Lord Scurlock

is dead. His estranged children have returned home to Ilysium for the funeral and disbursement of the estate.

HOWEVER—*There is little left; the manor servant, Jedmund, has collected the last 82 crowns in a small coffer, and with it only a shabby coach and two withered horses, the family crest and swords, a portrait of a strange woman, and Lord Scurlock's prized hunting rifle (hidden away from prying eyes).*

The other attendees at the funeral are Lord Scurlock's creditors. They hover about the manor like vultures, eager to recoup some measure of their losses.

❖ VICEROY SKEIN *has come to collect his bribe for withholding certain unpleasant facts from public knowledge. He expects the children to continue the payments. He is owed 14 crowns and 5 crowns per month ongoing.*

❖ NARCUS KERP *is owed for delivery of "medicines" that helped ease the tortured mind of Lord Scurlock in his final years. He is owed 6 crowns.*

❖ CONSTABLE TUME *is soliciting the tax payment on the manor. 67 crowns.*

❖ MISTER BAILEY *of the Fox & Anchor kindly asks for the stable fees for the coach and horses: 11 crowns for the past six months.*

❖ MISTER PLOM *demands the regular "protection" payment to the local goblin crime boss, Kudger. 1 crown per week (you owe 16 already).*

❖ MAGISTRATE HOLPINE, *a city judge, discreetly informs you that Lord Scurlock owes him certain trivial deeds and paperwork as a result of a gentleman's wager on a game of cards. It will take but a moment to retrieve them from the study.*

❖ MILVOY OLLUM, *the priest who is about to perform the rites, is due 1 gold crown for his service.*

❖ PETRICE SEVOY, *the esteemed artist, is completing a portrait of Lord Scurlock and lacks only the final payment of 2 crowns to deliver it.*

IN ADDITION — *Lord Scurlock's half-brother, Alward, is snooping about the house, looking to claim anything that looks valuable. "My brother would have wanted me to have this," he mumbles.*

WHO WILL THEY PAY? WHO DECIDES?

WHAT ENTANGLEMENTS REMAIN FROM LORD SCURLOCK'S NEFARIOUS LIFE, AND WHO WILL TURN THEM TO THEIR ADVANTAGE?

VERSION 03.01.2015

Ilysium

Capitol of the Empire

Docks District

The Eel's Lair

Quess's Apartment

Holpine Manor

Skein Manor

Kudger's Lair

The Watch Precinct

Scurlock Manor

The Tower of Balance

Kerp's (Chemist)

Haven Embassy

Parks District

Wyeth Manor

The Fox & Anchor

Lamp Street Lair

Lakeshore District

Arras Scurlock

A refined and educated aristocrat; a dabbler in magic

Noble	5	Sorcerer
	POOL	

Educated
Academics — *Fencing* — [Duelist, Skirmisher] — Athletics — History — Science — Art — [Law] — [Occult] — [Demons]

Refined
Etiquette — [Charm] — Host — Influence — [Command] — Dance — Compose

Arcane
Awareness — *Willpower* — [*Arcane Sight*] — [*Gather Power*] — [Aetheric Travel]

Adept
Attack, [Defend], Create, [Control] — Radiant Flame, [Spectral Force], [Dark Void] — Fly — [Rituals] — vs. [Demons]

Keys

The Key of the Dark Legacy: *You are Lord Scurlock's child. Turn this key when you find yourself following in his strange and dangerous footsteps.* Buyoff: Disclaim your birthright.

The Key of Refinement: *You are a cut above the common people. Turn this key when you remind them of your superiority or refuse to stoop to the level of the lower classes.* Buyoff: Get over yourself or play dirty.

The Key of Arcane Knowledge: *Turn this key when you discover new and interesting arcane, occult, or magical knowledge.* Buyoff: Pass up the chance to educate yourself.

Special Abilities

Scurlock: *You bear Scurlock blood, binding you to an ancient pact with the demon, Setarra. She may not harm you directly, and must provide services commanded by the heir to the Scurlock line until the scope of the binding is fulfilled.*

[Sorcery Expert]: *Once per refresh, when using sorcery, you can re-roll all your odd dice.*

ITEMS: Fine noble garb — Sword and dagger — .

INJURED	DRAINED	INCAPACITATED	DEAD	ANGRY	SHAKEN	SWAYED	DOMINATED

Rolling the Dice

When you try to overcome an obstacle, you roll a pool of dice. Take a die if the action falls under one of your **identities** (Noble or Sorcerer). Add another die for **each trait** under that identity that applies (Educated, Refined). Then choose one of those traits and add **+1 die for each of its tags** that apply (like Academics—Fencing, etc.). If a tag is in *italics*, it counts for **+2 dice**. If a tag is shown as a **list** (with commas) choose one tag from within that list—you can't apply them all at once. **Tags in [brackets] are not available** until you unlock them with experience.

Finally, spend any number of dice from your **pool** to add dice to your roll.

Roll all the dice. Each **even number** is a **hit**. The more hits you roll, the better your character performs.

If you do well enough to pass the obstacle, discard all the dice you rolled (including any pool dice you used). Don't worry, you can get your pool dice back.

If you don't pass, you don't yet achieve your goal. But, you get to keep the pool dice you rolled and **add another die to your pool.** The GM will escalate the danger of the situation and probably inflict a **condition**. You might be able to try again.

HITS	OUTCOME
0	BAD / WEAK
1	FAIR
2	GOOD
3	GREAT
4	SUPERB
5	INCREDIBLE
6	EPIC

PC vs. PC: If you contend with other another PC, you both roll and compare your outcome levels. Based on the situation, the GM determines if both parties achieve their outcomes as rolled (they happen in **parallel**, like in a race), or if the actions interfere with each other (they're **perpendicular**, like a wrestling match). If they interfere, the outcome for the winner is equal to the difference of the rolls. So, a Superb (4) roll vs. a Fair (1) roll would result in a Great (3) outcome for the winner.

Helping: If your character is in a position to help another character, you can give them a die from your pool. Say what your character does to help. The outcome of the roll affects both of you.

Conditions

When events warrant or especially when you fail a roll, the GM may impose a **condition** on your character: **Injured**, **Drained,** etc. A condition might impede your performance (-1 or -2 outcome level) or may restrict your choice of action (you can't be reasonable if you're angry). NOTE: The "dead" condition just means "presumed dead" unless you say otherwise.

Keys & Experience

When you turn a Key, **take** an **experience point** token (XP) and **give** a token to another player if their character was involved. (Each key can be turned once per scene).

If you go into danger because of your key, you get 2 XP. When you have accumulated 5 XP, you earn an **advance**. You can spend an advance on one of the following:

❖ Unlock one of your bracketed [**Tags**] or [**Special Abilities**].
❖ Increase your maximum **Pool** size by one (and add a die right now). Your pool size can not increase beyond 7.
❖ Add a new **Key** (you can never have the same key twice).
❖ Add a new **Special Ability** (if you have the means to).

You can save advances and spend them at any time, even during an action.

Each key also has a **buyoff**. If the buyoff condition occurs, you have the *option* of replacing the Key with a new one and earning **one advance**.

Refresh

You can restore your pool back to full dice by playing a **refreshment scene** with another character. You may also remove a **condition** and regain the use of your **special abilities**. Each player asks the other a question about their character. Say how the answers are revealed in the scene, either explicitly in conversation or subtly.

Refreshment scenes can be flashbacks, too.

Baston Scurlock

A curiosity from the wild blue, claiming an unlikely birthright

Wondrous

5

POOL

Automaton

Sensors
Scan — Life — Energy — [*Lie Detector*] — [Retro-Temporal Vision] — [Aetheric Connections] — [Detailed Analysis]

Interface
Imposing — Presence — [Intimidating] — [Orator] — Bargain — [Politics] — Nobles — [Empathy]— [*Mimic Voice*]

Electroplasmic Mind
Mechanist — Craft — [Inventor] — Trade or Labor — Calculations — Facts & Figures — [Insight]

Clockwork Body
Powerful — [Attack], *Defend*, or Maneuver — Leap — Grapple — *Impervious* — [*Built-In Weapons*]

Keys

THE KEY OF THE DARK LEGACY: *You are Lord Scurlock's creation. Turn this key when you find yourself following in his strange and dangerous footsteps.* BUYOFF: Disclaim your birthright.

THE KEY OF THE MACHINE: *You do not yet fully comprehend human feelings and subtleties. Turn this key when your stiff machine nature interferes with ability to deal with and understand organic beings.* BUYOFF: Develop empathy.

THE KEY OF DUTY: *You must not allow those of Scurlock blood to come to harm.* BUYOFF: Allow a Scurlock to be harmed.

Special Abilities

AUTOMATON: *You are a living machine of clockwork and electroplasm. You do not age and you cannot die. If destroyed, you may be re-created using Lord Scurlock's secret mechanist laboratory.*

[MODIFICATION]: *Once per refresh, you may tinker with your configuration to add a temporary tag (or use a locked tag). You may have only one temporary tag at a time.*

Metal body with whirring clockworks and pulsing electroplasm inside. A sash and tunic in Scurlock livery. Lord Scurlock's voice.

DAMAGED	DRAINED	INCAPACITATED	DESTROYED	EMOTIONAL	MISFIRING	IMPEDED	CONTROLLED
⬡	⬡	⬡	⬡	⬡	⬡	⬡	⬡

Rolling the Dice

When you try to overcome an obstacle, you roll a pool of dice. Take a die if the action falls under one of your **identities** (Wondrous or Automaton). Add another die for **each trait** under that identity that applies (Sensors, Interface). Then choose one of those traits and add **+1 die for each of its tags** that apply (like Imposing—Presence, etc.). If a tag is in *italics*, it counts for **+2 dice**. If a tag is shown as a **list** (with commas) choose one tag from within that list—you can't apply them all at once. **Tags in [brackets] are not available** until you unlock them with experience.

Finally, spend any number of dice from your **pool** to add dice to your roll.

Roll all the dice. Each **even number** is a **hit**. The more hits you roll, the better your character performs.

If you do well enough to pass the obstacle, discard all the dice you rolled (including any pool dice you used). Don't worry, you can get your pool dice back.

If you don't pass, you don't yet achieve your goal. But, you get to keep the pool dice you rolled and **add another die to your pool.** The GM will escalate the danger of the situation and probably inflict a **condition**. You might be able to try again.

HITS	OUTCOME
0	BAD / WEAK
1	FAIR
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PC vs. PC: If you contend with other another PC, you both roll and compare your outcome levels. Based on the situation, the GM determines if both parties achieve their outcomes as rolled (they happen in **parallel**, like in a race), or if the actions interfere with each other (they're **perpendicular**, like a wrestling match). If they interfere, the outcome for the winner is equal to the difference of the rolls. So, a Superb (4) roll vs. a Fair (1) roll would result in a Great (3) outcome for the winner.

Helping: If your character is in a position to help another character, you can give them a die from your pool. Say what your character does to help. The outcome of the roll affects both of you.

Conditions

When events warrant or especially when you fail a roll, the GM may impose a **condition** on your character: **Injured**, **Drained,** etc. A condition might impede your performance (-1 or -2 outcome level) or may restrict your choice of action (you can't be reasonable if you're angry). NOTE: The "dead" condition just means "presumed dead" unless you say otherwise.

Keys & Experience

When you turn a Key, **take** an **experience point** token (XP) and **give** a token to another player if their character was involved. (Each key can be turned once per scene).

If you go into danger because of your key, you get 2 XP. When you have accumulated 5 XP, you earn an **advance**. You can spend an advance on one of the following:

❖ Unlock one of your bracketed [**Tags**] or [**Special Abilities**].
❖ Increase your maximum **Pool** size by one (and add a die right now). Your pool size can not increase beyond 7.
❖ Add a new **Key** (you can never have the same key twice).
❖ Add a new **Special Ability** (if you have the means to).

You can save advances and spend them at any time, even during an action.

Each key also has a **buyoff**. If the buyoff condition occurs, you have the *option* of replacing the Key with a new one and earning **one advance**.

Refresh

You can restore your pool back to full dice by playing a **refreshment scene** with another character. You may also remove a **condition** and regain the use of your **special abilities**. Each player asks the other a question about their character. Say how the answers are revealed in the scene, either explicitly in conversation or subtly.

Refreshment scenes can be flashbacks, too.

Tertius Scurlock

A sky pirate

Outcast	7	Sky Pirate
	POOL	

Traveler
Connections — Cultures or Languages — Underworld — Pirates — Contraband — Drugs — [Occult] — [Demon Lore]

Survivor
Fighter — Blades, [Wrestling] — Stealth — [Fearless] — Underdog — Tough — [Scavenger] — [Threaten] — [Brutal]

Dashing
Bravado — Charm — [Seduction] — Bargain — Pilot — [Stunts] — [Presence] — [Leadership]

Scoundrel
Stealth — Lockpicking — Tracker — [Ambush] — Smuggler — [Cunning]

Keys

The Key of the Dark Legacy: *You are Lord Scurlock's child. Turn this key when you find yourself following in his strange and dangerous footsteps.* BUYOFF: Disclaim your birthright.

The Key of The Outcast: *You left home young and grew up in the wild. Turn this key when your defensive and suspicious nature causes a problem for you.* BUYOFF: Accept fidelity with a parental figure, mentor, loved one, or organization.

The Key of Vice: *You live to indulge your array of vices, especially smoking Black Lotus. Turn this key when you put this need before other concerns.* BUYOFF: Stop using.

Special Abilities

Scurlock: *You bear Scurlock blood, binding you to an ancient pact with the demon, Setarra. She may not harm you directly, and must provide services commanded by the heir to the Scurlock line until the scope of the binding is fulfilled.*

[Reaver]: *Once per refresh, you can assemble a small gang of pirates from the stragglers around the docks. They'll follow your orders if you seem like you know what you're doing.*

ITEMS: Pirate's garb — Stash of Black Lotus & Pipe — Cutlass — Pistols — Dagger

INJURED	DRAINED	INCAPACITATED	DEAD	ANGRY	SHAKEN	SWAYED	DOMINATED
⬡	⬡	⬡	⬡	⬡	⬡	⬡	⬡

Rolling the Dice

When you try to overcome an obstacle, you roll a pool of dice. Take a die if the action falls under one of your **identities** (Outcast or Sky Pirate). Add another die for **each trait** under that identity that applies (Traveler, Survivor). Then choose one of those traits and add **+1 die for each of its tags** that apply (like Fighter—Blades, etc.). If a tag is in *italics*, it counts for **+2 dice**. If a tag is shown as a **list** (with commas) choose one tag from within that list—you can't apply them all at once. **Tags in [brackets] are not available** until you unlock them with experience.

Finally, spend any number of dice from your **pool** to add dice to your roll.

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❖ Unlock one of your bracketed [**Tags**] or [**Special Abilities**].

❖ Increase your maximum **Pool** size by one (and add a die right now). Your pool size can not increase beyond 7.

❖ Add a new **Key** (you can never have the same key twice).

❖ Add a new **Special Ability** (if you have the means to).

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Refresh

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Refreshment scenes can be flashbacks, too.

JEDMUND

Faithful servant to the Scurlock family

STEADFAST — 6 POOL — SERVANT

WISE
Persuade — Advice — Experience — [Insight] — [Negotiate] — — Compromise — [Reproach]

VETERAN
Soldier — Firearms — Swordplay — *Pugilist* — [Vigorous] — Bodyguard — [Security] — [Tactics]

ATTENTIVE
Assess — Soothe — [Gossip] — Secrets — *Connections* — Etiquette — *Inconspicuous* — Healer — [Medicine]

SAVVY
Educated — History — Ilysium — Contraband — *Underworld* — [Crime] — *Occult* — [Demons] — Nobles

KEYS

THE KEY OF SERVITUDE: *You are sworn to serve the Scurlock family. Turn this key when you submit to one of their commands against your better judgment or put their needs above your own.* BUYOFF: *Openly defy a Scurlock's command.*

THE KEY OF THE NEW PATH: *Lord Scurlock's children are likely to follow in his sinister footsteps. Turn this key when you lead them away from that dark legacy.* BUYOFF: *Allow one of them to be consumed by darkness.*

THE KEY OF RUIN: *You have seen (and done) terrible things in service to the Scurlocks. Turn this key when dark things overwhelm you and you must turn away.* BUYOFF: *Stop feeling.*

SPECIAL ABILITIES

MENTOR: *You raised Scurlock's children and still have a close bond with them. Once per refresh, when you give one of them advice and they follow through they take +1d to their rolls to accomplish it and you get 1 XP.*

[OLD-TIMER]: *You've been around and seen it all. Once per refresh, when your opponent is younger than you, you can re-roll your odd dice.*

_____

_____

_____

ITEMS: Faded Servants Uniform — Cane — Pocketwatch — Necklace & Locket w/ Small Portrait — Signet ring

INJURED	DRAINED	INCAPACITATED	DEAD	ANGRY	SHAKEN	SWAYED	DOMINATED
⬡	⬡	⬡	⬡	⬡	⬡	⬡	⬡

ROLLING THE DICE

When you try to overcome an obstacle, you roll a pool of dice. Take a die if the action falls under one of your **identities** (Steadfast or Servant). Add another die for **each trait** under that identity that applies (Wise, Veteran). Then choose one of those traits and add **+1 die for each of its tags** that apply (like Persuade—Advice, etc.). If a tag is in *italics*, it counts for **+2 dice**. If a tag is shown as a **list** (with commas) choose one tag from within that list—you can't apply them all at once. **Tags in [brackets] are not available** until you unlock them with experience.

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- ❖ Add a new **Key** (you can never have the same key twice).
- ❖ Add a new **Special Ability** (if you have the means to).

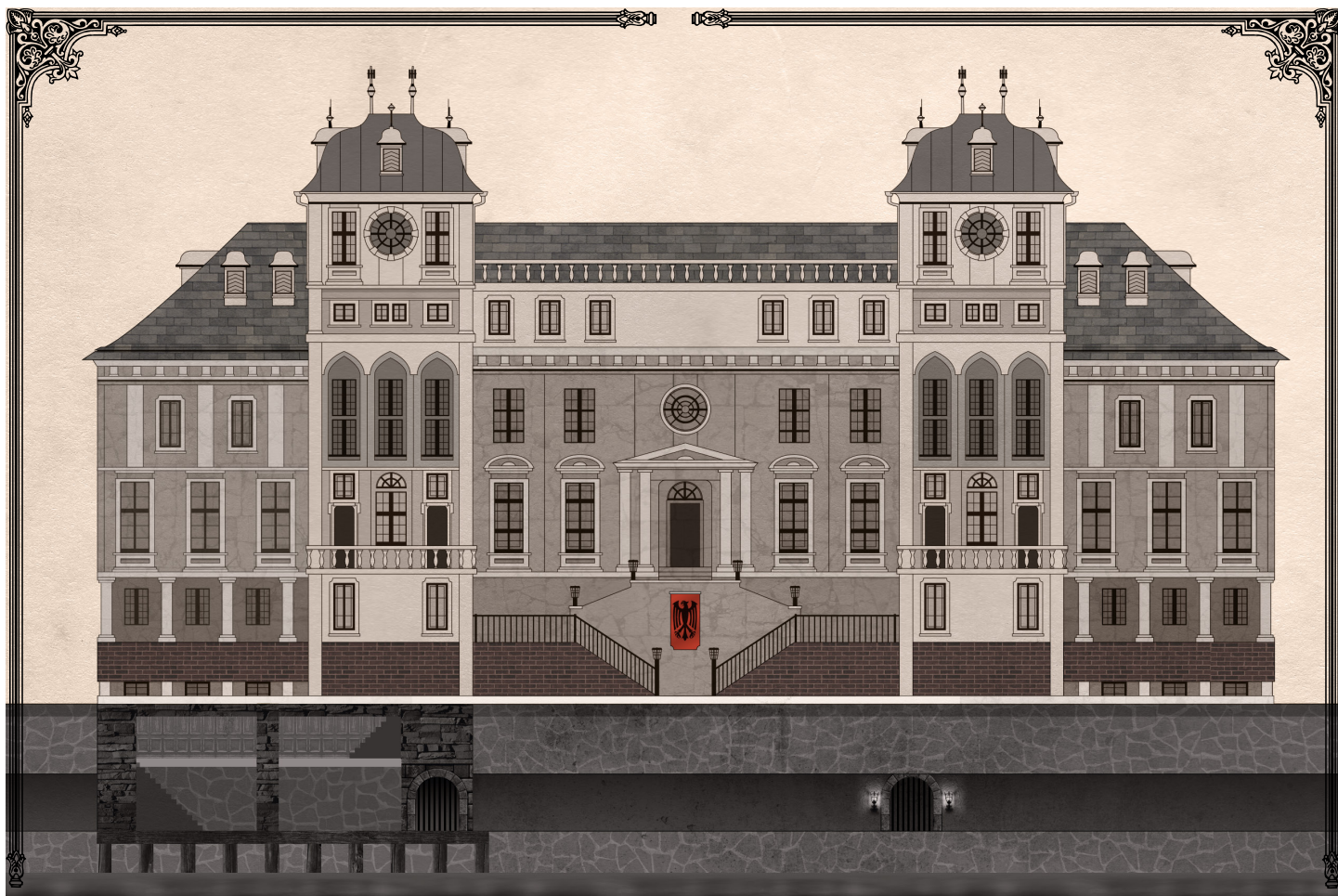You can save advances and spend them at any time, even during an action.

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REFRESH

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Refreshment scenes can be flashbacks, too.

SCURLOCK MANOR

WITH SUBTERRANEAN CANAL DOCK AND BARRED CANAL DOORWAY WITH CURIOUS MARKINGS

CURIOSITIES ABOUND

Lord Scurlock collected a vast array of trinkets, oddities, books, maps, and artwork, hidden away in various secret places. When the players ransack the manor, roll on the following lists to determine what they find and what it may be worth to an interested party, if one exists.

YOU FIND			WORTH
1. A collection of...	**1.** ... occult ...	**1.** ... writing(s).	**1.** Half a crown.
2. A pristine...	**2.** ... ancient ...	**2.** ... maps(s).	**2.** 1 gold crown.
3. A faded and worn...	**3.** ... criminal ...	**3.** ... artwork.	**3.** 2 gold crowns.
4. An inscrutable...	**4.** ... arcane ...	**4.** ... device(s).	**4.** 3 gold crowns.
5. A ruined...	**5.** ... mechanist ...	**5.** ... weapon(s).	**5.** 4 gold crowns.
6. A strangely modified...	**6.** ... sentimental ...	**6.** ... trinket(s).	**6.** 18 gold crowns.

THE DUSTY, PAINSTAKING SEARCH LEAVES YOU: [**Mark a condition**].

PERHAPS [**NPC on relationship map**] WOULD BE INTERESTED IN THE ITEM.

A NOTE TO THE GM

Each of these items was personally meaningful to Lord Scurlock. When an item is found, describe a distinctive feature and, if you feel the mood hit you, wax briefly about a moment from the PC's childhood when they observed him acquiring, using, or cherishing it.

HOLPINE
A MAGISTRATE
A CONSPIRATOR

EDLAND
LORD SCURLOCK
DECEASED

LADY BLACKBIRD
GOVERNOR OF ILYSIUM

THE THRICE-TIED
A CRIMINAL ENTERPRISE

THE EELS
A RIVAL TO THE THRICE-TIED

JASTER WYETH
A TREASURER
DECEASED

SKEIN
VICEROY OF ILYSIUM

SMUGGLING
TREASURY FUNDS
TO HAVEN

KUDGER
A GANG BOSS
A GOBLIN

LIZA
A GANG BOSS

BRANCE VERLEY
A SPY

ANIKA WYETH
A WIDOW
A PAINTER

KROLE
A WATCHMAN
A TRAITOR

PITCH
AN ASSASSIN
A GOBLIN

RADEK
A SOLDIER

NARKUS KERP
A CHEMIST

MR PLOM
A THUG

LAMP STREET
CHIEF GANG OF THE CITY

SETARRA
A DEMON

HORLUND
A GANG BOSS
DECEASED

Scurlock Manor

VLADIM STOYEV
A DIPLOMAT

WILHELM
A SMUGGLER

ARRAS
SCURLOCK

BASTON
SCURLOCK

TRULZKU
AN ENVOY
A GARGOYLE

INDEPENDENTS

JEDMUND
A SERVANT

TERTIUS
SCURLOCK

ESRIKA
AN ENVOY

QUESS
A THIEF

MARKO
A VIGILANTE

A DIPLOMATIC ARRANGEMENT

Envoys from Haven

CAUL
A DRUG DEALER

A PLACE OF POWER

THE WATCH

ILYSIUM

AN ACCOUNTING OF NOTABLE
PERSONAGES & THEIR
CONNECTIONS, BOTH PUBLIC
AND PRIVATE

BROON
A SORCERER

KELETH
A SORCERER

TUME
A CONSTABLE

MELINDRA
AN INVESTIGATOR

The Tower of Balance

JOFFRAM
A WATCHMAN

OGDEN
A WATCHMAN

Getting Started

Starting Questions

This Chapter is designed as a multi-session campaign. The PCs have a lot of tangled backstory to unravel regarding their strange father and the fallout from his nefarious entanglements. Below, there's a questionnaire for the players to help them establish their relationship to their father, using the secrets he confided to them and why they all now want to stay in the city and deal with the fallout.

When the players answer the questions, they may choose similar options. They might want to introduce conflicting confessions from their father or supply different details regarding the same issue.

GM, put the relationship map out on the table for everyone to see during the Q&A. Players are free to modify, detail, or revise the map in any way to suit their answers, but there's no guarantee that the secrets are always fully accurate or even true at all. You'll discover that in play.

Which secret did Lord Scurlock confide in you (possibly while drunk or drugged)? choose one.

Arras
- ☐ A detail regarding the conspiracy with Holpine and the city treasury.
- ☐ A detail regarding Baston's strange heritage.
- ☐ A confession regarding Jedmund's complicity in his various conspiracies and crimes.

Baston
- ☐ A detail regarding the conspiracy with Holpine and the city treasury.
- ☐ A detail regarding his association with the demon Setarra.
- ☐ A confession of love for the painter Anika Wyeth, Arras's secret mother.

Tertius
- ☐ A detail regarding Baston's strange heritage.
- ☐ A detail regarding his association with the demon Setarra.
- ☐ A confession of love for Anika Wyeth, Arras's unknown mother.

Jedmund
- ☐ A detail regarding Baston's strange heritage.
- ☐ The secret access method to his occult lair in the canals.
- ☐ A confession of love for the street thief, Quess, Tertius's unknown mother.

Which desire drives you to take up residence at the manor now? Choose one or two.

Arras
- ☐ A desire for magical secrets and the power of the "family demon," Setarra.
- ☐ A desire for status and recognition as the rightful heir of the Scurlock name.
- ☐ A desire for wealth, extracted from the spiderweb of Lord Scurlock's conspiracies.

Baston
- ☐ A desire for occult secrets, clues to ancient treasures scattered across the wild blue.
- ☐ A desire for status and recognition as the rightful heir of the Scurlock name.
- ☐ A desire for wealth, extracted from the spiderweb of Lord Scurlock's conspiracies.

Tertius
- ☐ A desire to exploit Lord Scurlock's underworld connections, leveraged to outfit a criminal enterprise.
- ☐ A desire for status and recognition as the rightful heir of the Scurlock name
- ☐ A desire for wealth, extracted from the spiderweb of Lord Scurlock's conspiracies.

Jedmund
- ☐ A desire to find the best heir for the Scurlock name and ensure it sheds its tainted image.
- ☐ A desire for Scurlock's children to achieve their dreams and be happy.
- ☐ A desire to for wealth, extracted from the spiderweb of Lord Scurlock's conspiracies, enough to finally retire from the servant's life.

NOTES

Running the Game

Tips, tricks, and advice for the GM

Listen & Ask Questions, Don't Plan

When you're the GM, don't try to "direct" the action or plan out what will happen. Instead, ask questions—lots and lots and make them pointed toward the things you're interested in. Like, say Tertius threatens Arras, So I ask Jedmund's player, "How do you react to that? Is that okay with you?" And then, when it's totally not okay, "What do you say? What do you do?" and then "Baston, what are you doing? Everyone is distracted, do you want to seize the opportunity to do something?" A few more leading questions like that and everyone is yelling at each other and rolling dice to impose their will.

Also ask questions like:

"You can probably just pull the door off its hinges with your automaton strength, huh?"

"That sounds like a bold plan. What's the first step?"

"The two of you have a quiet moment here in the library. What do you say to each other?"

"Do you know anything about Demons? What are they like? Have any of you ever seen a real one before this?"

Keep that going at a steady pace and the game flies along pretty well.

Part of the job of the GM is *listening* to what the players say, catching it, turning it around, and seeing if there's anything else to be done with it.

The GM's jobs: listen and reincorporate, play NPCs with gusto, look for interesting obstacles, impose conditions as events warrant (especially when a roll goes badly), call for refreshment scenes (especially flashbacks).

Long-Term Play

Add these options for advancement as you play the long-term series:

❖ Add a new **Trait** (if you have a teacher or have learned by doing).

❖ Add a new [locked] **Tag** that you're in the process of learning.

❖ Create your **Character** anew if you've taken on a new identity or role. Keep the same number of identities, traits, and tags, retaining any that you carry forward into your new life and changing the rest.

In addition, the players will likely be interested in this **special ability**:

[Lord or Lady]: You are the head of a noble house, with all the rights and privileges owed to you. You have a seat on the Governor's council. You may make arrests and prosecute law. You get +1d when your status helps you.

Only one member of House Scurlock may hold that ability at a time.

For a very long-term game, with much slower character advancement, assess XP from Keys at the end of each session, instead of each scene (each Key may be counted once per session). This is will limit XP to a max of 6 per session, and advancement will be much more gradual.

Setarra as a PC

Events may conspire to make Setarra a viable PC (via possession or other means). You'll find her character sheet in Chapter II of the Tales from the Wild Blue Yonder, *Magister Lor*. The PDF is here:

http://onesevendesign.com/ladyblackbird/magister_lor.pdf

Say Yes, Look For the Obstacles

By default, characters can accomplish anything covered by their traits. They're competent and effective people, in other words. It's no fun to call for a roll when there's no interesting obstacle or danger in the way. Just say yes to the action, listen, and ask questions as usual. But also, be on the look out for the opportunity to create obstacles as the action develops. Because you're asking leading questions and listening closely, they'll be all over the place, so it won't be too hard to spot them.

Obstacles can be other characters, situations (explosions, falling, chases, escapes) or anything else you can imagine.

If a character tries something not covered by their traits, that's an obstacle right there: lack of experience and training. Lots of fun things can go wrong when you don't know what you're doing! Also, players will sometimes try things they're bad at so they can fail and add dice to their pool. It's a fine move for them and it gives you the chance to create more trouble, so everyone wins.

Conditions

A condition constrains what the player should say about their character. It's a cue to tell the GM and players to pay attention to that thing and use it as material for the developing fiction. Gaming is just us saying stuff to each other, right? So you're like, "What do I say now?" and you look down and go, "Oh, I'm angry. Right. No, in fact I won't listen to reason!"

For the GM, the conditions can create opportunities or give permissions. "You're Shaken, right? While you're trying to recover your wits, Tertius, Arras has time to act. What do you do, Arras?" Sometimes a condition will become an Obstacle in its own right, calling for a roll to deal with it.

An Example of Gathering & Rolling Dice

Arras decides to cast a spell of radiant flame to burn Kudger's black lotus supply right in from of his stupid face. This sounds like an obstacle, namely, can Arras draw that much power and do it before Kudger's goons can interfere?

Shannon, Arras's player, gathers up some dice. First, one die for an **identity**: Sorcerer. Then, she can add a die for **each trait** that applies. Both Arcane and Adept apply here, so that's two more dice. Finally, she can add a die for **each tag** that applies under **one** of the traits. She adds Attack and Radiant Flame (under Adept) for two more dice.

She has 5 dice. She decides to add three dice from her **pool**, for 8 dice total. She rolls all the dice and counts the even results. She has 3 even numbers showing, which is a **great** result! The GM says that Arras ignites the paper-wrapped bricks of black lotus resin before anyone can blink an eye.

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