

SKEIN DEEP

v0.9

Setting Background

Just a short stretch of sea parts the mills and meadows of industrious **Anglia** from the craggy cliffs of the continent, which give way immediately to the deep forests of the **Great Weald**, where the elves, pech and stranger creatures live in the twilight beneath the boughs, all under the watchful eye of the trees themselves. To the southeast the forest gives way to sparse scrubland and finally arid desert, where columns of red rock rise precariously and, further south, join together to form a warren of treacherous canyons surmounted by endless storms and howling tornadoes, the tumult above sending crazed winds racing up and down the canyons like wild horses. This inhospitable place is known as the Skein. Beyond it, sprawling atop the highest of a series of low shale hills, lies **Gallimaufry**, the Goblin City.

Above all this, floating islands drift back and forth in the firmament, relics of an age long past, and a people who taught mountains to fly. The islands taunted the industrious species of men and goblins, a challenge to their ambition, and one to which they rose with the invention of the first airships forty years ago. One of the first islands to be fully explored by the bold new breed of aerial archeologists was the **Waystone**, so named in times long past because it hung steady in the air over the hinterland between the Weald and the desert, guiding travellers lost amid the sands back to more temperate climbs.

The number of aeronauts remains small, though the skies grow more crowded by the day, and many craving freedom from the laws of man and gravity have taken to living on the floating islands. The traps and treasures of Waystone are long gone, and it has for the most part yielded up its secrets. Forbidding tomb has given way to bustling town, its halls and plazas now a place to rub shoulders with scholars, pirates, traders and diplomats.

The days of this freewheeling port may be numbered, for a shadow rises in the north. Imperial Anglia builds an air fleet to rival her navy, and the fires of her foundries and mills burn day and night. As King Oswald tightens his grip on power, trying to crush the memory of freedom from his people, they look to the skies and see adventure and freedom. He would have them see the sky darkened by fleets of airships bearing the emblem of the Turning Rose.

It's been ten years since Oswald came to the throne in a vicious monarchist coup. Eight decades of gradual reform and compromise by the liberal and republican factions of parliament had culminated in a compromise government with an elected queen, Jane I, the abolition of slavery, and a bill of rights, only to be swept away again two bloody weeks after the coronation. The young queen was beheaded, along with hundreds who opposed the coup in the bloody purge that followed. To make it clear that he would show no mercy to 'enemies of the crown', King Oswald decreed that the dead would be publicly dissected and their parts used to build an army of inhuman workers and soldiers. The scarred faces tattooed with numbers became a daily sight on the streets of Londun, and a constant reminder of what awaited those who planned against the regime. Yet still resistance groups work in the shadows, risking their lives and more for the republican cause - the Levellers, the Sons of Ludd - even some of the Blackbirds, those young bravos on whose backs the revolution was fomented, only to find themselves purged along with the rest once Oswald had real soldiers at his command.

Skein Deep

This was the first Fantasy Craft game I wrote or ran, so I tried to play with the weird and distinctive elements of the game wherever possible. It also means some of the stats are probably wrong or otherwise sloppy.

I wrote this adventure for my own use, it originally consisted of a set of shorthand notes, with most of the material stored in my head. Since I had art done for it and the game was a great success when I ran it, I felt it was worth sharing with other GMs, and expanded on my notes enough that I hope you'll get most of what's going on, and be able to ad-lib the rest. But it isn't up to the standard of a published module by any means. There isn't any boxed text (although a GM should describe things in his own voice anyway.) There aren't any player handouts for when a PC recovers memories or finds a letter from a loved one; you'll have to ad-lib. You'll also need to read all the individual character backgrounds at the end of the document to have any idea what's going on.

Skein Deep was meant to be run in a 4hr slot at a convention, but it took some effort to fit it into the allotted time, and you could easily run it at a more leisurely pace over the course of a day. The PCs are a disparate group of people caught up in the events sweeping this world of flying tombs, air pirates and Elizabethan fascists, who find they have to work together to accomplish their respective goals.

I plan to run this again, and I usually run games at conventions in the south of England. Naturally, you don't want to read this if you think you might end up playing it at some point. If you run it for anyone, I'd love to hear about it. You can reach me at skein@wgp.org if you want to send questions, fan mail, game reports or money.

The artwork for the characters was done by Oniontrain, who has been doomed by the fates to toil endlessly, like Sisyphus, only with terrifying cartoon porn commissions instead of huge rocks. His only respite from this purgatory is the occasional wholesome commission, so if you have something you need illustrated and want to take pity on the poor soul you can find him here:

<http://www.furaffinity.net/user/oniontrain/>

The PCs

553 - A rogue flesh golem who dimly remembers her former life

Captain Dominic Marten - A sky pirate, a Robin Hood figure with a secret past.

Emissary Caulia - A rootwalker diplomat seeking to protect her country from invasion by the Anglian.

M-19 - A clockwork man mourning his late father. A gifted archeologist.

Melinda Marni - A friendly giant stranded on a floating island by virtue of her great size.

Moppet & Walton - Spare characters in case you have too many players. A punk pech switchblade assassin and a stern drake. Both are loyal members of the resistance, here to fight King Oswald and little else. If you know that you'll be using them in advance, you may want to flesh them out with subplots of their own.

Character Arcs

Each character has a moment in the spotlight, and they each have a chance to resolve the issues they begin play with:

553 can regain her memories and begin fighting the people who killed her.

M-19 can become a little more human, and learn that his father loved him and may be still alive.

Captain Marten can be unmasked and gain his companions' forgiveness for past transgressions.

Melinda can escape Waystone and find and confront the man who kidnapped her.

Emissary Caulia can recover from her captivity and set the wheels of her plan to save the Weald in motion.

Outline of the Adventure

Scene 1: Marten & Melinda begin play on the floating island of Waystone, probably at the inn, M-19 is on his way there aboard Captain Evans' ship to attend to his father Adorno's estate; Caulia is being smuggled to Waystone in a shipment of firewood, possibly with Moppet and/or Walton as escorts; 553 is fleeing from Anglia on the back of her summoned tentacle monster.

M-19 wants to enter the Skein in search of his father's last expedition. He has no ship but a suit of flying armour which will allow him to navigate the Skein, but he needs Melinda to wear it. Melinda needs the armour to get off the island, but a ship needs a Captain, and Marten's knowledge of airships will be vital to her in learning to use the suit. Captain Marten wants to confound the English crown, and Emissary Caulia's plan will do just that. 553 also hates the English regime and needs to flee Waystone as the fleet is on her tail.

So the first scene will introduce each of the characters and reveal why and how they need one another, before establishing the need to flee urgently.

Scene 2: The PCs flee into the Skein aboard the armoured Melinda, with the Anglian fleet in hot pursuit. They end up diving into one of the tornadoes above the Skein, and find themselves on a mysterious island. Here Melinda and Marten take the limelight, and the chase is represented by a skill challenge.

Scene 3: The PCs explore the island, finding the wreckage of M-19's father's expedition, with a message and a gift from his father, and an ancient healing machine. M-19 gets to shine as the party navigates the traps and guardians protecting the machine. Caulia may have her appearance restored here, and 553 may recover her memories, perhaps leading to Captain Marten's secret being revealed. The party are ambushed by some shipwrecked English forces. They find a way off the island in Adorno's notes, along with a surprise for M-19.

Scene 4: The party arrives in Gallimaufry and must consult with a variety of goblin politicians in order to convince the goblin government to lend its aid. At least one of them is a traitor and will call a vicious assassination attempt on Caulia. This may lead to an interrogation scene if they take the assassins alive. The sage who stranded Melinda is also here, as an honoured guest. Apart from the one fight this section is entirely social, and will give Caulia (and to a lesser extent 553) her turn in the spotlight.

Epilogue: Wrap up the story. I tried asking the players to imagine where their characters are in a few years time, confirming or amending their predictions to make for an interactive epilogue.

Some notes on running the game

The plot is almost completely linear, but players and scheduling will definitely find ways to take you off the rails. Remember that while there are a limited number of stations for the PCs to stop at, you can skip some or amend the route. Be flexible and, if running in a con slot, keep an eye on the time. Have a clear idea of which scenes are important and which can safely be dropped. If 553 refuses to get in the machine and have her memories restored, the Baron or even Lecral can reveal Marten's identity instead of her, hoping to sow dissent in the party's ranks. (This won't actually work, players are quick to forgive sins which occurred off-camera. If you want to sow real dissent have one of the friendlier goblins find out in the course of running background checks, and nervously confide his or her concerns in a PC whom he or she trusts. Without the obvious self-serving motive, the PCs will be more willing to believe that Marten is a bad guy and may well be double crossing them.)

Here's a rough timeline for a four hour game:

0:00 - Introduction

0:20 - Fight on the docks (Must be completed by 1:00)

0:40 - Voyage through the Skein (Must be completed by 1:30)

1:00 - Automata/Traps Battle

1:40 - PCs find the medical device

2:00 - Finding the crashed vessel

2:10 - Baron's Ambush (Must be Completed by 3:00)

2:40 - Escape & Arrival in Gallimaufry

2:50 - Goblin Diplomacy

3:10 - Assassination Attempt & Aftermath

3:30 - Vote (Must be completed by 3:50)

3:45 - Conclusion & Epilogue

4:00 - End

Before you begin, make sure everyone has a copy of their character sheet, character background, and the 'Setting Background' from the front page, which summarises what everyone knows. Further details are revealed in individual character backgrounds. Hand out miniatures, but keep the 'armoured giant' model somewhere out of sight for now.

Scene 1

- a) Introduction & meetings
- b) Soldiers arrive

a) This section is basically all fluff. Your goal as GM is to introduce the characters, get them to meet up, figure out that they need to work together, and set out on their journey. Take the time to describe the sights of Waystone and give them a feel for the setting. Here's how I did it the second time I ran, but feel free to introduce people in whatever manner or order you find most dramatic or interesting.

The game opens with a ship moving toward Waystone, an island of worked stone floating in the sky. On the deck of the ship stands a clockwork man, his face a blank dome of glass behind which gears tick and whirr. He wears a sailor's breeches and naught else, gazing into the sun as it rises behind Waystone, the light glinting off the brass and glass of his body. (People will wonder how fragile he is; the answer is not very, his glass casings can be shattered but are easy to replace and serve no function other than keeping dust out over the long term.)

A grey-haired captain with a grave yet kindly expression emerges from below, carrying a blue naval coat which helps the clockwork man into. He gives M-19 a few words of sympathy, perhaps something about wishing they returned to Waystone under better circumstances. Let M-19's player respond. The ship soon docks, gliding to the edge of a long wooden jetty jutting out into space, the wood anchored to the ragged edge of a partly fallen plaza.

What was once a huge courtyard within the temple complex that became Waystone is now on the edge of the island, which has eroded over the ages. This wide open space on the edge makes a perfect place to unload cargo and to situate warehouses and shops, some of which are in existing structures, others in contemporary wooden buildings built atop the ruins. The whole thing has a lively ramshackle charm. This is a town where archeologists and scientists rub shoulders with pirates and smugglers. Think Tortuga with a PhD.

M-19 will likely make his way through the bustling square, (don't forget to mention Melinda to him, see below) with some people recognising and giving greetings or condolences as he passes, on his way up to the fallen tower which his father Adorno rebuilt into an observatory from which he could gaze at the stars. The base of the tower is occupied by Adorno's workshop, entered via a small postern gate in the huge double doors. Captain Evans will accompany M-19 if asked to, but will also be sensitive to the automaton's need for privacy if he wishes to be alone with his grief.

Dust motes dance in the rays of sunlight that leak through the shutters of the desolate workshop, like the ideas that teemed and multiplied in the old man's head. All around are projects and experiments, most of which M-19 is familiar with, but two in particular are new: A set of designs for a lightweight, agile airship/glider, which shows signs of having been built but which is not present, and the other project, towering up three storeys into the tower, covered in tarpaulins. Before M-19 can discover what this is, cut to another character. Pass a note to M-19's player to tell him what he's found, or talk to him privately.

Emissary Caulia arrives on another ship, buried in a shipment of firewood, her body charred and mildewed, with deep holes drilled into her cheeks and limbs. The

damage is mostly cosmetic, and in spite of it she's still a striking sight, huge and graceful as trees swaying in the wind. Give her player a chance to thank the Captain of the ship before he leaves (he's in a hurry and doesn't want to arouse suspicion by getting behind schedule.) He's a decent sort and glad to help the resistance. Moppet and Walton also disembark if they are present.

She needs to find a ship to take her through the Skein. Asking around will turn up two names: Adorno, an inventor who hasn't been seen in some time was fascinated by the problem of navigating the Skein in recent months. Captain Marten, who might be the only Captain brave or crazy enough to try it. Captain Marten is at the tavern, the Rook's Nest, and Adorno has an observatory up on the hill.

If Caulia goes to the Rook's Nest she'll encounter Melinda sitting outside, occupying the whole of the alley beyond the doors to the Nest, resting her arm and her drink – a whole keg of ale - on the balcony of the inn. Melinda has heard of Adorno but never met him (she's been here three months, he's been gone for six) and knows of Captain Marten, so she can provide the above information if nobody else has.

Captain Marten, inside, is drinking with his first mate Thawley, and will be able to explain that he has no ship, let alone one that could cross the Skein. He wouldn't put even his own chances at better than 50/50 of navigating it in one piece.

At this point M-19 should arrive, having been briefed that his father left 6 months ago after failing to find a wearer for the flying armour he had developed, using his second choice of vessel – the lightweight airship/glider. He should also know that he needs both a Captain to pilot the thing he has found, and a giant to wear it. (The second player I had playing M-19 ran with this scene brilliantly, arriving at the tavern and measuring Melinda without a word, giving her a tape measure and asking her to hold it up, then announcing that he had need of Melinda's 'smallness'. Everyone was utterly baffled by this, even me for a moment, but he was referring to Melinda's smallness when compared to the average airship, which combined with the reactions of a living being allows her to navigate the Skein without harm.) He should recruit the other two in short order, and Marten's desire to screw over King Oswald should lead him to insist on taking Caulia along, since finding M-19's father will take them in the direction of the Goblin City anyway.

Alternatively, if Caulia goes straight to the observatory, have her encounter M-19 right away. He can show her what he has found (for extra annoying suspense keep the other PCs in the dark and encourage M-19 and Caulia to discuss it cryptically at the table. "There's one component missing." "Yes. But where will we find one large enough?" "I believe I saw one at the docks.") They know what they need and where to find it, and though M-19 has no reason to take Caulia so far, he may choose to do so anyway or she may point out that she will be useful in convincing the others to help.

Once the PCs have discussed the essentials, 553 arrives. One way to play this is that an exhausted 553 is deposited onto the quayside by the Gaping Maw, and a commotion breaks out outside which draws the players attention. They may initially think the Maw is attacking her, when it is actually guarding its master. This may be fun if you have plenty of time.

A faster option is to have 553 have come ashore somewhere unseen, and having concealed her mount be already nearby, drinking and brooding in the tavern. She may draw the attention of Caulia. If Caulia does talk to her before the others, she will likely be absolutely determined to help. However, while her Maw can fly through the Skein, it could not carry a diplomat of Caulia's great size, so they are still stuck looking for a ship.

A third option is not to introduce her on Waystone at all. Allow the PCs to set out for the Skein and have her show up flying on the back of her mount, exhausted and being pursued by the Anglian fleet. This leaves her appearance until later and may lead to the player getting bored, but is fairly dramatic. You can make her very mysterious, since some of the PCs will know about these revenants and know that they aren't meant to have personalities.

Once the PCs are ready to go, you can place the Armoured Melinda model on the table to show them their transport.

b) If you have time, you can have a simple first battle in this chapter, using swordsmen and archers. There are a couple of ways of doing this. If 553 is on the island the Anglian fleet will turn up soon afterwards to blockade it, demanding her return. The PCs can try to talk or fight with the soldiers from the one ship which docks. The others stay out of range of Waystone's cannon and circle, giving them a chance to run the blockade. (If they're unsure whether they can get away, Melinda knows of a secret place, a ruined, overgrown courtyard with a fountain which can now only be reached by climbing down the side of the island – an easy climb for her, but quite an undertaking for a human. She often goes there to be alone and stare wistfully at the horizon. Depending on how the introductions play out, you could introduce her there instead of at the tavern.)

If they run, go straight to Scene 2.

If 553 was encountered in flight, Melinda might be grappled and boarded as the fleet closes with them, which would lead to an unusual fight, or you could simply skip it.

Should you need to draw a map of Waystone docks, the layout I used is in the bottom right on the maps page at the end of this document. The most westerly of the northward exits is the alley with the Rook's Nest; the other two northward paths lead up the hill to the Observatory. If they fight instead on Melinda's deck, you'll have to improvise.

Scene 2

One way or another, our heroes are in flight, riding on Melinda's back toward the Skein with the Anglian navy in hot pursuit. Go straight to a Complex Task. Melinda counts as a vehicle so Marten can roll Ride (at +1 for Master & Commander, DC 15 to give her a +1 bonus) to aid her in any Acrobatics or Athletics check she has to make in flight. She suffers no armour penalty to Acrobatics or Athletics while flying due to the aerodynamic design of the suit.

1. Melinda, having the highest Notice, must make a Notice roll to spot the pursuers on the horizon. The others can roll against DC 15 to give her a +1 bonus for each success if they say they are watching the skies, or performing some activity consistent with watching the skies (e.g. hanging around on deck). The DC she rolls determines how much warning she has, and thus the modifier to be applied to her subsequent Athletics roll:

11 or less	-6 and roll again, apply both results
12	-4
15	-2
18	0
21	+2
24	+4

The fleet on the horizon is huge, swarms of black airships emblazoned with the sight of the Turning Rose (a cross between a swastika and a tudor rose). They have large gas envelopes (the Lifters and Impellers which drive most airships are expensive items of archeotechnology, and using gasbags to supplement their lift allows Oswald to build up his fleet that much faster). They are heavily armed with cannon, and full of Anglian Longbowmen. Make it clear to the PCs that they have no chance if they stand and fight. Caulia may want to negotiate, but getting close enough to hail them at this point would be ill-advised.

2. Melinda must roll Athletics, DC 21, to reach the Skein ahead of the fleet's guns. Apply the bonus/penalty from the previous roll. On a fail, Mel takes 4d6 damage from cannon fire and make this roll again with no bonus or penalty. If she fails three times or succeeds once, move on to the next stage.

Now it's a straight race, the airships are gaining on Melinda but the Skein isn't far away. If she can stay out in front for long enough she'll be able to disappear into the winding warrens of the Skein, out of sight of the fleet's guns. If she gets shot up describe it dramatically, perhaps play up the weirdness of the whole person-as-ship angle. Once she reaches the Skein most of the fleet will turn back, but one particularly tenacious ship will pursue.

(The PCs may at this point decide to make a fight of it. You may want to let them; draw up a map for the ship's deck and start throwing archers and swordsmen at them, culminating in the battle with Baron Moorgate. As soon as it becomes clear that he's going to lose, have him stall the party long enough to crash his ship into the tornado, with results as below.)

3. Melinda must roll Acrobatics, DC 21, to outrun their pursuers in the tangled canyons. On a fail, she is dashed against the canyon walls for 1d8 damage; passengers must Ref save (DC 15) or take 1d6.

Describe the wild hostility of the Skein, the howling winds, the stinging sand, the eerie noises and the fury of the tornadoes that whip the skies above the maze of red sandstone, the confusing of trying to find a path and stay one step ahead of their pursuers at the same time.

4. M-19 rolls Search for the party, DC 15. Others watching the skies may assist him. If he fails, repeat step 3. If he succeeds, he spots the island within one of the tornadoes of the Skein, with the distinctive shape of his father's crashed glider jutting atop one of its pillars.

The island is a ruined complex of the ancients, as Waystone was before the aeronauts first reached it. Hidden inside a permanent storm, this one has never been touched. Who knows what secrets it could hold?

Clearly, it holds at least one secret: Clues to the fate of M-19's father Adorno. He can easily recognise the glider from the blueprints he saw at the observatory. Hopefully he will convince the other PCs to take refuge there; he can assure them that Melinda should be able to navigate the tornado; she has the combination of mass and agility to survive tumbles that would break a ship like matchwood.

5. The event is complete, but everyone except Mel must roll Acrobatics DC 15 or take 3d6 damage from falling around inside her cabins (or off her deck) as she tumbles to a halt on the island. Melinda becomes Sprawled.

Another problem is that they now can't leave. Passage through the wall of the tornado sent Melinda completely out of control. Since she could just tumble to a stop on the surface of the island, this wasn't a big risk, but if she tries it on the way out she'll fall a thousand feet onto the rocks of the Skein. Marten, M-19 and Melinda should all be aware of this, Melinda from experience and the other two from theory.

Scene 3

- a) Arrival
- b) Hospital entrance, first trap
- c) Guardians & trap
- d) Hospital room
- e) Using the healing machine
- f) Reaching the wreck
- g) Adorno's journal
- h) Battle with Baron Moorgate

a) The PCs have arrived, bruised but hopefully in one piece. Melinda is sprawled in an overgrown plaza, leaning up against a vine-covered building, catching her breath. As the PCs recover they see the Anglian airship (if it was still after them) enter the tornado and crash on the far side of the island. Adorno's glider is crashed on a third side of the island some distance away.

Heading for the glider will take them to f) passing b) on the way. Hunting for the crashed Anglian ship instead will take them straight to h), again passing b) if they haven't seen it already.

The island is big, too big to readily explore in a reasonable amount of time given their urgent need to reach Gallimaufry. It is reminiscent of a Cambodian temple, acres of worked stone and intricate carvings overgrown with trees and vines, toppled walls and pillars, silence or birdsong (whichever seems most atmospheric.) It's an eerie, lonely place, but not spooky or haunted – just empty and alone, for thousands of years, with the trees growing and the sun shining overhead, through the eye of the tornado. (The top of the tornado is too high to fly to without getting low on air, if anyone asks.)

On the way to the glider (or wherever if they don't head directly for the glider) they pass an archway leading to stairs down beneath the level of the street. M-19, and anyone else who can read the language of the ancients, recognises the symbols above it as meaning 'life', 'healing', or 'mending'. The archway leads to an ancient and advanced hospital facility.

This scene is M-19s turn in the spotlight. The hospital is protected by traps and guardians. If you're really low on time you can skip the hospital entirely and go straight to the glider, but try to fit it in since it's a central encounter which provides a lot of the crunch of the adventure.

b) See the top left map on the map page. The hallway is 15' wide and high, which is big enough for Melinda if she crawls, but she can only turn around in it if she doesn't wear her armour. Fortunately the chances of anyone stealing it while she's inside are extremely low.

If you have time, present them with the following Trap:

Crushing Ceiling: A pressure plate in the floor activates this trap; it takes a DC 20 to spot it, or a DC 15 Acrobatics roll to bypass it. The character with the lowest Acrobatics must roll, out of the characters attempting to bypass. Alternatively it can be disarmed with 2 rolls at DC 15, taking 2 rounds each.

Once triggered the trap gains 3 Edge per turn, and deals 1d6 damage for every full 3 points of Edge it currently has to anyone braced against the lowering ceiling. So, initially it will deal damage only to the crawling Melinda and standing Caulia. If Melinda lies prone or Caulia crouches, or if either of them goes down, the other will be the only one taking damage. If they both lie down/pass out, the rest of the party will begin to take damage, save for Moppet who will be crushed last.

The upside of being braced against the ceiling is that you can push back. Anyone taking damage from the trap can push back against it with an Athletics roll, DC 16, to reduce the trap's Edge by one. A confirmed critical success will break the mechanism, disarming the trap. Otherwise all that can be done is to push against it while others disarm the trap or escape from under it.

Characters not braced can move freely. A character who is braced against the trap has his or her movement reduced by 5' for every point of Edge, and cannot move at all in turn they pushed back (a full action). Each round they try to move while braced they must make a Fort save against a DC equal to the amount of Edge the trap has or go Prone. (Not Sprawled.)

c) At the end of the hallway are three narrow arches. Everyone can squeeze through them save Melinda, although she can reach through them. Beyond lies a 25' x 80' room. On one side the structure has collapsed, a 20' section of floor sloping down like a vine-covered slide before opening into the yawning void of the sky. At the other end of the room lies a pair of large locked double doors.

Arranged along the length of the room are two beds (and one more on the broken, overgrown section of floor) and three terminals (the c-shapes) and four automaton stations (the little circles.)

The beds themselves are metal frames with the dried and cracked remains of ancient padding hanging from them. The ceiling is thick with vines which wind around numerous mechanical arms tipped with restraining clamps. The terminals are curved metal lecterns covered in arcane controls. The stations are metal and stone stands, with controls at the base, and topped with spheres covered in blade-tipped mechanical arms.

The room is guarded by six Automata, spheres like the ones on the stations, but their arms are tipped with electrical emitters or flame jets. An Investigate roll, DC 13, will reveal that the electrical automata are maintenance drones, the fire automata are pest control, and the bladed ones are surgeons. There are three to five electrical and three to five fire automata currently active, depending on how hard and long you want the fight to be.

Pest Control automata will attack any dragons, treefolk and giants present, but ignore everyone else unless attacked.

Maintenance Automata will exclusively attack M-19, after demanding that he turn himself in for maintenance, in the language of the ancients (DC 21 to understand the spoken form of their language).

Unnecessary Surgery: A beam across the door activates a trap. Notice DC 20. DC to disarm the trap is 18 and takes 3 full actions, but must be done from one of the consoles. It can be bypassed by sneaking into the room, at the same difficulty.

The four dormant surgical automata will activate if the trap is sprung or if anyone comes within 15 feet of them. They will defend themselves but otherwise only attack immobilised victims.

Triggering the trap also activates the mechanical arms in the ceiling. Any PC in the room must make a Reflex save each turn, DC 15, or be Held and dragged to the nearest unoccupied bed. They may try to Escape at DC 15. Surgical automata will try to attack them while they are held, performing unnecessary surgery.

Anyone dragged to the third bed will be held above the sloping floor for a round and then dropped. They will have to grab the vines and climb back up to avoid tumbling into space. DCs at your discretion.

The controls at the base of the pedestals can be used to recall active automata. With 2 DC 15 rolls, each taking a full action, a PC can recall any four automata of his choice, of any type, to the four stands and shut them down. This can be done any number of times, but automata will only return to unoccupied stands. Automata can be removed from their stands by shoving them off.

The door is locked with a DC of 20. It can be knocked down and counts as 6" of Hard material, +4 per size category over medium applies. The walls are 1ft of Hard material.

Automaton (Medium Construct Flier, 34xp)							
Initiative	+4	Str	10	Dex	10	Con	10
				Int	5	Wis	5
						Cha	1
Melee Attack	+8			Fortitude	+4	Competence	+2
Ranged Attack	+8			Reflex	+4	Damage Save	+5
Defense	15			Will	+1	Vitality	150
Skills:	None (Surgical routines have long ago become corrupted.)						
Qualities:	Feats (Many Armed, Floater, Two Weapon Fighting (-2 att for round, gain extra basic attack), lumbering, achilles heel (electrical))						
Attacks:	Claw (1d6 Threat 18-20 Fire, Electrical damage or Bleed)						
Gear:	None.						

d) This is a larger room, seemingly untouched by time. Vines have not grown into this sealed chamber. The walls are lined with machinery and dominating the center of the room is a pedestal with a vertical ring of formed three metallic quarter-circles. A control panel opposite operates the device.

Investigate (DC 10) will reveal its purpose; this is a healing machine. If someone stands in the circle while someone else operates the controls, the subject will be lifted up and suspended within the ring as the machine does its work. There will be a loud hum and lights will blink progressively on and off on the surface of the metal ring-segments.

Operating it requires a Medicine roll against DC 15; success heals 2d6 Vitality, all wounds, and removes negative conditions, diseases and other chronic problems. Failure causes the loss of 1d6 vitality but still removes chronic problems and statuses. On an error the 1d6 is lost from wounds instead, and on a critical success all damage is healed.

e) The players can use the machine on anyone, if they dare:

On Marten and Thawley, it will operate normally.

If Caulia is healed she will also lose her cosmetic damage, giving her a +1 morale bonus to social interactions for the rest of the game.

If Queen Jane is healed she will remember much of her former life, including Hamilton, and recognise Captain Marten as the man who orchestrated her fall from power and put Oswald on the throne.

M-19 is immune to the machine's effects. Probably. Optionally if he already has his face you could have it turn him into another species – human or Flesh Unborn, perhaps.

If they somehow manage to jam Melinda into the machine, it shrinks her to human size. In the process she will become incredibly dense, and her Str & Con both become 20. The effect will wear off gradually, causing her to grow by one size category every three days, and lose one point of Str & Con per day until back to her normal size. If this happens the PCs may have to rebuild the crashed glider in order to escape, possibly with parts from the Anglian airship.

If they put the Gaping Maw into the machine, it is immune to the effects. (Easter egg: There is a 'ding' sound as soon as it passes through the ring and a secret panel slides open in the room. The panel leads to a control room with a capsule into which they can place the Maw. If they do so 553 will be able to control the island's flight, even deactivating the tornado and flying all the way to Gallimaufry. However the control system was not designed to work with an eldritch horror – the designers presumably used some more benign yet similar creature – and leaving it in the capsule for too long will have serious long term consequences in the epilogue. During the game hint at these by having the PCs see tentacles sprouting from shadowed corners on the island like plants, the vines becoming curiously mobile and sinister, and other unsettling things.)

f) The complex has partially collapsed here, and all that is left beyond the edge of this columnade is a series of eroded stone pillars jutting up in the howling winds.

Large or Huge characters can jump the (3) gaps with an Athletics DC of 18 each, but risk 3d6 falling damage and a climb (DC 15) back up if they fail. Flyers can fly across with a single DC 24 Acrobatics check, with the same results if they fail. Building rope bridges and other constructions works, and is DC 15 but more time consuming.

g) Atop the third pillar lies the wreckage of Adorno's airship, like a crushed butterfly. Nobody is there, although there are some old bloodstains inside the cabin, which is largely intact. It's cramped but cosy, filled with cooking implements and charts and navigational equipment. There are no supplies or personal effects present, except for the journal sitting on the desk.

The journal reveals that, far from being an impersonal model designation, M-19 was named after Melissa, his maker's late wife, and 19 was his lucky number, the only superstition the staunchly rational Adorno permitted himself. He confesses in the journal that he always thought of M-19 as a son, but struggled to express his feelings without the aid of Melissa's human touch. He also regrets that he has come to this dire predicament without seeing his son to give him the gift he has prepared, which now rests in the lower drawer of the desk.

The journal explains how he gave up on his plan to find a giant large enough to act as a ship and set out six months ago, becoming stranded here in a crash which killed one of his two shipmates, a fine archeologist who would have been awed at the sights he and his surviving companion have seen since arriving on the island.

It recounts how he found a device that would allow him to escape by creating a force tunnel through the storm. However the machine was damaged so only a certain path was safe. The journal contains the path for anyone who might need it. (When the PCs launch from the recommended site, they will see evidence of construction of a small two-man glider out of salvaged parts, suggesting that Adorno has escaped and still lives somewhere out there.)

In the bottom drawer of the desk is a box, and inside the box is an object wrapped in cloth – a beautifully wrought, finely crafted, delicately articulated human face made in brass and inlaid with precious metals. If affixed to M-19's face in place of his glass canopy, he will find that he can smile, frown, roll his eyes, blink, and even kiss.

h) Finally, if they haven't fought Baron Moorgate and his men already, they can encounter them when they return from the pillars. Use the 'the edge' map in the top right of the maps page.

Moorgate is a stereotypical baron, bald and monocled and evil. He knew Hamilton at school and lost his ship in a battle with Marten years later. He can reveal Marten's identity if it hasn't come out already. He's highly motivated to seek revenge against Marten, and will always attack Marten or 553 if he can. He has orders from Oswald to bring back 553, and after his defeat knows that he cannot afford to fail.

He is a special character and fights alongside a number of archers and swordsmen each equal to the number of PCs. The archers will try to use the pillars for cover and avoid melee.

If none of the scenes so far have been Dramatic, the scene becomes so now. If the PCs can survive this, the rest of their journey to Gallimaufry will be uneventful.

If they went searching for Moorgate's crashed vessel as soon as they arrived on the island, you can run this encounter then instead; simply add the wreck to the map.

If the party fought Moorgate by boarding his ship before it crashes, he will have many more men at his disposal and you can throw as many archers and warriors at the PCs as you have time for and they can handle, up to about 50 at most.

Anglian Archer (Medium Folk Walker - 32 XP)							
Intiative	+5	Str	10	Dex	10	Con	10
Int	10	Wis	10	Cha	10		
Melee Attack	+6	Fortitude	+2	Competence	+2		
Ranged Attack	+6	Reflex	+2	Damage Save	+2		
Defense	13	Will	+2	Vitality	60		
Skills:	Ride +8, Search +11, Sneak +8						
Qualities:	Feat (Bow Basics, Bow Mastery), improved sense (sight)						
Attacks:	Dagger (dmg 1d6 lethal; threat 19–20; qualities: bleed, hurl), long bow + 40 standard arrows (dmg 1d6 lethal; threat 19–20; range 40 ft. × 6; qualities: AP 4, poisonous)						
Gear:	Partial leather armor (DR 1; Resist Fire 3; DP -1; ACP -0; Spd -; Disguise +0)						

Anglian Swordsman (Medium Folk Walker - 30 XP)							
Intiative	+4	Str	10	Dex	10	Con	10
Int	10	Wis	10	Cha	10		
Melee Attack	+6	Fortitude	+3	Competence	+2		
Ranged Attack	+6	Reflex	+3	Damage Save	+4		
Defense	14	Will	+3	Vitality	120		
Skills:	Athletics +10, Intimidate +10						
Qualities:	Feat (Sword Basics, Horde Basics, Horde Mastery), mook						
Attacks:	Longsword (dmg 1d12 lethal; threat 20)						
Gear:	Partial leather armor (DR 1; Resist Fire 3; DP -1; ACP -0; Spd -;)						

Baron Moorgate (Medium Folk Walker - 71 XP)							
Intiative	+6	Str	15	Dex	10	Con	10
Int	10	Wis	10	Cha	10		
Melee Attack	+7	Fortitude	+4	Competence	+3		
Ranged Attack	+5	Reflex	+4	Wounds	10		
Defense	15	Will	+4	Vitality	120		
Skills:	Intimidate +16, Resolve +10, Tactics +16						
Qualities:	Class ability (Captain: battle planning I (crush them!, press on!), take heart), fearless I, feat (Fencing Basics, Coordinated Attack, Bushwhack Basics), frenzy II, menacing threat						
Attacks:	Rapier 1d8 lethal 19–20 finesse						
Gear:	Partial leather armor (DR 1; Resist Fire 3; DP -1; ACP -0; Spd -; Disguise +0)						

Scene 4

The barren rocks of the Skein give way to low, scrubby shale hills as party flies eastward. Eventually the PCs come in sight of Gallimaufry, their destination. The goblin city is a ramshackle, sprawling, yet well-defended burg atop the largest of the gentle hills. Smokestacks rise for it and billow into the skies, although not so many as to make the place look grim or filthy. It looks a lot like the Goblin City from Labyrinth, only instead of being ruled by a man in tights it's run by a fairly pragmatic cabinet and parliament. The goblins are serious about democracy, industry and invention, but a little silly about everything else.

The goblins themselves are diverse creatures in the Henson/Froud tradition, rather than the little green guys of Warhammer or WoW. As soon as they land and Caulia introduces herself they will be treated as guests of honour and taken to see the Prime Minister in the morning.

There are five goblins on the cabinet, and the PCs will have an opportunity to speak with each of them. Start with the Prime Minister, then let them make their own appointments, perhaps 8 in all, giving them time to visit each goblin once and work on some of the goblins more heavily.

With each encounter allow the PCs to make Influence or Browbeat rolls (p74) to try and bring the goblins around to their side, and Persuade or Coerce rolls to convince each minister to vote to provide aid to the resistance.

The Prime Minister, regardless of how he feels about the request, will at least provide them with access to his ministers and promise a vote on whether to render aid to the Anglian resistance by the end of the week. The goblins are as follows:

Secretary of Defense – Intrigued (+8)

This goblin has a perpetually spooked expression, big bug eyes, a small mouth, and a friendly yet nervous demeanor. She is friendly, not convinced of the PCs arguments but open to listening to them. She has to put her duty to Gallimaufry first, but she genuinely wants to see the resistance succeed and the Weald protected.

Prime Minister – Neutral (0)

A dignified, venerable looking goblin with long white hair, bushy eyebrows and a drooping moustache. He is even-tempered and fair, scrupulously neutral to the PCs requests until he has considered the situation and heard from all of his ministers. Like the secretary of defense, he is sincere and responsible.

Minister for Invention – Unfriendly (-11)

The minister for invention is a bouncy female goblin with pigtails, a snub nose, and an excitable, muppetish manner. She loves science and technology and will be fascinated by M-19 (+2 circumstance bonus to his interactions with her), but is a little oblivious to other things, like the threat Oswald poses. She has no particular objection to the PCs requests; unfortunately, Lecral has been warning her against the PCs while plying her with mysterious artefacts from his 'collection' and promising

more secrets she can use to revolutionise goblin technology. How much he actually has is open to question, but she is very impressed with him (+11), and will take some convincing to vote against his counsel.

Chief of the Watch – Cold (-6)

A classic goblin, bald with a pointy ears and hooked nose, eyes glowering beneath thick brows. His personality is that of Mr Strickland from 'Back to the Future' – he hates slackers, and suspects the PCs of being slackers. His hostility is more the result of excessive skepticism than any actual antipathy, however, and he is quite susceptible to reason. He genuinely cares about the safety of the city, and needs to be convinced that Oswald represents a threat to the goblins even if they don't help the resistance.

Chancellor – Hostile (-20)

The Chancellor is another 'typical' goblin, with an oversized roman nose in a careworn face. He is a traitor and a spy in the pay of King Oswald, and will do anything in his power (short of getting found out) to ensure that the vote fails.

At some point during the negotiations, the Chancellor will send a pair of Goblin Burners to assassinate Caulia. These can be interrogated if captured and may reveal his duplicity.

Don't forget to routinely ask the PCs who is going to each meeting, so you know when she's alone or only with one other PC. Use the Gallimaufry streets map to run the encounter, two Burners per PC present. This is a nasty, vicious attack, and very clearly premeditated.

Lecral is also around, and PCs may meet with him if they choose. Any revenge will have to be tempered by the fact that he's an honoured guest who has impressed the goblins with his wisdom and willingness to help. He has been counselling the Minister for Invention to vote against their request. He doesn't know why and doesn't care, the Chancellor simply asked him to do so, and he saw an opportunity to ingratiate himself with a second member of the cabinet. He is a weasely, selfish opportunist, but getting the goblins to do anything about him will be challenging, to say the least. If the PCs assault him it could seriously threaten the negotiations.

When the negotiations are over the goblins will assemble the cabinet for a vote. Anyone with a Disposition of more than +20 votes for the motion, as does anyone who was Persuaded successfully. Anyone with a disposition lower than -20 automatically votes against. Roll an assistance check (p378) for everyone else.

Goblin Burner (Small Folk Walker - 39 XP)													
Initiative	+5	Str	10	Dex	10	Con	10	Int	10	Wis	10	Cha	10
Melee Attack	+6			Fortitude	+2			Competence	+2				
Ranged Attack	+6			Reflex	+2			Damage Save	+3				
Defense	9			Will	+2			Vitality	90				
Skills:	Resolve +8, Sneak +8												
Qualities:	Feat (Ambush Basics), light sensitive, darkvision I, cagey (1 free save), clumsy (error range 3)												
Attacks:	Flamethrower II: 3d6 fire 20ft cone Threat 20												
Gear:	Full plate (moderate platemail with heavy fittings: DR 7; Resist Blunt 2; DP -4; ACP -4; Spd -10 ft.; Disguise obvious)												

Lecral the Sage (Medium Folk Walker - 40 XP)						
Initiative	+5	Str 10	Dex 10	Con 10	Int 10	Wis 10 Cha 10
Melee Attack	+3	Fortitude		+2	Competence +4	
Ranged Attack	+3	Reflex		+2	Wounds 10	
Defense	13	Will		+2	Vitality 60	
Skills:	Bluff +17, Impress +11, Sense Motive +11					
Qualities:	Attractive I, class ability (Assassin: cold read I; Burglar: he did it!)					
Attacks:	Sap (dmg 1d6 subdual; threat 19–20; qualities: finesse)					
Gear:	Flying Carpet; Travel 4; SZ/Def L/9; Love Potion (1 use), knockout poison (3 uses)					

Epilogue

If the vote is positive, the PCs can look forward to a long campaign to liberate Anglia. Otherwise you have a number of options. You could fudge it and have the vote go the other way; a knowledge check of some sort could reveal some obscure piece of goblin procedural law that would declare one or more negative votes invalid; you could find another way to reveal the traitor, if he hasn't been revealed already, or have Lecral offer the PCs a devil's deal; you could have the PCs fail outright and become fugitives in a world sinking into darkness; you could leave the situation unresolved, with the PCs remaining guests in the goblin city and working to convince them over the longer term; you could have the party break up with everyone going their separate ways, Caulia resolving to convince the goblins, Jane and Marten intent on revenge (assuming they haven't killed each other), M-19 returning to Waystone or looking further afield for Adorno, and Melinda returning home.

However things end, narrate what happens next. You may want to weave an elaborate epilogue, but you might also ask the players where they see their character in a few years' time, making a collaborative epilogue for the story. Whatever happens make sure you leave time for the vote and this wrapping up.

Character Background for 553

553 shoveled manure from the glistening cobbles of the Londun streets, oblivious to the steadily pouring rain. The few citizens travelling home at this hour hurry past, averting their eyes from her patchwork face. She worked tirelessly, as she's always done for as long as she can remember, moving from one task to the next without reflection or complaint.

Earlier today she worked outside a school, and a little girl was tunelessly singing a nursery rhyme. The rhyme wormed its way inside her head and nested there, an infestation of words and rhythm, at first merely repeating, but now the words had changed, and she repeated the second half of each verse, stripping the piece of rhyme, tune and meaning.

"Four and twenty blackbirds,
Baked in a pie.
Wasn't that a dainty dish,
To set before the king?
The queen was in the parlour,
Eating bread and honey.
When down came a blackbird
And pecked off her nose.
He sewed it on so neatly,
the seam was never seen."

The seam was never seen.

The seam was never seen.

553 looked down at her reflection in a puddle. Her face was female, mostly, and parts of it might once have been beautiful. It was riven with deep seams, coarse-stitched and ugly, pulling her lip into a perpetual sneer on one side. She came from somewhere. Each part of her face used to belong to someone else. How many people had they made her body from? Four and twenty? More? Who were they? Why couldn't she remember them?

From that moment the walls began to crumble. As though they were only hidden because she wasn't looking at them, the memories began to trickle back as she worked. The darkest came first - the time, at the age of twelve, when she had read forbidden books, understanding them better than their adult custodians, marking out a chalk circle and calling up something that writhed and twisted and binding it to her will - only to banish it and flee back to her bed, shaking, when she learned the price of its service.

The sword striking the back of her neck.

These soon gave way to kinder memories. Hearing the rhyme from her nurse as a child. Eagerly learning everything she could about anything she could. Reading voraciously and playing with her sisters in the gardens. Hiding amid the hedge maze when it was time for tea. The reluctant pride of the day of her election.

And Queen Jane remembered who she was.

The soldiers found her hours later, examining her reflection in a shop window, trying to discern which parts of her face were actually her own. She knew that the brain was the seat of the intellect; did she have all her own brain? Or was she simply the most dominant part of a patchwork brain? Were parts of her lost forever? Who else might be in here with her?

"Oi, revenant, why aren't you working? Get away from there!" She turned, blinked once at the trio of soldiers in black and red standing there, and drew the sword of the closest from his sheath, adopting a mid-guard stance before striking him down with it. Putting theory into practice seemed so much easier now, the clarity of a mind forged out of dead flesh by a thunderbolt, the strength and speed of a body built to order. The other two drew their blades and she rolled between them, spinning around with her blade outstretched as she landed to sever two achilles tendons. The men dropped to the ground, one trying to crawl away, the other yelling in pain and clutching his foot. Ignoring them, she rose and looked down at the corpse, and hesitated. She'd never killed a man before. Then she glanced at her scarred and twisted reflection in the little panes of the shop window.

Dipping the tip of the blade in his blood, she began to draw a broad circle in it on the cobblestones, her mind casting back to find the words and formulae she'd once made a promise to herself to leave buried forever.

553

Unborn Adept Lancer 5 Beastmaster 1

Medium Biped Construct, Reach 1

STR 12 +1

DEX 12 +1

CON 12 +1

INT 16 +3

WIS 16 +3

CHA 8 -1

Melee/Ranged +7/**Defense** 15/**Initiative** +9

Reflex +2/**Fort** +5/**Will** +4

Speed 20ft/4d6 **action dice**

DR 0/**Vitality** 78/**Wounds** 12

Cavalry Sabre: AB +9, Dmg 1d10+4 lethal, Threat 19-20, Cavalry, AP4.

Legend +3/**Renown** 0/**Reputation** 60

Prudence 4/**Panache** 0 (35% money saved, Appearance Bonus 0)

Class Abilities: • **Lifetime Companion** (may replace mount if lost, 20% discount on mount-related gear), • **Born in the Saddle** (succeed any Ride/Intimidate roll as long as DC<25 and no error is rolled), • **Mettle I** (Resolve Rank max 11), • **Bred for War** (+2 to refresh rolls, +4 if mounted, mount also gains benefits)

Specialty Abilities: • **Free Hint** (ask for a hint, if the GM refuses you gain an action die), • **Heroism** (+1 to all attack and skill checks during Dramatic Scenes), • **Practiced Search** (only lose an action die spent to enhance a Search roll if it succeeds), • **Turning** (Horrors, once per combat, p223)

Species Abilities: • **Construct** (p.226), • **Fatal Falls** (keen 20), • **Lumbering** (flanked any time two opponents are adjacent, penalty to Reflex)

Feats

• **Special Construction: Flesh**

- Dread (Opponent takes 2 stress damage every time he attacks you & misses.)
- Healed by both Medicine and Crafting.
- Achilles Heel (Double damage from Fire.)

• **Sword Basics:** Once per round as a Free action, Anticipate a target you've hit with a sword this round at -4 skill.

• **Sword Mastery:** You may use a sword to perform polearm and spear tricks.

• **Sword Supremacy:** +1 damage for every 2pts your attack exceeds the target's defense.

• **Exceptional Skill Mastery - Noble** (Impress & Sense Motive): +3 Insight bonus (included below) and 18-20 Threat Range with those skills.

Interests - Anglic Language, Nordic Language, Politics of Albion, World Geography, Linguistics, Art Studies

Proficiencies - Edged Forte (+1 to attack).

Tricks: • **Bury the Blade** (hit by 4 or more and gain Keen 10) • **Think Ahead** (Sword only, use Sense Motive to attack, become flat footed if you miss. Use a number of times per combat equal to your melee feats (3)), • **Fully Engaged** (When an opponent has been adjacent to you for at least 1 round and not attacked you since his last Initiative Count, you may roll damage twice and take the best result.), • **Relentless Attack** (If your last attack was also against the current opponent and missed, gain +2 bonus with this attack.)

Stances: Martial Spirit, +1 to melee attack, +3 to damage. (Included in attack profiles above.)

Skills

Untrained Class Skills: Athletics, Notice, Sneak, Survival, Investigate.

Acrobatics	dex	+7
Impress	cha	+8
Intimidate	wis	+4
Medicine	int	+4
Resolve	con	+7
Ride	dex	+2
Sense Motive	wis	+12
Tactics	int	+8
Search	int	+4

Gear

Cavalry Sabre
Trenchcoat

Animal Companion/Mount: The Floating Maw of Gob-Zagoth - 80xp

Large Horror Ooze Outsider, Flyer

Str 16, Dex 10, Con 16, Int 5, Wis 10, Cha 1

Melee/Ranged +5/**Defense** 10/**Initiative** 0

Reflex +2/**Fort** +5/**Will** +2

Speed 50ft flying

Vitality 70/**Wounds** 24

Swallow: 1d12 damage and swallow whole on crit grapple (p. 223)

3x**Tentacle Slap:** AB +5, Dmg 1d10+3 lethal, Threat 20, Reach 2, Grapple as a Free action on hit.

Acrobatics +3

Athletics +10

Legendary Skill Mastery (Athlete) +4 to Athletics & Resolve checks, Threat 17-20, may activate a Threat for 1 fewer dice, may reroll once per scene.

Devour: This takes a full action and destroys the target body. The NPC gains a +1 bonus with attack checks, skill checks, and damage rolls for a number of rounds equal to the devoured target's Career or Threat Level.

Dread: 2 stress damage to attackers on each miss.

Character Background for Captain Marten

Captain Dominic Marten, latter-day Robin Hood. A dashing sky pirate tweaking the nose of the brutal Mosley regime, raiding Anglian shipping, undermining and frustrating the forces of the Turning Rose at every turn. Some say he does it for revenge, that the king had his wife executed; others say he does it for the fame and women; still others say he does it for the sheer joy of it.

The truth is that he does it two thirds simply to make a living and half as much out of sheer regret. Only Dominic and his former first mate know that King Oswald is his mistake, and confounding the king is his penance. This life is a lie, told to replace the life he lost when Oswald signed his death warrant: A warrant indicting not 'Dominic Marten', but Hamilton Piercy, leader of the Blackbirds.

An affable and charming youth from an aristocratic family, Hamilton learned the tales of King Arthos at his mother's knee, and enjoyed an idyllic childhood which instilled in the lad a romantic view of his country and its institutions, particularly the monarchy. When those traditions were threatened by the ever escalating demands of the republicans, culminating in the abdication and exile of the rightful King, Hamilton and a small group of friends formed the Blackbirds. Thanks to his rhetoric and skill, this small club soon became a national paramilitary movement, and when Lord Oswald Mosley came and humbly asked for his aid in restoring the monarchy to its rightful place, he was flattered and agreed without hesitation. Even the violence and summary executions that followed didn't sway him from his cause - until his childhood friend Bertie came to him, quite out of breath, and said "I'm just seen your death warrant, old ham. We have to get away from here. Out of London."

Bertrand Thawley was a soft, cowardly sort, weak of both will and chin and a little flabby around the edges, but he was an affable fellow, good tempered, an excellent fencer and always up for a lark. Bertrand and Hamilton had been firm friends almost since they could walk, and though courage pained him like a pair of ill-fitting shoes, Bertie wasn't about to let his old friend go to the gallows. Both men being keen amateur flyers, their first thought was to steal an airship, which they did, and head to Waystone, which they also did. On the way there, they made the decision not to settle for exile in another land, but rather to pick up a crew and become pirates.

Hamilton felt betrayed and shaken by the news of the purge of the Blackbirds. He had believed that the republicans were power-hungry opportunists using the discontent of the people to seize power which was not accorded to them by birth; but this was exactly the kind of man he had helped to place on the throne. It ran counter to all he believed about the honour and elegance of the institution he sought to protect, and for the first time he understood the depth of his naivete.

Hamilton died that day, and Captain Marten was born; a man who could not only fight King Oswald, but while doing so set an example of the very chivalry and honour the king lacked. Since then his reputation has grown steadily, although not without cost. His crew grew increasingly alarmed at the risks he took to sabotage the King's ambitions, and begged him to seek out easier - if less deserving - targets. When Oswald, impatient to expand his air navy, offered a pardon to all pirates who would sign on as privateers, the crew were persuaded by Bartolo, the treacherous ship's cook, to vote to remove Marten from his position and take up the offer.

They put him off the ship at Waystone where he and his loyal friend Bertrand have remained for nearly a month, spending their days drinking and wenching at the Rook's Nest, all the while looking out for a new ship and a more dedicated crew.

Captain Dominic Marten

Charismatic Human Fencer Captain 5 Swashbuckler 1

Medium Biped Folk, Reach 1

STR 14 +2

DEX 14 +2

CON 10 0

INT 10 0

WIS 14 +2

CHA 17 +3

Melee +5/**Ranged** +5/**Defense** 16/**Initiative** +11

Reflex +4/**Fort** +3/**Will** +7

Speed 40ft/4d6 **action dice**

DR 0/**Vitality** 54/**Wounds** 10

Rapier: AB +6, Dmg 1d8+2 lethal, Threat 19-20, Finesse

Knife: AB +6, Dmg 1d6+2 lethal, Threat 19-20, Finesse, Keen 4

Legend +5/**Renown** Heroic 1/**Reputation** 10

Prudence 0/**Panache** 4 (15% money saved, Appearance Bonus +1, 40s/session)

Class Abilities: • **Cadre** (Once per scene as a Free action grant all team mates 1 Basic Combat Feat you possess until end of scene), • **Master & Commander** (Max Tactics = 11), • **Take Command** (Choose a vehicle or mount per adventure; +1 to Defense and Damage saves for that mount, as well as Ride, Crafting, Medicine checks you make targeting it), • **Battle Planning** (Crush Them! (+2 morale bonus to Melee Attack) Guard Yourselves! (+2 morale bonus to Defense), begin each combat with one in effect and change plans as a Full Action).
• **Rapier Wit** (Defeat an adversary to gain +4 Disposition with all present until the end of the scene, up to +8), • **Show-Off** (+1 to Impress or Acrobatics)

Speciality Abilities: All included in stats.

Species Abilities: • **Charming** (Once per session, improve the disposition of target non-adversary NPC by 5), • **Double Boost** (You may spend and roll 2 action dice to boost Charisma-related checks), • **Encouragement** (Once per scene, you may talk to one of your allies for 1 minute to give them +1 to all saves until the end of scene).

Feats

Fencing Basics: (Once per round, make a free attack against a flat-footed opponent, dealing half damage rounded up.)

Personal Lieutenant: Bertrand Thawley, 65xp

Combat Focus: (Double any attribute bonus for one action 3 times per scene.)

Expert Disarm: (+4 to Disarm attempts, don't become flat-footed if you fail, and if you succeed you choose where the weapon lands, either a square or your free hand.)

Wolf Pack Basics: (+4 instead of +2 to hit Flanked opponent.)

Bushwhack Basics: (Ambush effects last 3 rounds if you have 2-1 advantage.)

Interests - Anglic Folklore, Anglic Politics, Anglic Language, High Society, Airships, Revenge

Proficiencies - Edged Forte, Bow Forte (+1 attack), Unarmed Proficiency

Stances

• **Work the Line** (Each time an adjacent opponent attacks you and misses, you may move 5 ft. and draw the opponent into the square you previously occupied. Also, each time an adjacent opponent moves away from you, you may immediately move into the square he just left.)

Tricks: • **Parry** (Once per round, 3 times per combat, when not flat-footed make a reflex save to reduce damage from an incoming melee attack to 0. Other effects still occur.) • **Mix-Up** (Disarm, Feint, Taunt: When you haven't used this action for three rounds, gain +3 to the roll),

Skills

Untrained Class Skills: Intimidate, Medicine, Notice, Resolve, Sense Motive, Survival.

Athletics	str	+4
Impress	cha	+11
Ride	dex	+9
Tactics	int	+9
Prestidigitation	dex	+11
Blend	cha	+4

Gear: Captain's coat, rapier, knife.

Personal Lieutenant: Bertrand Thawley

Medium Folk Walker

Str 10, Dex 16, Con 10, Int 10, Wis 10, Cha 10

Melee +5/Ranged +8/Defense 15/Initiative +6

Reflex +5/Fort +2/Will +3

Speed 40ft Ground

Vitality 70/Wounds 10

Competence: +3

Bluff +7

Prestidigitation +14

Rapier: AB +5, Dmg 1d8+3 lethal, Threat 19-20, Finesse

Meek: (-4 to saves vs Stress damage and to resist Intimidate)

Fencing Basics: (Once per round, make a free attack against a flat-footed opponent, dealing half damage rounded up.)

Fencing Mastery: (You may choose to do Lethal or Stress damage with Fencing attacks.)

Mobility Basics: (You may make turns freely during a Run and don't become flat-footed afterward. Also, when you take a Total Defense action, you may take 2 Standard Move actions.)

Mobility Mastery: (Each time you perform a Standard Move or Run, you gain a +2 dodge bonus to Defense until the start of your next Initiative Count.)

Stances: Work the Line (Each time an adjacent opponent attacks you and misses, you may move 5 ft. and draw the opponent into the square you previously occupied. Also, each time an adjacent opponent moves away from you, you may immediately move into the square he just left.)

Tricks: En Garde! (Fencing Blade Total Defense Trick): Each opponent who moves into a square adjacent to you must make a Reflex save (DC 16) or be automatically hit by your fencing blade.

Character Background for Emissary Caulia

Emissary Caulia swept through the streets of Londun, an incongruous sight, a lithe female body of wood, as though a statue carved from a living tree, with silver-grey bark and a long mane of deep green pine needles down her back, her head level with the upstairs windows of the half-timbered houses on either side, the cobblestones trembling with her graceful footsteps. She wore a long cloak of purple, trimmed with gold, hood pulled down to take in the nourishing sunlight as she walked.

As she walked she looked around at the city in horror. She had been here twice before, but this time things were different. Mostly the city was as she remembered it, but now black-clad soldiers intimidated people on the streets; cleaning and repairs were being undertaken not by men but by work crews of lumbering things that had once been human, each face a jigsaw puzzled of sutures and scars. The flag of the Turning Rose flew everywhere. People shied away from her and each other, sullenly going about their business, afraid to make eye contact or be seen talking to anyone. The atmosphere of oppression was palpable.

With a sinking feeling in her heartwood, Caulia felt her hopes of being able to negotiate with the new king fade. As an Emissary of the Great Weald, it was her duty to help maintain good relations between the Weald and its neighbours. For thousands of years the Emissaries had successfully preserved the peace. Now that responsibility weighed heavily upon her shoulders. She'd trained extensively for her role. As a pine, her mind and body were almost as fast as those of a human, and she could keep up with the frantic pace of non-treefolk societies far better than her kin. Her very human looks made her easier for humanoid species to relate to, and she was an expert negotiator, strong willed and sensitive. To defend herself in the dangerous lands beyond the Weald, she also trained in unarmed combat.

The meeting was worse than she anticipated. The new government wasn't interested in negotiating; they tried to browbeat and blackmail her into signing concessions she wasn't authorised to sign. When she refused, things turned nasty, and she was arrested as a spy, and only the intercession of the Weald kept her from being burned alive. They were unable to secure her release, however, and after a month of imprisonment in the Tower of Londun, she was sentenced to hard labour and put to work hauling carriages of wood and coal to the great industrial foundries of the capital, where the regime was building its new air navy - the fleet which Caulia felt sure would soon cloud the skies of the Great Weald and rain death upon her home. They drove heavy bolts into her arms and shoulders, and one through her cheeks like a cruel mockery of a horse's bit, attaching chains to them to hitch her to the carriages, and at night, to a ring set into the floor of a filthy shack where she slept with the other prisoners - giants, ogres and others, treated like beasts of burden. Her silver bark became stained with rot and mildew, and her needles turned an autumnal shade of reddish-brown.

But though the regime made her body work for them, her mind worked against them yet, and every night she turned the situation over in her mind. The hostility of the Anglian regime was confirmed; appeasement was no

longer an option. Neither was war; no nation could hope to stand alone before Anglia's military and industrial might, yet any alliance would require one nation to be the first to stand against them. Sponsoring the republican resistance was an option, but again any hint of support from abroad would lead to immediate and brutal reprisals. Even the Weald would be reluctant to support the rebels.

However, the Anglian fleet, even when finished, would never be able to cross the perpetual storms of the Skein. Gallimaufry, on the far side of the Skein, would be quite safe from anything short of a land invasion, which would surely be turned back by the Weald long before it could reach the goblin city. If the staunchly democratic goblins could be convinced to support the republican cause against the monarchists with aid and materiel - and she was sure she could convince them - then the regime might fall before its madness sets the continent ablaze. All she had to do was get to Gallimaufry - somehow.

One day an explosion at the forges signalled her chance to escape. The resistance had attacked the shipyard, sabotaging the forges and setting fire to several buildings. She tore the chains from her cart and came out fighting. She fought using the techniques of the willow style, an elegant dance whose hypnotic movements distracted the eye until a low spinning kick sent her guards sprawling. The other prisoners rose up as well; the ogres ran amok, biting heads off, more interested in revenge than the republican cause; they would probably find themselves pulling carts again before long. Not Caulia. She fled the scene and was intercepted by an unlikely agent of the resistance, who was able to arrange to hide her beneath a shipment of firewood bound by airship for the foundries of the north. The ship detoured and approached Waystone, and Caulia realised she was halfway to Gallimaufry.

Something told her the second half of her journey would be the hard part.

Emissary Caulia

Rootwalker Gladiator Courtier 6

Large (2x2) biped plant, Reach 1

STR 10 0
DEX 10 0
CON 14 +2
INT 11 0
WIS 14 +2
CHA 18 +4

Melee +7/**Ranged** +3/**Defense** 15/**Initiative** +10

Reflex +2/**Fort** +5/**Will** +10

Speed 30ft/4d6 **action dice**

DR 2/**Vitality** 66/**Wounds** 21

Punch/Kick: AB +8, Dmg 1d6+5 lethal or subdual, Threat 19-20.

Legend +3/**Renown** 2 Noble/**Reputation** 10 (+5 from Obligations)

Prudence 0/**Panache** +5 (15% money saved, Appearance Bonus +3, 50s/session)

Class Abilities: • **Only the Finest** (+2 to whole party's Appearance Bonus), • **With a Word** (automatically succeed Haggle/Impress check as long as no error and DC is not more than 26), • **Gifts & Favours** (150 silver worth of Supplies and bribes), • **Obligations** (+50 reputation worth of Contacts), • **Rise to Power** (+1 Lifestyle OR Noble Renown), • **Beguiling** (Taunt a Standard character to Fixate them for 18 rounds.)

Specialty Abilities: • **Crunch!** (+1 melee/wrestling damage), • **Harsh Beating** (+4 to save DC vs Subdual damage you deal), • **Paired Skills** (Athletics/Impress)

Species Abilities: • **Achilles Heel** (Double damage from Fire), • **Light Sleeper** (Always wake before being coup-de-graced if asleep), • **Camouflage** (+5 gear bonus to Blend checks in Forest), • **Thick Hide 2** (partial armour, doesn't stack.)

Feats

- *Splinter Species:* Whitebark Pine - You lose lumbering and your Appearance bonus increases by +1. Courtier is an iconic class for you.
- *Martial Arts (Cha):* Cha instead of Str/Dex for defense, initiative and unarmed attacks; unarmed attacks do 1d6 lethal with 19-20 Threat Range.
- *Combat Instincts:* Once per round when an adjacent opponent misses you, free attack them for 1/2 damage.
- *Iron Will:* +3 to Will Saves (included) & shake off 1 level of Frightened or Shaken per scene as a Free action.
- *Comely:* +2 to Impress, -2 to Blend.

Proficiencies - Unarmed Forte (+1 to attack rolls).

Interests - Forest Speech, Anglic Language, International Diplomacy, Dance, Great Weald Culture, Economics.

Tricks - • **Mix-Up** (If you haven't used the following action in the last three rounds, gain +3 to the roll: [*Trip*: Opposed Acrobatics roll, +4 per size category difference, target is sprawled if successful, user is flat-footed if not]), • **Arrow Cutting** (Once per combat make a reflex save to catch an arrow out of the air, reducing damage to 0.)

Skills

Untrained Class Skills: Haggle, Notice, Prestidigitation, Ride, Tactics

Bluff	cha	+6
Impress	cha	+12
Intimidate	wis	+4
Investigate	wis	+4
Resolve	con	+10
Sense Motive	wis	+10
Acrobatics	dex	+6

Gear

Fine Hooded Cloak

Contacts

Gallimaufrian Minister of Defense, Zudolfo, Acquaintance, (45pts) - You met this nervous-looking goblin when he visited the Weald, and got on quite well.

Character Background for M-19

The first thing you remember was the voice of your father. There was nothing else there, not even darkness, for you had no concept of light. At first it was just a sound, initially intriguing, then later comforting. When the light came it was a profusion of shapes which you later learned to recognise as your father's workshop. At the time you were just a collection of gears and clockwork, interspersed with some of the miraculous components left behind by the ancients, and bolted to a board of wood propped up on one of the worktables.

Patently your father taught you the names of things, and the rudiments of language. You had difficulty at first but as he made adjustments learning grew easier for you. By the time he was finished learning was very easy for you indeed. Your complexity grew, and in time you were no longer attached to the board but able to roll about the workshop on wheels, eagerly exploring your surroundings. Finally you were given legs, though your sense of balance took a great deal of tinkering to get right.

You were able to leave the lab and walk the streets and catacombs of Waystone, where people came from all over the world with their stories of adventure and far-off places. The expansion of your perspective was giddy, and every day your faculties grew to match. In time, though, your father moved on to other projects, other grand designs and inventions, and while you loved your father, you began to fear he'd lost interest in you. You could see from looking at the people around you that you weren't yet finished. And while you knew most people had names, even many automatons, you had only a model number: M-19. You never dared ask your father why he didn't give you a name, for fear of confirming that you were nothing more than a brief diversion.

One day you grew tired of waiting for him to find the time to complete you, and asked his permission to go and explore the world beyond Waystone. He didn't look up from his blueprints for a long time before he replied, giving his blessing. You wondered if he was glad to see the back of you. He did, however, put in a good word for you with an archaeologist aeronaut with whom he had attended college at Aurochsford. You joined his expedition and spent the next two years exploring the mysterious floating islands of the ancients, which had already yielded up the secrets that lead to your birth and revolutionised air travel.

Today you return to Waystone with a heavy heart, laden with regret. While you were away your father set out on an expedition of his own, and never returned. After six months, in accordance with his instructions, he and his crew were presumed dead and you were summoned to be the executor of his estate. You regret, above all, not asking him why he never named you. You've spent your life to date seeking knowledge, yet that was the one thing you hesitated to learn - and now it seems you never will.

M-19

Unborn Artisan Explorer 6

Medium Biped Construct, Reach 1

STR 10 0
DEX 15 +2
CON 13 +1
INT 16 +3
WIS 12 +1
CHA 10 0

Melee +4/**Ranged** +6/**Defense** 16/**Initiative** +6

Reflex +5/**Fort** +6/**Will** +3

Speed 30ft/4d6 **action dice**

DR 0/**Vitality** 60/**Wounds** 12

Longsword: AB +5, Dmg 1d12 lethal, +3d6 Sneak, Threat 20

Shortsword: AB +5, Dmg 1d8 lethal, +3d6 Sneak, Threat 19-20, keen 4

Legend +5/**Renown** 0/**Reputation** 60

Prudence 1/**Panache** 2 (20% money saved, Appearance Bonus +1, 20s/session)

Class Abilities: • **Friends All Over** (1d6 hrs & 1 action die, once per adventure, to summon one of your Contacts), • **Tomb Raider** (Automatically pass Athletics or Search checks as long as you don't error and the DC is 26 or less), • **Bookworm I** (1/2 the time needed for research checks), • **Uncanny Dodge I** (Retain Dex bonus to defense when flat-footed)

Speciality Abilities: • **Natural Elegance** (+1 appearance), • **Practiced Crafting** (Action dice spent on Crafting checks are only lost if the check succeeds.)

Species Abilities: • **Construct** (p.226), • **Fatal Falls** (keen 20), • **Achilles Heel** (Lightning)

Feats

• **Clockwork:** Your Speed increases by 10 ft. (included) and you lose lumbering. Also, Crafting becomes an Origin skill for you.

• **Crafting Basics (Metalworking):** When creating items of this type, you produce double the normal silver value. Also, the maximum Complexity you may create using this focus increases by the number of Gear feats you have.

• **Knife Basics:** All knives on your person are considered armed at all times; Wicked Dance.

Ambush Basics: You require only 2 rounds to make a Tactics/Ambush check. Also, your attacks inflict an additional die of sneak attack damage.

• **Two Weapon Fighting:** You may accept a -2 penalty with your attack and skill checks until you next turn. Once during your current turn you may take a half action to make 1 Standard Attack with each of those weapons.

• **Two Weapon Style:** You may accept a -5 penalty with your attack and skill checks until you next turn. Once during your current turn you may take a full action to make 2 Standard Attacks with each of those weapons.

Interests - Anglic Language, Archaeology, Airship Design, Linguistics, History, Unborn Studies.

Proficiencies - Edged Forte (+1 attack)

Tricks: • **Whirling Strike** (+2 error range, min damage 2, even on a miss), • **Mix-Up** (Feint, Disarm, +3 to either of those actions if you haven't performed the action in the last three rounds.)

Stances

• **Wicked Dance:** Your 1-handed melee attacks inflict 2 additional dice of sneak attack damage. You may not take move actions (though you may still take 5-ft. Bonus Steps as normal).

Skills

Untrained Class Skills: Blend, Haggle, Resolve, Ride, Survival.

Athletics	str	+4
Investigate	wis	+10
Notice	wis	+5
Prestidigitation	dex	+11
Search	int	+4
Acrobatics	dex	+11
Sneak	dex	+11
Crafting	int	+12 (Carpentry, Chemistry, Inscription, Metalworking, Pharmacy)

Gear

Longsword, Shortsword, Thieves Tools, Crafting Tools, Long coat

Contacts

Captain Evans, Confidante, (45pts +50) - A quiet, intelligent man, Evans has lead many expeditions in search of new islands to explore. He is fastidious about preserving the finds he discovers, and disdains looters and common treasure hunters.

Character Background for Melinda Marni

Far away from the turmoil of the human lands, Melinda grew up with her brothers and sisters in a hill giant village of longhouses built on the low hills above a sleepy northern fishing village, from which the humans set out regularly in their open-topped boats, braving the rough seas to provide for their families. Though not the oldest child, Melinda quickly outgrew her brothers and sisters, and before long towered to twice the height of any of her kin, a giant among giants. She gained a reputation for looking after her siblings and protecting them from bullying, and before long other villagers started coming to her with their problems. She soon learned to set broken bones, settle disputes, and find lost children. She became a big sister not just to her kin, but to everyone in her village.

She enjoyed playing team sports with her brothers and sisters, though she grew so rapidly that she was not at once accustomed to her own size, making her a clumsy and slow child. While she could not always keep up with the action, she had a birds-eye view of the playing field, and became adept at directing and organising her team-mates. One day an old man from the fishing village watched the young giants at play, and offered to teach her the game of chess, which she excelled at - but she never was never able to beat the old man, though they played regularly.

One day a terrible storm raged, and the old man climbed the hill in the driving rain and knocked at Melinda's door. He was beside himself, for his sons and many of the other fishermen were still out in the bay, and the winds threatened to drive them out to sea where the mountainous waves would swamp their boats. Melinda waded into the storm, her bare feet braced on the slippery rocks of the seabed, and hauled the boats back to shore, one by one.

The next day she sewed a great sack of sailcloth, and filled it with sand, and went out into the bay pouring out sand in a wide arc, over and over, until the sand rose above the waves in a narrow spar, severing part of the bay into a peaceful blue lagoon where the men could fish in safety. Now she was big sister to both villages, and tales of her began to spread beyond her village.

These tales reached a collector of legends and curiosities, a covetous man named Lecral. He came to the village as a humble scholar, and walked with Melinda through the ruins and barrows that dotted the hills, always asking "and what is this?" to which she answered by relating as best she could the stories her people and the people of the fishing village associated with each site or monolith. When they were far from the village he took a glass bottle from his pocket, held it up to her and asked "and what is this?"

"A bottle?" said Melinda.

"Then get in it!" cried Lecral, and before she knew it Melinda was staring at the world through the curved glass of the bottle, and Lecral's face loomed in front of her, as though they had traded places - though in truth he was no larger than before. He laughed and capered and, unfurling a magic carpet, took flight with his prize, setting out for his home in the south. On his way there he stopped at Waystone to replenish his supplies of food and wine, where in a scuffle with a pickpocket the bottle was dropped and shattered, and its magic began rapidly to fade.

Lecral fled, and not knowing where she was Melinda almost fell from the edge of the island when she reached out to grab him as he took to the skies. When she tired of hurling imprecations after him while he dwindled to a distant speck, she turned and took stock of her situation. A crowd had emerged from the ruins and the town built atop them to see what the commotion was about. She was on a floating island about the size of her home and garden back in her village, with airships clustered around the periphery. She soon learned that despite the profusion of airships, none was large enough to carry her back to the ground.

A skyport has no shortage of work for a giant, especially one as talented and helpful as Melinda. Since becoming stranded she has spent her days loading crates onto airships like a child stacking toy bricks, or sitting outside the tavern drinking ale from a keg perched on the balcony of the building, conversing with the locals through a third-floor window. There's precious little privacy to be had for a thirty six foot giant on the bustling island, but climbing down one side to a lower level she can reach a ruined plaza inaccessible to smaller folk, her private place where oftentimes she sits to watch the sunset, dangling her feet in the clouds.

Melinda Marni

Giant Bard Sage 6

Huge (3x3) Biped Folk, Reach 2

STR 14 +2

DEX 8 -1

CON 14 +2

INT 14 +2

WIS 14 +2

CHA 12 +1

Melee +6/**Ranged** +3/**Defense** 9/**Initiative** +4

Reflex +3/**Fort** +5/**Will** +5

Speed 50ft/4d6 **action dice**

DR 0/**Vitality** 66/**Wounds** 21

Punch/Kick: AB +7, Dmg 1d3+2 subdual, Threat 20.

Trample I: AB +7, Dmg 1d12 lethal, Threat 20. Attack every target within move, -2 to attack for each previous target.

Legend +5/**Renown** 1 **Heroic/Reputation** 10

Prudence 3/**Panache** 0 (30% money saved, Appearance Bonus 0)

Class Abilities: • **Wise Counsel** (Spend 1 action die on allies attack, skill check, save and damage rolls if they are in sight), • **Assistance I** (Halve time target takes to make skill check, +1 Error Range), • **Best of the Best** (2/scene, you or a teammate may apply the best skill value of any teammate in sight/hearing), • **Hand of Fate** (Once per adventure plan for 10 minutes to gain temp Chance Feat)

Speciality Abilities: • **Beguiling** (Taunt a character to fixate them for 10 rounds), • **Encouragement** (Once per scene talk to an ally for 1 minute to give them +1 morale bonus to saves), • **Free Hint** (Once per session request a hint from the GM; if he refuses, you gain an action point), • **Practiced Impress** (Action dice spent on Impress checks are only lost if the check succeeds).

Species Abilities: • **Improved Stability** (Considered Gargantuan for Carrying Capacity, Trample attacks, and resisting Bull Rush & Trip attempts as long as you are standing on the ground.) • **Trample I** (p235), • **Sterner Stuff** (-4 Keen to all attacks against you).

Feats

• **Truly Massive:** Your size becomes Huge.

• **Well-Rounded:** May purchase any skill up to level 5.

• **Coordination Mastery:** Once per turn as a Full action, cause either 1 ally to make a feint or reposition action, or up to 2 allies to make a standard move or standard attack.

Interests - Nordic Language, Anglic Language, Chess, Nordic Folklore, Matters of Perspective, Large Scale Engineering

Proficiencies - Hurled, Unarmed Forte, Siege, Blunt Forte.

Tricks - • **Shove** (Unarmed/Blunt Trick, push opponent back 5ft and optionally move in to follow), • **Fully Engaged** (Unarmed/Blunt Trick, if the opponent has been adjacent but hasn't attacked you since the last round, roll damage dealt to him twice and pick the best), • **Mix-Up** (if you haven't grappled in the last 3 rounds, gain +3 to your next Grapple check.)

Skills

Untrained Class Skills: Disguise, Haggle, Ride, Search.

Investigate	wis	5
Medicine	int	8
Notice	wis	10
Sense Motive	wis	5
Tactics	int	4
Acrobatics	dex	7
Athletics	str	8
Bluff	cha	5
Impress	cha	8
Resolve	con	8
Survival	wis	4

Gear

Sailcloth & leather clothing.

Moppet

Pech Acrobat Assassin 1 Soldier 5

Small Biped Fey Folk, Reach 1

STR 16 +3

DEX 20 +5

CON 9 -1

INT 12 +1

WIS 10 0

CHA 12 +1

Melee +8/**Ranged** +10[+9/+11 vs special characters]/**Defense** 19/**Initiative** +10

Reflex +7/**Fort** +3/**Will** +4

Speed 40ft/4d6 **action dice**

DR 3 (4 during Dramatic scenes), Fire Resist 3, -1DP/**Vitality** 63/**Wounds** 6

Razors: AB +9, Dmg 1d6+5 stress, Threat 19-20, Finesse, Bleed

Punch Daggers: AB +9, Dmg 1d6+5 lethal, Threat 19-20, Finesse, Grip

Note: +1 AB vs Special Characters, +1 Threat vs Standard Characters

Legend +3/**Renown** 0/**Reputation** 60

Prudence 0/**Panache** 2 (15% money saved, Appearance Bonus +1, 20s/session)

Class Abilities: • **Heartseeker:** Your base attack bonus is considered equal to your Career Level when you attack a special character. • **Hand of Death:** Each time you fail a Blend or Resolve check and don't suffer an error, you still succeed as long as the check DC (or your opponent's check result) is equal to or less than 21. • **Fight On:** Extra Feats. • **Fortunes of War I:** Damage Reduction 1. During dramatic scenes, this DR increases to 2. • **Armor Use I:** +1 bonus to Defense while wearing armor and 20% discount when purchasing armor.

Specialty Abilities: • **Bonus Feat:** Basic Skill Mastery (Robber) • **Agile Defense:** Your base Defense increases by 1. • **Practiced Athletics:** If you spend an action die to boost an Athletics check and it still fails, you gain the die back after the action is resolved. Against multiple targets you only regain the die if the check fails against all of them.

Species Abilities: • **Enlightened Resolve:** Your maximum Resolve rank increases to your Career Level + 5. • **Hearty Appetite:** You benefit from the first 2 food and 2 drink you consume in each day.

Feats:

• **Knife Basics:** All knives on your person are considered armed at all times; Wicked Dance.

• **Cleave Supremacy:** Any number of times per round, when you kill or knock out a target with a melee attack, you may make another free standard attack with the same weapon and optionally move 5ft, as long as you have not moved your Speed this round. You may activate critical hits against standard characters at -1 die cost and your threat range vs Standard characters increases by one.

• **Glint of Madness:** You inflict 1d10 stress damage when you Threaten an opponent. Also, once per round when one of your attacks renders an opponent

unconscious or dead, you may immediately Threaten another opponent as a free action.

- **Faerie Heritage:** DCs of Sense Motive checks targeting you increase by 4. You always have enough food and water for yourself, so long as you're located within 10 miles of nature.

- **Basic Skill Mastery (Robber):** You gain a +2 insight bonus and a threat range of 19–20 with Acrobatics & Sneak.

Interests - Anglic Language, Underground Culture, Music, Larceny, Fashion, Sharp Objects.

Proficiencies - Edged Forte, Hurlled Forte, Blunt Forte

Tricks:

- **Whirling Strike** (+2 error range, minimum damage 5 even on a miss),
- **Cheap Shot** (Attack with -4 penalty, instead of damage reduce one of target's stats or speed by 2 for the combat),
- **Called Shot** (Ignore armour, -3, -6, or -9 penalty depending on level of coverage),
- **Mix-Up** (Threaten, Distract, Feint - +3 to any of these actions if you haven't used that action for 3 rounds),
- **Parry** (Once per round, 4 times per combat, Reflex save to reduce damage from an attack to 0),
- **Salt the Wound** (+1d6 damage against characters who are bleeding).

Stances

- **Wicked Dance:** Your 1-handed melee attacks inflict 2 additional dice of sneak attack damage. You may not take move actions (though you may still take 5-ft. Bonus Steps as normal).

Skill

Untrained Class Skills: Crafting, Disguise, Notice, Search, Sense Motive, Survival, Tactics

Acrobatics	dex	+9 (+2 insight included, 19-20 threat)
Athletics	str	+4
Blend	cha	+6
Bluff	cha	+5
Intimidate	wis	+9
Prestidigitation	dex	+14
Resolve	con	+0
Sneak	dex	+9 (+2 insight included, 19-20 threat)

Gear

Many punch daggers & razors
Leather armour
Thieves tools

Walton

Drake Guardian Soldier 6

Large (3x2) Quadruped Beast, Reach 2

STR 16/21 +3/+5

DEX 8 -1

CON 19/24 +4/+7

INT 10 0

WIS 12 +1

CHA 10 0

Melee +9/**Ranged** +5/**Defense** 13/**Initiative** +3

Reflex +1/**Fort** +7/**Will** +6

Speed 30ft ground 50ft flying/4d6 **action dice**

DR 1 (2 during Dramatic scenes)/**Vitality** 102/**Wounds** 28

Bite II: AB +10(+12 if berzerk, Dmg 1d10+3(1d10+5) lethal, Threat 17-20

Claw II: AB +10(+12 if berzerk), Dmg 1d8+3(1d8+5) lethal, Threat 19-20

Breath Weapon: Full Action, 20' Cone, 3d6+4(3d6+7) damage, Reflex save DC 17(20) for half damage.

Legend +3/**Renown** 0/**Reputation** 60

Prudence 2/**Panache** 0 (25% money saved, Appearance Bonus 0)

Class Abilities: • **Fortunes of War I:** (You stand fast in battle, especially when the pressure's on. At Level 2, you gain Damage Reduction 1. During dramatic scenes, this DR increases to 2.) • **Armor Use I:** (+1 bonus to Defense while wearing armor and 20% discount when purchasing armor.)

Speciality Abilities: • **Practiced Notice:** (If you spend an action die to boost a Notice check and it still fails, you gain the die back after the action is resolved. Against multiple targets you only regain the die if the check fails against all of them.) • **Step In:** (Once per combat, you may choose to receive all of 1 attack's damage on an adjacent character. Your Damage Reduction and Damage Resistance apply normally.) • **Tenacious Spirit:** (You gain 1 additional vitality per level.)

Species Abilities: • **Breath Weapon/Natural Attacks/Winged Flight:** (See Above.)

Feats

- **Elusive:** Each turn you may accept a penalty with your attack and skill checks of up to -4 to gain an equal dodge bonus to your Defense until the start of your next turn.
- **Contempt:** Once per round, you may make a free attack against a standard character. You may use this ability a number of times per combat equal to your starting action dice (4).
- **Rage Basics:** You gain a +2 morale bonus with Intimidate checks. Also, you gain a stance.
- **Rage Mastery:** While in Berserk Stance you may make Intimidate checks and your Strength and Constitution scores rise by an additional 2 each (total 5 each).
- **Greater Breath:** Your breath weapon becomes a 20-ft. cone.
- **Mighty Breath:** Your Constitution score rises by 1 and your breath weapon inflicts

an additional 1d6 damage.

- **Native Ferocity:** Your natural attacks gain a grade.

Interests - Anglic Language, Draconic Language, Nordic Language, Eating & Sleeping Studies, Finance, Art, Music, Moppet

Proficiencies - Unarmed Forte

Tricks - (p.221) Ragged Wound, Salt the Wound, Mix-Up (Grapple, Taunt, Threaten, Tire, Trip), Fully Engaged, Shove, Arrow Cutting

Stances

Berserk Stance (Stance): Your Strength and Constitution scores rise by 5 each. You may not make skill checks other than Intimidate while in this stance (but you may still oppose them as normal). When you leave this stance you become fatigued.

Skills

Untrained Class Skills: Crafting, Notice, Search, Tactics

Acrobatics	dex	+5
Athletics	str	+4
Intimidate	wis	+10
Resolve	con	+5
Survival	wis	+4
Impress	cha	+4

Gear

None

Appendix

Inspirations

Labyrinth
Lady Jane Grey
Queen Jane, Kingmaker
Laputa, the Castle in the Sky
Ant Attack
Jim Henson's Storyteller
Neringa and the Curonian Spit

The 13½ Lives of Captain Bluebear
Ulysses 31
TTGL
Chō Aniki: Bakuretsu Rantō Hen
and Fantasy Craft, particularly the
giantess sage on p47.

Monster Stats

Here are the unleveled stats for all NPCs. It should be possible to paste them into the NPC generator from here.

Automaton (Medium Construct Flyer — 34 XP): Str 10, Dex 10, Con 10, Int 5, Wis 5, Cha 1; SZ M (1×1, Reach 1); Spd 20 ft. ground; Init III; Atk VII; Def IV; Res IV; Health V; Comp I; Skills:; Qualities: Feat (Many Armed, Floater, Two Weapon Fighting (-2 att for round, gain extra basic attack), lumbering, achilles heel (electrical) Attacks/Weapons: Claw (1d6 Threat 18-20 Fire, Electrical damage or Bleed)

Anglian Archer (Medium Folk Walker — 32 XP): Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init IV; Atk V; Def II; Res II; Health II; Comp I; Skills: Ride III, Search V, Sneak III; Qualities: Feat (Bow Basics, Bow Mastery), improved sense (sight) Attacks/Weapons: Dagger (dmg 1d6 lethal; threat 19-20; qualities: bleed, hurl), long bow + 40 standard arrows (dmg 1d6 lethal; threat 19-20; range 40 ft. × 6; qualities: AP 4, poisonous) Gear: Partial leather armor (DR 1; Resist Fire 3; DP -1; ACP -0; Spd —; Disguise +0)

Baron Moorgate (Medium Folk Walker — 71 XP): Str 15, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init V; Atk IV; Def IV; Res IV; Health IV; Comp III; Skills: Intimidate VIII, Resolve IV, Tactics VIII; Qualities: Class ability (Captain: battle planning I (crush them!, press on!), take heart), fearless I, feat (Fencing Basics, Coordinated Attack, Bushwhack Basics), frenzy II, menacing threat Attacks/Weapons: Rapier 1d8 lethal 19-20 finesse Gear: Partial leather armor (DR 1; Resist Fire 3; DP -1; ACP -0; Spd —; Disguise +0)

Goblin Burner (Small Folk Walker — 39 XP): Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init IV; Atk V; Def II; Res II; Health III; Comp I; Skills: Resolve III, Sneak III; Qualities: Feat (Ambush Basics), light sensitive, darkvision I, cagey (1 free save), clumsy (error range 3) Attacks: Flamethrower II: 3d6 fire 20ft cone Threat 20 Gear: Gear: Full plate (moderate platemail with heavy fittings: DR 7; Resist Blunt 2; DP -4; ACP -4; Spd -10 ft.; Disguise obvious)

Lecral the Sage (Medium Folk Walker — 40 XP): Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init IV; Atk II; Def II; Res II; Health II; Comp IV; Skills: Bluff IX, Impress V, Sense Motive V; Qualities: Attractive I, class ability (Assassin: cold read I; Burglar: he did it!) Attacks/Weapons: Sap (dmg 1d6 subdual; threat 19-20; qualities: finesse) Mounts and Vehicles: Flying Carpet; Travel 4; SZ/Def L/9) or none Gear: Love Potion (1 use), knockout poison (3 uses)

Initiative Table

Character	Initiative
Marten	11
Caulia	10
Moppet	10
553	9
Thawley	6
M-19	6
Moorgate	6
Burners	5
Archers	5
Lecral	5
Automatons	4
Melinda	4
Swordsmen	4
Walton	3
Maw	0

Optional initiative rule: Everyone acts strictly in the order they appear on this table. Any character can jump to the head of the queue at any time by sacrificing one of his half-actions. He remains at his new place in the initiative order until the encounter ends.

Maps & Miniatures

On the following pages are cardstock minis for you to print out and assemble. Ideally you need some sort of slot bases like SJG's Cardboard Heroes bases for the normal sized minis, although you could just glue them to a bit of card or a regular mini base.

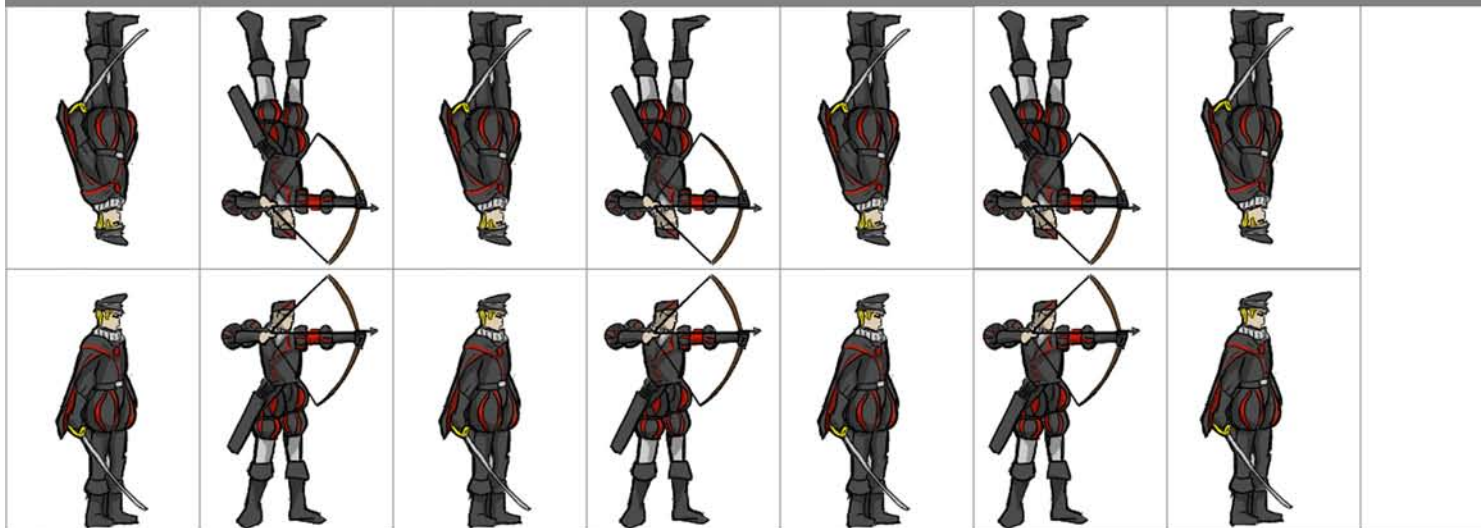
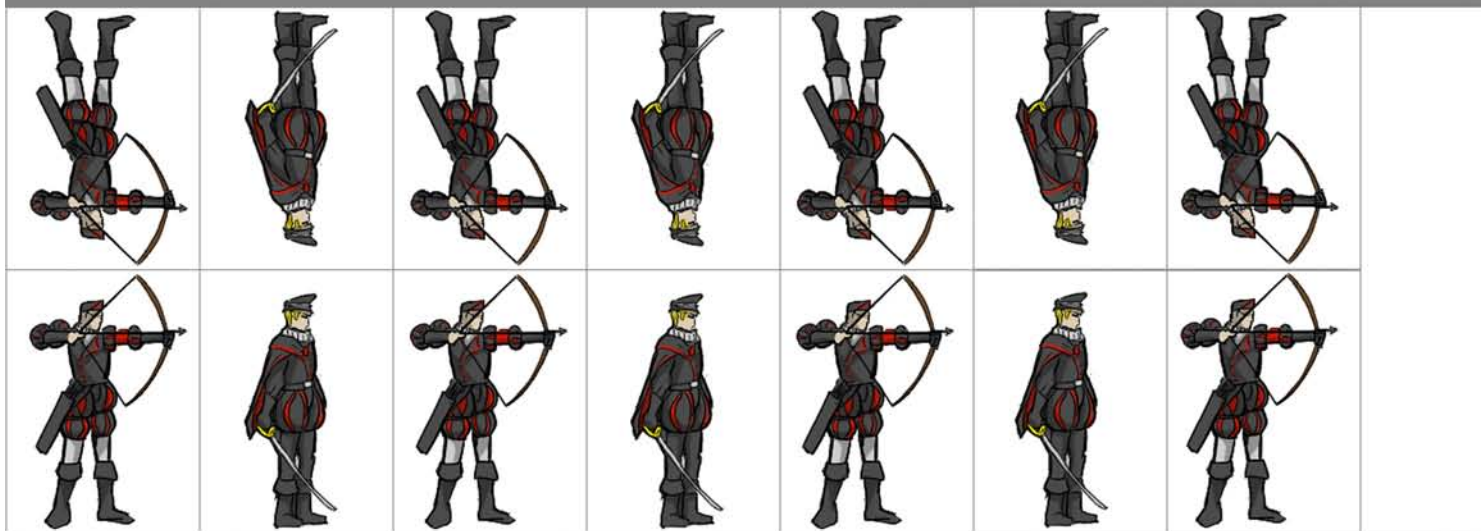
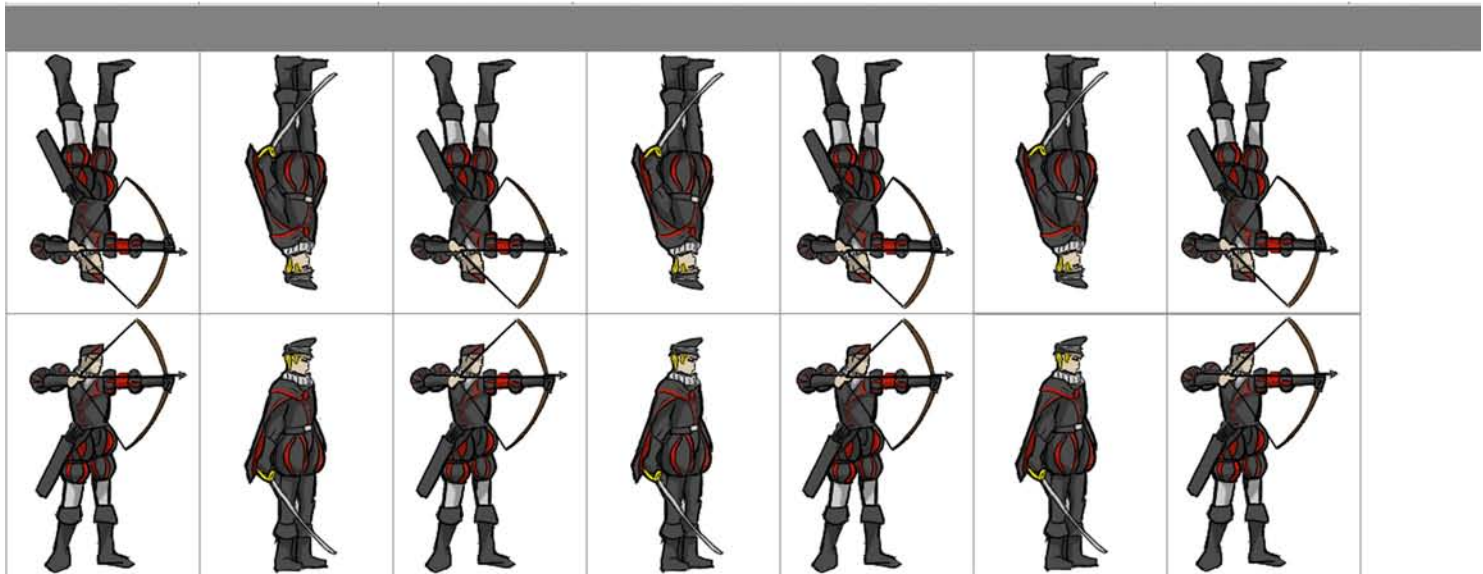
The larger models, particularly Melinda, are best glued to foamboard with spraymount or something for rigidity. Base sizes for the characters:

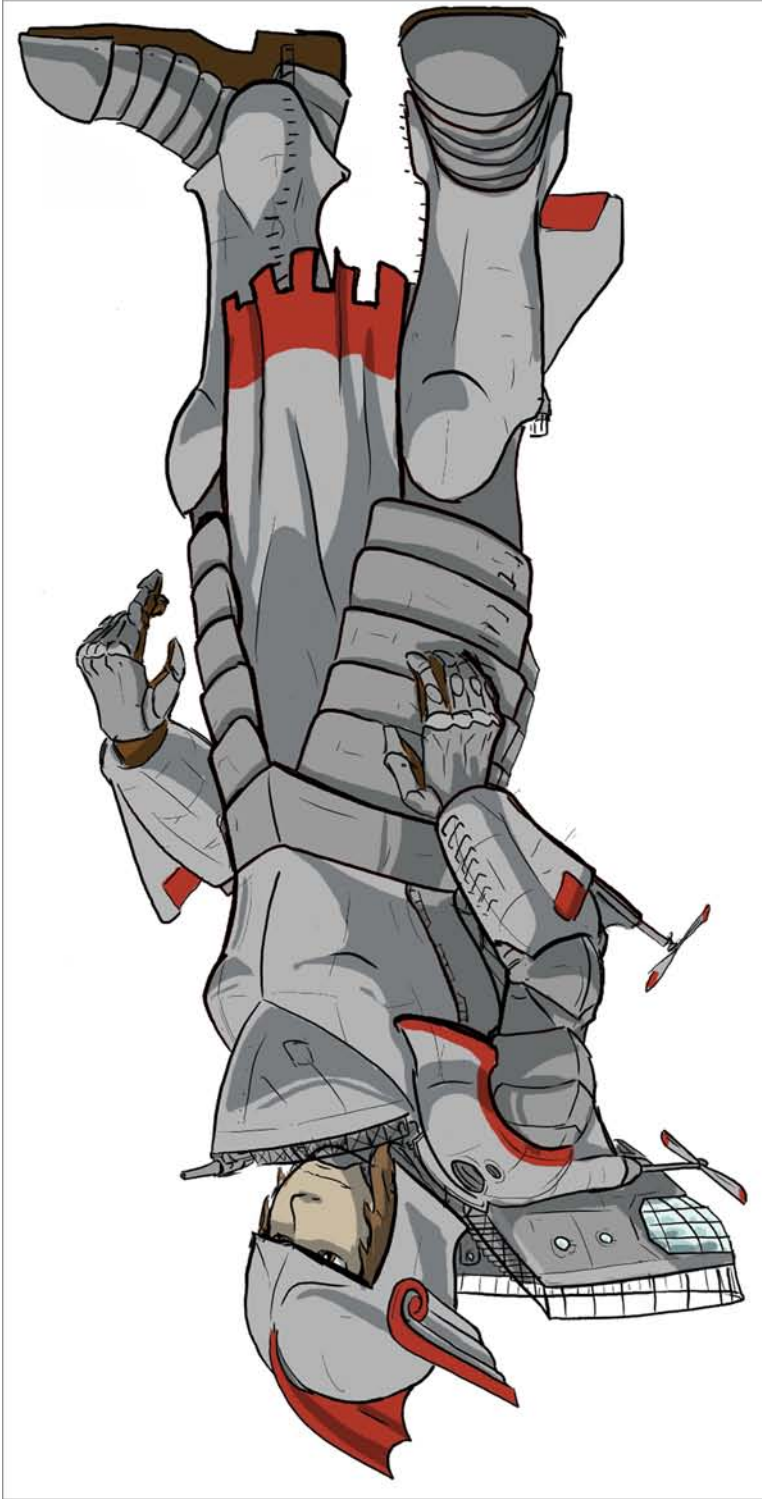
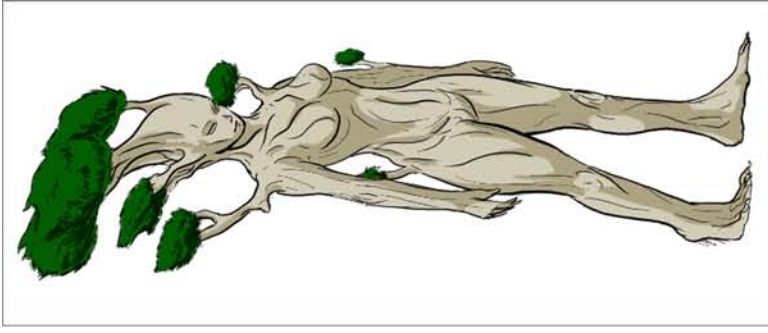
Armoured Melinda: 3x4
Melinda: 3x3
Walton: 2x3
Caulia: 2x2
Gaping Maw: 2x2
Mounted 553: 2x2

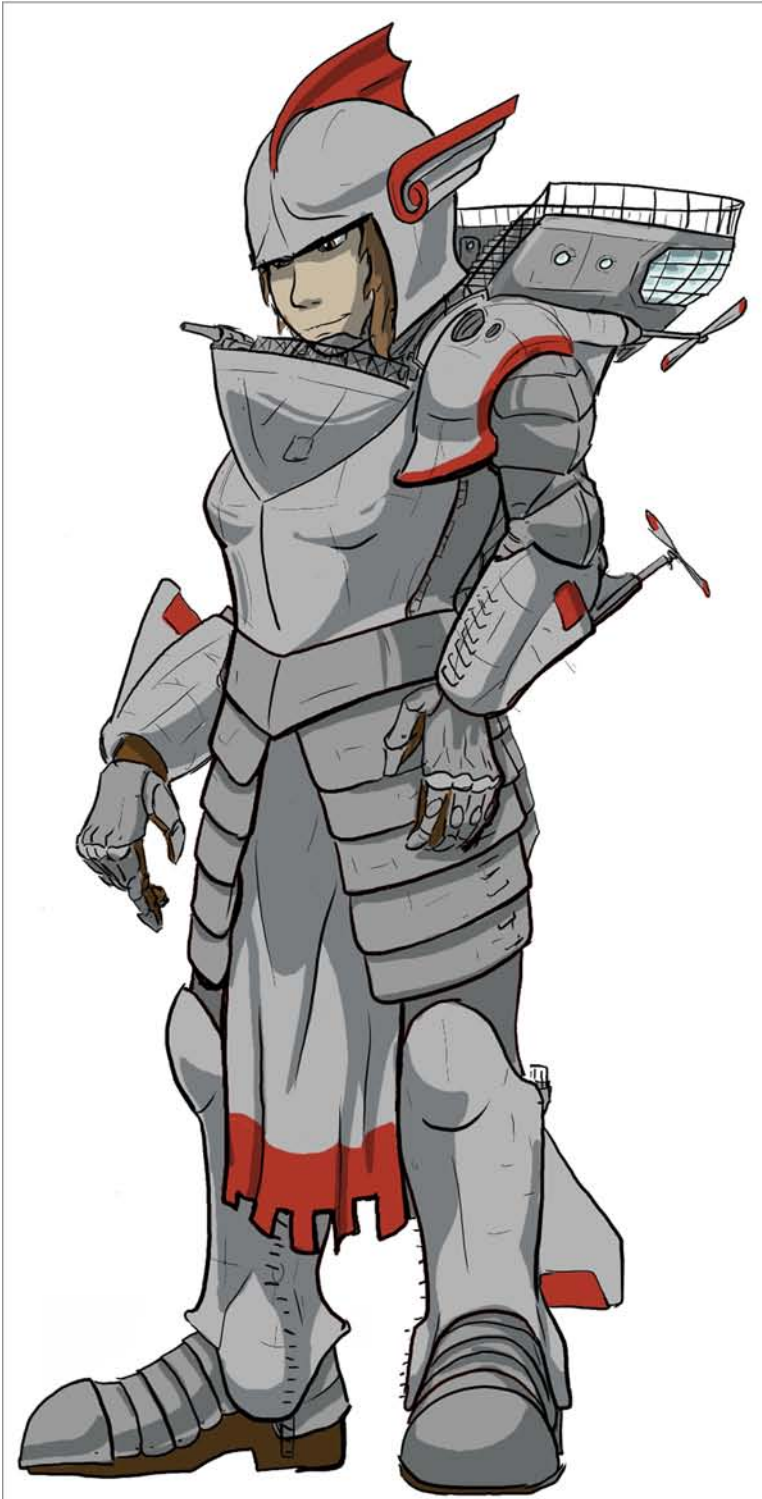
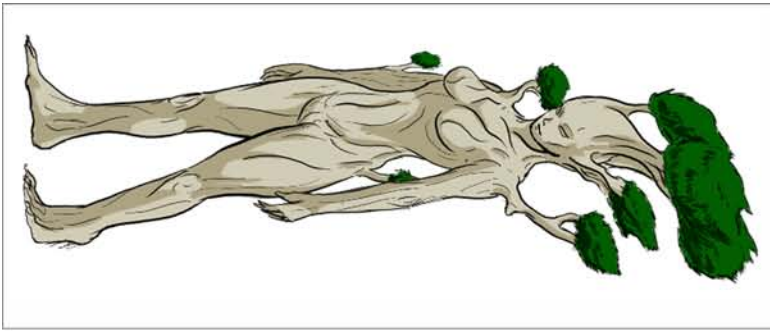
Everyone else stands on a regular 1x1 base.

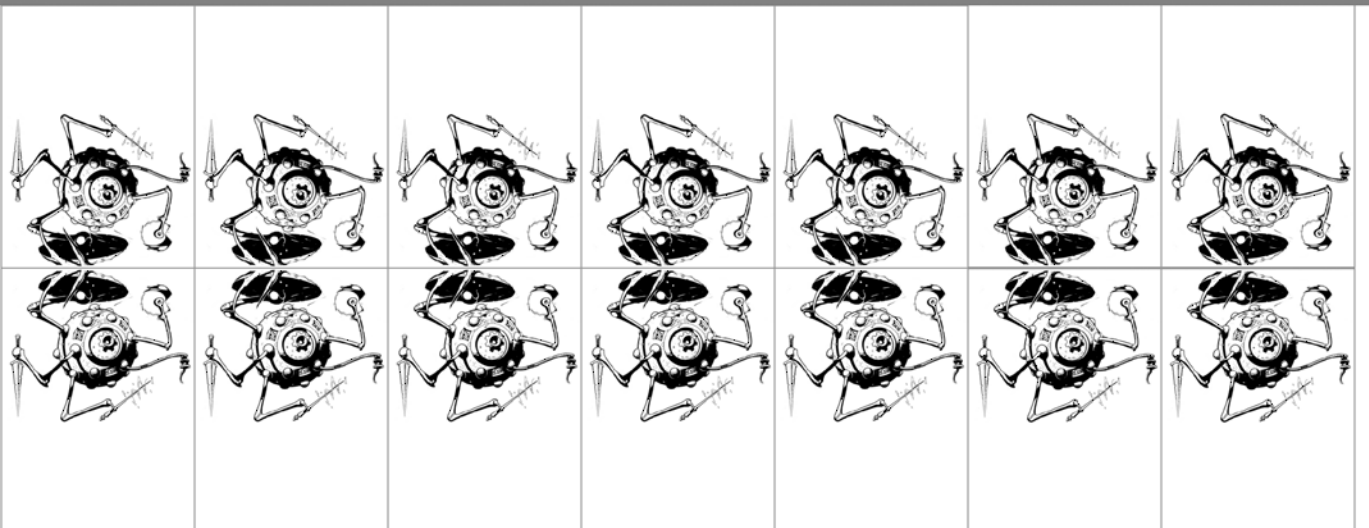
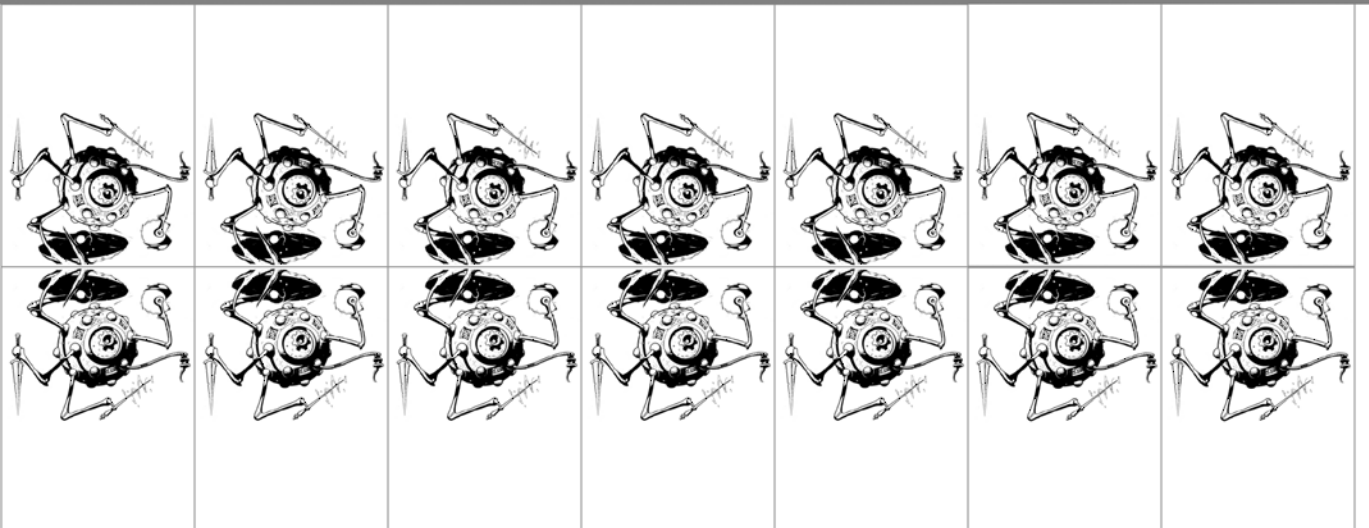
For best results, hide the minis from your players before the game, particularly the armoured one. Give the smaller players their minis first when assigning characters, so people can be suitably impressed at how huge Melinda is when she finally comes out, then amuse them again when you pull out the armoured version partway into the game.



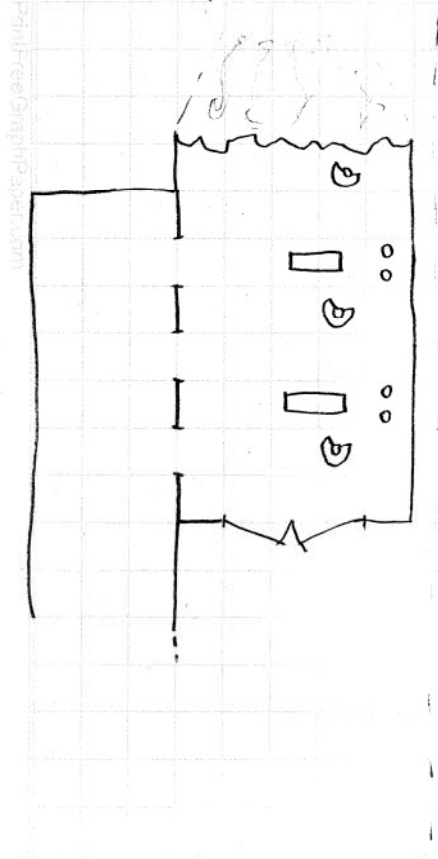




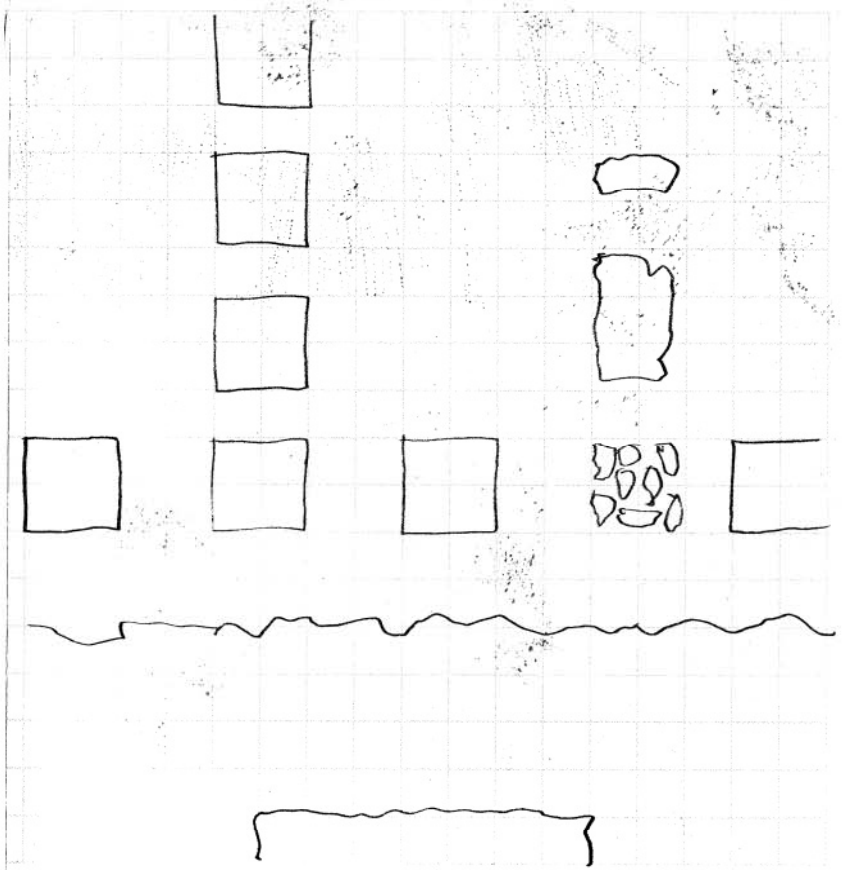




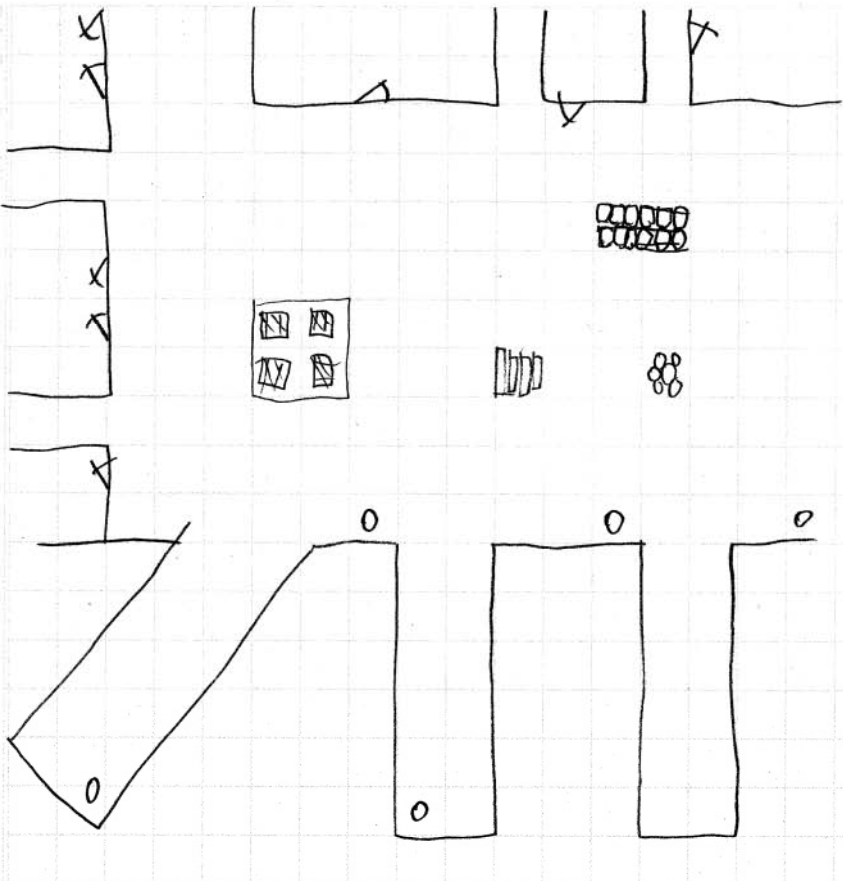
FACILITY RUINS



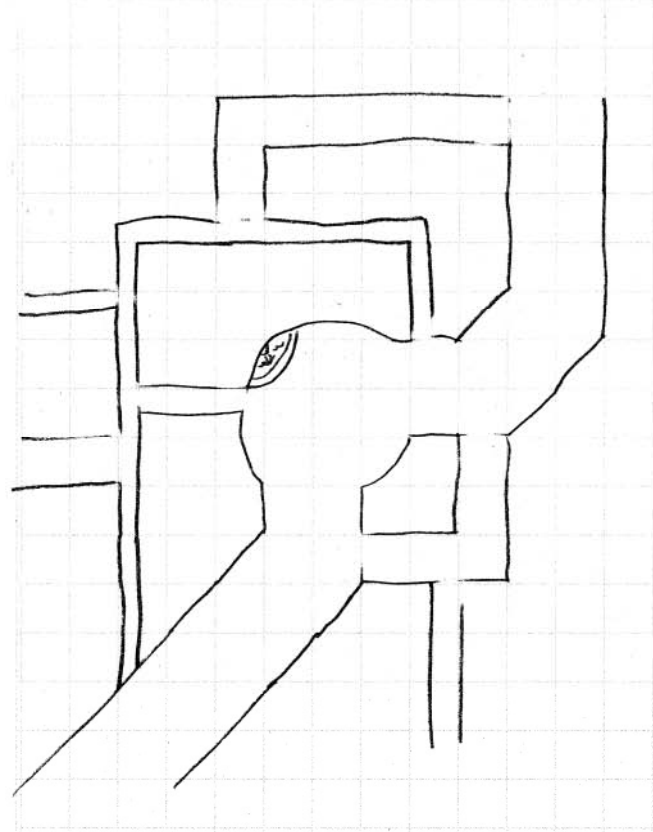
THE EDGE



WAY STONE



GALLIMAUFRY STREETS



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