

ACTIONS

- ◆ **ANCHOR** is the Heavy specialist ability. For details see **Specialist Action** below.
- ◆ **CONSORT** with connections from your heritage, background, friends, or rivals to gain access to resources, information, people, or places.
- ◆ **DISCIPLINE** a fellow soldier; command obedience with your force of personality; intimidate or threaten.
- ◆ **MANEUVER** into position and traverse obstacles; climb, swim, run, jump, and tumble; handle a pack animal; ride a mount.
- ◆ **MARSHAL** a squad or larger group to action; command attention amidst chaos; lift morale in the field; stretch resources.
- ◆ **RESEARCH** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding.
- ◆ **SCOUT** a location or situation to gather information; sense trouble before it happens; move unseen; detect weaknesses or exploits if there are any.
- ◆ **SHOOT** a target with precision from a distance; find a perch with clear lines of fire; make trick shots; repair and maintain firearms.
- ◆ **SKIRMISH** with an opponent in close combat; assault or hold a position; brawl and wrestle.
- ◆ **SWAY** someone with charm, logic, deception, disguise, or bluff; change attitudes or behavior with manipulation or seduction.
- ◆ **RIG** together mechanical solutions; disable, repair, or create mechanisms; disable a trap, pick a lock; build fortifications; repair siege weapons.
- ◆ **WRECK** a place, item, or obstacle with savage force or careful sabotage; distract and sow chaos; breach defenses with force; use, throw or plant explosives or alchemicals; use siege weapons.

SPECIALIST ACTION

ANCHOR is an action that Heavy soldiers specialize and train in. Unlike most actions it's not usually rolled, but its rating determines its **uses** per mission. While on a mission, you may spend **ANCHOR** uses to fight as a small group. This means you can face groups of lesser undead without loss of **effect**.

HEAVY ADVANCEMENT

- ◆ *Every time you roll a desperate action, mark xp in that action's attribute.*

At the end of each mission mark **1 xp** (playbook or attribute)...

- ◆ *If you survived the mission.*
- ◆ *If you helped your squad through might or fortitude.*
- ◆ *If you brought into play your heritage or traumas (2 xp if you did both).*
- ◆ *Per highest Threat of opponent faced.*

BAND OF BLADES

PLAYTEST VERSION 1.0 BETA

PLAYBOOK: HEAVY

NAME:

You are one of the few surviving soldiers in the Legion — a famous band of sell-swords. You and your Chosen are all that stands between the Cinder King's undead armies and the destruction of the Kingdoms of the East. The war has lasted three years, and the dead do not grow weary.

To create your **Legionnaire** do the following:

- ◆ **PICK A STARTING ABILITY.** Any will do, but if you're stumped, choose the first.
- ◆ **PICK A HERITAGE.** Choose a **NAME**, two **TRAITS**, and detail it (*ex: old farming family*).
- ◆ **ASSIGN 4 MORE ACTION POINTS.** Pick in Prowess/Insight/Resolve. Max starting rating is 2.
- ◆ **REPORT FOR DUTY.**

HERITAGE NAMES

BARTAN (HUGE, FRIENDLY, STOIC, VICIOUS)

NAMES: Ajai, Arun, Garub, Harish, Jal, Karva; Barni, Cheru, Malendhra, Neen, Vardha

FAMILY NAMES: Aakari, Beih, Dravu, Gupt, Katu, Ogral, Parvayar, Vishakarba, Yadab.

ORITE (NOBLE, CONNECTED, VENGEFUL, STERN)

NAMES: Albra, Hadclio, Eucho, Syanus, Tyrius; Canonica, Favia, Myrtia, Phaera, Virdria.

TITLES: Equite, Marquess, Landgrave, Yunker, Chevalier, Cadret.

PANYAR (COLD, QUICK, SHREWD, STRANGE)

FIRST NAME: Blue, Gray, Verdant, Red, Indigo.

SECOND NAME: Echoing, Rising, Shifting, Striking, Vexing.

THIRD NAME: Forest, Wave, Gale, Iron, Pyre.

ZEMYATI (TOUGH, BOLD, LOYAL, STUBBORN)

FIRST NAMES: Alexneyev, Boryev, Fyodimir, Vikei, Vlasis, Zheni; Ananika, Domiinka, Elelya, Irinov, Natana, Kariya.

PATRONYMS: -ovich, -evich, -ich; -yevna, -ovna or -ichna.

HEAVY

NAME

NOTES:

STRESS

□ □ □ □ □ □ □ □ □ □

TRAUMA

◆ ◆ ◆ ◆

TRAUMA: COLD—HAUNTED—OBSESSED—PARANOID—RECKLESS—SOFT—UNSTABLE—VICIOUS

CORRUPTION

□ □ □ □ □ □

BLIGHT

◆ ◆ ◆ ◆

HARM

4	DEATH
	□ □ □ NEED HELP
3	□ □ -1D
2	□ LESS EFFECT
1	

ARMOR	○
HEAVY	○
SHIELD	○
SPECIAL	○
USES	○ ○ ○ ○
USES	○ ○ ○ ○

HERITAGE

DETAIL: _____

BARTAN TRAITS

- ◆ **FRIENDLY:** +1 sway (max 2).
- ◆ **PIOUS:** Always equip a Reliquary.
- ◆ **STOIC:** +1d to **proWESS** resist.
- ◆ **VICIOUS:** gain **vicious** trauma condition.

ORITE TRAITS

- ◆ **NOBLE:** Boost 1 **campaign action** for you.
- ◆ **CONNECTED:** +1 **consort** (max 3).
- ◆ **VENGEFUL:** **potency** when harm penalized.
- ◆ **STERN:** +1 **discipline** (max 2).

PANYAR TRAITS

- ◆ **COLD:** gain **cold** trauma condition.
- ◆ **QUICK:** fast and quiet in **normal** load.
- ◆ **SHREWD:** +1d to **insight** resist.
- ◆ **STRANGE:** +2d to resist corruption.

ZEMYATI TRAITS

- ◆ **TOUGH:** ignore lvl 1 harm penalties.
- ◆ **BOLD:** +1d to resist on **desperate** actions.
- ◆ **LOYAL:** +1d in group actions.
- ◆ **STUBBORN:** +1d to **resolve** resist.

SPECIAL ABILITIES

- ◆ **BULWARK:** You can spend **ANCHOR** uses as **special armor** against consequences to a squad you are defending.
- ◆ **BACKUP:** When you **protect** a squadmate, **resist** with +1d. When you **assist** someone, their **pushes** only cost 1 stress.
- ◆ **TENACIOUS:** Penalties from **harm** are one level less severe (though level 4 harm is still fatal).
- ◆ **VANGUARD:** You're known as a Weaponmaster even outside the Legion. When you **push yourself**, you also gain **potency** in melee combat.
- ◆ **VIGOROUS:** When you check wounds during **rest & recovery**, place one free check. When you take **harm**, clear 1 stress.
- ◆ **WAR MACHINE:** When you **push yourself** you can do one of the following: *perform a feat of physical force that verges on the superhuman — reduce the Threat level of all the enemies you're facing by one.*
- ◆ **AGAINST THE DARKNESS:** You and all squadmates that can see you gain +1d to **resist** fear and corruption.
- ◆ **ELITE:** Gain **mastery** of two actions (they can go to 4).
- ◆ **HARDENED:** You can mark 2 **additional stress** boxes before taking a trauma.
- ◆ **SURVIVOR:** You can take +1 **trauma** before dying.
- ◆ **VETERAN:** Take a **special ability** from another source.

INSIGHT

◆	◆	◆	◆	ANCHOR
◆	◆	◆	◆	RESEARCH
◆	◆	◆	◆	SCOUT
◆	◆	◆	◆	RIG

PROWESS

◆	◆	◆	◆	WRECK
◆	◆	◆	◆	SKIRMISH
◆	◆	◆	◆	SHOOT
◆	◆	◆	◆	MANEUVER

RESOLVE

◆	◆	◆	◆	CONSORT
◆	◆	◆	◆	DISCIPLINE
◆	◆	◆	◆	MARSHAL
◆	◆	◆	◆	SWAY

SPECIALIST

◆	◆	◆	◆	AIM
◆	◆	◆	◆	CHANNELS
◆	◆	◆	◆	DOCTOR
◆	◆	◆	◆	GRIT
◆	◆	◆	◆	SCROUNGE
◆	◆	◆	◆	WEAVE

LOAD

CHOOSE LIGHT/NORMAL/HEAVY, +2 UTILITY. **Bold** (aka *fine*) items are +1 quality.

□ LIGHT

Quieter/faster. All items below.

- Flare Gun ○○○○
- **Armor**
- **Hand Weapon**

□ NORMAL

All Light items and ...

- **Fitted Heavy Plate**
Replaces Armor.
- **Shield**
—OR—
- **Large Weapon**

□ HEAVY

Slower. All Normal items and...

- **Wrecking Kit**
- **Tower Shield**
Replaces Shield.

UTILITY. Choose 2 **load** below.

- | | | | |
|-------------------|-------------------|------------------|------------------|
| □ Hand Weapon | □ Shield | □ Supplies ○○○○○ | □□ _____ |
| □ Large Weapon | □ Winter Clothing | □ Medic Kit ○○○ | □□ _____ |
| □□ Black Shot ○○○ | □ Lantern ○○○○ | □ Wrecking Kit | □□ Reliquary ○○○ |

ACTIONS

- ◆ **CONSORT** with connections from your heritage, background, friends, or rivals to gain access to resources, information, people, or places.
- ◆ **DISCIPLINE** a fellow soldier; command obedience with your force of personality; intimidate or threaten.
- ◆ **DOCTOR** is the Medic specialist ability. For details see **Specialist Action** below.
- ◆ **MANEUVER** into position and traverse obstacles; climb, swim, run, jump, and tumble; handle a pack animal; ride a mount.
- ◆ **MARSHAL** a squad or larger group to action; command attention amidst chaos; lift morale in the field; stretch resources.
- ◆ **RESEARCH** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding.
- ◆ **SCOUT** a location or situation to gather information; sense trouble before it happens; move unseen; detect weaknesses or exploits if there are any.
- ◆ **SHOOT** a target with precision from a distance; find a perch with clear lines of fire; make trick shots; repair and maintain firearms.
- ◆ **SKIRMISH** with an opponent in close combat; assault or hold a position; brawl and wrestle.
- ◆ **SWAY** someone with charm, logic, deception, disguise, or bluff; change attitudes or behavior with manipulation or seduction.
- ◆ **RIG** together mechanical solutions; disable, repair, or create mechanisms; disable a trap, pick a lock; build fortifications; repair siege weapons.
- ◆ **WRECK** a place, item, or obstacle with savage force or careful sabotage; distract and sow chaos; breach defenses with force; use, throw or plant explosives or alchemicals; use siege weapons.

SPECIALIST ACTION

DOCTOR is an action that Medic soldiers specialize and train in. Unlike most actions it's not usually rolled, but it's rating determines its **uses** per mission. While on a mission, you may use **DOCTOR** uses to treat a fellow soldier so they ignore wound penalties for a scene. **Level 4 harm** is still lethal.

MEDIC ADVANCEMENT

- ◆ *Every time you roll a desperate action, mark xp in that action's attribute.*

At the end of each mission mark **1 xp** (playbook or attribute)...

- ◆ *If you survived the mission.*
- ◆ *If you helped your squad through medical knowledge or emotional comfort.*
- ◆ *If you brought into play your heritage or traumas (2 xp if you did both).*
- ◆ *Per highest Threat of opponent faced.*

BAND OF BLADES

PLAYTEST VERSION 1.0 BETA

PLAYBOOK: MEDIC

NAME:

You are one of the few surviving soldiers in the Legion — a famous band of sell-swords. You and your Chosen are all that stands between the Cinder King's undead armies and the destruction of the Kingdoms of the East. The war has lasted three years, and the dead do not grow weary.

To create your **Legionnaire** do the following:

- ◆ **PICK A STARTING ABILITY.** You get **Attaché**. Pick one more (the first is good).
- ◆ **PICK A HERITAGE.** Choose a **NAME**, two **TRAITS**, and detail it (*ex: old farming family*).
- ◆ **ASSIGN 4 MORE ACTION POINTS.** Pick in Prowess/Insight/Resolve. Max starting rating is 2.
- ◆ **REPORT FOR DUTY.**

HERITAGE NAMES

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FAMILY NAMES: Aakari, Beih, Dravu, Gupt, Katu, Ogral, Parvayar, Vishakarba, Yadab.

ORITE (NOBLE, CONNECTED, VENGEFUL, STERN)

NAMES: Albra, Hadclio, Eucho, Syanus, Tyrius; Canonica, Favia, Myrtia, Phaera, Virdria.

TITLES: Equite, Marquess, Landgrave, Yunker, Chevalier, Cadret.

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FIRST NAME: Blue, Gray, Verdant, Red, Indigo.

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THIRD NAME: Forest, Wave, Gale, Iron, Pyre.

ZEMYATI (TOUGH, BOLD, LOYAL, STUBBORN)

FIRST NAMES: Alexneyev, Boryev, Fyodimir, Vikei, Vlasis, Zheni; Ananika, Domiinika, Elelya, Irinov, Natana, Kariya.

PATRONYMS: -ovich, -evich, -ich; -yevna, -ovna or -ichna.

MEDIC

NOTES:

NAME

MEDICINAL ALCHEMICALS (CHEMIST)

- ◆ **OWLSIGHT:** See in the dark. Blind the next day.
- ◆ **CHEMBALM:** Neutralizes most poisons & toxins.
- ◆ **DEEP:** Lets you hold your breath for a scene.
- ◆ **RAGE VENOM:** Gain physical **potency** for a scene. Resolve **resist** not attack friend and foe. Addictive.

STRESS

□ □ □ □ □ □ □ □ □ □

TRAUMA

◆ ◆ ◆ ◆

TRAUMA: COLD—HAUNTED—OBSESSED—PARANOID—RECKLESS—SOFT—UNSTABLE—VICIOUS

CORRUPTION

□ □ □ □ □ □

BLIGHT

◆ ◆ ◆ ◆

HARM

		DEATH
4		
3	□ □ □	NEED HELP
2	□ □	-1D
1	□	LESS EFFECT

ARMOR	○
HEAVY	○
SHIELD	○
SPECIAL	○
USES	○ ○ ○ ○
USES	○ ○ ○ ○

HERITAGE

DETAIL: _____

BARTAN TRAITS

- ◆ **FRIENDLY:** +1 **sway** (max 2).
- ◆ **PIOUS:** Always equip a Reliquary.
- ◆ **STOIC:** +1d to **proWess** resist.
- ◆ **VICIOUS:** gain **vicious** trauma condition.

ORITE TRAITS

- ◆ **NOBLE:** Boost 1 **campaign action** for you.
- ◆ **CONNECTED:** +1 **consort** (max 3).
- ◆ **VENGEFUL:** **potency** when harm penalized.
- ◆ **STERN:** +1 **discipline** (max 2).

PANYAR TRAITS

- ◆ **COLD:** gain **cold** trauma condition.
- ◆ **QUICK:** fast and quiet in **normal** load.
- ◆ **SHREWD:** +1d to **insight** resist.
- ◆ **STRANGE:** +2d to resist corruption.

ZEMYATI TRAITS

- ◆ **TOUGH:** ignore lvl 1 harm penalties.
- ◆ **BOLD:** +1d to resist on **desperate** actions.
- ◆ **LOYAL:** +1d in group actions.
- ◆ **STUBBORN:** +1d to **resolve** resist.

SPECIAL ABILITIES

- ◆ **ATTACHÉ:** You may deploy on any mission even outside the usual specialist caps. Gain this ability for free when you become a medic.
- ◆ **FIRST AID:** You can spend 1 use of Medical Supplies to remove appropriate level 1 harm on any one person on your mission.
- ◆ **NOT TODAY:** You can spend a **DOCTOR** use immediately after a soldier takes **level 4 harm** on a mission. You treat them and reduce the wound to **level 3 harm** instead.
- ◆ **DOCTOR FEELGOOD:** Expend 1 use of Medical Supplies to grant one person **potency** for a physical action.
- ◆ **FIELD DRESSING:** At the end of a mission you may expend remaining **DOCTOR** uses to add 1 **check** to a Legionnaire's **level 2** or **3 harm**, once per person.
- ◆ **CHEMIST:** You have training in Orite Alchmical Medicine. You may equip a Bandalier on each mission. It holds charges of chemicals you may use (top left).
- ◆ **MORAL SUPPORT:** You know how to keep troop spirits up. Once a mission, if you tell a funny story when the squad is resting, anyone listening may clear 1 **stress**.
- ◆ **ELITE:** Gain **mastery** of two actions (they can go to 4).
- ◆ **HARDENED:** You can mark 2 **additional stress** boxes before taking a trauma.
- ◆ **SURVIVOR:** You can take +1 **trauma** before dying.
- ◆ **VETERAN:** Take a **special ability** from another source.

LOAD

CHOOSE LIGHT/NORMAL/HEAVY, +2 UTILITY. **Bold** (aka *fine*) items are +1 *quality*.

□ LIGHT

Quieter/faster. All items below.

- **Medic Kit** ○ ○ ○
- Medical Supplies ○
- Holy Symbol of Mercy
- Mark of the Healing God

□ NORMAL

All Light items and ...

- **Fine Pistol**
- Ammo ○ ○ ○ ○ ○
- Armor
- Medical Supplies ○

□ HEAVY

Slower. All Normal items and...

- Medical Supplies ○
- Medical Supplies ○

UTILITY. Choose 2 **load** below.

- Hand Weapon
- Shield
- Supplies ○ ○ ○ ○ ○
- Lantern ○ ○ ○ ○
- Winter Clothing
- Repair Kit ○ ○ ○
- ◆ Bandalier ○ ○ ○ ○
- Black Shot ○ ○ ○
- Books & Scrolls ○ ○
- Reliquary ○ ○ ○

INSIGHT

◆	◆	◆	◆	DOCTOR
◆	◆	◆	◆	RESEARCH
◆	◆	◆	◆	SCOUT
◆	◆	◆	◆	RIG

PROWESS

◆	◆	◆	◆	WRECK
◆	◆	◆	◆	SKIRMISH
◆	◆	◆	◆	SHOOT
◆	◆	◆	◆	MANEUVER

RESOLVE

◆	◆	◆	◆	CONSORT
◆	◆	◆	◆	DISCIPLINE
◆	◆	◆	◆	MARSHAL
◆	◆	◆	◆	SWAY

SPECIALIST

◆	◆	◆	◆	AIM
◆	◆	◆	◆	ANCHOR
◆	◆	◆	◆	CHANNELS
◆	◆	◆	◆	GRIT
◆	◆	◆	◆	SCROUNGE
◆	◆	◆	◆	WEAVE

ACTIONS

- ◆ **CONSORT** with connections from your heritage, background, friends, or rivals to gain access to resources, information, people, or places.
- ◆ **DISCIPLINE** a fellow soldier; command obedience with your force of personality; intimidate or threaten.
- ◆ **MANEUVER** into position and traverse obstacles; climb, swim, run, jump, and tumble; handle a pack animal; ride a mount.
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- ◆ **RESEARCH** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding.
- ◆ **SCOUT** a location or situation to gather information; sense trouble before it happens; move unseen; detect weaknesses or exploits if there are any.
- ◆ **SCROUNGE** is the Scout specialist ability. For details see **Specialist Action** below.
- ◆ **SHOOT** a target with precision from a distance; find a perch with clear lines of fire; make trick shots; repair and maintain firearms.
- ◆ **SKIRMISH** with an opponent in close combat; assault or hold a position; brawl and wrestle.
- ◆ **SWAY** someone with charm, logic, deception, disguise, or bluff; change attitudes or behavior with manipulation or seduction.
- ◆ **RIG** together mechanical solutions; disable, repair, or create mechanisms; disable a trap, pick a lock; build fortifications; repair siege weapons.
- ◆ **WRECK** a place, item, or obstacle with savage force or careful sabotage; distract and sow chaos; breach defenses with force; use, throw or plant explosives or alchemicals; use siege weapons.

SPECIALIST ACTION

SCROUNGE is an action that Scouts specialize and train in. Unlike most actions it's not usually rolled, but it's rating determines its **uses** per mission. While on a mission, you may spend **SCROUNGE** uses to find safe and secure shelter or one **load** worth of **supplies** for everyone in your squad.

SCOUT ADVANCEMENT

- ◆ *Every time you roll a desperate action, mark xp in that action's attribute.*

At the end of each mission mark **1 xp** (playbook or attribute)...

- ◆ *If you survived the mission.*
- ◆ *If you helped your squad through stealth or foresight.*
- ◆ *If you brought into play your heritage or traumas (2 xp if you did both).*
- ◆ *Per highest Threat of opponent faced.*

BAND OF BLADES

PLAYTEST VERSION 1.0 BETA

PLAYBOOK: SCOUT

NAME:

You are one of the few surviving soldiers in the Legion — a famous band of sell-swords. You and your Chosen are all that stands between the Cinder King's undead armies and the destruction of the Kingdoms of the East. The war has lasted three years, and the dead do not grow weary.

To create your **Legionnaire** do the following:

- ◆ **PICK A STARTING ABILITY.** Any will do, but if you're stumped, choose the first.
- ◆ **PICK A HERITAGE.** Choose a **NAME**, two **TRAITS**, and detail it (*ex: old farming family*).
- ◆ **ASSIGN 4 MORE ACTION POINTS.** Pick in Prowess/Insight/Resolve. Max starting rating is 2.
- ◆ **REPORT FOR DUTY.**

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NAMES: Albra, Hadclio, Eucho, Syanus, Tyrius; Canonica, Favia, Myrtia, Phaera, Virdria.

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PATRONYMS: -ovich, -evich, -ich; -yevna, -ovna or -ichna.

SCOUT

NAME _____

NOTES:

STRESS

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

TRAUMA

☐ ☐ ☐ ☐ ☐

TRAUMA: COLD—HAUNTED—OBSESSED—PARANOID—RECKLESS—SOFT—UNSTABLE—VICIOUS

CORRUPTION

☐ ☐ ☐ ☐ ☐ ☐

BLIGHT

☐ ☐ ☐ ☐ ☐

HARM

4		DEATH
3	☐ ☐ ☐	NEED HELP
2	☐ ☐	-1D
1	☐	LESS EFFECT

ARMOR ☐HEAVY ☐SHIELD ☐SPECIAL ☐

USES ○○○○

USES ○○○○

HERITAGE

DETAIL: _____

BARTAN TRAITS

- ◆ FRIENDLY: +1 sway (max 2).
- ◆ PIOUS: Always equip a Reliquary.
- ◆ STOIC: +1d to prowess resist.
- ◆ VICIOUS: gain vicious trauma condition.

ORITE TRAITS

- ◆ NOBLE: Boost 1 campaign action for you.
- ◆ CONNECTED: +1 consort (max 3).
- ◆ VENGEFUL: potency when harm penalized.
- ◆ STERN: +1 discipline (max 2).

PANYAR TRAITS

- ◆ COLD: gain cold trauma condition.
- ◆ QUICK: fast and quiet in normal load.
- ◆ SHREWD: +1d to insight resist.
- ◆ STRANGE: +2d to resist corruption.

ZEMYATI TRAITS

- ◆ TOUGH: ignore lvl 1 harm penalties.
- ◆ BOLD: +1d to resist on desperate actions.
- ◆ LOYAL: +1d in group actions.
- ◆ STUBBORN: +1d to resolve resist.

SPECIAL ABILITIES

- ◆ GHOST: You can spend **SCROUNGE** uses as special armor against traps or detection.
- ◆ PANTHER-LIKE GRACE: When carrying no armor, and under light load, any harm you take starts as 1 level lower.
- ◆ LIKE THE WIND: Whenever there's a question of who goes first, the answer is you. Also take +1d when dodging attacks with **PROWESS**.
- ◆ INFILTRATOR: When you **gather info** through clandestine observation, or attempt to bypass traps and security measures gain **potency**.
- ◆ SIXTH SENSE: You just know when there are undead nearby. You can **gather info** on them with **RESOLVE**.
- ◆ READY FOR ANYTHING: When being ambushed, your flashbacks cost 0 stress and you gain **potency** to all actions during those flashbacks. You also take 1 less level of harm on secondary missions.
- ◆ DAREDEVIL: When you make a **desperate** roll gain +1d.
- ◆ ELITE: Gain **mastery** of two actions (they can go to 4).
- ◆ HARDENED: You can mark 2 additional stress boxes before taking a trauma.
- ◆ SURVIVOR: You can take +1 trauma before dying.
- ◆ VETERAN: Take a **special ability** from another source.



INSIGHT

◆	◆	◆	◆	SCROUNGE
◆	◆	◆	◆	RESEARCH
◆	◆	◆	◆	SCOUT
◆	◆	◆	◆	RIG

PROWESS

◆	◆	◆	◆	WRECK
◆	◆	◆	◆	SKIRMISH
◆	◆	◆	◆	SHOOT
◆	◆	◆	◆	MANEUVER

RESOLVE

◆	◆	◆	◆	CONSORT
◆	◆	◆	◆	DISCIPLINE
◆	◆	◆	◆	MARSHAL
◆	◆	◆	◆	SWAY

SPECIALIST

◆	◆	◆	◆	AIM
◆	◆	◆	◆	ANCHOR
◆	◆	◆	◆	CHANNELS
◆	◆	◆	◆	DOCTOR
◆	◆	◆	◆	GRIT
◆	◆	◆	◆	WEAVE

LOAD

CHOOSE LIGHT/NORMAL/HEAVY, +2 UTILITY. *Bold (aka fine) items are +1 quality.*☐ LIGHT*Quieter/faster. All items below.*

- Compass & Maps
- Bow & Arrows
- Black Arrows ○○○

☐ NORMAL*All Light items and ...*

- Climbing Kit
- Lenses
- Seals & Reliquaries ○○○

☐ HEAVY*Slower. All Normal items and...*

- Camo Gear
- Armor

UTILITY. Choose 2 load below.

- | | | | |
|---|--|--|--|
| ☐ Hand Weapon | ☐ Pistol | ☐ Supplies ○○○○○ | ☐ _____ |
| ☐ Large Weapon | ☐ Ammo ○○○○○ | ☐ Winter Clothing | ☐ _____ |
| ☐ Black Shot ○○○ | ☐ Flare Gun ○○○ | ☐ Soldier's Kit | ☐ Reliquary ○○○ |

ACTIONS

- ◆ **AIM** is the Sniper specialist ability. For details see **Specialist Action** below.
- ◆ **CONSORT** with connections from your heritage, background, friends, or rivals to gain access to resources, information, people, or places.
- ◆ **DISCIPLINE** a fellow soldier; command obedience with your force of personality; intimidate or threaten.
- ◆ **MANEUVER** into position and traverse obstacles; climb, swim, run, jump, and tumble; handle a pack animal; ride a mount.
- ◆ **MARSHAL** a squad or larger group to action; command attention amidst chaos; lift morale in the field; stretch resources.
- ◆ **RESEARCH** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding.
- ◆ **SCOUT** a location or situation to gather information; sense trouble before it happens; move unseen; detect weaknesses or exploits if there are any.
- ◆ **SHOOT** a target with precision from a distance; find a perch with clear lines of fire; make trick shots; repair and maintain firearms.
- ◆ **SKIRMISH** with an opponent in close combat; assault or hold a position; brawl and wrestle.
- ◆ **SWAY** someone with charm, logic, deception, disguise, or bluff; change attitudes or behavior with manipulation or seduction.
- ◆ **RIG** together mechanical solutions; disable, repair, or create mechanisms; disable a trap, pick a lock; build fortifications; repair siege weapons.
- ◆ **WRECK** a place, item, or obstacle with savage force or careful sabotage; distract and sow chaos; breach defenses with force; use, throw or plant explosives or alchemicals; use siege weapons.

SPECIALIST ACTION

AIM is an action that Snipers specialize and train in. Unlike most actions it's not usually rolled, but its rating determines its **uses** per mission. While on a mission, you may spend **AIM** uses to increase the **effect** level of a shot. This means you can sometimes take out large, dangerous enemies with a single bullet.

SNIPER ADVANCEMENT

- ◆ *Every time you roll a desperate action, mark xp in that action's attribute.*

At the end of each mission mark **1 xp** (playbook or attribute)...

- ◆ *If you survived the mission.*
- ◆ *If you helped your squad through keen observation or key shots.*
- ◆ *If you brought into play your heritage or traumas (2 xp if you did both).*
- ◆ *Per highest Threat of opponent faced.*

BAND OF BLADES

PLAYTEST VERSION 1.0 BETA

PLAYBOOK: SNIPER

NAME:

You are one of the few surviving soldiers in the Legion — a famous band of sell-swords. You and your Chosen are all that stands between the Cinder King's undead armies and the destruction of the Kingdoms of the East. The war has lasted three years, and the dead do not grow weary.

To create your **Legionnaire** do the following:

- ◆ **PICK A STARTING ABILITY.** Any will do, but if you're stumped, choose the first.
- ◆ **PICK A HERITAGE.** Choose a **NAME**, two **TRAITS**, and detail it (*ex: old farming family*).
- ◆ **ASSIGN 4 MORE ACTION POINTS.** Pick in Prowess/Insight/Resolve. Max starting rating is 2.
- ◆ **REPORT FOR DUTY.**

HERITAGE NAMES

BARTAN (HUGE, FRIENDLY, STOIC, VICIOUS)

NAMES: Ajai, Arun, Garub, Harish, Jal, Karva; Barni, Cheru, Malendhra, Neen, Vardha

FAMILY NAMES: Aakari, Beih, Dravu, Gupt, Katu, Ogral, Parvayar, Vishakarba, Yadab.

ORITE (NOBLE, CONNECTED, VENGEFUL, STERN)

NAMES: Albra, Hadclio, Eucho, Syanus, Tyrius; Canonica, Favia, Myrtia, Phaera, Virdria.

TITLES: Equite, Marquess, Landgrave, Yunker, Chevalier, Cadret.

PANYAR (COLD, QUICK, SHREWD, STRANGE)

FIRST NAME: Blue, Gray, Verdant, Red, Indigo.

SECOND NAME: Echoing, Rising, Shifting, Striking, Vexing.

THIRD NAME: Forest, Wave, Gale, Iron, Pyre.

ZEMYATI (TOUGH, BOLD, LOYAL, STUBBORN)

FIRST NAMES: Alexneyev, Boryev, Fyodimir, Vikei, Vlasis, Zheni; Ananika, Domiinika, Elelya, Irinov, Natana, Kariya.

PATRONYMS: -ovich, -evich, -ich; -yevna, -ovna or -ichna.

SNIPER

NAME _____

NOTES:

STRESS

□ □ □ □ □ □ □ □ □ □

TRAUMA

◆ ◆ ◆ ◆

TRAUMA: COLD—HAUNTED—OBSESSED—PARANOID—RECKLESS—SOFT—UNSTABLE—VICIOUS

CORRUPTION

□ □ □ □ □ □

BLIGHT

◆ ◆ ◆ ◆

HARM

4	DEATH
	□ □ □ NEED HELP
3	
	□ □ -1D
2	
	□ LESS EFFECT
1	

ARMOR	○
HEAVY	○
SHIELD	○
SPECIAL	○
USES	○ ○ ○ ○
USES	○ ○ ○ ○

HERITAGE

DETAIL: _____

BARTAN TRAITS

- ◆ **FRIENDLY:** +1 sway (max 2).
- ◆ **PIOUS:** Always equip a Reliquary.
- ◆ **STOIC:** +1d to **proWess** resist.
- ◆ **VICIOUS:** gain **vicious** trauma condition.

ORITE TRAITS

- ◆ **NOBLE:** Boost 1 **campaign action** for you.
- ◆ **CONNECTED:** +1 **consort** (max 3).
- ◆ **VENGEFUL:** **potency** when harm penalized.
- ◆ **STERN:** +1 **discipline** (max 2).

PANYAR TRAITS

- ◆ **COLD:** gain **cold** trauma condition.
- ◆ **QUICK:** fast and quiet in **normal** load.
- ◆ **SHREWD:** +1d to **insight** resist.
- ◆ **STRANGE:** +2d to resist corruption.

ZEMYATI TRAITS

- ◆ **TOUGH:** ignore lvl 1 harm penalties.
- ◆ **BOLD:** +1d to resist on **desperate** actions.
- ◆ **LOYAL:** +1d in group actions.
- ◆ **STUBBORN:** +1d to **resolve** resist.

SPECIAL ABILITIES

- ◆ **ONE EYE:** You've replaced an eye with an alchemical construct. You can see invisible targets clearly and identify supernatural forces.
- ◆ **AMBUSH:** When you attack from hiding or spring a trap, you get +1d.
- ◆ **AKIMBO:** When dueling in close range with two pistols gain **potency**.
- ◆ **NOTCHES:** If you land the killing blow on a Threat 2 or higher opponent mark 1 **xp** (any category).
- ◆ **SHARPSHOOTER:** You can **push yourself** to do one of the following: *make a ranged attack at extreme distance beyond what's normal for the weapon — unleash a barrage of rapid fire to suppress the enemy.*
- ◆ **COVER FIRE:** If you **set up** someone with **SHOOT** or provide covering fire they gain **potency** on their next action.
- ◆ **CRIMSON SHOT:** You're authorized to bring one Crimson Seeker Shell on missions. Firing it counts as a Threat 4 attack, and you must mark a Trauma.
- ◆ **ELITE:** Gain **mastery** of two actions (they can go to 4).
- ◆ **HARDENED:** You can mark 2 **additional stress** boxes before taking a trauma.
- ◆ **SURVIVOR:** You can take +1 **trauma** before dying.
- ◆ **VETERAN:** Take a **special ability** from another source.

LOAD

CHOOSE LIGHT/NORMAL/HEAVY, +2 UTILITY. **Bold** (aka *fine*) items are +1 *quality*.

□ LIGHT

Quieter/faster. All items below.

- Black Shot ○○○
- Ammo ○○○○○
- 2 Fine Pistols —OR—
- Fine Long Rifle

□ NORMAL

All Light items and ...

- Gun Maintenance Kit
- **Armor**

□ HEAVY

Slower. All Normal items and...

- 2 Fine Pistols —OR—
- Fine Long Rifle
- ...whichever you didn't take at Light load.*

UTILITY. Choose 2 **load** below.

- ◆ Crimson Shot
- Pistol
- Hand Weapon
- Ammo ○○○○○
- Black Shot ○○○
- Lantern ○○○○
- Supplies ○○○○○
- Winter Clothing
- Soldier's Kit
- Reliquary ○○○

INSIGHT

◆	◆	◆	◆	AIM
◆	◆	◆	◆	RESEARCH
◆	◆	◆	◆	SCOUT
◆	◆	◆	◆	RIG

PROWESS

◆	◆	◆	◆	WRECK
◆	◆	◆	◆	SKIRMISH
◆	◆	◆	◆	SHOOT
◆	◆	◆	◆	MANEUVER

RESOLVE

◆	◆	◆	◆	CONSORT
◆	◆	◆	◆	DISCIPLINE
◆	◆	◆	◆	MARSHAL
◆	◆	◆	◆	SWAY

SPECIALIST

◆	◆	◆	◆	ANCHOR
◆	◆	◆	◆	CHANNELS
◆	◆	◆	◆	DOCTOR
◆	◆	◆	◆	GRIT
◆	◆	◆	◆	SCROUNGE
◆	◆	◆	◆	WEAVE

ACTIONS

- ◆ **CONSORT** with connections from your heritage, background, friends, or rivals to gain access to resources, information, people, or places.
- ◆ **CHANNELS** is the Officer specialist ability. For details see **Specialist Action** below.
- ◆ **DISCIPLINE** a fellow soldier; command obedience with your force of personality; intimidate or threaten.
- ◆ **MANEUVER** into position and traverse obstacles; climb, swim, run, jump, and tumble; handle a pack animal; ride a mount.
- ◆ **MARSHAL** a squad or larger group to action; command attention amidst chaos; lift morale in the field; stretch resources.
- ◆ **RESEARCH** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding.
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- ◆ **SWAY** someone with charm, logic, deception, disguise, or bluff; change attitudes or behavior with manipulation or seduction.
- ◆ **RIG** together mechanical solutions; disable, repair, or create mechanisms; disable a trap, pick a lock; build fortifications; repair siege weapons.
- ◆ **WRECK** a place, item, or obstacle with savage force or careful sabotage; distract and sow chaos; breach defenses with force; use, throw or plant explosives or alchemicals; use siege weapons.

SPECIALIST ACTION

CHANNELS is an action that Officers specialize in. Unlike most actions it's not usually rolled, but it's rating determines its **uses** per mission. You may spend **CHANNELS** uses to **acquire an asset** for your squad in a **flashback**. Roll **CONSORT** to determine quality. You can spend additional **uses** to improve the quality as per **supply** rules. Such assets are temporary or 'on loan' and will go away when the mission ends.

OFFICER ADVANCEMENT

- ◆ *Every time you roll a desperate action, mark xp in that action's attribute.*

At the end of each mission mark **1 xp** (playbook or attribute)...

- ◆ *If you survived the mission.*
- ◆ *If you helped your squad through enforcing discipline or strategic planning.*
- ◆ *If you brought into play your heritage or traumas (2 xp if you did both).*
- ◆ *Per highest Threat of opponent faced.*

BAND OF BLADES

PLAYTEST VERSION 1.0 BETA

PLAYBOOK: OFFICER

NAME:

You are one of the few surviving soldiers in the Legion — a famous band of sell-swords. You and your Chosen are all that stands between the Cinder King's undead armies and the destruction of the Kingdoms of the East. The war has lasted three years, and the dead do not grow weary.

To create your **Legionnaire** do the following:

- ◆ **PICK A STARTING ABILITY.** Any will do, but if you're stumped, choose the first.
- ◆ **PICK A HERITAGE.** Choose a **NAME**, two **TRAITS**, and detail it (*ex: old farming family*).
- ◆ **ASSIGN 4 MORE ACTION POINTS.** Pick in Prowess/Insight/Resolve. Max starting rating is 2.
- ◆ **REPORT FOR DUTY.**

HERITAGE NAMES

BARTAN (HUGE, FRIENDLY, STOIC, VICIOUS)

NAMES: Ajai, Arun, Garub, Harish, Jal, Karva; Barni, Cheru, Malendhra, Neen, Vardha

FAMILY NAMES: Aakari, Beih, Dravu, Gupt, Katu, Ogral, Parvayar, Vishakarba, Yadab.

ORITE (NOBLE, CONNECTED, VENGEFUL, STERN)

NAMES: Albra, Hadclio, Eucho, Syanus, Tyrius; Canonica, Favia, Myrtia, Phaera, Virdria.

TITLES: Equite, Marquess, Landgrave, Yunker, Chevalier, Cadret.

PANYAR (COLD, QUICK, SHREWD, STRANGE)

FIRST NAME: Blue, Gray, Verdant, Red, Indigo.

SECOND NAME: Echoing, Rising, Shifting, Striking, Vexing.

THIRD NAME: Forest, Wave, Gale, Iron, Pyre.

ZEMYATI (TOUGH, BOLD, LOYAL, STUBBORN)

FIRST NAMES: Alexneyev, Boryev, Fyodimir, Vikei, Vlasis, Zheni; Ananika, Domiinika, Elelya, Irinov, Natana, Kariya.

PATRONYMS: -ovich, -evich, -ich; -yevna, -ovna or -ichna.

OFFICER

NAME

NOTES:

STRESS

□ □ □ □ □ □ □ □ □ □

TRAUMA

◆ ◆ ◆ ◆

TRAUMA: COLD—HAUNTED—OBSESSED—PARANOID—RECKLESS—SOFT—UNSTABLE—VICIOUS

CORRUPTION

□ □ □ □ □ □

BLIGHT

◆ ◆ ◆ ◆

HARM

4	DEATH
	□ □ □ NEED HELP
3	□ □ -1D
2	□ LESS EFFECT
1	

ARMOR	○
HEAVY	○
SHIELD	○
SPECIAL	○
USES	○ ○ ○ ○
USES	○ ○ ○ ○

HERITAGE

DETAIL: _____

BARTAN TRAITS

- ◆ **FRIENDLY:** +1 sway (max 2).
- ◆ **PIOUS:** Always equip a Reliquary.
- ◆ **STOIC:** +1d to **proWESS** resist.
- ◆ **VICIOUS:** gain **vicious** trauma condition.

ORITE TRAITS

- ◆ **NOBLE:** Boost 1 **campaign action** for you.
- ◆ **CONNECTED:** +1 **consort** (max 3).
- ◆ **VENGEFUL:** **potency** when harm penalized.
- ◆ **STERN:** +1 **discipline** (max 2).

PANYAR TRAITS

- ◆ **COLD:** gain **cold** trauma condition.
- ◆ **QUICK:** fast and quiet in **normal** load.
- ◆ **SHREWD:** +1d to **insight** resist.
- ◆ **STRANGE:** +2d to resist corruption.

ZEMYATI TRAITS

- ◆ **TOUGH:** ignore lvl 1 harm penalties.
- ◆ **BOLD:** +1d to resist on **desperate** actions.
- ◆ **LOYAL:** +1d in group actions.
- ◆ **STUBBORN:** +1d to **resolve** resist.

SPECIAL ABILITIES

- ◆ **TACTICIAN:** When you lead a group action you may suffer at most 2 **stress**, and can spend a **CHANNELS** use to take none.
- ◆ **MISSION FIRST:** Add the following to "at the end of mission" xp trigger: *If anyone died following your orders.*
- ◆ **OBEDIENCE:** An npc squadmate, on your orders, sacrifices themselves. They die, and absorb all the **harm** for you or another specialist from one attack. Remember that the Legion takes -1 **morale** each time this occurs.
- ◆ **LEAD FROM THE FRONT:** Whenever you lead a **group action**, gain +1 **scale** (ex: a small group counts as a medium group). If you lead a group action in combat, you may count multiple 6's from different rolls as a **critical**.
- ◆ **LOGISTICAL SUPPORT:** **CHANNELS** uses can be spent to **assist** a squadmate. Tell us how your preparation or supplies help them against this threat or obstacle.
- ◆ **STRATEGIST:** You gain +1d to **consort** when **acquiring assets** for a mission via **CHANNELS** uses. You also get +1d to the **engagement roll** for a mission.
- ◆ **OFFICER SCHOOL:** You're well educated and know arcane esoterica. Gain +1d when **gathering info** through **RESEARCH** and when **resisting** with **insight**.
- ◆ **ELITE:** Gain **mastery** of two actions (they can go to 4).
- ◆ **HARDENED:** You can mark 2 **additional stress** boxes before taking a trauma.
- ◆ **SURVIVOR:** You can take +1 **trauma** before dying.
- ◆ **VETERAN:** Take a **special ability** from another source.

LOAD

CHOOSE LIGHT/NORMAL/HEAVY, +2 UTILITY. **Bold** (aka *fine*) items are +1 **quality**.

□ LIGHT

Quieter/faster. All items below.

- Flare Gun ○○○○
- Armor
- Hand Weapon
- Fine Ornate Cloak

□ NORMAL

All Light items and ...

- **Luxury Item**
- Shield
- OR—
- Fine Pistol
- Ammo ○○○○○

□ HEAVY

Slower. All Normal items and...

- Battlefield Banner
- **Heavy Armor**
Replaces Armor.

UTILITY. Choose 2 **load** below.

- Hand Weapon
- Shield
- Supplies ○○○○○
- Large Weapon
- Winter Clothing
- Compass & Maps
- Black Shot ○○○
- Lantern ○○○○
- Lenses
- Reliquary ○○○

INSIGHT

◆	◆	◆	◆	CHANNELS
◆	◆	◆	◆	RESEARCH
◆	◆	◆	◆	SCOUT
◆	◆	◆	◆	RIG

PROWESS

◆	◆	◆	◆	WRECK
◆	◆	◆	◆	SKIRMISH
◆	◆	◆	◆	SHOOT
◆	◆	◆	◆	MANEUVER

RESOLVE

◆	◆	◆	◆	CONSORT
◆	◆	◆	◆	DISCIPLINE
◆	◆	◆	◆	MARSHAL
◆	◆	◆	◆	SWAY

SPECIALIST

◆	◆	◆	◆	AIM
◆	◆	◆	◆	ANCHOR
◆	◆	◆	◆	DOCTOR
◆	◆	◆	◆	GRIT
◆	◆	◆	◆	SCROUNGE
◆	◆	◆	◆	WEAVE

ACTIONS

- ◆ **CONSORT** with connections from your heritage, background, friends, or rivals to gain access to resources, information, people, or places.
- ◆ **DISCIPLINE** a fellow soldier; command obedience with your force of personality; intimidate or threaten.
- ◆ **GRIT** is the Soldier specialist ability. For details see **Specialist Action** below.
- ◆ **MANEUVER** into position and traverse obstacles; climb, swim, run, jump, and tumble; handle a pack animal; ride a mount.
- ◆ **MARSHAL** a squad or larger group to action; command attention amidst chaos; lift morale in the field; stretch resources.
- ◆ **RESEARCH** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding.
- ◆ **SCOUT** a location or situation to gather information; sense trouble before it happens; move unseen; detect weaknesses or exploits if there are any.
- ◆ **SHOOT** a target with precision from a distance; find a perch with clear lines of fire; make trick shots; repair and maintain firearms.
- ◆ **SKIRMISH** with an opponent in close combat; assault or hold a position; brawl and wrestle.
- ◆ **SWAY** someone with charm, logic, deception, disguise, or bluff; change attitudes or behavior with manipulation or seduction.
- ◆ **RIG** together mechanical solutions; disable, repair, or create mechanisms; disable a trap, pick a lock; build fortifications; repair siege weapons.
- ◆ **WRECK** a place, item, or obstacle with savage force or careful sabotage; distract and sow chaos; breach defenses with force; use, throw or plant explosives or alchemicals; use siege weapons.

SPECIALIST ACTION

GRIT is an action that Soldiers specialize and train in. Unlike most actions it's not usually rolled, but it's rating determines its **uses** per mission. While on a mission, you may spend **GRIT** uses to take **-2 STRESS** (min 0) on any resistance roll you make. You may only use one **GRIT** use this way per roll.

SOLDIER ADVANCEMENT

- ◆ *Every time you roll a desperate action, mark xp in that action's attribute.*

At the end of each mission mark **1 xp** (playbook or attribute)...

- ◆ *If you survived the mission.*
- ◆ *If you helped your squad through courage or determination.*
- ◆ *If you brought into play your heritage or traumas (2 xp if you did both).*
- ◆ *Per highest Threat of opponent faced.*

BAND OF BLADES

PLAYTEST VERSION 1.0 BETA

PLAYBOOK: SOLDIER

NAME:

You are one of the few surviving soldiers in the Legion — a famous band of sell-swords. You and your Chosen are all that stands between the Cinder King's undead armies and the destruction of the Kingdoms of the East. The war has lasted three years, and the dead do not grow weary.

To create your **Legionnaire** do the following:

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- ◆ **PICK A HERITAGE.** Choose a **NAME**, two **TRAITS**, and detail it (*ex: old farming family*).
- ◆ **ASSIGN 4 MORE ACTION POINTS.** Pick in Prowess/Insight/Resolve. Max starting rating is 2.
- ◆ **REPORT FOR DUTY.**

HERITAGE NAMES

BARTAN (HUGE, FRIENDLY, STOIC, VICIOUS)

NAMES: Ajai, Arun, Garub, Harish, Jal, Karva; Barni, Cheru, Malendhra, Neen, Vardha

FAMILY NAMES: Aakari, Beih, Dravu, Gupt, Katu, Ogral, Parvayar, Vishakarba, Yadab.

ORITE (NOBLE, CONNECTED, VENGEFUL, STERN)

NAMES: Albra, Hadclio, Eucho, Syanus, Tyrius; Canonica, Favia, Myrtia, Phaera, Virdria.

TITLES: Equite, Marquess, Landgrave, Yunker, Chevalier, Cadret.

PANYAR (COLD, QUICK, SHREWD, STRANGE)

FIRST NAME: Blue, Gray, Verdant, Red, Indigo.

SECOND NAME: Echoing, Rising, Shifting, Striking, Vexing.

THIRD NAME: Forest, Wave, Gale, Iron, Pyre.

ZEMYATI (TOUGH, BOLD, LOYAL, STUBBORN)

FIRST NAMES: Alexneyev, Boryev, Fyodimir, Vikei, Vlasis, Zheni; Ananika, Domiinka, Elelya, Irinov, Natana, Kariya.

PATRONYMS: -ovich, -evich, -ich; -yevna, -ovna or -ichna.

SOLDIER

NAME _____

NOTES:

STRESS

□ □ □ □ □ □ □ □ □ □

TRAUMA

◆ ◆ ◆ ◆

TRAUMA: COLD—HAUNTED—OBSESSED—PARANOID—RECKLESS—SOFT—UNSTABLE—VICIOUS

CORRUPTION

□ □ □ □ □ □

BLIGHT

◆ ◆ ◆ ◆

HARM

4	DEATH
	□ □ □ NEED HELP
3	□ □ -1D
2	□ LESS EFFECT
1	

ARMOR	○
HEAVY	○
SHIELD	○
SPECIAL	○
USES	○ ○ ○ ○
USES	○ ○ ○ ○

HERITAGE

DETAIL: _____

BARTAN TRAITS

- ◆ **FRIENDLY:** +1 sway (max 2).
- ◆ **PIOUS:** Always equip a Reliquary.
- ◆ **STOIC:** +1d to **proWESS** resist.
- ◆ **VICIOUS:** gain **vicious** trauma condition.

ORITE TRAITS

- ◆ **NOBLE:** Boost 1 **campaign action** for you.
- ◆ **CONNECTED:** +1 **consort** (max 3).
- ◆ **VENGEFUL:** **potency** when harm penalized.
- ◆ **STERN:** +1 **discipline** (max 2).

PANYAR TRAITS

- ◆ **COLD:** gain **cold** trauma condition.
- ◆ **QUICK:** fast and quiet in **normal** load.
- ◆ **SHREWD:** +1d to **insight** resist.
- ◆ **STRANGE:** +2d to resist corruption.

ZEMYATI TRAITS

- ◆ **TOUGH:** ignore lvl 1 harm penalties.
- ◆ **BOLD:** +1d to resist on **desperate** actions.
- ◆ **LOYAL:** +1d in group actions.
- ◆ **STUBBORN:** +1d to **resolve** resist.

SPECIAL ABILITIES

- ◆ **RELENTLESS:** You may spend **GRIT uses** (1-for-1) to **push yourself**.
- ◆ **OVER THE TOP:** When you charge into the teeth of an enemy that outnumbered or outguns you clear 1 **stress** and take +1d to **MANEUVER**.
- ◆ **IRON WILL:** You can spend **GRIT uses** as **special armor** vs fear, paralysis, corruption and fatigue.
- ◆ **LOADED FOR BEAR:** When selecting **load** you may select 4 **utility load** instead of 2.
- ◆ **EAT IRON, SHIT NAILS:** When you **push yourself** you may ignore all **harm** penalties. Also take +1d to **resist** the consequence of any roll you pushed yourself on.
- ◆ **GRENADIER:** You have had explosives training and can bring a **grenade** (1 **load**) or **explosive charges** (2 **load**) as part of you soldier gear.
- ◆ **CAVALRY:** If the Quartermaster has any Horses available, all members of your squad start missions mounted.
- ◆ **SPECIALIST TRAINING:** You can **promote** to a Specialist (Heavy, Medic, Officer, Scout, or Sniper). Gain 1 special ability, and starting Specialist action (if applicable).
- ◆ **ELITE:** Gain **mastery** of two actions (they can go to 4).
- ◆ **HARDENED:** You can mark 2 **additional stress** boxes before taking a trauma.
- ◆ **SURVIVOR:** You can take +1 **trauma** before dying.
- ◆ **VETERAN:** Take a **special ability** from another source.



INSIGHT

◆	◆	◆	◆	GRIT
◆	◆	◆	◆	RESEARCH
◆	◆	◆	◆	SCOUT
◆	◆	◆	◆	RIG

PROWESS

◆	◆	◆	◆	WRECK
◆	◆	◆	◆	SKIRMISH
◆	◆	◆	◆	SHOOT
◆	◆	◆	◆	MANEUVER

RESOLVE

◆	◆	◆	◆	CONSORT
◆	◆	◆	◆	DISCIPLINE
◆	◆	◆	◆	MARSHAL
◆	◆	◆	◆	SWAY

SPECIALIST

◆	◆	◆	◆	AIM
◆	◆	◆	◆	ANCHOR
◆	◆	◆	◆	CHANNELS
◆	◆	◆	◆	DOCTOR
◆	◆	◆	◆	SCROUNGE
◆	◆	◆	◆	WEAVE

LOAD

CHOOSE LIGHT/NORMAL/HEAVY, +2 UTILITY. **Bold** (aka *fine*) items are +1 *quality*.

□ LIGHT

Quieter/faster. All items below.

- **Armor**
- **Memento of Home**
- **Hand Weapon** —OR—
- **Large Weapon**

□ NORMAL

All Light items and ...

- **Shield**
- +1 **Utility Mark** below.
- **Fine Kit.** *Pick one: Medic, Climbing, Cooking, Repair, Soldier's, or Wrecking.*

□ HEAVY

Slower. All Normal items and...

- +1 **Utility Mark** below.
- **Heavy Armor** *Replaces Armor.*

UTILITY. Choose 2 **load** below.

□ Musket	□ Ammo ○ ○ ○ ○ ○	□ Supplies ○ ○ ○ ○ ○	□ □ _____
□ Pistol	□ Winter Clothing	□ Medic Kit ○ ○ ○	□ □ _____
□ □ Black Shot ○ ○ ○	□ Lantern ○ ○ ○ ○	□ Soldier's Kit	□ □ Reliquary ○ ○ ○

ACTIONS

- ◆ **CONSORT** with connections from your heritage, background, friends, or rivals to gain access to resources, information, people, or places.
- ◆ **DISCIPLINE** a fellow soldier; command obedience with your force of personality; intimidate or threaten.
- ◆ **MANEUVER** into position and traverse obstacles; climb, swim, run, jump, and tumble; handle a pack animal; ride a mount.
- ◆ **MARSHAL** a squad or larger group to action; command attention amidst chaos; lift morale in the field; stretch resources.
- ◆ **RESEARCH** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding.
- ◆ **SCOUT** a location or situation to gather information; sense trouble before it happens; move unseen; detect weaknesses or exploits if there are any.
- ◆ **SPECIALIST:** Rookies have no Specialist Action but gain one when they advance.
- ◆ **SHOOT** a target with precision from a distance; find a perch with clear lines of fire; make trick shots; repair and maintain firearms.
- ◆ **SKIRMISH** with an opponent in close combat; assault or hold a position; brawl and wrestle.
- ◆ **SWAY** someone with charm, logic, deception, disguise, or bluff; change attitudes or behavior with manipulation or seduction.
- ◆ **RIG** together mechanical solutions; disable, repair, or create mechanisms; disable a trap, pick a lock; build fortifications; repair siege weapons.
- ◆ **WRECK** a place, item, or obstacle with savage force or careful sabotage; distract and sow chaos; breach defenses with force; use, throw or plant explosives or alchemicals; use siege weapons.

SPECIALIST ACTION

As a Rookie you don't get a **specialist action** of your own. You will get one when you advance and become a soldier or specialist in your own right. If you take the time to fully upgrade your specialist clock and gain a specialist skill, switch to the playbook of the specialist type whose skill you studied (count it as a Specialize advance from your playbook).

ROOKIE ADVANCEMENT

- ◆ *Every time you roll a desperate action, mark xp in that action's attribute.*

At the end of each mission mark **1 xp** (playbook or attribute)...

- ◆ *If you survived the mission.*
- ◆ *If you helped your squad by staying out of the way and surviving despite odds.*
- ◆ *If you brought into play your heritage or traumas (2 xp if you did both).*
- ◆ *Per highest Threat of opponent faced.*

BAND OF BLADES

PLAYTEST VERSION 1.0 BETA

PLAYBOOK: ROOKIE

NAME:

You are one of the few surviving soldiers in the Legion — a famous band of sell-swords. You and your Chosen are all that stands between the Cinder King's undead armies and the destruction of the Kingdoms of the East. The war has lasted three years, and the dead do not grow weary.

To create your **Legionnaire** do the following:

- ◆ **PICK A STARTING ABILITY.** Any will do, but if you're stumped, choose the first.
- ◆ **PICK A HERITAGE.** Choose a **NAME**, two **TRAITS**, and detail it (*ex: old farming family*).
- ◆ **ASSIGN 4 MORE ACTION POINTS.** Pick in Prowess/Insight/Resolve. Max starting rating is 2.
- ◆ **REPORT FOR DUTY.**

HERITAGE NAMES

BARTAN (HUGE, FRIENDLY, STOIC, VICIOUS)

NAMES: Ajai, Arun, Garub, Harish, Jal, Karva; Barni, Cheru, Malendhra, Neen, Vardha

FAMILY NAMES: Aakari, Beih, Dravu, Gupt, Katu, Ogral, Parvayar, Vishakarba, Yadab.

ORITE (NOBLE, CONNECTED, VENGEFUL, STERN)

NAMES: Albra, Hadclio, Eucho, Syanus, Tyrius; Canonica, Favia, Myrtia, Phaera, Virdria.

TITLES: Equite, Marquess, Landgrave, Yunker, Chevalier, Cadret.

PANYAR (COLD, QUICK, SHREWD, STRANGE)

FIRST NAME: Blue, Gray, Verdant, Red, Indigo.

SECOND NAME: Echoing, Rising, Shifting, Striking, Vexing.

THIRD NAME: Forest, Wave, Gale, Iron, Pyre.

ZEMYATI (TOUGH, BOLD, LOYAL, STUBBORN)

FIRST NAMES: Alexneyev, Boryev, Fyodimir, Vikei, Vlasis, Zheni; Ananika, Domiinnika, Elelya, Irinov, Natana, Kariya.

PATRONYMS: -ovich, -evich, -ich; -yevna, -ovna or -ichna.

ROOKIE

NAME _____

NOTES:

STRESS

□ □ □ □ □ □ □ □ □ □

TRAUMA

◆ ◆ ◆ ◆

TRAUMA: COLD—HAUNTED—OBSESSED—PARANOID—RECKLESS—SOFT—UNSTABLE—VICIOUS

CORRUPTION

□ □ □ □ □ □

BLIGHT

◆ ◆ ◆ ◆

HARM

4	DEATH
	□ □ □ NEED HELP
3	□ □ -1D
2	□ LESS EFFECT
1	

ARMOR ○

HEAVY ○

SHIELD ○

SPECIAL ○

USES ○ ○ ○ ○

USES ○ ○ ○ ○

HERITAGE

DETAIL: _____

BARTAN TRAITS

- ◆ **FRIENDLY:** +1 sway (max 2).
- ◆ **PIOUS:** Always equip a Reliquary.
- ◆ **STOIC:** +1d to **proWESS** resist.
- ◆ **VICIOUS:** gain **vicious** trauma condition.

ORITE TRAITS

- ◆ **NOBLE:** Boost 1 **campaign** action for you.
- ◆ **CONNECTED:** +1 **consort** (max 3).
- ◆ **VENGEFUL:** potency when harm penalized.
- ◆ **STERN:** +1 **discipline** (max 2).

PANYAR TRAITS

- ◆ **COLD:** gain **cold** trauma condition.
- ◆ **QUICK:** fast and quiet in **normal** load.
- ◆ **SHREWD:** +1d to **insight** resist.
- ◆ **STRANGE:** +2d to resist corruption.

ZEMYATI TRAITS

- ◆ **TOUGH:** ignore lvl 1 harm penalties.
- ◆ **BOLD:** +1d to resist on **desperate** actions.
- ◆ **LOYAL:** +1d in group actions.
- ◆ **STUBBORN:** +1d to **resolve** resist.

SPECIAL ABILITIES

- ◆ **DEVIL'S OWN LUCK:** You gain +1d to all **resistance** rolls. This ability cannot be taken as a Veteran advance.
- ◆ **EVERY INCH A ...:** You start with 2 additional **Heritage** traits. If taken as a Veteran advance, this must be taken as your first ability.
- ◆ **HARD KNOCKS:** Mark 2 **xp** (any category) at the end of any mission where you took **level 2 harm** or higher.
- ◆ **JUST A KID:** When someone suffers **harm** when **protecting** you they may mark an **xp**. When you **promote** choose a second special ability from your new **playbook** to replace this one. This ability cannot be taken as a Veteran advance.
- ◆ **GOTTA MAKE IT OUT ALIVE:** You can take 1 additional **trauma** before dying. When you **promote** replace this ability with a level of **Survivor**. This ability cannot be taken as a Veteran advance.
- ◆ **HOME COOKING:** If a mission takes multiple days, use your **Fresh Food**. Say what you cook. Everyone in the squad that partakes clears 1 **stress**. This ability cannot be taken as a Veteran advance.
- ◆ **JACK OF ALL TRADES:** You gain 2 additional action dots to place in skill you have 0 in at the start. This ability cannot be taken as a Veteran advance.
- ◆ **NOT A ROOKIE ANYMORE:** You may not take this as your **starting** ability. You are **promoted!** You become a **Soldier**. Gain one special ability and 1 rank of your specialist action. You must **specialize** as your **first** **playbook** advance. This ability cannot be taken as a Veteran advance.

LOAD

CHOOSE LIGHT/NORMAL/HEAVY, +2 UTILITY. **Bold** (aka *fine*) items are +1 *quality*.

□ LIGHT

Quieter/faster. All items below.

- Naive Hope
- Memento of Home
- Soldier's Kit
- Musket
- Ammo ○ ○ ○ ○ ○

□ NORMAL

All Light items and ...

- Family Weapon
- Tents & Camping Gear
- OR—
- Cooking Kit
- Fresh Food ○

□ HEAVY

Slower. All Normal items and...

- Armor
- Shield

UTILITY. Choose 2 **load** below.

- Armor
- Shield
- Supplies ○ ○ ○ ○ ○
- Hand Weapon
- Winter Clothing
- Medic Kit ○ ○ ○
- Black Shot ○ ○ ○
- Lantern ○ ○ ○ ○
- Climbing Kit
- Reliquary ○ ○ ○

INSIGHT

◆	◆	◆	◆	—
◆	◆	◆	◆	RESEARCH
◆	◆	◆	◆	SCOUT
◆	◆	◆	◆	RIG

PROWESS

◆	◆	◆	◆	WRECK
◆	◆	◆	◆	SKIRMISH
◆	◆	◆	◆	SHOOT
◆	◆	◆	◆	MANEUVER

RESOLVE

◆	◆	◆	◆	CONSORT
◆	◆	◆	◆	DISCIPLINE
◆	◆	◆	◆	MARSHAL
◆	◆	◆	◆	SWAY

SPECIALIST

◆	◆	◆	◆	AIM
◆	◆	◆	◆	ANCHOR
◆	◆	◆	◆	CHANNELS
◆	◆	◆	◆	DOCTOR
◆	◆	◆	◆	GRIT
◆	◆	◆	◆	SCROUNGE
◆	◆	◆	◆	WEAVE

ACTION ROLL

• 1d per ACTION dot

+ Take +1d if you
PUSH YOURSELF
(you take 2 stress)
— OR —
+1d if you accept a
DEVIL'S BARGAIN

Note: You cannot both push yourself and accept a devil's bargain.

Risky actions are the staple position of Band of Blades. If no position is decalred, assume the roll to be risky.

Each time you roll a desperate action, mark a tick of xp for that attribute.

CONTROLLED

You act on your terms. You press a strong advantage.

CRITICAL: You do it with **increased effect**.

6: You do it.

4-5: You hesitate. Withdraw and try a different approach, or else do it with a minor consequence: a minor **complication** occurs, you have **reduced effect**, you suffer **lesser harm**, you end up in a **risky** position.

1-3: You're blocked or you falter. Press on by seizing a **risky** opportunity, or withdraw and try a different approach.

RISKY

You go head-to-head. Act under fire. Take a chance.

CRITICAL: You do it with **increased effect**.

6: You do it.

4-5: You do it but there's a consequence: You suffer **harm**, a **complication** occurs, you have **reduced effect**, you end up in a **desperate** position.

1-3: Things go badly. You suffer **harm**, a **complication** occurs, you end up in a **desperate** position, you **lose this opportunity**.

DESPERATE

You overreach. You're in serious trouble.

CRITICAL: You do it with **increased effect**.

6: You do it.

4-5: You do it but there's a consequence: You suffer **severe harm**, a **serious complication** occurs.

1-3: It's the worst outcome. You suffer **severe harm**, a **complication** occurs, you **lose this opportunity**.

BAND OF BLADES

PLAYTEST VERSION 1.0 BETA

RESISTANCE ROLLS

When resolving **action rolls** the GM sets **consequences** (one, some, or all listed) according to the situation and character position. You may attempt to **avoid** or **reduce each consequence individually with a resistance roll**.

When you roll a **critical** on a resistance roll, **clear 1 stress**.

RESISTANCE ROLL

• 1d per ATTRIBUTE

You reduce or avoid the consequence and take 6 **STRESS** minus your highest die result.

ARMOR AND SPECIAL ARMOR

Mark **armor** to reduce a **consequence**. In combat **Armor** and **Shield** provide 1 **armor** each. **Heavy Armor** provides 2 **armor**. **Special Armor** (see specialist actions and special abilities) reduces consequences in specific scenarios and situations.

GROUP ACTIONS

ASSIST

Take 1 **stress** to give another player +1d. You might also suffer **consequences** from the roll. Only one person may assist a roll.

LEAD A GROUP ACTION

Roll the action for each character participating in the **group action**. The best single roll counts as the action result, which applies to every character that rolled. Leader takes 1 **stress** for each 1-3 result rolled.

PROTECT

Face danger for a fellow Legionnaire. Step in to suffer a **consequence** in their place. You may roll to **resist** as normal, or use armor if you wish.

SET UP

Set up a character by performing your own action, with its own consequences. If you do it, team members who follow up get +1 **effect** or **improved position**.

DEATH

If you suffer **level 4+ harm** or take your last **trauma** your soldier dies. Take over an available NPC Legionnaire to play. Detail an appropriate playbook.

UTILITY GEAR

AMMO: Powder, batting, or primitive shells for loading powder guns and pistols. Spend to reload ranged weapons.

ARMOR: Mostly leather. Some chain. Will turn a knife or undead teeth. Not much help against the big ones. Provides **1 armor** against physical attacks. **Fine:** Custom. Often ornate, or dyed.

BOOKS AND SCROLLS: You bring just the right academic treatise or bit of the Legion Annals. Spend to gain **+1d** to or **+1 effect level** to **research** action rolls.

BLACK SHOT: Crafted by Alchemists, these precious bullets are carried in sawdust packed, sealed, wood-and-leather cases. A mere nick kills lesser undead. Grants **potency** against undead. Don't shake. Use sparingly.

HAND WEAPON: Sword, spear, or axe. Military one handed weapon. Not knives. You can take two if you don't use a shield. **Fine:** Blade, dueling knife, heartwood spear, sabre. Named. Exceptional quality. *What is it made of and who forged it?*

HEAVY ARMOR: Metal plates and leather. Layers. Many have embossed designs, sigils and painted crests. Not subtle or quiet. Ignores lesser harm. Will probably save your life. Provides **2 armor** against physical attacks.

HEAVY WEAPON: Halberds. Longbows. Massive axes. Mauls. **Fine:** Claymores. Warhammers. Morningstars. Too heavy for most. Well worn and familiar to you.

LANTERN & OIL: Yes soldier, some missions are at night. Can be lidded. Spend when you refill or throw oil.

MUSKET: Breech loaded (ball ammo) or primitive shells. Standard Legion issue. Accurate at 75 paces. Rookies caught without one get dressed down.

PISTOL: Single shot. Breech loaded. **Fine:** Orite revolver (5 shots). Embossed (Fancy!). Balanced for quick reloading.

RELIQUARY: Bones of ancient Chosen in vials of sacred oil. Shavings of relics. Sacred scripture. Spend to reduce **corruption** taken by 1 and **+1d** to **resist** it. **Fine:** Reduces corruption taken by 2.

SHIELD: Wood with metal reinforcement. Provides **1 armor** against physical attacks. **Fine:** Fully metal. Sweet decal.

SUPPLIES: Dry food packed for travel. Not really appetizing unless cooked. Spend to feed a Legionnaire for a day. Hope a Rookie packed a Cooking Kit.

WINTER CLOTHING: Don't freeze to death. And if you do, don't come back.

KITS

CLIMBING KIT: Grapples, pitons, rope. A must for mountains, useful in forests.

COOKING KIT: Pots, pans, grills, spices and coal you're made to carry. If a rookie doesn't have these folks will be upset.

GUN MAINTENANCE KIT: For clearing out jams and field-modifying a gun. No Sniper should be in the field without this.

MEDIC KIT: Antiseptic, slings, sutures, poultices, and gauze. Spend for **special armor** against disease and wound complications. **Fine:** Bandages, draughts, sterile compresses, and medicines.

REPAIR KIT: Hammers, files, nails, pins, planks, pulleys, rope and saws. Can jam traps, repair doors/siege devices etc.

SOLDIER'S KIT: Bedroll, flint and tinder, knife, small mirror, soap, shaving kit, trowel, whetstone, day's rations, etc. Issued identical, soldiers trade parts and customize with additional goods.

WRECKING KIT: Mallet and spikes. Prybar. Axes. Drills. Vials of acid and small Alchemical hand-charges.

SHARED GEAR

MEMENTO OF HOME: A piece of jewelry. Pressed flowers. Fine blade with a house crest. Tiny portrait. A letter or book.

COMPASES AND MAPS: Fine Bartan compases. Maps of the local area you've personally annotated.

FLARE GUN: Signaling pistol with colored smoke charges. Standard pack includes 4 shells.

LENSES: An expensive Bartan telescoping lens for viewing things at a distance.

ROOKIE GEAR

FRESH FOOD: Enough for a good meal or tasty stew. One of the few things specialists will respect you for. *What secret touch do you add to your recipe?*

FAMILY WEAPON: Not stylish, but has a history. *How did you get it?*

NAIVE HOPE: May be an asset or liability. You won't have this long either way.

TENTS & CAMPING GEAR: Lean-tos and maybe the corporal's tent. Keeps the rain off. Everyone expects you to carry these. Nobody will thank you for it.

SOLDIER GEAR

See Utility, Kits, Shared and Rookie Gear.

OFFICER GEAR

FINE ORNATE CLOAK: An outfit befitting an officer. Crested clasp. A mark of station among the troops.

LUXURY ITEM: Fine brandies. Spices. Treats. Beautiful game sets. A musical instrument. Privileges befitting rank.

BATTLEFIELD BANNER: A standard, used to coordinate troops. These banners boost to morale - unless they fall. Assign to someone and they must carry it.

HEAVY GEAR

FITTED HEAVY PLATE: Your signature armor. Recognizable at a distance. Customised. Grants **2 armor**.

TOWER SHIELD: Massive metal or wood shield. Can stop missile and melee fire and be used to protect others. **1 armor**.

MEDIC GEAR

MEDICAL SUPPLIES: Potions and draughts to remove pain, heal common ailments, give sleep, and mercy to those that cannot be saved. Chirurgy materials.

HOLY SYMBOL OF MERCY: A physical symbol of the Goddess of Mercy often worn as a brooch or necklace, or wrapped about the hand.

MARK OF THE HEALING GODDESS: Those physicians who take the Oath of Healing and Mercy (seek no harm to any person, turn away no patient, give mercy to those that cannot be saved) at a temple to Ostarra are branded with a sigil of folded wings. Such a symbol is universally recognized as a medic's mark, and villagers and strangers will provide courtesy and passage to those branded when they wouldn't otherwise.

SCOUT GEAR

CAMO GEAR: Netting, clothes, bedrolls and tents designed to blend in with terrain. Can hide a whole camp with this.

FINE BOW AND ARROWS: Panyar heartwood recurve. Whisper quiet.

BLACK ARROWS: Black shot tipped arrows. Grants **potency** against undead.

SNIPER GEAR

FINE LONG RIFLE: A marvel of Orite priest machining. Accurate at 200 paces. Not quiet. Scoped. Jacketed rounds.

ENGAGEMENTS

The Marshal assembles and rolls engagement dice.

Engagement rolls determine unit disposition at the start of a **primary mission** and the outcome of **secondary missions**. As the one sending troops into battle, it's the Marshal's duty to assemble the dice and make the engagement rolls.

BEFORE EVERY MISSION. Assemble the **engagement** roll by asking the following:

- ◆ **LEGION LOYALTY.** Are all on the mission oathsworn to the Legion? Take +1d.
- ◆ **INTEL.** Did the Commander spend 1 **intel** to give you foresight and info? Take +1d.
- ◆ **VETERAN.** Is everyone on the mission a specialist or soldier? Take +1d.
- ◆ **LEADERSHIP.** Does any soldier distrust or not fear the leadership enough to obey orders on the battlefield? Take -1d.
- ◆ **PARAMETERS.** Are required specialists or equipment not on the mission? Take -1d.

ASSAULT MISSION. On each **assault mission** also ask the following:

- ◆ **WEAPONS.** Did the Quartermaster equip the soldiers with **Black Shot**? Take +1d.
- ◆ **WOUNDS.** Is any soldier starting the mission wounded? Take -1d.

SCOUTING MISSION. On each **scouting mission** also ask the following:

- ◆ **SPEED.** Did the Quartermaster spend **horses** to equip the mission? Take +1d.
- ◆ **STEALTH.** Is any soldier starting with heavy **load**? Take -1d.

RELIGIOUS MISSION. On each **religious mission** also ask the following:

- ◆ **ARCANE.** Did the Quartermaster send **religious supplies** to ward and protect the soldiers? Take +1d.
- ◆ **CORRUPTION.** Is any soldier starting with **blight**? Take -1d.

SUPPLY MISSION. On each **supply mission** also ask the following:

- ◆ **SUPPLIES.** Did the Quartermaster spend **food** to equip the mission? Take +1d.
- ◆ **ENEMIES.** Is the current **pressure** higher than 2? Take -1d.

ENGAGEMENT ROLL OUTCOMES

- ◆ **CRITICAL. Primary Mission:** You've overcome the first obstacle and are in a **controlled** position at the next. **Secondary Mission:** You succeed at the mission, and **promote** one squadmember (see Rookie/Soldier special abilities for details).
- ◆ **6. Primary Missions:** You're in a **controlled** position when the action starts. **Secondary Mission:** You succeed at the mission, all specialists take **level 1 harm**, and you may choose to lose 2 squadmates to promote a rookie to soldier.
- ◆ **4-5. Primary Missions:** You're in a **risky** position when the action starts. **Secondary Mission:** Fail the mission **OR** you can succeed, two squadmembers die, and all specialists take **level 2 harm**.
- ◆ **1-3. Primary Mission:** You're in a **desperate** position when the action starts. **Secondary Mission:** You fail the mission, lose 3 squadmembers, and all specialists take **level 3 harm**.

BAND OF BLADES

PLAYTEST VERSION 1.0 BETA

ROLE: MARSHAL

THIS IS A REQUIRED ROLE FOR THE CAMPAIGN.

The Marshal orders soldiers into battle. Assign squads and specialists to the missions the Commander undertakes—you're responsible for making sure they have the best chance of making it back to camp. You track morale, troop experience and health. You decide who's in charge on a mission.

BEFORE PLAY. To **prepare the Legion** for the campaign do the following:

- ◆ **DESCRIBE THE MARSHAL.** Select Marshal traits from the lists below.
- ◆ **STARTING MORALE.** Set to 7.
- ◆ **FILL A SQUAD.** Ask for the *Cultures and Time Line* sheet—it has names. Name the rookies in one squad. Fill in others when you select a squad to go on a mission.
- ◆ **STARTING SPECIALISTS.** Have each player make a specialist. Note their names.
- ◆ **ADDITIONAL SPECIALISTS.** Select additional specialists until you have five. Write them on the sheet now, fill in details when they are first assigned to a mission.
- ◆ **REPORT FOR DUTY.**

MARSHAL TRAITS. Before the game select from of each of the following:

- Heritage (1):** ◇Bartan ◇Orite ◇Zemyati ◇Panyar ◇Other
- Reputation (1):** ◇Callous ◇Fearless ◇Honorable ◇Proud ◇Protective
- Traits (1-2):** ◇Bold ◇Cold ◇Cautious ◇Fierce ◇Vengeful
- Look (1-3):** ◇Grizzled ◇Scarred ◇One Eyed ◇Stylish ◇Crisp

YOUR DUTIES. During the game do the following:

- ◆ **TRACK MORALE.** It increases during **liberties** campaign action and from **mission** rewards. It decreases from mission penalties, when soldiers **die** (-1 per), or you must lose **supply** and you have none (-1 per).
- ◆ **TRACK SQUADS AND SPECIALISTS.** Hang on to the specialist sheets. Mark losses, wounds, veteran status, and missions completed. Name all squadmembers sent on-mission. Fill out the details of any specialists the Legion gains.
- ◆ **APPRAISE THE OTHER GENERALS.** Morale limits the Quartermaster's **campaign actions**. Soldier status impacts the Commander's mission choices. Work with both as they request.
- ◆ **DECIDE WHO'S IN CHARGE.** Say who's in charge. If there's an Officer on a mission, they're in charge.
- ◆ **ASSIGN WHO GOES ON MISSIONS.** Decide which specialists & squads go based on the requirements and make the appropriate **engagement rolls**. Your decisions are final. Your duty is first to the Legion and not the Commander or Quartermaster.

EMBER WOLVES

SOLDIER	NAME	WOUNDS	STRESS
□		□□□	
□		□□□	
□		□□□	
□		□□□	
□		□□□	

SHATTERED LIONS

SOLDIER	NAME	WOUNDS	STRESS
□		□□□	
□		□□□	
□		□□□	
□		□□□	
□		□□□	

GRINNING RAVENS

SOLDIER	NAME	WOUNDS	STRESS
□		□□□	
□		□□□	
□		□□□	
□		□□□	
□		□□□	

GHOST OWLS

SOLDIER	NAME	WOUNDS	STRESS
□		□□□	
□		□□□	
□		□□□	
□		□□□	
□		□□□	

STAR VIPERS

SOLDIER	NAME	WOUNDS	STRESS
□		□□□	
□		□□□	
□		□□□	
□		□□□	
□		□□□	

CLOUD HAWKS

SOLDIER	NAME	WOUNDS	STRESS
□		□□□	
□		□□□	
□		□□□	
□		□□□	
□		□□□	

MORALE

CAMPAIGN ACTIONS: After missions and time passes gain... 3-: None. 4-7: One. 8-10: Two.

Gain **MORALE** from:

- ◆ **MISSIONS.** Successful mission rewards.
- ◆ **LIBERTY.** Whenever the Quartermaster chooses the **liberty** campaign action.

Lose **MORALE** from:

- ◆ **MISSIONS.** Penalties for failure or loss.
- ◆ **No SUPPLY.** Can't pay supply (-2 per).
- ◆ **DEATH.** Whenever a soldier dies (-1 per).

DESERTION: If you lose morale and have none, soldiers desert (one per morale you can't pay). You lose rookies, then soldiers. If fewer than 2 full squads, end the game. The Legion is no more.

SPECIALISTS

HEAVY — ASSAULT AND SUPPLY MISSIONS

NAME	STRESS	WOUNDS	ABILITIES	ACTIONS
		□ □ □		
		□ □ □		
		□ □ □		

MEDIC — ASSAULT AND RELIGIOUS MISSIONS

NAME	STRESS	WOUNDS	ABILITIES	ACTIONS
		□ □ □		
		□ □ □		
		□ □ □		

SCOUT — SCOUT AND SUPPLY MISSIONS

NAME	STRESS	WOUNDS	ABILITIES	ACTIONS
		□ □ □		
		□ □ □		
		□ □ □		

SNIPER — ASSAULT AND SCOUT MISSIONS

NAME	STRESS	WOUNDS	ABILITIES	ACTIONS
		□ □ □		
		□ □ □		
		□ □ □		

OFFICER — RELIGIOUS AND SUPPLY MISSIONS

NAME	STRESS	WOUNDS	ABILITIES	ACTIONS
		□ □ □		
		□ □ □		
		□ □ □		

OTHER

NAME / TYPE	STRESS	WOUNDS	ABILITIES	ACTIONS
		□ □ □		
		□ □ □		
		□ □ □		

PRESSURE *A measure of how surrounded you are by undead*

PRESSURE: When you advance, roll **pressure** minus horses spent and add **time** below. (1-3: One. 4/5: Two. 6: Three. CRIT: Five) Then reset **pressure** to 0. Add pressure when **time passes** (after **campaign actions**), or when there is a pressure penalty for a failed mission.

TIME *How long you have to get to Skydagger, and when undead strength grows*

TIME: Add 1 tick when **time passes**, or when you advance and roll **pressure**, and when missions have a **time** penalty. Reduce the clocks when mission rewards include **time**. If you do not complete the missions at Skydagger Keep before the last clock is filled, you lose the game.



SUMMER ENDS
The South falls.



FALL DEEPENS
Panya burns.



INTEL *A measure of how much you know about undead movements and the war*

INTEL: Spend 1 **intel** to add +1d to any **engagement roll**, or to access a **special mission** in a location in addition to your mission priorities. Gain **intel** from scout mission rewards. Before you pick the primary and secondary missions, ask intel questions based on how much intel you hold (see below).

IF YOU HOLD 0+ INTEL ask one of the following questions of an upcoming mission:

- ◆ What's the highest threat we can expect?
- ◆ How much travel should we expect?
- ◆ What would be a useful item to bring?
- ◆ What are 2 approaches we could use here?
- ◆ Which squads distrust or don't fear the leadership?

IF YOU HOLD 1+ INTEL also ask one of the following questions:

- ◆ What's useful to bring on this mission?
- ◆ Who's invested in this mission?
- ◆ What's a challenge on this mission?
- ◆ Whose troops might we expect to encounter on this mission?
- ◆ What resources or benefits might we find at a specific location ahead?
- ◆ What might be a weakness of an elite we have encountered?
- ◆ What might be a craving or instinct of an elite we have encountered?

IF YOU HOLD 2+ INTEL also ask one of the following questions:

- ◆ Which Infamous or Lieutenant might we face on this mission if any?
- ◆ What's the main weakness of the undead position on this mission?
- ◆ Is this related to a previous mission? How?
- ◆ How does our Chosen feel about this mission?
- ◆ Which way are the Broken moving?
- ◆ What news of the Cinder King?
- ◆ What challenges or problems are inherent in a specific location ahead?

IF YOU HOLD 3+ INTEL also ask one of the following questions:

- ◆ What is the weakness of a lieutenant we've encountered previously?
- ◆ What is a craving or instinct of a lieutenant we've encountered previously?
- ◆ What is a specific Broken researching?
- ◆ What are special missions we may have heard of at a location up ahead?

BAND OF BLADES

PLAYTEST VERSION 1.0 BETA

ROLE: COMMANDER

THIS IS A REQUIRED ROLE FOR THE CAMPAIGN.

The Commaander is the Legion's purpose and direction personified. Choose the Legion's path. Pick mission focus and emphasis. The Legion cannot spare many soldiers, so prioritize missions you need, and accept the penalties when you cannot.

BEFORE PLAY. To prepare the Legion for the campaign do the following:

- ◆ **DESCRIBE THE COMMANDER.** Select Commander traits from the lists below.
- ◆ **STARTING TIME & PRESSURE.** Set **pressure** to 1 and **time** to 3-ticks respectively.
- ◆ **STARTING POSITION.** The legion starts retreating towards the western front. Note where you will end up after the first mission..
- ◆ **STARTING INTEL.** Set **intel** to 0. Read the 0 intel questions and be ready to ask one before the start of the first mission.
- ◆ **REPORT FOR DUTY.**

COMMANDER TRAITS. Before the game select from of each of the following:

Heritage (1): ◇Bartan ◇Orite ◇Zemyati ◇Panyar ◇Other
Reputation (1): ◇Fierce ◇Fearless ◇Unstoppable ◇Proud ◇Ambitious
Traits (1-2): ◇Bold ◇Cold ◇Calculating ◇Stoic ◇Prideful
Look (1-3): ◇Fit ◇Graceful ◇Fresh-faced ◇Scarred ◇Grizzled

YOUR DUTIES. During the game do the following:

- ◆ **TRACK TIME AND PRESSURE.** Increase **pressure** when **time passes**. Pressure resets to 0 when you advance. Increase **time** by 1 when **time passes**. When you advance, roll **pressure** and add the appropriate number of **time** ticks to the Time clocks based on the roll. (1-3: One. 4/5: Two. 6: Three. CRIT: Five)
- ◆ **TRACK LOCATION AND MOVEMENT.** Decide when the Legion advances. Behind are only undead—never backtrack. Mark Legion position and route on your map.
- ◆ **TRACK AND SPEND INTEL.** Intel comes from mission rewards. Spend intel to add +1d to any mission **engagement roll** or gain access to a special mission at a location. Holding intel lets you ask better questions about missions and the area.
- ◆ **PICK MISSIONS.** Decide what missions you're looking for (assault, scout, religious or supply) and tell the GM. The GM will tell you what's available (usually 3). Pick two missions to perform (you automatically fail the last). Designate one of the missions 'priority', to be played out by the table. The other is secondary.
- ◆ **APPRISE THE OTHER GENERALS.** Work with the Marshal and Quartermaster to select missions and appropriate priorities. The fate of the Legion, however, is in your hands. Your decisions are final. Do not fail your troops. Good luck.

MISSIONS

Choose one to prioritize each time. Bold means more likely.

✕ ASSAULT

Raids. Ambushes. Attacks.

REWARDS:

- ◆ Morale
- ◆ Supply
- ◆ Time

FAILURE COST:

- ◆ Pressure
- ◆ Supply
- ◆ Time

👤 SCOUT

Infiltrations. Patrols. Surveys.

REWARDS:

- ◆ Intel
- ◆ Asset
- ◆ Troops

FAILURE COST:

- ◆ Pressure
- ◆ Troop Loss
- ◆ Time

☼ RELIGIOUS

Pilgrimages. Rituals.

REWARDS:

- ◆ Fine Assets
- ◆ Time
- ◆ Specialist

FAILURE COST:

- ◆ Pressure
- ◆ Troop Loss
- ◆ Morale

👛 SUPPLY

Scrounging. Mercenary work.

REWARDS:

- ◆ Supply
- ◆ Assets

FAILURE COST:

- ◆ Morale
- ◆ Supply

LOCATIONS

Location name, notes and mission availability.

WESTERN FRONT

Small camp. Broken soldiers. Many undead.



PLAINSWORTH

Once prosperous plains town, protected by an ancient wall.



LONG ROAD

Ancient wards. Exposed. Too long. Few supplies.



BARRAK MINES

Rich mine for Blackshot supplies.



GALLOWES PASS

Narrow mountain pilgrimate route.



SUNSTRIDER CAMP

Plains camp used by many. Refugees.



DURESH FOREST

Beasts. Hunters. Hard to navigate.



TALGON FOREST

Forest heart holy to the Horned god.



WESTLAKE

Walled city. Suspicious. Corrupt. Pride and Politics.



EASTLAKE

Rich city. Very religious. Very proud.



FORT CALISCO

A besieged military outpost at the base of the mountains.



THE MAW

Ancient, haunted, underground passage.



THE HIGH ROAD

Old pilgrimage route. Easy to be ambushed.



SKYDAGGER KEEP

Controls the pass. Your mission is to hold it until snows stop undead advance.



CAMPAIGN ACTIONS

After missions, perform **campaign actions** based on **morale** (ask the Marshal). Take additional campaign actions by expending **supply** one-for-one. Spend a **supply** to boost an action in addition to any other costs. You can do each action once per cycle (except **acquire assets** and **long-term projects**).

REST AND RECUPERATION

Take time to let soldiers tend wounds and rest. Each Legionnaire marks a tick in any wound row. If a row's healing ticks are full, erase the wounds in that row. If you wound a **Mercy**, one specialist gains an extra healing tick. At the end, heal any Mercies wounded before this recuperation action.

BOOST: Every Legionnaire gains a second healing tick.

LIBERTY

Some Legionnaires are given leave of their responsibilities for a few days, and often good food and drink is provided to the soldiers. During this time, Legionnaires at Liberty can party, fraternize, or relax as they see fit. Each specialist clears up to **3 stress**. Increase Legion **morale** by 2.

BOOST: Legionnaires clear all **stress**. Increase Legion **morale** by 4 (total).

ACQUIRE ASSETS

Beg, borrow, or steal an **asset** you need. Roll the location's **assets** rating. The result indicates the quality of the asset (1-3: Poor. 4/5: Standard. 6: Fine. **CRIT:** Exceptional). Laborers, Siege Weapons and Alchemical concoctions are Fine quality minimum. Alchemists and Mercies are Exceptional.

BOOST: Upgrade result by one level. You may spend multiple **supply**.

RECRUIT

The war has left soldiers crawling home, and mercenaries guarding villages and roads—or worse raiding them. Send folks out to recruit and convince them to throw in with you. Gain up to five rookies for the Marshall to replenish the rosters with.

BOOST: Two of those rookies are soldiers instead.

LONG-TERM PROJECT

Work on a long-term project, if you have the means. Pick a specialist to lead the project. They roll an action and mark segments on the **project clock** based on the result. (1-3: One. 4/5: Two. 6: Three. **CRIT:** Five). You can do this **campaign action** multiple times, but only if working on a different project each time.

BOOST: Upgrade result by one level. You may spend multiple **supply**.

BAND OF BLADES

PLAYTEST VERSION 1.0 BETA

ROLE: QUARTERMASTER

THIS IS A REQUIRED ROLE FOR THE CAMPAIGN.

The Quartermaster commands non-combat personnel, and holds keys to all Legion supplies and weapons. Decide what to equip squads with to prepare for the missions ahead. Declare campaign actions between missions to resupply troops, prepare nasty surprises, and acquire much needed supplies for the march.

BEFORE PLAY. To prepare the Legion for the campaign do the following:

- ◆ **DESCRIBE THE QUARTERMASTER.** Select traits from the lists below.
- ◆ **STARTING SUPPLY.** You start with **2 supply**.
- ◆ **NON-LEGION PERSONNEL.** Start with a mercy **or** an alchemist.
- ◆ **STARTING MATERIEL.** Mark one Food box. Pick 5 additional boxes (some have charges like Horses, while others are one-for-one like Supply Carts or Laborers).
- ◆ **REPORT FOR DUTY.**

QUARTERMASTER TRAITS. Before the game select from of each of the following:

- Heritage (1):** ♦Bartan ♦Orite ♦Zemyati ♦Panyar ♦Other
Reputation (1): ♦Precise ♦Greedy ♦Calculating ♦Miserly ♦Cautious
Traits (1-2): ♦Clever ♦Kind ♦Resourceful ♦Miserly ♦Haughty
Look (1-3): ♦Stylish ♦Opulent ♦Colorful ♦Scarred ♦Grizzled

YOUR DUTIES. During the game do the following:

- ◆ **TRACK AND SPEND SUPPLY.** You gain **supply** from Supply mission rewards. You can spend **supply** to perform an additional **campaign actions**, or improve a campaign action. When the commander advances the Legion, lose any **supply** you can't take with you (maximum **2 supply**, plus **2 per cart**).
- ◆ **PERFORM CAMPAIGN ACTIONS.** After each mission you may perform a number of campaign actions according to troop **morale** (speak to the Marshal). You can perform additional actions by expending **supply** one-for-one.
- ◆ **TRACK AND USE MATERIEL AND NON-LEGION PERSONEL.** Manage Black Shot, food stores, horses, and religious supplies. Expend materiel to make missions more successful. Decide when to use which of these resources to give the legion the best results. Track Mercy and Alchemist statuses (wounds and corruption).
- ◆ **APPRISE COMMANDER AND MARSHAL.** What resources you have determines what missions the Legion should undertake. Work with the other generals to make good decisions. Use your materiel to aid the troops as you see fit. Your call is final.

MATERIEL DETAILS

- ◆ **BLACK SHOT:** A rare metal transmuted to become anathema to undead.

Mechanics: You may spend 1 **Black Shot** (circle, not square) to add +1d to an Assault mission **engagement roll**. When you do, all specialists on the mission equip Black Shot for free.

- ◆ **FOOD STORES:** An army moves on its stomach. Grains, cured meats etc.

Mechanics: You must consume 1 **food** (circle) when **time passes**. If you can't lose 2 **morale**. Spend 1 **food** to add +1d to a Supply mission **engagement roll**. When you do, all specialists on the mission equip Supplies for free.

- ◆ **HORSES:** Used to outfit scouts, pull supplies, etc. Critical to logistics.

Mechanics: Spend **horses** (1 circle) to add +1d to a Scout mission **engagement roll** or reduce **pressure** by 1 when **advancing** (may spend multiple horses when advancing).

- ◆ **SUPPLY CARTS:** Logistics carts enable the Legion to carry more supplies and food stores and still push forward at the same speed.

Mechanics: Adds 2 to your maximum **supply** and extends each **food store** by one per cart (max 6).

- ◆ **RELIGIOUS SUPPLIES:** Bones of saints, pages of holy books and other mystic supplies used to help fight the undead.

Mechanics: Spend 1 **religious supply** (circle) to add +1d to a Religious mission **engagement roll**. When you do, all specialists on the mission equip a Reliquary for free.

- ◆ **SIEGE WEAPONS:** Balista, catapult, trebuchet, or cannon. Used to assault fortified positions or powerful undead.

Mechanics: Used on some special missions. Can reduce Threat or **scale** of enemies when deployed. Increases final score.

NON-LEGION PERSONNEL DETAILS

- ◆ **ALCHEMIST:** Bound to the Maker or Builder, Alchemists are scientists able to transmute materials. With a god Broken, Alchemy now corrupts.

Mechanics: Alchemists can make alchemicals and cure mystic diseases. The GM says if this is an **acquire asset** or an alchemical **long-term project** (done in addition to other actions). Roll dice equal to Alchemists for effect. Then roll Alchemist dice for corruption (1-3: 3. 4/5: 2. 6: 1. **CRIT:** 0). Distribute corruption among Alchemist clocks. When full, the Alchemist is blighted and ended. Dangerous projects may add +1 or +2 **corruption** per roll.

- ◆ **LABORERS:** A catch-all category for blacksmiths, engineers, carpenters and the like that travel with and function alongside the Legionnaires.

Mechanics: Each unit of **laborers** puts 1 tick on any appropriate **long-term project** during **campaign actions**. Increases final score.

- ◆ **MERCY:** Bound to the goddess Ostarra, these unsettling mendicants can take the injuries of others onto themselves.

Mechanics: When taking the rest and recuperation campaign action, you may wound an unwounded mercy to give one specialist an extra healing tick.

SUPPLY *A measure of the legions spare gear, liquid funds and trade goods.*



SUPPLY: Gain from mission rewards. Lose from mission penalties. If you lose **supply** and have none lose 2 **morale** instead. Spend **supply** to **boost** campaign actions, and to take additional **campaign actions**. You can keep a max of 2 **supply** +2 per **supply cart** (see materiel below) when advancing.

NON-LEGION PERSONNEL

☐ **MERCY** **WOUNDED?** ☐

☐ **ALCHEMIST** **CORRUPTION**



☐ **MERCY** **WOUNDED?** ☐

☐ **ALCHEMIST** **CORRUPTION**



☐ **MERCY** **WOUNDED?** ☐

☐ **ALCHEMIST** **CORRUPTION**



MATERIEL

☐ **FOOD STORES** ○ ○ ○ ○ ○ ○ ○

☐ **FOOD STORES** ○ ○ ○ ○ ○ ○ ○

☐ **FOOD STORES** ○ ○ ○ ○ ○ ○ ○

You must spend 1 food when time passes or lose 2 morale. Carry up to 6 food per food store with supply carts.

☐ **HORSES** ○ ○ ○

☐ **HORSES** ○ ○ ○

☐ **HORSES** ○ ○ ○

☐ **RELIGIOUS SUPPLIES** ○ ○ ○

☐ **LABORERS** □ □ □

☐ ○ ○ ○

☐ ○ ○ ○

☐ ○ ○ ○

☐ **BLACK SHOT** ○ ○ ○

☐ **BLACK SHOT** ○ ○ ○

☐ **BLACK SHOT** ○ ○ ○

☐ **RELIGIOUS SUPPLIES** ○ ○ ○

☐ **SIEGE WEAPONS** □ □ □

☐ ○ ○ ○

☐ ○ ○ ○

☐ ○ ○ ○

LONG-TERM ASSIGNMENTS

During **campaign actions**, spies may be given **long term assignments**. Only 1 spy may be sent on each assignment. Roll 1d for trained spies (2d for masters). Advance according to results. **1-3: 1 tick**, and the spy is **wounded**. **4-5: 2 ticks**. **6: 3 ticks**. **CRIT: 5 ticks**. A wounded spy that is wounded again, dies.

AUGUMENT MISSION

Use contacts to bolster the Commander's mission selection.

COMPLETE: Next GM mission generation, tell them to add +1 to the **rewards** and **mission penalty** rolls on 1 mission of the Commander's Focus type. That type *must* appear once.



RESEARCH

Undercover spies research an area for high reward missions.

COMPLETE: Learn all the special missions in a location, and if the Commander spends an **intel** to acquire one, you may pick which to do. If you move past the location, reset the clock.



RECRUIT

Spies lead dangerous lives. Sometimes you have to recruit more.

COMPLETE: If you've lost a spy, add one to the roster. You can only have 2 spies at a time, or 3 if you have "Acquisition" in your **spy network**.



EXPAND NETWORK

Take the time to build contacts, informants and local resources in the area.

COMPLETE: Choose a new spy network advancement connected to any piece of the network you have.



LAY TRAP

Sometimes you must take the fight to an enemy. Goading an enemy using a known weakness or desire.

COMPLETE: The next mission list will include an **assault mission** to attack a specific Lieutenant or Infamous.



BAND OF BLADES

PLAYTEST VERSION 1.0 BETA

ROLE: SPYMASTER

THIS IS AN OPTIONAL ROLE FOR THE CAMPAIGN.

The official title of the spymaster is "The Master of Whispers". Your job is to find and train the right people to solve problems a hundred men are not suited to. The colorful people you truck with have dozens of stories and tall tales told about each of them.

BEFORE PLAY. To prepare the Spymaster for the campaign do the following:

- ◆ **DESCRIBE THE SPYMASTER.** Select Spymaster traits from the lists below.
- ◆ **STARTING SPIES.** Start with 2 spies. Choose 2 and mark the *Trained* box. These spies are available for assignments. Mark the *Master* box for one. They will roll 2d when trying to accomplish an assignment rather than just 1d.
- ◆ **REPORT FOR DUTY.**

SPYMASTER TRAITS. Before the game select from of each of the following:

Heritage (1): ◇Bartan ◇Orite ◇Zemyati ◇Panyar ◇Other
Reputation (1): ◇Aloof ◇Deadly ◇Dangerous ◇Cold ◇Shrewd
Traits (1-2): ◇Cold ◇Quiet ◇Calculating ◇Smug ◇Gracious
Look (1-3): ◇Comely ◇Colorful ◇Nondescript ◇Scarred ◇Grizzled

YOUR DUTIES. During the game do the following:

- ◆ **DISPATCH SPIES.** Dispatch spies on assignments during **campaign actions**. **Simple assignments** complete immediately (though **interrogation** takes place right before missions). **Long-term assignments** take time to finish, and different spies may take turns working on them. Grow your network to maximize effectiveness, but remember your true enemies are the Broken.

SIMPLE ASSIGNMENTS

During **campaign actions** spies can be given **simple assignments**. Spies on simple assignment cannot undertake **long-term assignments** (back).

- ◆ **RECOVER.** The spy heals and recuperates. Remove their **wounded** condition.
- ◆ **INTERROGATE.** Ask the Commander for the **intel questions** list. Your spy is sent on a mission and can answer one question from any list (regardless of the Commanders intel total) whenever missions are presented by the GM.
- ◆ **BLACKMAIL.** Spy bribes or threatens as needed. Add +1d to an **acquire assets** roll.
- ◆ **HELP.** Spy facilitates or networks as needed. Add +1d to a **long-term project** roll.

SPY NETWORK

◆ ◆ TRAINING

One of your **Trained** spies becomes a **Master** spy. This may be taken twice.

◆ INVESTMENTS

Spies roll +1d on **EXPAND NETWORK** assignments.

◆ ACQUISITION

Gain another spy. Mark their **Trained** box.

◆ ANALYSTS

Spies roll +1d on **Research** assignments.

◆ SPY NETWORK

You are able to train, support and utilize spies. You start with 2 spies. One **Trained** and one **Master** spy.

◆ FIELD ASSESSMENT

You may ask 1 additional question when you **INTERROGATE**.

◆ ENTRAPMENT

Spies roll +1d on **LAY TRAP** missions.

◆ RANGERS

AUGMENTED Scout missions give +1 intel beyond the usual rewards.

◆ SOURCES

You have loyal contacts & informants everywhere. Spies roll +1d on **AUGUMENT MISSION** assignments.

◆ MERCENARIES

AUGUMENTED Assault missions give +1 morale beyond the usual rewards.

◆ MERCHANTS

AUGUMENTED Supply missions give +1 supply beyond the usual rewards.

◆ HOLY ORDERS

AUGUMENTED Religious missions give +1 asset beyond the usual rewards.

SPIES



ANTOINETTE: Denied nobility by birth, this Orite seamstress found a better calling in life. She's broken countless hearts, poisoned nobles and warriors both, and has yet to fail a mission.

SPECIALTY: Antoinette always starts as a **master** spy.

☐ TRAINED ☒ MASTER ☐ WOUNDED ☐



ONYETIN: This friendly bear of a man is also one of the deadliest assassins in the Kingdoms. He knows exactly how to spot or uncover hidden targets and caches.

SPECIALTY: Onyetin rolls +1d on **AUGUMENT MISSION** assignments.

☐ TRAINED ☐ MASTER ☐ WOUNDED ☐



IGRID: An Aldermark local, Igrid blends in with all the settlements nearby. She travels the area freely taking note of news and rumors.

SPECIALTY: Whenever Igrid **INTERROGATES** you may ask 1 additional intel question.

☐ TRAINED ☐ MASTER ☐ WOUNDED ☐



CRIMSON VEXING GALE: Little is known about this Panyar, except that their eyes reflect silver beneath a hood. They come and go as they please. Many rumors surround their past.

SPECIALTY: Does not **wound** on any mission.

☐ TRAINED ☐ MASTER



LIYA: This Bartan bears none of the usual jewelry signifying kinship and prefers deep cover and long-term solo missions. She's also a master duelist and a known Weaponmaster.

SPECIALTY: Liya rolls +1d on **RESEARCH** assignments.

☐ TRAINED ☐ MASTER ☐ WOUNDED ☐



BORTIS: A grizzled Zemyati, Bortis is an asset on and off the field. Rumor is that if he lives, he'll become the next spymaster.

SPECIALTY: When Bortis rolls on **EXPAND NETWORK** assignments he generates +1 **segment** on his rolls.

☐ TRAINED ☐ MASTER ☐ WOUNDED ☐

FURTHER ANNALS

When all Tales are told, and five more names enter your Annals you may tell any tale—but each can only be told once until all types of tales are told once again.

BAND OF BLADES

PLAYTEST VERSION 1.0 BETA

ROLE: LOREKEEPER

THIS IS AN OPTIONAL ROLE FOR THE CAMPAIGN.

The Legionnaires look to the Lorekeeper to remind them of trials and tribulations survived, and connect them with heroes of the past. Confer with the other Generals so they make decisions consistent with the Legion's values. You're entrusted with recording events and remembering the dead within the Annals of the Fallen.

BEFORE PLAY. To prepare the Legion for the campaign do the following:

- ◆ **DESCRIBE THE LOREKEEPER.** Select Lorekeeper traits from the lists below.
- ◆ **REMEMBER THE BATTLE OF ETENMARK FIELDS.** Tell us the tale of the battle where the Legion's offensive was shattered. *What mistake did the Legion make? Which Broken did you face? What did you see? Who saved you? What did you learn?*
- ◆ **REINFORCE THE VALUES OF THE LEGION.** Claim the Skydagger Sheet. Strike one option (circle) from each of the three morale categories for the Back at Camp lists.
- ◆ **FINAL SCORING.** If the Annals and Histories get to Skydagger keep, earn 10 points.
- ◆ **REPORT FOR DUTY.**

LOREKEEPER TRAITS. Before the game select from of each of the following:

- Heritage (1):** ◇ Bartan ◇ Orite ◇ Zemyati ◇ Panyar ◇ Other
Reputation (1): ◇ Wise ◇ Friendly ◇ Inquisitive ◇ Dedicated ◇ Famous
Traits (1-2): ◇ Warm ◇ Clever ◇ Eloquent ◇ Young ◇ Curious
Look (1-3): ◇ Soft ◇ Maimed ◇ One Eyed ◇ Scarred ◇ Grizzled

YOUR DUTIES. During the game do the following:

- ◆ **TRACK THE DEAD.** Note every Legionnaire that dies. The book weighs heavy, but while there is still a Legion, you have a sacred duty to remember all sacrifices.
- ◆ **TELL THE TALES OF THE LEGION.** When 5 new names are added to your Annals, tell a **Tale of the Legion**. Answer all questions the tale asks in your story, then choose one benefit to the troops. Tell the five tales in order at first.
- ◆ **KEEP THE HISTORIES.** Note missions, who is sent, and outcomes. If there is any question what happened, your duty is to recall it for others. Keep these books safe.
- ◆ **BACK AT CAMP.** Normally chosen by the GM, this duty becomes the Lorekeeper's if present. Consult with the Marshal on the morale before making your selection. If a decision needs to be made about the camp or its rules, you will make them.
- ◆ **APPRISE THE OTHER GENERALS.** Work with the Marshal and Quartermaster to tell tales that get the legion to their goal.

ANNALS OF THE LEGIONS

When a soldier falls, note their name. When five are entered into the Annals, the next time there are **campaign actions** take a moment to tell everyone a tale and choose the effect it has on the Legion.

○ TELL A TALE OF THE LEGION'S FOUNDING

Let me tell you a Tale of the Legion's founding by the Seventh Emperor, as recorded 427 years ago in the first Annals...

- ◆ Who was the first Commander / Legionnaire / Lorekeeper?
- ◆ How (or for what) is that person remembered?
- ◆ What dangerous threat was the Legion formed to face?

CHOOSE 1 EFFECT ON THE LEGION:

- ◆ **The soldiers learn a lesson.** All specialists may place 1xp in any category.
- ◆ **The Legion seeks glory of yesteryear.** Next set of missions will include a **special mission**.
- ◆ **The histories raise morale.** The Legion gains +2 morale.

○ TELL A TALE OF THE LEGION'S INDEPENDENCE

After the Old Empire fell, the Legion became sell-swords that hired out to causes they believed in. This is a tale of...

- ◆ Where is the Legion's original charter stored?
- ◆ What unusual restriction(s) are placed on Legionnaires?
- ◆ What cause has the Legion taken up previously?

CHOOSE 1 EFFECT ON THE LEGION:

- ◆ **Soldiers shrug off wounds.** All specialists may mark 1 free healing tick.
- ◆ **The Legion purifies hearts and minds.** All soldiers reduce **corruption** by 2.
- ◆ **Soldiers work extra shifts.** Add 3 ticks to a long term project.

○ TELL A TALE OF HARDENING IN BATTLE

These undead are not the greatest threat the Legion has faced. Let me tell you a Tale of when we faced impossible odds...

- ◆ What terrible power did this threat wield?
- ◆ How was this threat's unknown weakness found?
- ◆ At what cost did the Legion overcome this creature?

CHOOSE 1 EFFECT ON THE LEGION:

- ◆ **The soldiers dig in.** Remove 1 **pressure**, but the Commander may not advance next time.
- ◆ **Soldiers prepare to fight swiftly.** Next mission all specialists gain +1d to **maneuver** rolls.
- ◆ **Soldiers prpare their strongest weapons.** Next mission all specialists gain +1d to **wreck** rolls.

○ TELL A TALE OF THE LEGION'S UNYIELDING WILL

We have fought holy and unholy since our inception, even in the God Wars, when Chosen took arms against Chosen...

- ◆ Which previous Chosen did the Legion fight beside?
- ◆ Against which supernatural threat did they fight?
- ◆ How many survived and how did they rebuild the Legion?

CHOOSE 1 EFFECT ON THE LEGION:

- ◆ **Your Chosen is moved.** Your Chosen gains 1 **favor** as if they completed a favored mission.
- ◆ **Never give up.** Next mission all Legionnaires gain +1d to all **resistance** rolls.
- ◆ **Soldiers prepare to face the unholy.** Next mission all Legionnaires get +2d to **resolve** resists.

○ TELL A TALE OF THE LEGION'S MEANING

The Legion is no longer just a military, but sisterhood and brotherhood forged in blood over a century. This is a tale...

- ◆ How do civilians treat the Legion differently than other units?
- ◆ How are new recruits inducted into the Legion?
- ◆ What oath must all Legionnaires speak?

CHOOSE 1 EFFECT ON THE LEGION:

- ◆ **The tale marks a promotion of one exemplar of the Legion.** Promote a **rookie** to **soldier**.
- ◆ **Soldiers remember why they fight.** One mission next set gains +2d to its **engagement** roll.
- ◆ **Soldiers protect each other.** Next primary mission each specialist gets 1 **special armor**: any.

GAME STRUCTURE

Play rotates through two main phases. Aim to start the session with the **mission phase** where you zoom in and play out the the Primary Mission (chosen by the Commander), resolve the secondary mission with an **engagement roll**, and reap mission penalties and rewards. Free-play entanglements at camp, and consume required resources. Then we go back to the **campaign phase**. At the Campaign level, the players perform their Legion roles. Campaign Actions are enacted and missions prioritized and selected. Play then shifts back to the **mission phase**.

MISSION

PRIORITY. Commander picks Primary and secondary mission.

PRIMARY MISSION. Play out the details at the table. Legionnaires gain xp.

SECONDARY MISSION. Resolve the outcome via an engagement roll by the Marshal.

BOOKKEEPING. Gain mission rewards, mission penalties and morale loss for dead soldiers.

BACK AT CAMP. Play out what happens at camp during missions.

GO TO CAMPAIGN PHASE.

CAMPAIGN

TIME PASSES. Pressure and Time increase. Food is consumed.

CAMPAIGN ACTIONS. Choose and resolve campaign actions (see Quartermaster/Marshal). If you have a Spymaster they deploy spies. If you have a Lorekeeper they tell tales.

ADVANCE. Commander chooses whether to advance the Legion.

NEW MISSION GENERATION. Commander picks mission type to focus. GM generates missions.

GO TO MISSION PHASE.

THREAT AND HARM

Legion troops operate as Threat 1 (fine equipment makes this effectively 2). **Pushing for effect** and **set up** actions can mitigate effect difference. Undead have an effective Threat based on their type (from Threat 1 line troops to Threat 5 Broken). **Harm** from a higher Threat undead is more deadly. Increase harm (level set by position—controlled: 1, risky: 2, desperate: 3) by 1 per difference in Threat. A Legionnaire in a desperate position hit by a Threat 3 undead endures level 5 harm; survivable with armor and resistances, but not easy to weather.

CORRUPTION

The Word animating the Undead has a corrupting influence on the living. After a corrupting attack from an undead (something that spreads the unwholesome essence of undeath—like the bite of the Rots, or sorcerous power like Shadow Witch hexes), the victim gains corruption equal to the Threat of the enemy. **Resist** corruption with **resolve**. More powerful corruption is only reduced.

BAND OF BLADES

PLAYTEST VERSION 1.0 BETA

ROLE: GAME MASTER

THIS IS A REQUIRED ROLE FOR THE CAMPAIGN.

You are the Game Master for this game of Band of Blades. Manage and portray non-player characters, facilitate gameplay, and keep the world consistent in tone, history, and with the events of gameplay.

BEFORE PLAY. To prepare the game do the following:

- ◆ **GATHER THE TROOPS.** Gather 3-4 friends for game. Discuss the premise and buyin of the game. Make sure everyone is on the same page about tone and lethality of the setting.
- ◆ **SELECT CHOSEN.** Pick which one of the Chosen rides with the Legion. Follow setup instructions and read the starting position.
- ◆ **SELECT BROKEN.** Pick two Broken to be the antagonists of your campaign. Follow the appropriate instructions to set them up.
- ◆ **FACILITATE SETUP.** Print out what's required. Help everyone select roles and make characters. Answer questions about the setting and rules.
- ◆ **GATHER GM MATERIALS.** Make sure you have this sheet, the location sheets, Broken sheets and Chosen sheet at hand.

YOUR DUTIES. During the game do the following:

- ◆ **KEEP THE RULES.** Keep track of what phase of play you're in. Answer rules questions. Call for rolls when the characters take actions that are difficult or dangerous. Consult fortune rolls when answers are uncertain.
- ◆ **SPEAK THE WORLD AS IT IS.** Keep the fiction and tone consistent. Pour fear and disgust into the undead. Keep the gods mysterious and incomprehensible. Make the people the soldiers meet real. Show the terrible consequences of war. Show that there are no magical solutions to the problems of the Legion.
- ◆ **KEEP THE ANNALS.** Make choices matter. If the players choose not to cure a plague, the disease spreads appropriately. If they negotiate a treaty, reflect this in the Legion resources appropriately. Always consider what the enemy is doing.
- ◆ **GENERATE MISSIONS.** Whenever necessary, generate the next batch of missions. Consult the tables inside this booklet for inspiration, but you must breathe life into them. Make the fiction of the missions tie into the story of the journey and previous actions. Without a stitched together narrative the missions become little more than fights with the undead. Make the objectives interesting, and the consequences of passing on the missions count.

MISSION GENERATION

First ask the Commander for their mission priority. Roll on the mission count and type tables on the right, then generate each mission detail using the chart below. Add details based on narrative and previous actions. If you roll a mission type that's not available at the Legion's current location, use the first correct type above it.

	TYPE	REWARD	PENALTY
ASSAULT	1 People	1 2 Morale	1 Pressure + Time
	2 The Wild	2 3 Morale	2 Time
	3 Undead	3 4 Morale	3 Supply
	4 Undead	4 2 Morale + Supply	4 Pressure
	5 Powerful Undead	5 2 Morale + Intel	5 Pressure
	6 Powerful Undead	6 2 Morale + Time	6 Pressure
RELIGIOUS	1 Cleansing	1 Time + 2 xp	1 Morale + Pressure
	2 Defense	2 2 Morale + 10 pts	2 Pressure
	3 Unearth	3 Intel + 2 Morale	3 Pressure
	4 Escort	4 Fine Asset	4 Morale
	5 Pick Above + Favor	5 Exceptional Asset	5 Morale
	6 Pick Above + Favor	6 Specialist	6 None
SCOUT	1 Area Recon	1 Intel	1 Time
	2 Route Recon	2 2 Intel	2 2 Death
	3 Troop Recon	3 2 Intel	3 Death
	4 Infiltration	4 Intel + Asset or Troops	4 Pressure
	5 Exfiltration	5 Intel + Time	5 Pressure
	6 Pick Above + Danger	6 2 Intel or Intel + Asset	6 None
SUPPLY	1 Scrounge or Trade	1 Asset	1 Morale + Supply
	2 Scrounge or Trade	2 Asset	2 Supply
	3 Rescue Supplies	3 Asset + Supply	3 Morale
	4 Rescue Supplies	4 2 Supply	4 Morale
	5 Mercenary Work	5 3 Supply	5 None
	6 Mercenary Work	6 3 Supply	6 None

MISSION COUNT

1	3 Missions
2	3 Missions
3	3 (One +1 Specialist)
4	2 Missions
5	3 (One has Favor)
6	3 (One is Special)

MISSION TYPE

1	Assault
2	Religious
3	Scout
4	Supply
5	Commander's Focus
6	GMs Choice

FAVORS

1	Mystic
2	Holy
3	Sacrifice
4	Destruction
5	Wild
6	Craft

SPECIALIST CORRELATION. Missions can take 2 Specialists and 1 squad normally. Each requires one of the following. **Assault:** Heavy, Medic or Sniper. **Scout:** Sniper or Scout. **Religious:** Medic or Officer. **Supply:** Heavy, Officer or Scout.

DEVIL'S BARGAINS

- ◆ **COLLATERAL DAMAGE. UNINTENDED HARM.**
- ◆ **SACRIFICE A SUPPLY. DESTROY AN ITEM.**
- ◆ **BETRAY A SQUADMEMBER OR THE LEGION.**
- ◆ **OFFEND / ANGER A NEUTRAL OR ALLIED GROUP.**
- ◆ **START AND/OR TICK A TROUBLESOME CLOCK.**
- ◆ **SUFFER HARM.**

SPECIALISTS

1	Heavy
2	Medic
3	Scout
4	Sniper
5	Officer
6	Alchemist / Mercy

ALWAYS REMEMBER TO:

- ◆ **LINGER ON THE HORRIFIC.** Players should never get comfortable with the undead. Their enemies are frightening, untiring, and horrific. Use the flavor and monsters on the Broken sheets to inspire you, but improvise. *Undead line troops feasting on rotting corpses. Best friends returned with nothing but hunger and hatred in their undead gaze.* Talk to your table on where and when to cut away from the gruesome.
- ◆ **HUMANIZE THE LEGION.** These are soldiers, but they are not **just** soldiers. They have lives back home, they each come from their own culture and values, and while they agree about what they're fighting for, they may not agree about the way in which to fight.
- ◆ **SHROUD THE WORLD IN MYSTERY.** The undead are no static force applying traditional warfare. They're full of surprises. For that matter, the Chosen are frequently incomprehensible in their motives. Ancient traditions, artifacts and relics, sources of long forgotten power, new alchemical prototypes, and previously unseen types of undead should make this journey unpredictable and wondrous.

CHOSEN ADVANCEMENT

Your chosen gains a **chosen ability** when...

- ◆ You first select your Chosen.
- ◆ You complete a campaign.
- ◆ You complete four missions of their chosen **favor** type.

MISSION
FAVOR



ALANNA CHOSEN OF OSTARRA

FAVOR: HOLY — MYSTIC — MERCY

FEATURES: ALLURING — FEROCIOUS
FEARSOME — MONSTROUS — RADIANT
SINISTER — SERENE — TRANSCENDENT

CHOSEN ABILITIES

- ◆ **OSTARRA'S BLESSING:** When gaining **corruption** Legionnaires take 1 less.
- ◆ **OSTARRA'S TEARS:** When you mourn, you feel a profound sense of peace. Liberty campaign actions provide +1 **morale** and an additional -1 **stress**.
- ◆ **OSTARRA'S MERCY:** When the Legion recuperates, place 1 additional healing tick on all specialists.
- ◆ **BLOOD OF THE CHOSEN:** When you spend a **religious supply** you also get a sanctified melee weapon on that mission. It is **potent** against undead. Start with 1 free **religious supply**.
- ◆ **ANNOINTED:** Holy, Mystic, and Mercy missions all grant **favor**. Start with 1 mission favor filled in.
- ◆ **BOOK OF HOURS:** All specialists start with 2 extra action points.
- ◆ **WAR-SAINT:** The quartermaster may select a training campaign action. Each specialist may mark 3 **resolve** xp.
- ◆ **BATTLE-SAINT:** Alanna is **Threat 5** and she has **potency** against all opponents.



BAND OF BLADES

PLAYTEST VERSION 1.0 BETA

CHOSEN: ALANNA

THIS IS A HANDOUT FOR THE GM ROLE.

Chosen are the divinely infused humans that accepted the rite of Choosing, swearing their bodies to the service of a deity. The ritual that binds the divine Grace to flesh is known to often burn out any trace of the former person. Once a Bartan war-general, Alanna is now the Chosen of Ostarra, the Bartan goddess of mercy and healing.

Alanna's tactical mind and nearly supernatural understanding of strategy were the reason the armies of the Eastern Kingdoms pushed forth in this latest offensive. Counted by humanity as a major defeat, it is unclear if she has even registered the cost. Her demeanor can be inscrutable and intimidating. She is said to stand guard at odd hours, staring into the darkness for unseen signs of danger—a practice simultaneously comforting and unnerving.

BEFORE PLAY. To prepare the Chosen for the campaign do the following:

- ◆ **OSTARRA'S FAVOR.** Ostarra provides Alanna with one favor. Completing a mission of this type will gain your Chosen a mission favor, and every four grant your Chosen a new ability. Ask the players which they prefer.
- ◆ **DIVINE FEATURES.** Pick two features Ostarra's Grace causes Alanna to manifest.
- ◆ **CHOSEN ABILITY.** Players choose. Alanna's presence within the Legion provides it with a tangible benefit. Chosen abilities are gained slowly, so choose wisely.

MOTIVES, GOALS AND AGENDAS

Intensely driven by Ostarra's fury over the undead breach of the mercy of death, Alanna is aggressive in her pursuit of their destruction. She is willing to sacrifice much, including those in the Legion, if the reward is great enough. Her top priority is defeating the Broken in this theater of war while staging a tactical retreat.

The Chosen that became the Blighter was once a lover of Alanna's and it seems that Alanna has a particular hatred for Blighter. She won't speak of it, and it's unclear what, if any, emotions remain. She will not hesitate to join in a mission where Blighter is personally present.

Alanna is very sensitive to corruption and does not suffer the blighted to live around her. While she is merciful in her executions of those suffering from corruption, she cannot be swayed to stay her hand. As a result, if any of the legionnaires become blighted, they must keep this corruption hidden or be killed.

STARTING MISSION

With the Crafting of Black Shot, the undead armies had been at a stand-still in the Western kingdoms: too well-entrenched to attack directly, and held at bay by smaller but better equipped forces. That changed at the battle of Ettenmark Fields.

Now, The Legion has been shattered and the Cinder King's troops march east, bolstered with heretofore unseen horrors to fight humanity. You and your squad must secure a retreat for your comrades. To make it worse, Alanna has gone off on her own mission, and left you to make do without her fighting beside the Legion.

The Legion has marched across the Hozelbrucke bridge - the only easy passage over the Taigeria river for miles, but the undead are ceaseless in their advance. Your mission is to blow the bridge with alchemical charges; the enemy must be delayed if the Legion is to gain enough time to advance and set up a defensive position closer to the mountains.

Can you stay alive long enough to blow the bridge? Who, if anyone, will make it back to camp? How will you deal with the advance forces the Broken have sent to stop you? We play to find out.

THE FIRST MISSION

After they make characters and the Legion, have them each pick a character to play for this **assault** mission (rookies are acceptable) and tell them this:

The commander has issued orders, the Marshal hand-picked you all, the quartermaster left the last of the alchemicals, and the army continues its march into the distance. On the horizon, the dust of the undead army heads this way. If they are to be slowed at all, you must destroy this bridge. Do not let anything stop you.

Create a 10-segment "Bridge Demolition" clock. The charges must be placed in several hard-to-reach locations about the bridge. The bridge is long, and covered in makeshift fortifications—crates left behind by desperate escapees, and carts turned into makeshift barricades. A few central pillars descend into the raging waters far below.

Have the Marshal roll the appropriate Assault mission **engagement roll** and use it to set the starting position.

Two major obstacles stand in the way of success.

ENVIRONMENTAL HAZARDS: It's night, visibility is low, and the recent rains have swollen the river, and slicked the stones of the bridge. Placing charges where they go is dangerous, requiring climbing (**maneuver**) or demolitions (**wreck**) expertise.

UNDEAD: The undead know their prey is close. They've sent advance scouts and raiding parties sporting some of their new horrors and to make sure the Legion didn't leave them any nasty surprises. Expect company when you least want it.

AFTER THE MISSION

Go through the phases of the mission and campaign cycle:

- ◆ **MISSION REWARDS.** Successfully completing a mission nets rewards. This one provides the following benefits. **+1 MORALE:** Troops feel better knowing they'll have time to set up a fortified position. **-1 TIME:** The enemy is cut off. You've bought yourself more time to make it to Skydagger Keep. **-1 PRESSURE:** Undead won't be mounting solid offensive against your camp and troops on the road any time soon.
- ◆ **MISSION PENALTIES.** Failed or skipped missions apply penalties. No further missions this time, so the Marshal doesn't need to roll. If the troops retreated before setting all the charges apply the following: **+1 TIME**, **+1 PRESSURE.** Enemy troops are past the Taigeria in force. Enemies will be more numerous and aggressive.
- ◆ **BOOKKEEPING.** If any soldiers died on-mission, apply the morale penalty (-1 per).
- ◆ **BACK AT CAMP.** The starting mission has a specific back at camp scene pre-picked. If you have a Lorekeeper ask them to frame the following: Alanna returns, covered in wounds, bearing the head of an Infamous undead (cross one out, it will not appear again in your campaign). Corrupted flesh sizzles when her blood touches it. How do the troops react? How do the soldiers returning from the mission? Have the mission soldiers debrief.
- ◆ **TIME PASSES.** Increase the **time** clock by 1 (Commander), increase **pressure** by 1 (Commander) and consume **1 Food** (the circle, Quartermaster).
- ◆ **CAMPAIGN ACTIONS.** The Quartermaster declares campaign actions based on **morale** and **supply** expenditure. If you have a Spymaster, they send spies on assignments.
- ◆ **LEGION ADVANCES.** Usually the Commander says if the Legion advances at this point. This time they must advance to a more secure location. Have the Commander do the steps of Legion advancement (roll 1d per **pressure**, and mark **time** as appropriate, then reset pressure to 0). The Legion is now at the Western Front.
- ◆ **GENERATE MISSIONS.** Consult with the Commander on which mission type they want to focus on (Assault or Scout at the Western Front), generate missions (GM role sheet), and answer **intel questions** as appropriate. Have the commander pick one primary and one secondary mission. Explain that base camp is frequently attacked, and only 2 squads can be spared and equipped for missions.

THE CAMPAIGN

The above is the basic cycle of the game. Each of the Generals should have an understanding of their role now (Commander, Quartermaster and Marshal).

Remember to carry the results of the starting (and all future) missions in the fiction. If the players find a weakness in the enemy ranks, offer opportunities to exploit it. If they fail to rescue a village from the enemy armies, bring back those villagers as recognizable undead. Everything the Legion does or doesn't do has an impact on the story.

Play to find out if the Legion makes it to Skydagger Keep, and what it costs. Good luck.

CHOSEN ADVANCEMENT

Your chosen gains a **chosen ability** when...

- ◆ You first select your Chosen.
- ◆ You complete a campaign.
- ◆ You complete four missions of their chosen **favor** type.

MISSION
FAVOR



CHOSEN OF THE HORNED ONE

FAVOR: HOLY — MYSTIC — WILD

FEATURES: ALLURING — BESTIAL
FEARSOME — MONSTROUS — RADIANT
SINISTER — FERAL — TRANSCENDENT

CHOSEN ABILITIES

- ◆ **HORNED ONE'S BOUNTY:** During **time passes**, ask if the Legion will advance. If it does, do not spend **food**.
- ◆ **HORNED ONE'S EYES:** If there is a Panyār specialist on a scouting mission the **engagement roll** takes +1d.
- ◆ **HORNED ONE'S THEWS:** Legionnaires can spend **special armor** to resist physical consequences or to **push themselves** on any **prowess** action.
- ◆ **SHAPESHIFTER:** Gain 1 **intel** after 2 **primary missions** complete.
- ◆ **ANNOINTED:** Holy, Mystic, and Wild missions all grant **favor**. Start with 1 mission favor filled in.
- ◆ **GREAT HUNTER:** The quartermaster may select a training campaign action. Each specialist may mark 3 **insight** xp.
- ◆ **FOREST'S WINGS:** When you spend **religious supply** on a mission, squads bring up to 3 animals that can whisper messages to each other and to camp.
- ◆ **HIDE OF THE WHITE HIND:** All specialists can speak to and understand wild beasts.

BAND OF BLADES

PLAYTEST VERSION 1.0 BETA

CHOSEN: HORNED ONE

THIS IS A HANDOUT FOR THE GM ROLE.

Chosen are the divinely infused humans that accepted the rite of Choosing, swearing their bodies to the service of a deity. The ritual that binds the divine Grace to flesh is known to often burn out any trace of the former person. A young girl at a holy site at the wrong time, Silver Dancing Moonlight is now the Chosen of the Horned One. Panyār god of beasts and forests.

The moment the Chosen of Nyx (Panyar goddess of the moon) was Broken and the moon in the sky shattered, The Horned One Chose. This wasn't a normal Choosing, and his vessel is not the usual priest or warrior. The 14-year-old is all but gone, demanding to be called by her god's name. A shapeshifter, the Horned One spies out enemy tactics before engaging, and guides through cunning rather than force.

BEFORE PLAY. To prepare the Chosen for the campaign do the following:

- ◆ **HORNED ONE'S FAVOR.** The Horned One starts with one favor. Completing a mission of this type will gain your Chosen a mission favor, and every four grant your Chosen a new ability. Ask the players which they prefer.
- ◆ **DIVINE FEATURES.** Pick two features the Horned One to manifests.
- ◆ **CHOSEN ABILITY.** Players choose. The Horned One's presence provides the Legion with a tangible benefit. Chosen abilities are gained slowly, so choose wisely.

MOTIVES, GOALS AND AGENDAS

Where most Chosen are military minded and tactically focused, the Horned One functions more on instinct. This is not a warrior clashing with an opponent. This is a predatory hunter, testing and learning about how to best kill their prey.

The Horned One spends a lot of time in animal forms, watching, observing, and learning. Each bears a set of antlers—Silver Dancing Moonlight's Panyar mark. Known forms include a raven, bear, and giant hooded serpent. The Chosen comes and goes as they please, and though this may be unnerving, many soldiers have stories of a bird leading a lost squad to a mountain path, or fish left in camp for starving troops.

The Horned One will often join missions that offer an opportunity to observe and test a powerful undead. The robed, tiny girl's figure amidst soldiers may seem out of place, but many Legionnaires are comforted by her odd, animalistic presence.

STARTING MISSION

With the Crafting of Black Shot, the undead armies had been at a stand-still in the Western kingdoms: too well-entrenched to attack directly, and held at bay by smaller but better equipped forces. That changed at the battle of Ettenmark Fields.

Now, the Legion has been shattered and the Cinder King's troops march east, bolstered with heretofore unseen horrors to fight humanity. Critical supplies of Black Shot were left behind the lines as the retreat was organized. Now those caravans have been overrun by undead. If you're to have a fighting chance, you need that shot.

The Legion made it over the Holzbrucke bridge some miles south. Your mission is to assault and reclaim several carts of Black Shot—without these supplies, you will be unable to restock or hold out against the undead for long. Attack the convoy, liberate the supplies, and then make your way east to ford the Taigeria river.

Can you reclaim the Black Shot? How will you ford the river with crates of bullets? How will you deal with the undead camp and the horrors within? We play to find out.

THE FIRST MISSION

After they make characters and the Legion, have them each pick a character to play for this assault mission (rookies are acceptable, 5 will be sent along) and tell them this:

The rain and thunder is punctuated by the howls of undead lurking about. In the near distance, the convoy awaits. This mission is critical. If the Legion is to have a chance, they need those supplies. You cannot fail them.

The convoy is guarded by an elite, an infamous and at least two full squads of undead. The Black Shot is distributed across several caravan wagons. If the players approach with stealth, make an 8 clock, and tick it once per wagon looted. Otherwise, an 8 clock for the elite, a 10-clock for the Horned One and Infamous, and handle the rest with combat. The Horned One will engage the Infamous to protect the Legion, but retreats when the clock is full. Remind them that the mission is to bring back the shot. Not kill everything.

Have the Marshal roll the appropriate assault mission **engagement roll** (Quartermaster may spend Black Shot as appropriate) and use it to set the starting position.

Two major obstacles stand in the way of success.

UNDEAD: The undead here are entrenched, and their elite minders have them patrolling the area. Killing the elite will devolve the undead into a feral, unfocused horde, which is not much better. There may be more packs as consequences lurking in the dark.

ENVIRONMENTAL HAZARDS: Even once the undead are vanquished and the crates liberated, the players still need to ford the rain-swollen Taigeria. Expect to make some **maneuver** or **rig** rolls to float the shot and gear across and back to the Legion.

AFTER THE MISSION

Go through the phases of the mission and campaign cycle:

- ◆ **MISSION REWARDS.** Successfully completing a mission nets rewards. This one provides the following benefits. **+2 MORALE:** Knowing they will have the weapons they need to make their retreat will greatly lift spirits. **+1 BLACK SHOT:** Add one box of Black Shot (or 3 circles). The Legion resupplies well with the crates. **-1 PRESSURE:** Extra shot supplies means base camp will be easier to defend.
- ◆ **MISSION PENALTIES.** Failed missions apply penalties. If the troops retreat or are killed without returning the supplies, the legion cannot gain more Black Shot until a source is found. Create a long term project (4 segments). Acquiring Black Shot is impossible until the project is finished.
- ◆ **BOOKKEEPING.** If any soldiers died on-mission, apply the morale penalty (-1 per).
- ◆ **BACK AT CAMP.** Select an event from the Back at Camp list. Remember to carry forward with the results of the mission. If the soldiers return unsuccessful, describe the desperate looks on the legionnaire's faces. If they came through, describe the relief palpable at camp or the signs of celebration. Remember that whatever event you select should be crossed off the list so that it does not repeat. Have the mission soldiers debrief with the commanders.
- ◆ **TIME PASSES.** Increase the **time** clock by 1 (Commander), increase **pressure** by 1 (Commander) and consume **1 Food** (the circle, Quartermaster).
- ◆ **CAMPAIGN ACTIONS.** The Quartermaster declares campaign actions based on **morale** and **supply** expenditure. If you have a Spymaster, they send spies on assignments.
- ◆ **LEGION ADVANCES.** Usually the Commander says if the Legion advances at this point. This time they must advance to a more secure location. Have the Commander do the steps of Legion advancement (roll 1d per **pressure**, and mark **time** as appropriate, then reset pressure to 0). The Legion is now at the Western Front.
- ◆ **GENERATE MISSIONS.** Consult with the Commander on which mission type they want to focus on (Assault or Scout at the Western Front), generate missions (GM role sheet), and answer **intel questions** as appropriate. Have the commander pick one primary and one secondary mission. Explain that base camp is frequently attacked, and only 2 squads can be spared and equipped for missions.

THE CAMPAIGN

The above is the basic cycle of the game. Each of the Generals should have an understanding of their role now (Commander, Quartermaster and Marshal).

Remember to carry the results of the starting (and all future) missions in the fiction. If the players find a weakness in the enemy ranks, offer opportunities to exploit it. If they fail to rescue a village from the enemy armies, bring back those villagers as recognizable undead. Everything the Legion does or doesn't do has an impact on the story.

Play to find out if the Legion makes it to Skydagger Keep, and what it costs. Good luck.

CHOSEN ADVANCEMENT

Your chosen gains a **chosen ability** when...

- ◆ You first select your Chosen.
- ◆ You complete a campaign.
- ◆ You complete four missions of their chosen **favor** type.

MISSION
FAVOR



CHOSEN OF THE LIVING GOD

FAVOR: HOLY — MYSTIC — GLORY

FEATURES: ALLURING — BLAZING
FEARSOME — MONSTROUS — RADIANT
SHINING — VICIOUS — TRANSCENDENT

CHOSEN ABILITIES

- ◆ **LIVING GOD'S VIGOR:** Specialists can take an extra **level 2 harm** (3 total).
- ◆ **LIVING GOD'S FURY:** Quartermaster may spend a **religious supply** before an Assault mission to add **+1d** to the **engagement roll** (bonus stacks with Black Shot).
- ◆ **LIVING GOD'S KISS:** When the Legion rests and recovers, each Legionnaire removes **2 corruption** in addition to healing.
- ◆ **HEART OF HEROES:** All Legionnaires add the xp trigger—*If you engaged a higher Threat opponent by yourself.*
- ◆ **STAR OF THE DAWN:** When you advance, roll **pressure** as if 1 lower.
- ◆ **ANNOINTED:** Holy, Mystic, and Glory missions all grant **favor**. Start with 1 mission favor filled in.
- ◆ **BLOOD OF FIRE:** When a **religious supply** is spent on a mission, all soldiers may equip a Fire Oil.
- ◆ **SACRED SEALS:** All Legionnaires gain **special armor** versus magical effects.

BAND OF BLADES

PLAYTEST VERSION 1.0 BETA

CHOSEN: ZORA

THIS IS A HANDOUT FOR THE GM ROLE.

Chosen are the divinely infused humans that accepted the rite of Choosing, swearing their bodies to the service of a deity. The ritual that binds the divine Grace to flesh is known to often burn out any trace of the former person. Chosen long ago, Zora is often dubbed the Ancient. She's been a Chosen of the Living God for centuries.

The Living God of the Zemyati ages ago created nine Chosen, and unlike the Chosen of other gods they've never burnt out or faded, only dying when called to their task. Zora, however, did not end. She broke Dar long ago, and ended the Godwar using some terrifying magic to strike the god within a Chosen before walking off the battlefield and into rumor and legend. As the Legion was about to be shattered in this latest offensive, Zora reappeared to save them.

BEFORE PLAY. To prepare the Chosen for the campaign do the following:

- ◆ **LIVING GOD'S FAVOR.** Zora starts with one favor. Completing a mission of this type will gain your Chosen a mission favor, and every four grant your Chosen a new ability. Ask the players which they prefer.
- ◆ **DIVINE FEATURES.** Pick two features Zora manifests.
- ◆ **CHOSEN ABILITY.** Players choose. Zora's presence provides the Legion with a tangible benefit. Chosen abilities are gained slowly, so choose wisely.

MOTIVES, GOALS AND AGENDAS

Zora is a challenging Chosen for the rank and file; on one hand, she's by far the most personable of the Chosen, seeming to genuinely like people and engaging with them. On the other hand, she is constantly challenging those around her in little ways, seeking to hone them into a fine blade. There are stories of Legionnaires waking up in a tree in the woods, a single knife strapped to their chest and miles of territory to cross back to camp. Or warriors that wake to a battle cry as she strikes a blow to start morning training. She drinks with victors, and shows sad disappointment to those that retreat from battle.

Zora has said it is her appointed task to kill the Cinder King, which is odd since she's claimed other tasks previously. Vlaisim—now called Render—also said this right before he was Broken. In battle, she bears a fiery circlet above her head, and holds an empty hilt that nevertheless cuts with invisible blade. The troops have taken to calling her The Fire, though none would risk such casualness with her directly.

STARTING MISSION

With the Crafting of Black Shot, the undead armies had been at a stand-still in the Western kingdoms: too well-entrenched to attack directly, and held at bay by smaller but better equipped forces. That changed at the battle of Ettenmark Fields.

Now, the Legion has been shattered and the Cinder King's troops march east, bolstered with heretofore unseen horrors to fight humanity. The Legion Commander was captured holding the retreat, and taken to an Aldermani mountain castle on the border of Dar.

The red banners of the Cinder King were sighted by scouts entering the keep, and Zora claims a special interrogator was sent to turn the Commander with his mind intact. The Generals have decided on one last ditch rescue attempt. Castles aren't meant to be breached, but there is a drainage pipe beneath the mountain that might provide a way in.

Can you rescue the Commander before he is turned, and all Legion secrets extracted from him, or end him before it's too late? Can you make it out alive? We play to find out.

THE FIRST MISSION

After they make characters and the Legion. Have them select up to four specialists and one squad for this mission. Then tell them this:

The rain and thunder is punctuated by the howls of undead above. The rainwater exits the drainage pipe. Your Chosen will lead an assault on the main gates as a distraction shortly. This is a stealth and speed mission. Get in. Get the Commander. Get out. Whatever you do don't let the undead learn all the Legion's secrets. Do not fail.

Set up an 8-clock for the castle alert and an 10-clock for the Commander breaking (they're very strong willed). Make a 10-clock for Zora (4d) fighting an Infamous led troops at the gates. Roll for the battle whenever it seems like time has passed. The Legion and the Chosen retreat when the clock is full, and all the undead can focus on searching the castle. The mission is to recover the Commander, not kill everything.

Have the Marshal roll the appropriate assault mission **engagement roll** (Quartermaster may spend Black Shot as appropriate) and use it to set the starting position.

Obstacles across three instances (sewers, grounds and keep) stand in the way of success. Remember the night is dark and there is a storm, if folks try to climb or hide.

UNDEAD: The sewers have some packs of feral undead prowling, and grates to overcome. The grounds and keep have patrols of undead line troops (they are under orders, suspicious or loud activity may raise the alarm clock, but they will usually look first where the activity occurred) with a few elites on the grounds overseeing them. The Legion Commander is in the keep dungeon in a room with a red-hooded, pale Inquisitor (threat 2, *pale, hooded, unsettling*) and two black-flame containing Cinder Guards (threat 3, *armored, brutal, potent*).

AFTER THE MISSION

Go through the phases of the mission and campaign cycle:

- ◆ **MISSION REWARDS.** Successfully completing a missions nets rewards. This one provides the following benefits. **+2 MORALE:** Knowing the Commander won't betray the Legion bolsters morale. **+1 FAVOR:** This is a Glory mission. Zora gains one mission favor. **-1 PRESSURE:** The undead take time to recoup and find the Legion again.
- ◆ **MISSION PENALTIES.** Failed missions apply penalties. If the troops can't avoid the commander leaking secrets, add one **1 TIME**. If the Commander dies on the mission, **MORALE** will suffer by 1 (as a member of the legion died), though the mission will be successful. The Commander role generated during set-up is for the replacement.
- ◆ **BOOKKEEPING.** If any soldiers died on-mission, apply the morale penalty (-1 per).
- ◆ **BACK AT CAMP.** Select an event from the Back at Camp list. Remember to carry forward with the results of the mission. If the soldiers return unsuccessful, describe the desperate looks on the Legionnaire's faces. If they came through, describe the relief palpable at camp or the signs of celebration. Remember that whatever event you select should be crossed off the list so that it does not repeat. Have the mission soldiers debrief with the commanders.
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THE CAMPAIGN

The above is the basic cycle of the game. Each of the Generals should have an understanding of their role now (Commander, Quartermaster and Marshal).

Remember to carry the results of the starting (and all future) missions in the fiction. If the players find a weakness in the enemy ranks, offer opportunities to exploit it. If they fail to rescue a village from the enemy armies, bring back those villagers as recognizable undead. Everything the Legion does or doesn't do has an impact on the story.

Play to find out if the Legion makes it to Skydagger Keep, and what it costs. Good luck.

BROKEN ADVANCEMENT

Blighter starts with the **Abominable Science** ability.

Blighter gains an additional **Broken** ability when...

- ◆ *You first select your Broken.*
- ◆ *An Undead Advance clock is filled (see Commander sheet)*

BLIGHTER

Also called the The Foul, and Corruptor of Flesh.

BROKEN ABILITIES

- ◆ **ABOMINABLE SCIENCE:** Blighter's surgeons learn to stitch writhing undead together. Horrors can appear in any mission.
- ◆ **ATTRITION STRATEGIES:** Blighter attacks & poisons supply lines. Supply mission **engagement** rolls take -1d.
- ◆ **CRUEL GLUTTONY:** Blighter Crafts fluids that brew acid inside undead. Gut-sacks can appear in any mission.
- ◆ **PLAGUE-BEARER:** Gut-sacks and Spitters cause festering wounds. At the end of a mission, untreated festering wounds cause +1 **corruption** each.
- ◆ **MODERN WARFARE:** Blighter's troops carry appropriate **fine** arms and armor.
- ◆ **SCARS OF WAR:** Blighter's troops can corrupt the land. Poison mists erupt and plague the countryside. While not ever-present, they may rise up suddenly, as consequences of a roll.
- ◆ **TOXIC MUTAGEN:** Blighter's troops coat their weapons in an alchemical oil, causing an additional **corruption** when they wound someone.
- ◆ **VIOLENT EMULSION:** Blighter Crafts undead to overdrive bile production. Spitters can appear in any mission.



BAND OF BLADES

PLAYTEST VERSION 1.0 BETA

BROKEN: BLIGHTER

THIS IS A HANDOUT FOR THE GM ROLE.

The Broken were once Chosen. But when facing the Cinder King three years ago, he Broke them, creating undead generals that now serve him. When humanity levied new armies and crossed the Eastwall with Black Shot to fight again, they were not prepared for the new horrors the Broken had created. Now, the Broken advance eastward on the Eastern kingdoms, fighting on several fronts to gain access to the last large scale bastion of humanity on the continent.

Blighter was once Elenessa, a high engineer-priestess of the Orite triumverate of crafter gods—the Builder, the Maker and the Crafter. When Alanna (a famous Bartan warrior) won her favor during an Orite knightly competition, their romance became the stuff of poems and song. Once the Cinder King rose in the West and began his march, she was Bound to the Crafter—a god whose devout practice the great Craft of Alchemy. Once Broken, the Craft itself became tainted, and now its practitioners eventually corrupt and become undead themselves.

The weakest of the Broken, she uses her Craft, intellect, and cunning to make up for a lack of raw power. Her full title is Flesh Blighter, and she's also called the Foul, Corruptor of Flesh, and Plaguebringer. The troops tend to just call her Blighter.

BEFORE PLAY. To prepare the Broken for the campaign do the following:

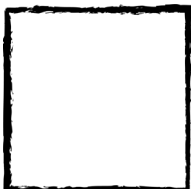
- ◆ **BROKEN ABILITIES.** Check the Broken advancement section. Each broken starts with one ability, and you get to choose one more to start your campaign.

YOUR DUTIES. During the game do the following:

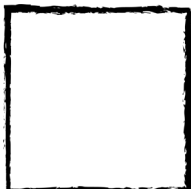
- ◆ **MAKE YOUR BROKEN TERRIFYING.** Make the undead worthy adversaries capable of threatening humanity's very existence. Showcase the particular flavor of horror this Broken's troops embody.
- ◆ **MAKE THEM MYSTERIOUS.** Though regularly facing the undead, humanity knows relatively little about the Broken. Let them find out in play, and keep them off balance by introducing new tactics and horrors as the undead advance.
- ◆ **MAKE THEM PETTY.** Though individuals seldom catch a Broken's eye, the undead generals will notice when they are slighted. Have them set traps, and retaliate for major victories, and wait patiently for a chance to return the favor. Though bound to serve the Cinder King, the Broken often fight amongst each other, and their petty squabbles and rivalries might snatch victory away when it should be certain.

UNDEAD ARMIES

LINE TROOPS **THREAT 1** - *Well equipped soldiers can fight a few.*



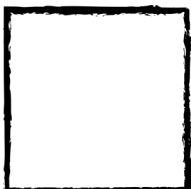
ROTTERS: Undead burning with a hate for the living; these corpses continue to rot, even as dark sorcery compels them into battle. To make Rotters, corpses have a Crafted liquid forced through their veins. Carts with cannisters of this liquid make good mission targets. Blighter is always tinkering with Crafted plagues and toxins which, given they're in a person before death, can raise rotters.



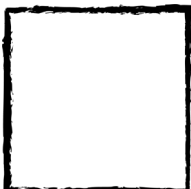
CROWS: A striking sight on the field of battle, these undead make no sound, but wear plague masks and cloaks. The troops nicknamed them after watching them walk amongst the dead, marking corpses to be taken and raised. Their very presence focuses and organizes the undead. The process of their creation is unclear, but their movements are incredibly fluid, and their bodies rapidly decay if killed.

ELITES **THREAT 2** - *A dangerous fight. Bring friends.*

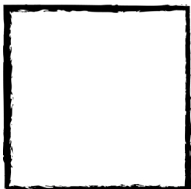
Elite troops take a lot more resources and time to create, so they aren't as common as the line troops. Each should worry Legionnaires when spotted. Infamous elites are ones that have survived numerous battles.



GUT-SACKS: Failed attempts at crafting Spitters, Gut-sacks are more numerous than other Elites. Their pendulous and corpulent bodies might be almost comical if it wasn't for their terrifying effect. When killed, their bodies explode in a shower of poison and flesh melting acid. Most troops with Gut-sacks tend to have a few, or another Elite or Crow once the Gut-sacks charge in and explode.



HORRORS: Freakish amalgamation of parts of different people, stitched together into a towering beast of festering anger. These eight-to-ten foot tall giants fall only to concentrated fire or heavy weaponry—Black Shot does not kill them outright. Many are augmented by metal or machined parts or armor screwed into flesh. Some have multiple bodies stitched together.



SPITTERS: Blighter captures and transports cages of people to make Spitters. They must be injected alive, and their mouths sewn shut while their insides transform. If the formula is off, or they die before transforming they become Gut-sacks. Spitters constantly dribble flesh-melting acid, and can projectile-vomit it at surprising distances. As a troop they are used for area denial and mid-range engagements.

INFAMOUS **THREAT 3** - *You need a plan, friends, and some good equipment.*

RED HOOK (INFAMOUS HORROR): After a nasty encounter with a fortified position, this Horror lost a hand, which was replaced by a hook on a chain. It uses this hook to scale walls and drag about soldiers screaming—hoping to lure their friends out.

THE DOCTOR (INFAMOUS CROW): Once in a while, Crows regain their former intellect. The Doctor is one of these. A surgeon, he can be found improvising repairs and modifications on rotters, often with parts carved from still-dying Legionnaires.

WAILER (INFAMOUS HORROR): Most horrors have one head. Wailer has nine embedded about its body, all crying and screaming in horrific dissonance. The creature also has half a dozen spikes inset into it that it often uses to carry back bodies for "repairs".

LIEUTENANTS **THREAT 4** - *Some of you will die. Good luck.*

VIKTOR KARHOWL, MACABRE SCIENTIST: A corrupted engineer that, while not dead, has long since traded in his humanity for a seat at the Cinder King's table. Blighter uses his clever designs for siege weapons and advanced clockworks to build up her army.

BLACK ROTTING GALE, THE ABOMINATION: A joint venture of Viktor and Blighter, this Horror exchanged raw size for tubes and tanks of alchemicals. As it walks, it vents a cloud that's toxic to all organic matter. It yearns to deprive the land of all natural life.

LUGOS, THE CLOCKWORK ASSASSIN: This Crow has much of its body replaced with advanced clockworks, enhancing strength and vision. Its armor makes it immune to Black Shot and most blades. It habitually winds itself. Feels only when surrounded by fear.

LOOK, THEMES, AND TACTICS

Blighter's legions are packs of Rotters (6-12) controlled by a Crow or Elite. Without supervision Rotters are feral and unfocused, showcasing a bestial desire to chew apart enemies without discipline or tactics. Supplementing her troops are engineered weapons used to deliver acids, toxic mists and poisons.

BLIGHTER: Blighter is a pale, hooded, leather-clad figure with dark hair and green eyes. She bears alchemical Seals on her gloves and bandoliers of chemicals about her body. Reports say she maintains the illusion of life. She fights as a **Threat 5** enemy.

TACTICS: Blighter wields powerful Craft (alchemy). Not physically potent, she mixes human ingenuity with alchemy, creating siege weapons, and having her undead bear arms and armor. When possible she prefers guile and cunning to open battle. Blighter tolerates living among her ranks, and treats them better than the other Broken.

THEMES: Body horror. Surgery and science gone wrong. Toxic gasses and the horrors of trench warfare. Troops oozing pus and disease. Bodies knitted together in disturbing ways. Limbs and organs where they shouldn't be. Open sores. Bolted-on parts.

BROKEN ADVANCEMENT

Breaker starts with the **The Coven** ability.

Breaker gains an additional **Broken** ability when...

- ◆ *You first select your Broken.*
- ◆ *An Undead Advance clock is filled (see Commander sheet)*

BREAKER

Also called the Stormbreaker, and Bringer of Thunder.

BROKEN ABILITIES

- ◆ **THE COVEN:** Breaker imbues still living bodies with pieces of herself to craft acolytes. Shadow Witches can appear in any mission.
- ◆ **THE CHANGING CURSE:** Shadow Witches twist the living. Transformed can appear in any mission.
- ◆ **BREEDING PITS:** Breaker makes a ziggurat of wailing bodies to summon and corrupt sacred beasts. Devourers can appear in any mission.
- ◆ **NATURE'S FURY:** Breaker & Witches can hex nature, covering troops with fog and storms, and animating trees in combat.
- ◆ **STORM RIDING:** Shadow Witches learn to use the lightning forces inside. Burned to jump from body to body, allowing them to escape death.
- ◆ **WILD AWAKENING:** Shadow Witches and Breaker hex animals into spies and packs for the Transformed to run with.
- ◆ **DARK VISIONS:** Breaker hexes the Legion with screaming nightmares. Liberties restores 1 less **stress** and **morale**.
- ◆ **DEFILEMENT:** Breaker's defilement of religious sites has diminished the holy influences in this region. Religious mission engagement rolls take -1d.



BAND OF BLADES

PLAYTEST VERSION 1.0 BETA

BROKEN: BREAKER

THIS IS A HANDOUT FOR THE GM ROLE.

The Broken were once Chosen. But when facing the Cinder King three years ago, he Broke them, creating undead generals that now serve him. When humanity levied new armies and crossed the Eastwall with Black Shot to fight again, they were not prepared for the new horrors the Broken had created. Now, the Broken advance eastward on the Eastern kingdoms, fighting on several fronts to gain access to the last large scale bastion of humanity on the continent.

Breaker was once Myniika Arya, a priestess of the Bartan goddess Kara-anima. Unlike many of her fellow chosen, she was not world-famous, or of high birth. An orphan adopted by a priestess, she dedicated her life to traveling the Bartan coast—as the way of her order—praying to alleviate the worst of storms, warding boats, and living a quiet life of meditation on coastal islands. A mystic powerhouse among the Chosen, she rode in the Vanguard of the assault on the Cinder King. Her breaking site is still scorched from lightning that kept striking it for a week.

Her full title is Stormbreaker, also called the Bringer of Thunder or The Weather Witch. Her ability to weave hexes and dark magic impressed even the Cinder King. With Breaker on the field, the natural order cannot be trusted.

BEFORE PLAY. To prepare the Broken for the campaign do the following:

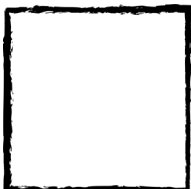
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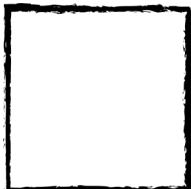
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UNDEAD ARMIES

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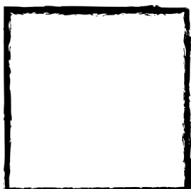
BURNED: Burned are made by taking freshly killed or still living people and impaling them on specially prepared trees with sharpened branches, then summoning near-perpetual storms to blast them with lightning. Burned often give off sparks and minor shocks when struck, and are still warm inside unlike other undead. Destroying such trees should be a priority for the Legion.



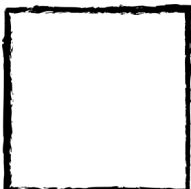
HEXED: Breaker and her acolytes carve sigils into flesh that can dominate minds of victims, breaking their soul down directly without killing them first. While under the supervision of one of her Shadow Witches, a Hexed can pass to casual inspection as a normal person. With these in her arsenal, even the most docile of villages remains a threat.

ELITES **THREAT 2** - *A dangerous fight. Bring friends.*

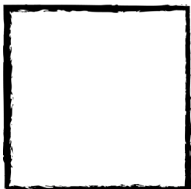
Elite troops take a lot more resources and time to create, so they aren't as common as the line troops. Each should worry Legionnaires when spotted. Infamous elites are ones that have survived numerous battles.



SHADOW WITCHES: Infused with a piece of Breaker stitched into their body, these former people beg for forgiveness in combat, but are controlled from within. No longer human, Shadow Witches use hexes to twist the world around them to their whim, binding limbs, corrupting animals, befouling supplies, and weakening troops before setting rank and file undead on them.



TRANSFORMED: The sigils carved into Hexed, are changed to also warp bodies, changing pieces of people into animal parts. These transformations are never clean, some limbs never making the full transformation, and others becoming twisted or enlarged. Always consumed by the pain of their transformation, they are a terrifyingly effective shock troop in Breaker's forces.



DEVOURERS: Once the sacred, rainbow-feathered beasts of Kara-anima, Breaker summons these large, bat-like creatures and shares her corruption with them, making Devourers. Now covered in black feathers, and mange-ridden fur, they strike from the skies with razor sharp teeth, dragging off fully armored soliers. Their shrieking caw can strike fear into the heart of any Legionnaire.

INFAMOUS **THREAT 3** - *You need a plan, friends, and some good equipment.*

CHIMERA (INFAMOUS TRANSFORMED): An early Changing Curse experiment, Chimera somehow survived. Unlike most Transformed, he's a mix of several animal parts, the heads of a few which keep trying to bite and chew apart his body constantly.

SILVER (INFAMOUS DEVOURER): Breaker's personal steed, Silver is named for his color. With a fourteen foot wingspan, **potent** strength, he's a terror on the battlefield known for riding storms, and dropping soldiers on their friends from vast heights.

WALKER, THE PASSING CURSE: A Hexed that carves his sigils on others, and has learned to transfer his essence—Walker works alone. Many Legionnaire squads have realized far too late that one of their members was not who they seemed.

LIEUTENANTS **THREAT 4** - *Some of you will die. Good luck.*

OGIYER, THE CINDER GUARD: Red armored, this decayed body is hollow and filled with Black Flame. Why the Cinder King wants oversight on Breaker is unclear, but this potent, armored monstrosity is never too far from her side.

THE HAG: The Hag killed and devoured her coven and decorates herself with their skulls. She's warped into a far more powerful force, capable of sustaining multiple hexes at once. She looks for opportunities to devour more Breaker essence at every turn.

BHED, THE WOLF: A Transformed who shrugs off most wounds, this nine-foot tall wolf-headed beast-man is always surrounded by a circle of five shadow witches, to make sure his mental bindings never slip, and his rage never turns instead on Breaker.

LOOK, THEMES, AND TACTICS

Breaker's legions are mixes of Burned and Hexed (12-18) guarding and supporting a single Shadow Witch. Without supervision, Burned are feral and Hexed dull and unfocused unless provoked. Her troops will often attempt ambushes, using hexes and magic to weaken their foes before striking, but are not afraid to engage if needed.

BREAKER: Breaker is a gaunt, pale figure, using illusion to accent her beauty. In mockery of Bartan tradition, she has replaced the bond-jewelry crafted of tokens family and friends have given you, with bones of family and friends she's murdered. The rattling of this garb often precedes her, and Legion fears it. She fights as a **Threat 5** enemy.

TACTICS: Breaker's likes to inspire fear in her targets, toying with people as she confuses their senses, instills doubt, and takes away their choices. She relies on her inherent control of lightning, and monstrous things bound to her when it's time to deploy force.

THEMES: Long blood rituals. Tension, uncertainty and psychological horror. Perversion of natural order. Wind, thunder, lightning and wailing. Monstrous transformations of beautiful things. Hexes that bind the bones, and make you doubt what you see.

BROKEN ADVANCEMENT

Render starts with the **The Sworn** ability.

Render gains an additional **Broken** ability when...

- ◆ *You first select your Broken.*
- ◆ *An Undead Advance clock is filled (see Commander sheet)*

RENDER

Also called the Bonerender, and The Hollow Knight.

BROKEN ABILITIES

- ◆ **THE SWORN:** Some oaths transcend death. Knights of the Black Oak can appear in any mission.
- ◆ **THE FORGE:** Render Forges blades of the fallen and cinderblood into Elites. Thorns can appear in any mission.
- ◆ **HEARTLESS:** Render grants those that carve out their own hearts strength. Heartless can appear in any mission.
- ◆ **SPEARFORGE:** Render smiths massive, bladed, corrupting, black-iron spears that Heartless carry and Knights fire from ballistae.
- ◆ **FURY:** Render learns to spread his hate to his line troops. Gaunt now move swiftly and can act with cunning if their elite dies.
- ◆ **SHREDDERS:** Remnants of Thorns, these balls of blades and Renders blood explode when near troops. Often buried in the ground, or thrown into squads.
- ◆ **FORCED MARCH:** Render's troops, fueled by rage, push forward. Add 3 ticks to the Time clock (Commander).
- ◆ **MASSACRE:** Render's savage tactics and defiling use of the dead instills fear in all soldiers. Assault mission **engagement** rolls take -1d.

BAND OF BLADES

PLAYTEST VERSION 1.0 BETA

BROKEN: RENDER

THIS IS A HANDOUT FOR THE GM ROLE.

The Broken were once Chosen. But when facing the Cinder King three years ago, he Broke them, creating undead generals that now serve him. When humanity levied new armies and crossed the Eastwall with Black Shot to fight again, they were not prepared for the new horrors the Broken had created. Now, the Broken advance eastward on the Eastern kingdoms, fighting on several fronts to gain access to the last large scale bastion of humanity on the continent.

The Living God of the Zemyati ages ago created nine Chosen, and unlike the Chosen of other gods they've never burnt out or faded, only dying when called to their task. Legends of figures in the forests and mountains performing miracles, or saving the lost are common in Zemya. Vlaisim—the Shining One—stepped out of the mountains three years ago, saying he was called to end the war. When Breaking him, the Cinder King burned Vlaisim's face, and refuses to let him hide it. Now clad in black armor, he's only filled with hate, which he infects his legions with.

His full title is Bonerender, also called the Hollow Knight, or the Burned One (never to his face). His physical prowess is unmatched among the Broken and the Cinder King has granted him the secret of Cinderblood to warp his armies further. A precious resource, it has powers beyond that of alchemy.

BEFORE PLAY. To prepare the Broken for the campaign do the following:

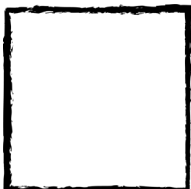
- ◆ **BROKEN ABILITIES.** Check the Broken advancement section. Each broken starts with one ability, and you get to choose one more to start your campaign.

YOUR DUTIES. During the game do the following:

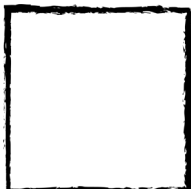
- ◆ **MAKE YOUR BROKEN TERRIFYING.** Make the undead worthy adversaries capable of threatening humanity's very existence. Showcase the particular flavor of horror this Broken's troops embody.
- ◆ **MAKE THEM MYSTERIOUS.** Though regularly facing the undead, humanity knows relatively little about the Broken. Let them find out in play, and keep them off balance by introducing new tactics and horrors as the undead advance.
- ◆ **MAKE THEM PETTY.** Though individuals seldom catch a Broken's eye, the undead generals will notice when they are slighted. Have them set traps, and retaliate for major victories, and wait patiently for a chance to return the favor. Though bound to serve the Cinder King, the Broken often fight amongst each other, and their petty squabbles and rivalries might snatch victory away when it should be certain.

UNDEAD ARMIES

LINE TROOPS **THREAT 1** - *Well equipped soldiers can fight a few.*



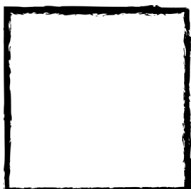
THE GAUNT: Humans drained over the course of months, their blood infused with Cinderblood and reinjected, these monsters have had armor and plates bolted and fused directly onto their flesh. None survive the process, reanimating after they are so equipped. They are slower than most undead but the armor can make landing shots particularly tricky.



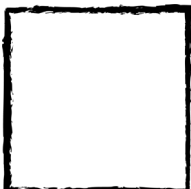
HOUNDS: Hounds were once people, now with eyes sewn shut, lips ripped off, teeth filed to points, and chains attached to their ribs, spines or collar bones. They smell the breath of the living—holding your breath can help you hide—and most elites in Render's army hold a few on a leash to find any escaped enemies, rewarding a good hunt with a limb of the hunted to feast on.

ELITES **THREAT 2** - *A dangerous fight. Bring friends.*

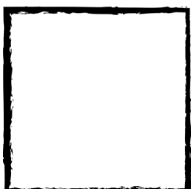
Elite troops take a lot more resources and time to create, so they aren't as common as the line troops. Each should worry Legionnaires when spotted. Infamous elites are ones that have survived numerous battles.



KNIGHTS OF THE BLACK OAK: A holy order sworn to Vlaisim who have chosen to remain loyal after his Breaking. They are a mix of pikemen and heavy cavalry, but their time with Render has changed them. Many bear grisly trophies, and carve their flesh as gestures of loyalty. Many use hooks on chains to drag back the still living to be converted. Being living, they are unphased by Black Shot.



HEARTLESS: Often taken from the ranks of the Knights, these giant men wear ornate metal armor, except on their torsos. There, they bare their flesh, to show the hole where their heart was brutally removed always on proud display for Render's inspection. They possess immense strength, and wield oversized metal weapons they use to sever limbs and armor.



THORNS: Monstrosities made of the blades of the fallen killed by Render's troops, they are (mostly) humanoid figures composed of knives bound by Cinderblood. They need blood to refresh their supply frequently, often hugging people to themselves and shredding them as they absorb what they need. When alone, they might capture people and slowly amputate parts over days to sustain themselves.

INFAMOUS **THREAT 3** - *You need a plan, friends, and some good equipment.*

ACHE (INFAMOUS HEARTLESS): Born with his heart on the right, Ache has two holes in his chest. His heart-hole stays empty, but he places the head of his most recent conquest in the other. This dessicated head tells him secrets that only the dead could know.

EATER (INFAMOUS HOUND): This black-skinned hound feasts on the last breath of the dying, stealing a touch of their essence. The voices of many dead echo through its baying, and cause physical pain or hallucinations in the minds of its prey.

SHATTER (INFAMOUS THORN): A Thorn forged including blades of two dead Chosen, it's movements are precise and the metal sounds of it's movements exude malice. It's said Chosen blood is mixed inside it, and it seems to seek any remnant of more.

LIEUTENANTS **THREAT 4** - *Some of you will die. Good luck.*

IRAG, THE FLAYED: A Knight reknowned as a weaponmaster, he has removed all his skin as a show of loyalty to Render. Arrows and bullets are lodged in his flesh, but he feels no pain. Render feeds him pure Cinderblood, giving him immense strength.

MIHKIN, THE BLACK GENERAL: Astride on an armored steed, Mihkin bears a holy lance, cut from his family tree, now blackened and twisted. On his shoulders are the skulls of those that disagreed with his choice to keep the Knights loyal to Render.

ZENYA, THE BLACK ARCHER: A beautiful black-haired woman, Zenya is the primary scout for the Black Oak. Her quiver is filled with arrows Render has gifted her with, each causing corruption, and disease that can burn a man from inside.

LOOK, THEMES, AND TACTICS

Render's legions are Gaunt (6-12) supporting a Heartless, or units of Knights of the Oak (6-8) on foot or horseback. Both will usually have a few hounds chained for tracking or a single Thorn as a shock troop. Without supervision Gaunt are are destructive, and Hounds vicious but each Knight is intelligent and a trained soldier.

RENDER: Render is 7-feet tall and covered in solid black armor, wielding a massive solid-metal-spear. His echoing voice sounds like grinding iron. The few that have seen him say he is pale, with a palmprint burned onto his face that still smoulders. He fights as a **Threat 5** enemy, **potent** in melee.

TACTICS: Render echoes edicts categorically, brooking neither indecision nor compromise. He is knowledgeable in military strategy, and knows how to delegate to his knights, but prefers direct approaches that utilize his troops strength and potency.

THEMES: Brutal simplicity. Overwhelming force. Hunger for blood. The unstoppable tide of undead. Metal and smoke and fire and soot. The depersonalization of war. Totalitarianism and rigidity. Piles of dead bodies. Rivers running red with blood.

SKYDAGGER KEEP

Skydagger—the keep named after its tall, pointed spire—whose walls guard the only pass through the Westwall mountains. The only thing standing between the Broken hordes in Aldemark and passage into Barta and the Eastern Kingdoms. The Legion has a few precious hours before the bulk of the undead bring their numbers to bear—hours that must be spent readying the old, unused Keep to hold a sizeable force amidst the bitter, biting cold.

Preparing the Keep and defending it from the oncoming horde plays out as a series of vignettes or missions. Each vignette or mission is occurring at approximately the same time, so a specialist or squad assigned to one cannot be reused for another. The commander decides in what order the vignettes will be done, the Marshal for who is assigned to which, and the quartermaster for what resources are assigned to each task.

VIGNETTES

There are six objectives that need to be completed before the keep can hold against the undead during the winter months. Skip any of these, and tremendous risks will make it almost impossible to keep the Eastern Kingdoms from being overrun.

- ◆ **REINFORCE THE RAMPARTS AND GATES.** Skydagger has not been upkept in decades, or ever been besieged. Start a 10-segment long term project, and assign a specialist and a squad to it. Roll once before each mission. Add +1d to each roll for each Laborers squad the Legion has. Completing the project completes this mission.
- ◆ **HOLD THE LOWER PASS.** One squad and up to 3 specialists must hold the pass. If they manage to hold off 3 enemy units, and an infamous, the mission is complete. This counts as an **assault** mission. If at least one enemy Broken is dead, you do not need to do this mission.
- ◆ **STOP THE MAIN FORCE.** Assign one squad and 2 specialists to a dangerous **scouting** mission that involved dangerous climbs and undead patrols. The objective is to start an avalanche and seal stall the undead main force while their advance units are held at the lower pass.
- ◆ **ASSEMBLE THE SIEGE WEAPONS.** There are a few underground routes to siege weapon positions on the cliffs above. Nobody knows if the undead have sent more nimble units to reach them overland, or what might be nesting amidst the tunnels. Assign one squad and 2 specialists to this supply mission. Take +1d to the Engagement roll if the legion has Siege Weapons, or you must repair the old, unused ones above.
- ◆ **HOLD THE SECOND WAVE.** Fight off the Lieutenant and the undead at the walls. Your Chosen will take the field (make a 10-clock for the chosen and the Lieutenant as they clash). They will attempt to scale the walls and get in. If the ramparts and gates mission is complete, add +1d to your **engagement roll**. Assign 1 unit and up to 3 specialists.

THE FINAL WAVE

THE LAST OBJECTIVE

This is it. A broken assaults the wall and the keep must hold. This is the final wave of this campaign, and it's resolved as a fortune roll, to see how prepared the Legion is to weather it. Assemble the dice based on the following:

- ◆ **THE SURVIVORS.** Always start with 1d for making it to the final wave.
- ◆ **THE BLESSED.** Take +1d if your Chosen is still alive and with the Legion.
- ◆ **THE PREPARED.** Take +1d for each Siege Weapon the Quartermaster has.
- ◆ **THE RESOURCEFUL.** Take +1d if the Legion has both a Mercy and Alchemist.
- ◆ **THE BRAVE.** Take +1d if you've lit the fires at Kevala.
- ◆ **THE BLESSED.** Take +1d if someone in the Legion can **WEAVE** moonlight.
- ◆ **THE ANGRY.** Take +1d if the Legion has Flame Oil supplies.
- ◆ **THE GODSLAYERS.** Take +1d if you can ring a bell to end Broken power.
- ◆ **THE GRAVEROBBER.** Take +1d if you have the head or chain of a past Chosen.
- ◆ **THE WARDED.** Take +1d if the Legion carries an Old Empire warding stone for protection at the gates.
- ◆ **THE WEARY.** Take -1d if Legion Morale is 3 or less.
- ◆ **ENEMY AT THE GATES.** Take -1d if you have 3 or fewer time remaining.
- ◆ **THE ENDLESS FOES.** Take -1d for each Lieutenant or Infamous left alive.

Your final totals are affected as follows: **Poor (1-3, -20 points to final score):** The Legion is hard pressed to survive the winter, much less the undead. **Bitter (4-5, -10 points to final score):** The Legion may hold, but this will likely be their last stand. **Victors (6, no modifiers to final score):** The Legion is well prepared to hold the keep, and will have strong footing when it's time to do so. **The Legends (Crit, +10 points to final score):** The Legion scores a massive victory and the undead are cautious to challenge them.

BACK AT CAMP

After missions are done but before Campaign actions - play out a small scene about what happened at camp during or shortly after the mission. Remember to carry the story forward (ex: soldier desertions and deaths still cause morale loss). Explore the struggles of life on the road while together with soldiers from many different cultures.

The GM should select an event below based on morale (1-3: low, 4-7 medium and 8+ high). Mark it off, and frame the scene. If no events are unmarked, use the next bracket down (life in battle and on the run eventually grinds everyone down). Ask the Marshal for an appropriate Legionnaire if you don't immediately know who's present.

The prompts are loose inspiration. Experimentation on undead might be a soldier trying to cure a corrupted brother-in-arms, kept chained in his tent. Refugees may seek protection, donation of food supplies, or be emissaries from a nearby settlement.

	TYPE
HIGH MORALE	☐ Soldiers hold a remembrance for the fallen.
	☐ A young soldier is detonating munitions, egged on by other soldiers.
	☐ Storms darken the skies. Rumors and wild speculation spread.
	☐ Supply crates go missing, but no one admits to knowing why.
	☐ A squad talks about home, and asks their captain about theirs.
	☐ Your Chosen has fallen silent and refuses to speak to anyone.
MEDIUM MORALE	☐ A fight breaks out over a legionnaire stealing from another legionnaire.
	☐ After an undead attack the Legion must break camp and relocate.
	☐ A soldier is caught selling supplies to locals for special treats or favors.
	☐ News arrives of devastation from a different front.
	☐ A squad refuses to go into the field until their captain is replaced
	☐ ☐ A band of refugees stumbles upon your camp and begs for help.
LOW MORALE	☐ A festering blight wound covered up by a soldier is revealed.
	☐ A bunch of Legion medical supplies are missing, The wounded cry.
	☐ Hidden experimentation on an undead is uncovered within the camp.
	☐ ☐ Screams can be heard in the distance at all hours, preventing any rest.
	☐ ☐ A hungry squad that resorted to foraging becomes badly ill.
	☐ ☐ ☐ A deserter is caught before they can leave, judgement must be passed.

FINAL SCORING

Here is how you calculate your final score for the campaign. Although it might be fun to see how good (or disastrous) your campaign was - it's most relevant if you want to continue your game. The final score for each campaign is used to set up the next chapter of the Legion's story (such as the defense of Skydagger Keep).

Low scores mean that you'll start weaker in the next round and might have trouble catching up as the story advances. It's a metric to have an idea whether your Legion will be able to survive to the last campaign (or if you feel like jumping into a future chapter to begin with - to let you decide how you want to play).

AFTER THE FINAL MISSION AT SKYDAGGER KEEP.

◆ **SURVIVORS.** You made it! Before winter! **Gain 20 points.**

SOLDIERS AND TROOPS. Have the Marshal condense troops to fill out squads then:

◆ **SOLDIERS LIVE.** For each squad annihilated (0 survivors) **subtract 10 points.**

◆ **FORMATION.** For each wounded squad (<5 survivors) **subtract 5 points.**

◆ **SPECIALISTS.** For each surviving specialist **gain 5 points.**

◆ **CHOSEN.** For each chosen advance **gain 10 points.**

◆ **MORALE.** If your morale is between 4-7 **gain 5 points.** If it's 8+ **gain 10 points.**

SUPPLIES TO HOLD. Have the Quartermaster answer the following:

◆ **SUPPLIES.** For each supply remaining, **gain 5 points.**

◆ **SIEGE WEAPONS.** You'll need these to hold the keep. For each one **gain 5 points.**

◆ **LABORERS.** You need these to fortify the keep. For each **gain 5 points.**

PATH. Have the Commander answer the following:

◆ **SPECIAL MISSIONS.** For each Special mission complete **gain 5 points.**

◆ **RELICS.** Are you bearing any relics found on special missions? **Gain 10 points.**

◆ **LIEUTENANTS.** For each enemy Lieutenant slain **gain 10 points.**

◆ **BROKEN.** If you slew a broken? **Gain 30 points.**

YOUR FINAL SCORE:



You can start future campaigns by just picking a score to jump ahead or set the difficulty with your group. If you carry scores through be aware that low scores might mean that you'll start weaker in the next round and possibly have even more trouble later on.

CULTURES OF THE WEST

ALDERMANI

Aldermark was glad to lose the yoke of the Old Empire, and looks down on those that still venerate its remains. Somewhat xenophobic they tend to value their own culture and twin gods above others. They're olive-skinned people with brown and black hair. Ravaged recently by the undead, they remain a proud people, using their own language whenever possible, and priding themselves on surviving. They're known for a powerful cavalry (mostly from the plains) and great hunters (in the north). They've turned the money raised through trade into buying Orite inventions, having black powder technology, good roads, and some rudimentary steam engines fueled by their many forests.

FIRST NAME: Aldke, Buren, Deikart, Fulon, Haghulm, Hanar, Janton, Zigfren; Anjika, Ennika, Erelida, Grisynn, Idlin, Joha, Karona, Katriza, Kola, Lenia, Sarina.

FAMILY NAME: Beher, Jeiker, Pober, Scharel, Schmeker, Skeider, Weidt, Weyer.

THE DAR

An ancient cataclysm broke Dar. Now shadow demons are bound to its confines and walk the ashen wasteland of it, with few arable cities and paths warded by ancient stones. North of it is the Gap, a pit so deep the ocean flows into it at high tide and it has not filled. At the center of Dar is a basalt throne, which once had a crown of True Fire floating above it. Why would anyone stay in such a hellish land? The pale haired, pale skinned Dar can't leave. After a few years away, the bodies of anyone born in Dar start bleeding until they die or return to the cursed land. Many refuse to take the Dar black coinage, and are superstitious about catching the curse of the pale folk. They are haunted, but iron willed, and do what they must.

FIRST NAME: Basar, Birosh, Garanj, Hirem, Kibak, Mekan, Okosh, Pogan, Sarkar; Akara, Orosha, Gada, Beila, Hikata, Mekuna, Okona, Paya, Sakara, Zagona.

LAST NAME: Bekatief, Lahazar, Mehalsun, Omonar, Royota, Siharun, Zohitar.

OTHER PLACES

West of Aldemark are some notable areas that may be noted in the Legions Annals.

The Confederacy of Royin. A theocracy that worships a single god, but whose Chosen often leave offspring which bear powers that can be passed on through bloodlines. Many tales are told of these Blooded heroes, but most were killed when the Cinder King razed the country almost a decade ago.

The Great Cities of the Wastes. The Bone Wastes are considered an inhospitable desert land, except for the Great Cities. Each boasting a unique culture, they exist as treasured stops and the backbone of the trade routes through the Wastes. Each has a powerful ruler claiming a different title. Stories abide of Sorcerer Kings and Queens, and chained Wastes beasts.

The Principalities of Andrastus. Nobody is sure how many tiny city states are part of Andrastus at any given time (the Andrasti Great Families there war constantly, and some are annexed, or conquered regularly). The one thing known about this war-torn land is that they will band together if outsider try to claim territory. The Cinder King has sent one of his Broken to conquer them.

BAND OF BLADES

PLAYTEST VERSION 1.0 BETA

TIME LINE

- 821 OLD EMPIRE FOUNDING ▲

Though cultures existed previous, they didn't keep great records until the first Emperor standardized writing. Historical texts are written using OEF notation—Old Empire founding being set as the year 0.

- 283 EMPIRE SHATTERED ▲

The Last Emperor is killed by a Chosen and the Legion becomes a mercenary unit, selling services to nations that can afford them.

- 11 CINDER KING APPEARS ►

The Cinder King gains a crown of True Fire and emerges in the West. He uses sorceries to slay a city and build his army.

- 8 TO - 7 CONQUEST OF ROYIN ►

Cinder king conquers the Confederacy of Royin. Their Chosen does not manifest. Aldermark marshals its armies, and the Twin Gods Choose.

- 6 TO - 3 ALDEMARK CONQUEST ►

Cinder King pushes east. The Aldermani fight a retreating battle buying time. Cinder King crosses the Tigeria.

- 3 TO - 1 NEW MUSTER ►

Alanna returns to the Eastern Kingdom for fresh levies. She posits a new plan and is granted fresh armies. A Bartan general enlists the Legion from their contract in the Isles. They march with the armies.

▲ - 413 TANTARUS ASCENDS

The 7th Emperor takes the throne of the Old Empire.

▲ - 427 LEGION FOUNDED

Tantarus founds the Legion as an elite unit trained to fight supernatural or impossible threats under his personal banner.

▲ - 191 THE GODSWAR

The Chosen battle each other. Legion is reduced to a handful before rebuilding.

◄ - 9 THE FIRST BREAKING

A Chosen manifests itself in the western kingdom to face the Cinder King. The First Breaking occurs.

◄ - 6 BATTLE FOR ALDEMARK

Cinder king faces the Aldermani armies. When he breaks one of the Twins nine Chosen appear immediately in the Eastern Kingdoms. Eastern Kingdoms marshal their armies.

◄ - 3 GREAT BREAKING

Black shot helps the Eastern armies push the Cinder King back. In a decisive battle five Chosen are Broken, but the line holds.

◄ 0 ETTANMARK FIELDS

The Armies lose. What remains retreats east hoping to hold the Eastern Kingdoms in a final stand.

TODAY (821 OEF)

CULTURES OF THE EAST

BARTAN

Barta is the largest of the Eastern Kingdoms. Once—long ago—they were invaders from across the seas, landing in the eastern Kingdoms fleeing a disaster from distant shores. They have been part of the region since before the Old Empire. Barta is a fertile land, and provides food for most of the Eastern Kingdoms. They are a republic, with each major sub-region electing a religious, and civil head, which together comprise the Circle (their ruling body). They are matriarchal, and value age and wisdom.

Bartans are tall, dark haired people, with skin of varying shades of brown, with red or black eyes. They have strong kinship and family alliances, and most Bartans wear jewelry made of tokens granted to them by family, and people they have forged strong friendships with. Contracts and alliances are sealed with such tokens, and many Barta tales start with such a token being used to gain hospitality, or ask for favors via ancient alliances. Their dress favors wraps and flowing cloth, where they show off their mastery of brilliant dyes, and many Barta decorate their skin with complex tattoos and detailed, painted designs. There are seven major churches, including the church to the Prophet Goddess where daily the priesthood attempts to form a Chosen, which is often how the call to danger is heard across the East.

Barta names use the Old Empire format (first and family name). Family names are always passed on through the mother.

FIRST NAME: Adikar, Arun, Karoj, Kirish, Makit, Nadit, Parkresh, Raghav, Rakash; Adisha, Aswina, Rahika, Kalyika, Mitali, Rashi, Kaviya, Riya, Seneha, Shimya, Vani.

FAMILY NAME: Arani, Chabarti, Dardhi, Dewa, Kapatia, Khatri, Pakshi, Manabur.

ORITE

Once a grouping of disparate tiny city states, Or was unified by a priesthood of what they dub the three *Gods of Civilization*—The Maker, The Shaper and the Builder. They forged a nation by proposing an unheard of accord—instead of having one monarchy and noble structure, Or would recognize all of them at once, and in return the priesthood would give to each equal advances. Hence most people in Or have a noble title or another (being a Prince of a principality the size of a village), though families powerful in trade and holdings are well known among their peers. Orites first meeting often ask each other probing questions to determine lineage and title.

Their priesthoods study alchemy and a variety of sciences, and have created many of the wonders seen in the world today. From a variety of clockwork inventions, steam powered engines, to precision ground lenses, and meticulously machined guns. Their achievements in metalurgy, math and science are reknown well past the Or borders, and their port capital hosts ships from many nations seeking these wonders.

Their cities are cosmopolitan, and Orites are people of many different skin, hair and eye colors. They prefer complex inlays in their metalwork and armor, and garments of linen and velvet cloth. As a matter of fashion Orites prefer to wear masks to hats, and maskmakers are often very distinguished if they are skilled.

NOBLE TITLES: Principis, Graf, Reina, Viscount, Contessa, Baronet, Dame, Gallant.

FIRST NAME: Alben, Anton, Blas, Cyprian, Elrik, Farian, Leon, Marilo, Rubin, Silvin; Aurora, Chiara, Emetta, Hadriana, Katovica, Livia, Millia, Severina, Tiana, Valeria.

FAMILY NAME: Albrekt, Garossi, Rodano, Loprio, Martiko, Sanicci, Zardani.

PAÑYAR

Paña is a land called blessed by the Pañyar and cursed by everyone else. It's a deep forest sparsely populated, and peppered with ancient ruins. Dangerous beasts roam, and paths appear and change with the moon cycles. Its inhospitability is why Or and Aledermark haven't tried invading each other since the fall of the Old Empire.

Being Pañyar isn't exactly a question of an ethnicity, but of habitation. Anyone that lives a dozen or so years in the forest gains an animal trait (cat-like eyes, stripped or spotted hair, fangs, etc), and once they do, the more dangerous beasts of the woods tend to leave them alone. The Pañyar build villages and small towns out of wooden structures and hold to ancient traditions. Their gods (the Horned God of the forest, and Nyx the goddess of the moon) are more physically present in the world than other deities, embodying the physical realm in the way others do not.

Pañyar names have three parts. The first name (a color) is granted by a mother, though some have special meaning. Silver (the moon's color) means the Pañyar is an orphan. Black means their color was taken from them—they are an exile. The second name is given by elders when a child's mark appears, as a means of recognizing adulthood. The Pañyar have traditional quests they perform for their third name (some only have two). They are fluid and will sometimes change their name after a great deed.

FIRST NAME: Amber, Azure, Russet, Scarlet, Sapphire, Silver, Vermillion, Violet.

SECOND NAME: Charging, Dancing, Flowing, Growing, Raging, Surging, Standing.

THIRD NAME: Blaze, Ember, Flood, Grove, Glade, Reef, Storm, Tempest, Tide, Weald.

ZEMYATI

The Zemyati are a pale-skinned people that inhabit the mountain region of Zemya. They are organized into clans and often raid to supplement their food, supplies and treasure. They tend to wear heavier cloth with high collars, often with detailed embroidery in gold and silver. Both men and women wear jewelry of braided metals, and decorate clothes with forged pieces reminiscent of armor.

Each Zemyati bears a small dagger on their person to swear blood oaths with, or seal contracts, and is used as part of many of their rituals (such as mourning). Each Clan has planted a tree watered at some point with blood of all who would become clan-members, and each family grows in turn a tree in their family home cut from their clan tree. The Zemyati believe each tree is an abode for their Living God, who answers no Zemyati prayers, but who they believe curses those that break rules of hospitality or oaths sworn before such trees. Trees growing inside houses, and caves are often signs of Zemyati holy places.

Zemyati 'last names' are always tied to their Clan. Since all clansfolk share the same last name, they identify each other by patronymics and monikers. A patronymic is usually a parent name with an ending. So Vikei son of Boryev, could be Vikei Boryevich. Kariya daughter of Eleya would be Kariya Eleyovna. Monikers (ex: Vikei One Eye, Boryev Keen-axe, Eleya Fire-hair, or Ananika Deer-swift) are also common.

FIRST NAME: Adrimir, Colay, Gabridyor, Liavel, Maleksei, Melislav, Theonin, Viltory; Alike, Dania, Emilinya, Freriya, Isalana, Klarina, Sverena, Tatinika, Valentina, Zaya.

PATRONYMIC: -ovich, -evich, -ich; -yevna, -ovna or -ichna.