). The malacoda can innately cast the following spells, requiring no material components:

At will: *detect magic*, *locate creature*, *major image*
1/day each: *ice storm*, *stinking cloud*, *wall of fire*.

ACTIONS

Multiattack. The malacoda makes two melee attacks. It can use Hurl Hellflames in place of any melee attack.

Pitch Black Fork. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 7 (2d6) fire damage.

Hellclaws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage plus 7 (2d6) poison damage.

Hurl Hellflames. *Ranged Spell Attack:* +9 to hit, range 150 ft., one target. *Hit:* 7 (2d6) fire damage plus 7 (2d6) necrotic damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

LEGENDARY ACTIONS

The malacoda can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The malacoda regains spent legendary actions at the start of its turn.

- **Move.** The malacoda moves up to its speed without provoking opportunity attacks.
- **Fork.** The malacoda makes one fork attack.
- **Spell (Costs 2 Actions).** The malacoda casts a spell.



"I don't like violence, Santuzzo.
I'm a business person. Blood is a big expense"

- FELLAMANNO THE MALACODA -

ON A MISSION FROM LUCIFUGE

A malacoda can't freely roam out of Inferno for a long time. For every 1 day it spends outside Inferno, it loses 20 HP. If a Malacoda drops to 0 hit points, it doesn't die but is immediately sent back to Inferno, where it will be bound for one year and one day.

If the malacoda accomplishes its mission, it can return to Inferno without constriction or punishments.



MARGUTTE

Unlike ogres and giants living north of the Crown Mountains, the Kingdom's Marguttes are solitary creatures or live in very small groups: cannibal giants who imprison and torture humans, then eat them or keep them enslaved, and use marionettes as firewood. Compared to morgants, they are taller and have far more disturbing features, yet their size and complexion are so similar that some believe morgants to be civilized descendants of those heinous and brutal monsters.

Another difference is that, although Marguttes live isolated and removed from everyone else, their habits, clothing, and abodes are quite similar to humans': they dress like wood-

cutters, merchants, or noblemen, and have houses, castles, and taverns very ordinary in shape, albeit enormous in size; on the surface, their occupations are also similar to those of common people.

Although many of them live on the edge of dark and impenetrable forests, capturing travelers, others can be greedy feudal lords who impose horrendous taxes on their subjects; wealthy landowners who live in palaces with mysterious rooms that are always closed; and even noble outcasts with monstrous features but kind hearts. Admittedly, this last case is extremely rare.

MARGUTTE

Large giant, neutral evil

Armor Class 16 (natural armor)

Hit Points 123 (13d10+52)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	9 (-1)	16 (+3)

Saving Throws Str +8, Con +7

Skills Athletics +8, Perception +2

Senses Darkvision 60 ft., passive Perception 12

Languages Vernacular

Challenge 7 (2,900 XP)

ACTIONS

Multiattack. The margutte makes two attacks with its cleaver.

Cleaver. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 18 (3d8 + 5) slashing damage.

UNIQUE POWERS

The margutte has one unique power, chosen from the following:

Fetid Stink. A disgusting puff of breath spreads from the margutte's jaws, within a 10-foot radius of it. The breath spreads around corners, and its area is lightly obscured. Any creature that starts its turn in that area must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions. A strong wind can disperse the breath after 1 round. The breath reforms after 3 rounds.

Innate Spellcasting. The margutte's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *charm person*, *detect magic*, *sleep*

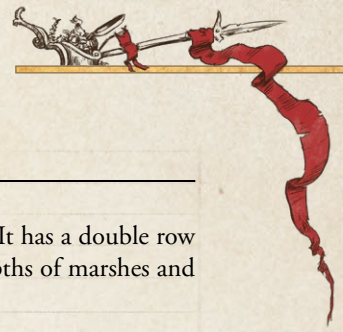
1/day each: *animate object*, *darkness*, *plant growth*

1/week: *earthquake*

ACTIONS

Nightmare Banquet. The margutte feasts on the corpse of one enemy within 5 feet of him. Each creature of the margutte choice that is within 60 feet of him and able to see him must succeed on a DC 14 Wisdom saving throw or be frightened of him for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Nightmare Banquet for the next 24 hours.





SLEECH

A cross between a slug and a leech, the gigantic sleech is as long as two horses in a row and just as large. It has a double row of suckers along its body and a mouth full of hooks that widens out of all proportion. It hides in the depths of marshes and can be identified when the fetid air bubbles it emits ruffle the surface.

SLEECH

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	19 (+4)	7 (-2)	12 (+1)	6 (-2)

Saving Throws Con +7

Senses Darkvision 120 ft., blindsight 30 ft., passive Perception 11

Languages -

Challenge 5 (1,800 XP)

Amphibious. The sleech can breathe air and water.

Corrosive Form. A creature that touches the sleech or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the sleech corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the sleech is destroyed after dealing damage. The sleech can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

ACTIONS

Multiattack. The sleech makes two attacks: one with its bite and one to constrict.

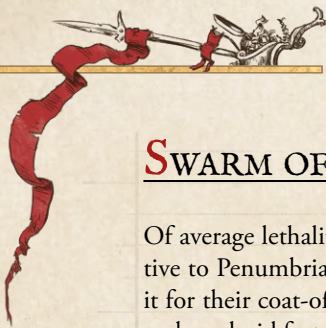
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage plus 9 (2d8) acid damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the creature is restrained, and the sleech can't constrict another target.

“My cousin told me that with those suckers they can pump off your brain out of the ears”

- ILDERANDO FROM CAZZONE -





SWARM OF SPIDERCROWS

Of average lethality, the spidercrow is a monstrous bird native to Penumbria, where the Malavita clique have adopted it for their coat-of-arms. Its appearance combines crow-like and arachnid features. Its rostrum beak is its deadliest weapon,

as it hides strong jaws and chelicerae bristling with small saw-toothed fangs. While the larger specimens can reach the size of hawks or vultures, most broods are made up of organized swarms of tiny creatures that hunt together.

SWARM OF SPIDERCROWS

Medium swarm of tiny monstrosity, unaligned

Armor Class 13

Hit Points 31 (7d8)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	10 (+0)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny creature. The swarm can't regain hit points or gain temporary hit points.

Web Sense. While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.

Web Walker. The swarm ignores movement restrictions caused by webbing.

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

VIPERWOLF

The viperwolf is an abominable and extremely lethal beast native to Penumbria. It looks like a two-headed cross between a viper and a large wolf, with four legs and twin tortuous necks that culminate in toothy snouts with a double

row of fangs. An adult specimen reaches a couple of tons in weight and seven feet in length; the laxity of its mandibular joints (common to large snakes) enables each jaw to distend enough to effortlessly swallow the head of an apprentice.

VIPERWOLF

Large monstrosity, unaligned

Armor Class 14 (armatura naturale)

Hit Points 123 (13d10 + 52)

Speed 15 m

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	5 (-3)	12 (+1)	6 (-2)

Saving Throws Dex +5, Con +7

Skills Perception +7, Stealth +5

Damage Immunities poison

Condition Immunities poisoned

Senses Darkvision 120 ft., passive Perception 17

Languages -

Challenge 6 (2,300 XP)

Two Heads. The viperwolf has advantage on Wisdom (Perception) checks and on saving

throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

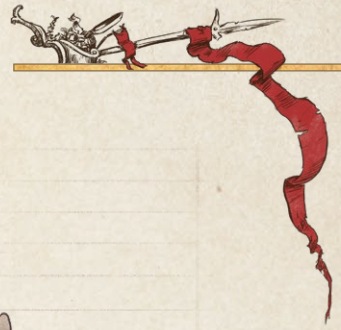
Reactive. Thanks to its two-headed nature, the viperwolf gets an extra reaction that can be used only for opportunity attacks.

Wakeful. When one of the viperwolf's heads is asleep, its other head is awake.

ACTIONS

Multiattack. The viperwolf makes two bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage. The target must succeed on a DC 15 Constitution saving throw or take 10 (3d6) poison damage and be poisoned for 1 minute. Until this poison ends the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Its canines are imbued with an immediate-response poison, whose paralyzing toxin takes out its victims in moments. It has a single tail, gnarled like a noose, and usually as long as its body, ending in a vibrating rattle.

Viperwolves are hermaphrodites and oviparous, ferocious, instinctive, and voracious predators.

They generally hunt after dusk and, by virtue of their dual sense of smell and darkvision, can sniff a leeward meal from quite a distance. They very rarely hunt in packs, however, it is not unusual for several specimens – especially if they are young – to share the same range. If removed from the wild at an early age, they can even be tamed by an experienced Matador.

Given its extreme toxicity, the poison of their fangs is applied to darts or spearheads, and is very popular among Crimini and Orbino assassins.

For generations, the viperwolf has been the heraldic symbol of Castel Notturmo, the Dukedom of the Gualtieri family.





Non-Player Characters and Common Enemies

COMMANDER

There are hundreds of small and large armed companies and bands in the Kingdom. Commanders at the head of the largest and most dangerous of these are experienced leaders and captains of fortune, at the head of dozens of soldiers, knights, dragoons, or cutthroats, and should be taken very seriously.

COMMANDER

Medium humanoid (any race), any alignment

Armor Class 20 (plate, shield)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Str +6, Con +6, Cha +6

Skills Athletics +6, Insight +4, Intimidation +6, Persuasion +9

Senses passive Perception 11

Languages Vernacular, Draconian

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The commander makes two melee attacks.

Schiavona. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing or slashing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the commander can utter a special command or warning whenever a non-hostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the commander. A creature can benefit from only one Leadership die at a time. This effect ends if the commander is incapacitated.

REACTIONS

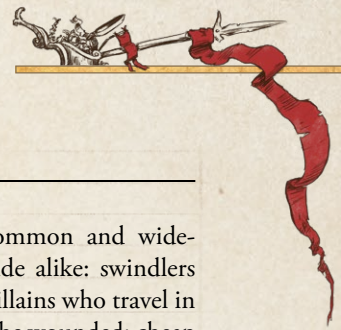
Parry. The commander adds 3 to its AC against one melee attack that would hit it. To do so, the commander must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

The commander can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The commander regains spent legendary actions at the start of its turn.

- **Move.** The commander moves up to its speed without provoking opportunity attacks.
- **Attack (Costs 2 Actions).** The commander makes one attack with its schiavona.
- **Leadership.** The commander uses Leadership.





CROWD OF PEASANTS

A mob of angry peasants advances along the street brandishing pitchforks and torches, ready to dispense summary justice!

CROWD OF PEASANTS

Gargantuan swarm of medium humanoids, any alignment

Armor Class 10
Hit Points 147 (14d20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	10 (+0)	6 (-2)	6 (-2)	6 (-2)

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 8

Languages Vernacular

Challenge 6 (2,300 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a medium humanoid. The swarm can't regain hit points or gain temporary hit points.

Trampling Charge. If the swarm moves at least 20 feet straight toward a creature and then hits it with a pitchforks attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the swarm can make one stomp attack against it as a bonus action.

ACTIONS

Multiattack. The swarm makes three melee attacks.

Pitchforks. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage or 9 (1d8 + 5) piercing damage if the swarm has half of its hit points or fewer.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 21 (3d10 + 5) bludgeoning damage or 10 (1d10 + 5) bludgeoning damage if the swarm has half of its hit points or fewer.

CUTTHROAT

Cutthroats are the Kingdom's most common and widespread criminals in cities and countryside alike: swindlers armed with knives, ready for anything; villains who travel in the wake of armies to finish off and loot the wounded; cheap killers, thugs, and professional hitmen in the service of the Honored Society.

CUTTHROAT

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)
Hit Points 39 (7d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	13 (+1)	14 (+2)	11 (+0)

Skills Perception +4, Stealth +5

Senses passive Perception 14

Languages Vernacular

Challenge 2 (450 XP)

Sneak Attack. Once per turn, the cutthroat deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the cutthroat that isn't incapacitated and the cutthroat doesn't have disadvantage on the attack roll.

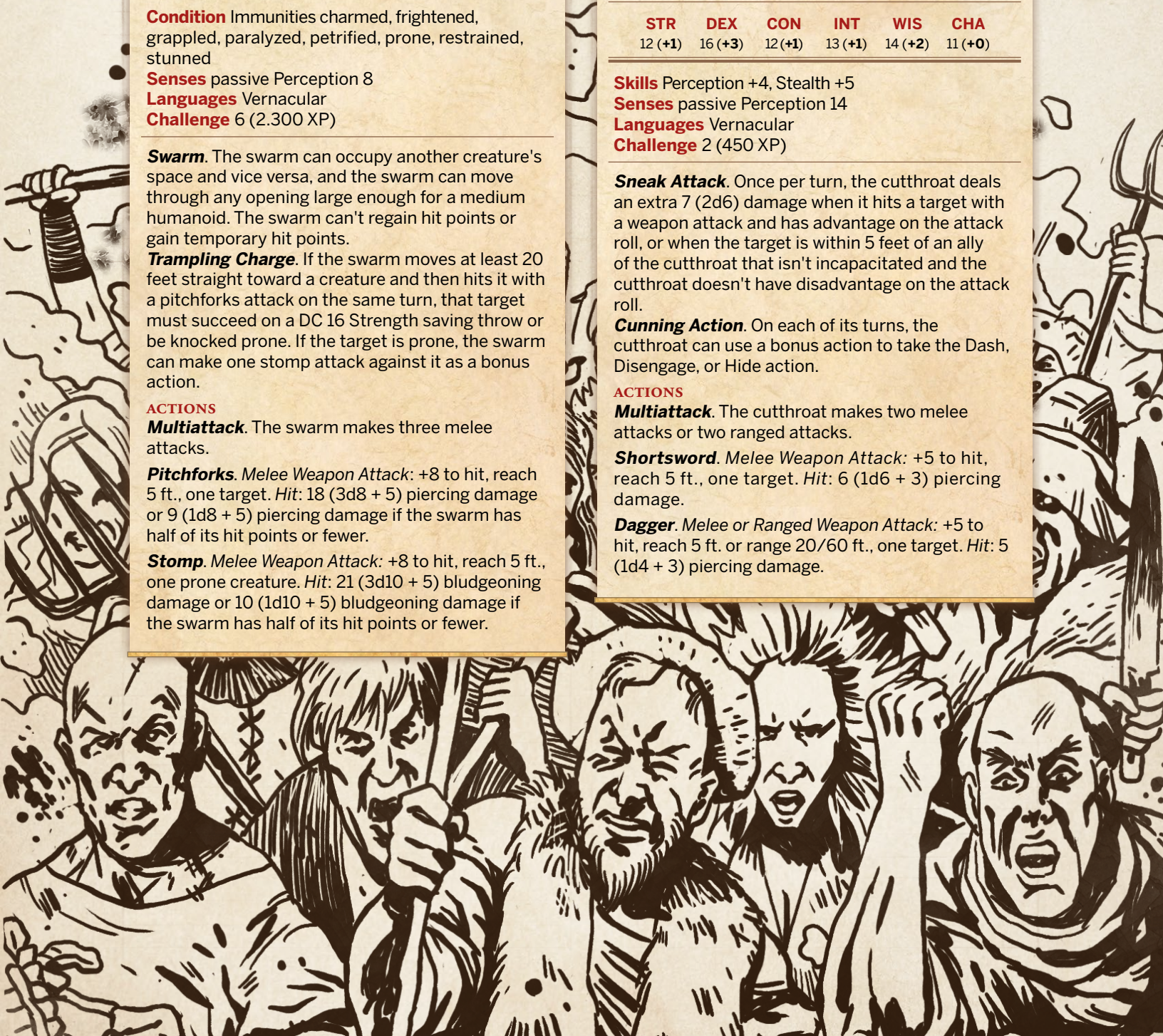
Cunning Action. On each of its turns, the cutthroat can use a bonus action to take the Dash, Disengage, or Hide action.

ACTIONS

Multiattack. The cutthroat makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.





DRAGOON

Dragoons are the Kingdom's best-trained and best-equipped heavy infantry soldiers – professional armigers serving in companies of fortune and squadrons of veterans. Most of them serve in Penumbria or come from there and, due to the region's proverbial brutality, are even more feared.

DRAGOON

Medium humanoid (any race), any alignment

Armor Class 19 (splint, shield)

Hit Points 52 (7d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Str +5, Con +5

Skills Athletics +5, Intimidation +3

Senses passive Perception 11

Languages Vernacular

Challenge 3 (700 XP)

Pack Tactics. The dragoon has advantage on an attack roll against a creature if at least one of the dragoon's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The dragoon makes two melee attacks.

Schiavona. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing or slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, reach 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

DUELIST

Like swordplayers, duelists are professional fighters and fencing virtuosos, generally serving as bodyguards, master swordsmen, and mercenary blades.

DUELIST

Umanoide Medio (umano), qualsiasi allineamento

Armor Class 14 (leather armor)

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	14 (+2)

Skills Athletics +2, Performance +4

Senses passive Perception 11

Languages Vernacular

Challenge 1 (200 XP)

Duel. The duelist deals an extra 3 (1d6) damage when it hits a target with a weapon attack is within 5 feet of the target and no other creatures are within 5 feet of them.

ACTIONS

Multiattack. The duelist makes three melee attacks: two with its rapier and one with its dagger.

Rapier. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

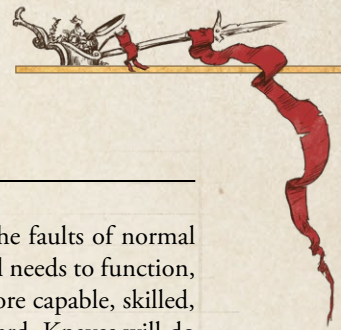
Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

REACTIONS

Parry. The duelist adds 2 to its AC against one melee attack that would hit it. To do so, the duelist must see the attacker and be wielding a melee weapon.

“Leave the dagger, take the cannoli”

- ZAGARIAN POPULAR SAYING -



GUARD

The guard is the classic Kingdom man-at-arms: listless, bored, corrupt, boastful, parasitic, with friends in the right places; arrogant with the weak while stooping to the whims of the powerful. Stationed soldiers, sentinels, patrol cops, forest and border guards, city brigades, jailers, attendants, tax collectors... to the Knaves and populace, such divisions are meaningless, and they are referred to generically as "guards".

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (scale mail, scudetto)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	10 (+0)	12 (+1)	11 (+0)

Skills Perception +3

Senses passive Perception 13

Languages Vernacular

Challenge 1/8 (25 XP)

ACTIONS

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

CHIEF GUARD

Guard officers embody to the extreme the faults of normal guards. However, since the Kingdom still needs to function, some of these individuals are actually more capable, skilled, and even intelligent than the average guard. Knaves will do well not to underestimate them.

CHIEF GUARD

Medium humanoid (any race), any alignment

Armor Class 18 (splint, scudetto)

Hit Points 58 (9d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	12 (+1)	12 (+1)

Skills Athletics +5, Intimidation +3, Perception +3

Senses passive Perception 12

Languages Vernacular

Challenge 3 (700 XP)

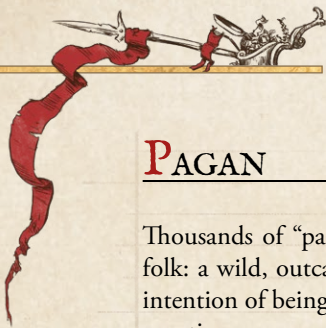
ACTIONS

Multiattack. The Chief Guard makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, reach 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.





PAGAN

Thousands of “pagans” still live far from peasants and city folk: a wild, outcast, sullen, and feral people, they have no intention of being pushed around by any old Knave! Not to mention, pagans who actively engage in raids, looting, and assaulting travelers ...

PAGAN

Medium humanoid (human), any alignment

Armor Class 13 (Hide Armor)

Hit Points 67 (9d8+27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	10 (+0)	12 (+1)	8 (-1)

Skills Athletics +5, Perception +3

Senses passive Perception 13

Languages Vernacular

Challenge 2 (450 XP)

Pack Tactics. The pagan has advantage on an attack roll against a creature if at least one of the pagan's allies is within 5 feet of the creature and the ally isn't incapacitated.

Brute. A melee weapon deals one extra die of its damage when the pagan hits with it (included in the attack).

ACTIONS

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

SLICKER

Slickers are the Kingdom's typical street magicians: small-time wizards, occultists and charlatans, not affiliated with the Guild of Guiscards or other more prestigious factions. They usually render their services as itinerant sorcerers, mercenary charmers, or con artists.

SLICKER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Vernacular, Draconian

Challenge 4 (1,100 XP)

Spellcasting. The Slicker is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The Slicker has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *mirror image*, *misty step*, *shatter*

3rd level (3 slots): *counter spell*, *fear*, *lightning bolt*

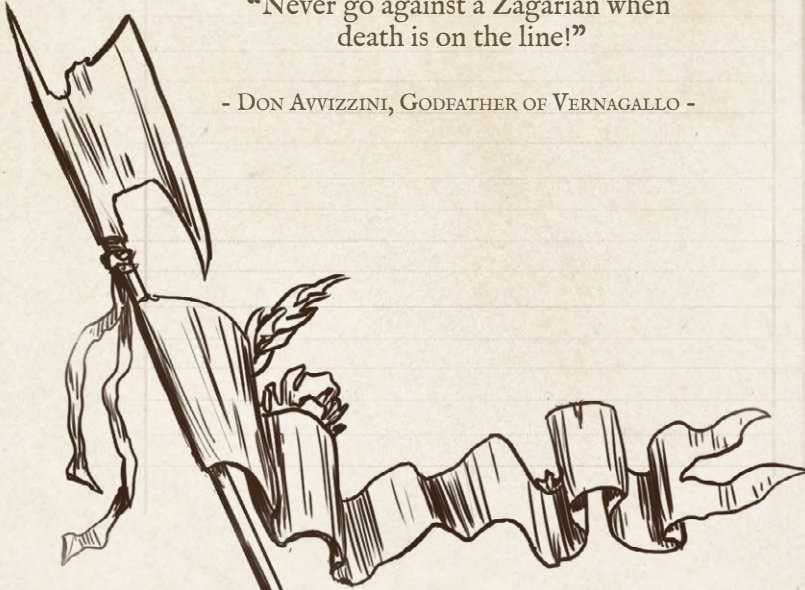
Magical Trinkets. The Slicker usually carries around a large number of magical trinkets. The Slicker carries 2 to 4 magical items (chosen by the Condottiero). The Slicker can attune to 4 magical items and ignore any prerequisite required to attune to a magical item.

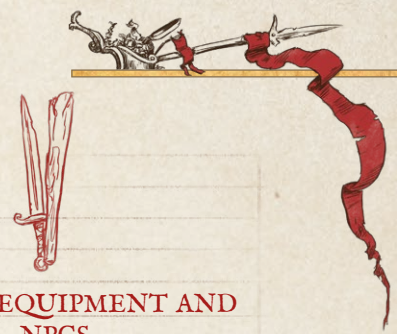
ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

“Never go against a Zagarian when death is on the line!”

- DON AVVIZZINI, GODEATHER OF VERNAGALLO -





ROYAL BOUNTY AGENT

These are the lower-ranking Bounty Hunters. They deal with early investigations and less-dangerous cases, and then regroup or call upon the help of a superior when it comes to arresting Knaves of a certain caliber.

ROYAL BOUNTY AGENT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	13 (+1)	12 (+1)

Skills Perception +3, Stealth +4, Survival +3

Senses passive Perception 13

Languages Vernacular, Macaronic

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The agent has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The agent makes two melee attacks: one with its short sword and one with its dagger.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10+2) piercing damage

Net. *Ranged Weapon Attack:* +4 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

SHODDY EQUIPMENT AND NPCs

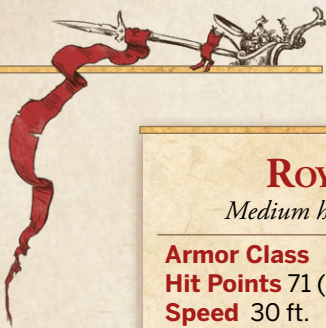
Just like the players' Knaves, all other characters you meet during Brancalonia jobs, including notables and big shots, are inescapably subject to the harshest law of the Kingdom: seediness! In this country you can't find a holed coin to save your ass, and the cleanest individual has scabies! For this reason, the Con-dottiero may assume that all equipment commonly found on guards, pagans, charlatans, and common opponents of the Kingdom will be shoddy. Consequently, any enemy equipment that is halfway decent (or even magical, ha ha!) will stand out among the rest of the junk, and it will be a real pleasure to go off with it.

"Turn the other cheek, brother, and I will turn the other hand"

- FRACAS FROM TRIVELLE -

ROYAL BOUNTY HUNTER

Bounty Hunters are among the biggest sons of a donkey that Knaves will ever encounter: badass veterans of wars, expeditions, and investigations, accustomed to dealing on an equal footing with captains of fortune, gang leaders, and officers. They are often hounds to be kept off your back with tricks and deals, rather than with a stand-tough approach.



ROYAL BOUNTY HUNTER

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	13 (+1)	14 (+2)	12 (+1)

Saving Throws Str +5, Dex +7

Skills Perception +5, Stealth +7, Survival +5

Senses passive Perception 15

Languages Vernacular, Macaronic

Challenge 5 (1,800 XP)

Keen Hearing and Sight. The hunter has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Legendary Resistance (1/Day). If the hunter fails a saving throw, it can choose to succeed instead.

Pack Tactics. The hunter has advantage on an attack roll against a creature if at least one of the hunter's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack. Once per turn, the hunter deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the hunter that isn't incapacitated and the hunter doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The hunter makes three melee attacks: two with its short sword and one with its dagger. Alternatively, it can make two ranged attacks (no more than one with the hand crossbow or with the net).

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage

Net. *Ranged Weapon Attack:* +5 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

REACTIONS

Parry. The hunter adds 3 to its AC against one melee attack that would hit it. To do so, the hunter must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

The hunter can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hunter regains spent legendary actions at the start of its turn.

- **Move.** The hunter moves up to its speed without provoking opportunity attacks.
- **Attack (Costs 2 Actions).** The hunter makes one attack with its shortsword or with its hand crossbow.
- **Net.** The hunter makes one attack with its net.

TALKING ANIMALS

Any beast variously affected by Extravaganza can become a talking animal. As is the case with humans, not all talking animals are equally shrewd or charismatic. The value of a talking animal's Intelligence, Wisdom, and Charisma characteristics varies from individual to individual, but is generally comparable to a commoner's. In addition, talking animals have obtained the gift of speech, know Vernacular, and develop an alignment.

FRANCESCO THE TALKING MULE

Medium beast, chaotic good

Armor Class 10

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	12 (+1)	11 (+0)	10 (+0)

Senses passive Perception 10

Skills Athletics +4, Perception +2

Languages Vernacular

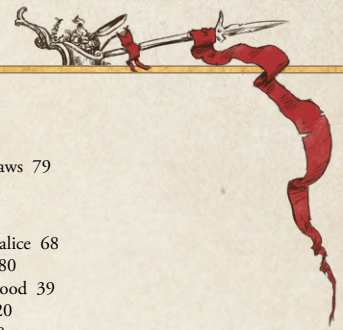
Challenge 1/8 (25 XP)

Beast of Burden. The mule is considered to be a Large animal for the purpose of determining its carrying capacity.

Sure-Footed. The mule has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Hooves. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.



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they hurt the rich man
and the cardinal,
they become sad if we cry...





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