

ACTIONS

- ◆ **ANCHOR** is the Heavy Specialist action. For details on it, see the **Specialist Action** section below.
- ◆ **CONSORT** with friends, contacts, or connections from your heritage and background to gain access to resources, information, people, or places. Make a good impression.
- ◆ **DISCIPLINE** a fellow soldier; command obedience using 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; coordinate fire on a target.
- ◆ **RESEARCH** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding.
- ◆ **RIG** together mechanical solutions; disable, repair, or create mechanisms; disable a trap, pick a lock; build fortifications; repair siege weapons.
- ◆ **SCOUT** a location or situation to gather information; move or observe without being noticed; spot weaknesses or exploits if there are any to be seen.
- ◆ **SHOOT** a target with precision from a distance; find a perch with clear lines of fire; make trick shots.
- ◆ **SKIRMISH** with an opponent in close combat; assault a position; brawl and wrestle; fire pistols at short range.
- ◆ **SWAY** someone with guile, charm, logic, or deception; change attitudes or behavior using manipulation or seduction; disguise yourself.
- ◆ **WRECK** a place, item, or obstacle with savage force or careful sabotage; distract and sow chaos; breach defenses with force; use, throw, or place explosives or alchemicals; use siege weapons.

SPECIALIST ACTION

Anchor is an action that Heavies specialize and train in. Unlike most actions it's not 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

- ◆ *When you roll a desperate action, mark 1 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 threat of the highest threat opponent on the mission.*

BAND OF BLADES

VERSION 1.3

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 Eastern Kingdoms. 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 (e.g. *old farming family*).
- ◆ **ASSIGN 4 MORE ACTION POINTS.** Descriptions are on the back. Max starting rating is 2.
- ◆ **REPORT FOR DUTY.**

HERITAGE NAMES

BARTAN (WARM, PIOUS, STOIC, EDUCATED)

NAMES: Arun, Karoj, Kirish, Makit, Rakash; Aswina, Kaviya, Kita, Riya, Shimya, Vani.

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

ORITE (NOBLE, CONNECTED, VENGEFUL, STERN)

TITLES: Cadret, Chevalier, Equite, Graf, Landgrave, Marchioness, Reina, Viscount.

NAMES: Albra, Blas, Elrik, Eucho, Hadclio, Syanus, Tyrius; Aurora, Canonina, Favia, Hadriana, Livia, Myrtia, Phaera, Virdria.

PANYAR (ARTISAN, TRAVELER, SHREWD, MARKED)

COLOR NAME: Blue, Gray, Indigo, Red, Silver.

MARK NAME: Charging, Dancing, Echoing, Raging, Rising, Shifting, Striking, Vexing.

DEED NAME: Forest, Gale, Iron, Pyre, Wind.

ZEMYATI (TOUGH, BOLD, LOYAL, STUBBORN)

FIRST NAMES: Adrimir, Colay, Gabridyor, Liavel, Maleksei, Melislav; Alike, Dania, Freriya, Klarina, Sverena, Valentina, Zaya.

PATRONYMS: -ovich, -evich, -ich.

MATRONYMS: -yevna, -ovna or -ichna.

HEAVY

NAME

NOTES:

STRESS

□ □ □ □ □ □ □ □ □ □

TRAUMA

◆ ◆ ◆ ◆

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

CORRUPTION

□ □ □ □ □ □

BLIGHT

◆ ◆ ◆ ◆

CONDITIONS: ANATHEMA—HOST—HUNGER—MIASMA—MUTATION—RAGE—ROT—VISIONS

HARM

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

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

HERITAGE

DETAIL: _____

BARTAN TRAITS

- ◆ WARM: +1 consort (max 2).
- ◆ PIOUS: Always equip a Reliquary.
- ◆ STOIC: +1d to prowess resist.
- ◆ EDUCATED: +1 research (max 2).

ORITE TRAITS

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

PANYAR TRAITS

- ◆ ARTISAN: You can have up to 4 rig.
- ◆ TRAVELER: Fast/quiet in normal load.
- ◆ SHREWD: +1d to insight resist.
- ◆ MARKED: +2d to resist corruption.

ZEMYATI TRAITS

- ◆ TOUGH: Ignore level 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).
- ◆ WEAPONMASTER: You're known as a Weaponmaster even outside the Legion. When you push yourself, you also gain potency in melee combat.
- ◆ 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.
- ◆ VIGOROUS: When you check wounds during rest and recuperation, place one free check. When you take harm, clear 1 stress.
- ◆ AGAINST THE DARKNESS: You and all squadmates that can see you gain +1d to resist fear and corruption.
- ◆ ELITE: Gain mastery of 2 actions (they can go up to rank 4).
- ◆ HARDENED: You can mark 2 additional stress boxes.
- ◆ SURVIVOR: You can take +1 trauma before dying.
- ◆ VETERAN: Take a special ability from another source.

LOAD

CHOOSE LIGHT/NORMAL/HEAVY, AND 2 UTILITY.

Bold items are fine.

□ LIGHT

Quieter/faster. All items below.

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

□ NORMAL

All Light items and...

- Fitted Heavy Plate
Replaces any Armor.
- Fine Shield
—OR—
- Fine Heavy Weapon

□ HEAVY

Slower. All Normal items and...

- Fine Wrecking Kit
- Fine Tower Shield
Replaces any Shield.

UTILITY. Choose 2 load below.

- | | | | |
|----------------------|-------------------|----------------------|---------------------|
| □ Hand Weapon | □ Shield | □ Supplies ○ ○ ○ ○ ○ | □ □ _____ |
| □ Heavy Weapon | □ Winter Clothing | □ Soldier's Kit | □ □ _____ |
| □ □ Black Shot ○ ○ ○ | □ Oil ○ ○ ○ | □ Wrecking Kit | □ □ Reliquary ○ ○ ○ |

INSIGHT

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

PROWESS

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

RESOLVE

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

SPECIALIST

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

ACTIONS

- ◆ **CONSORT** with friends, contacts, or connections from your heritage and background to gain access to resources, information, people, or places. Make a good impression.
- ◆ **DISCIPLINE** a fellow soldier; command obedience using force of personality; intimidate or threaten.
- ◆ **DOCTOR** is the Medic Specialist action. For details on it, see the **Specialist Action** section 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; coordinate fire on a target.
- ◆ **RESEARCH** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding.
- ◆ **RIG** together mechanical solutions; disable, repair, or create mechanisms; disable a trap, pick a lock; build fortifications; repair siege weapons.
- ◆ **SCOUT** a location or situation to gather information; move or observe without being noticed; spot weaknesses or exploits if there are any to be seen.
- ◆ **SHOOT** a target with precision from a distance; find a perch with clear lines of fire; make trick shots.
- ◆ **SKIRMISH** with an opponent in close combat; assault a position; brawl and wrestle; fire pistols at short range.
- ◆ **SWAY** someone with guile, charm, logic, or deception; change attitudes or behavior using manipulation or seduction; disguise yourself.
- ◆ **WRECK** a place, item, or obstacle with savage force or careful sabotage; distract and sow chaos; breach defenses with force; use, throw, or place explosives or alchemicals; use siege weapons.

SPECIALIST ACTION

Doctor is an action that Medics specialize and train in. Unlike most actions it's not rolled, but its rating determines its **uses** per mission. While on a mission, you may spend **doctor** uses to treat a fellow Legionnaire so they ignore all wound penalties for a scene. **Level 4 harm** is still lethal.

MEDIC ADVANCEMENT

- ◆ *When you roll a desperate action, mark 1 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 threat of the highest threat opponent on the mission.*

BAND OF BLADES

VERSION 1.3

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 Eastern Kingdoms. 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 (First Aid is good).
- ◆ **PICK A HERITAGE.** Choose a **NAME**, two **TRAITS**, and detail it (*ex: old farming family*).
- ◆ **ASSIGN 4 MORE ACTION POINTS.** Descriptions are on the back. Max starting rating is 2.
- ◆ **REPORT FOR DUTY.**

HERITAGE NAMES

BARTAN (WARM, PIOUS, STOIC, EDUCATED)

NAMES: Arun, Karoj, Kirish, Makit, Rakash; Aswina, Kaviya, Kita, Riya, Shimya, Vani.

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

ORITE (NOBLE, CONNECTED, VENGEFUL, STERN)

TITLES: Cadret, Chevalier, Equite, Graf, Landgrave, Marchioness, Reina, Viscount.

NAMES: Albra, Blas, Elrik, Eucho, Hadclio, Syanus, Tyrius; Aurora, Canonina, Favia, Hadriana, Livia, Myrtia, Phaera, Virdria.

PANYAR (ARTISAN, TRAVELER, SHREWD, MARKED)

COLOR NAME: Blue, Gray, Indigo, Red, Silver.

MARK NAME: Charging, Dancing, Echoing, Raging, Rising, Shifting, Striking, Vexing.

DEED NAME: Forest, Gale, Iron, Pyre, Wind.

ZEMYATI (TOUGH, BOLD, LOYAL, STUBBORN)

FIRST NAMES: Adrimir, Colay, Gabridyor, Liavel, Maleksei, Melislav; Alika, Dania, Freriya, Klarina, Sverena, Valentina, Zaya.

PATRONYMS: -ovich, -evich, -ich.

MATRONYMS: -yevna, -ovna or -ichna.

ACTIONS

- ◆ **CHANNELS** is the Officer Specialist action. For details on it, see the **Specialist Action** section below.
- ◆ **CONSORT** with friends, contacts, or connections from your heritage and background to gain access to resources, information, people, or places. Make a good impression.
- ◆ **DISCIPLINE** a fellow soldier; command obedience using 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; coordinate fire on a target.
- ◆ **RESEARCH** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding.
- ◆ **RIG** together mechanical solutions; disable, repair, or create mechanisms; disable a trap, pick a lock; build fortifications; repair siege weapons.
- ◆ **SCOUT** a location or situation to gather information; move or observe without being noticed; spot weaknesses or exploits if there are any to be seen.
- ◆ **SHOOT** a target with precision from a distance; find a perch with clear lines of fire; make trick shots.
- ◆ **SKIRMISH** with an opponent in close combat; assault a position; brawl and wrestle; fire pistols at short range.
- ◆ **SWAY** someone with guile, charm, logic, or deception; change attitudes or behavior using manipulation or seduction; disguise yourself.
- ◆ **WRECK** a place, item, or obstacle with savage force or careful sabotage; distract and sow chaos; breach defenses with force; use, throw, or place explosives or alchemicals; use siege weapons.

SPECIALIST ACTION

Channels is an action that Officers specialize in. Unlike most actions it's not rolled, but its rating determines its **uses** per mission. You may spend **channels** uses to **acquire an asset** for your squad in a **flashback**. Roll **sway** 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

- ◆ *When you roll a desperate action, mark 1 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 threat of the highest threat opponent on the mission.*

BAND OF BLADES

VERSION 1.3

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 Eastern Kingdoms. 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 (e.g. *old farming family*).
- ◆ **ASSIGN 4 MORE ACTION POINTS.** Descriptions are on the back. Max starting rating is 2.
- ◆ **REPORT FOR DUTY.**

HERITAGE NAMES

BARTAN (WARM, PIOUS, STOIC, EDUCATED)

NAMES: Arun, Karoj, Kirish, Makit, Rakash; Aswina, Kaviya, Kita, Riya, Shimya, Vani.

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

ORITE (NOBLE, CONNECTED, VENGEFUL, STERN)

TITLES: Cadret, Chevalier, Equite, Graf, Landgrave, Marchioness, Reina, Viscount.

NAMES: Albra, Blas, Elrik, Eucho, Hadclio, Syanus, Tyrius; Aurora, Canonina, Favia, Hadriana, Livia, Myrtia, Phaera, Virdria.

PANYAR (ARTISAN, TRAVELER, SHREWD, MARKED)

COLOR NAME: Blue, Gray, Indigo, Red, Silver.

MARK NAME: Charging, Dancing, Echoing, Raging, Rising, Shifting, Striking, Vexing.

DEED NAME: Forest, Gale, Iron, Pyre, Wind.

ZEMYATI (TOUGH, BOLD, LOYAL, STUBBORN)

FIRST NAMES: Adrimir, Colay, Gabridyor, Liavel, Maleksei, Melislav; Alika, Dania, Freriya, Klarina, Sverena, Valentina, Zaya.

PATRONYMICs: -ovich, -evich, -ich.

MATRONYMICs: -yevna, -ovna or -ichna.

OFFICER

NAME

NOTES:

STRESS

□ □ □ □ □ □ □ □ □ □

TRAUMA

◆ ◆ ◆ ◆

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

CORRUPTION

□ □ □ □ □ □

BLIGHT

◆ ◆ ◆ ◆

CONDITIONS: ANATHEMA—HOST—HUNGER—MIASMA—MUTATION—RAGE—ROT—VISIONS

HARM

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

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

HERITAGE

DETAIL: _____

BARTAN TRAITS

- ◆ WARM: +1 consort (max 2).
- ◆ PIOUS: Always equip a Reliquary.
- ◆ STOIC: +1d to prowess resist.
- ◆ EDUCATED: +1 research (max 2).

ORITE TRAITS

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

PANYAR TRAITS

- ◆ ARTISAN: You can have up to 4 rig.
- ◆ TRAVELER: Fast/quiet in normal load.
- ◆ SHREWD: +1d to insight resist.
- ◆ MARKED: +2d to resist corruption.

ZEMYATI TRAITS

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

SPECIAL ABILITIES

- ◆ TACTICIAN: You anticipate problems others would never see coming. When you lead a group action you may suffer at most 1 stress.
- ◆ LEAD FROM THE FRONT: Whenever you lead a group action, improve scale up or down one level (for example: a small group counts as a medium group or an individual). If you lead a group action in combat, you may count multiple 6s from different rolls as a CRITICAL.
- ◆ LOGISTICAL SUPPORT: channels uses can be spent to assist a squadmate. When you do this, they get an additional +1d. Tell us how your preparation or supplies help them against this threat or obstacle.
- ◆ MISSION FIRST: Add the following to "at the end of mission" xp triggers: *If anyone died under your command.*
- ◆ OBEDIENCE: An NPC squadmate sacrifices themselves, on your orders. 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.
- ◆ STRATEGIST: You gain +1d to sway 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 2 abilities (they can go up to rank 4).
- ◆ HARDENED: You can mark 2 additional stress boxes.
- ◆ SURVIVOR: You can take +1 trauma before dying.
- ◆ VETERAN: Take a special ability from another source.

LOAD

CHOOSE LIGHT/NORMAL/HEAVY, AND 2 UTILITY.

Bold items are fine.

LIGHT

Quieter/faster. All items below.

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

NORMAL

All Light items and...

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

HEAVY

Slower. All Normal items and...

- Battlefield Banner
 - Fine Heavy Armor
- Replaces Armor.

UTILITY. Choose 2 load below.

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

INSIGHT

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

PROWESS

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

RESOLVE

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

SPECIALIST

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

ACTIONS

- ◆ **CONSORT** with friends, contacts, or connections from your heritage and background to gain access to resources, information, people, or places. Make a good impression.
- ◆ **DISCIPLINE** a fellow soldier; command obedience using force of personality; intimidate or threaten.
- ◆ **MANEUVER** into position and traverse obstacles; climb, swim, run, and jump; handle a pack animal; ride a mount.
- ◆ **MARSHAL** a squad or larger group to action; command attention amidst chaos; coordinate fire on a target.
- ◆ **RESEARCH** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding.
- ◆ **RIG** together mechanical solutions; disable, repair, or create mechanisms; disable a trap, pick a lock; build fortifications; repair siege weapons.
- ◆ **SCOUT** a location or situation to gather information; move or observe without being noticed; spot weaknesses or exploits if there are any to be seen.
- ◆ **SCROUNGE** is the Scout Specialist action. For details see the **Specialist Action** section below.
- ◆ **SHOOT** a target with precision from a distance; find a perch with clear lines of fire; make trick shots.
- ◆ **SKIRMISH** with an opponent in close combat; assault a position; brawl and wrestle; fire pistols at short range.
- ◆ **SWAY** someone with guile, charm, logic, or deception; change attitudes or behavior using manipulation or seduction; disguise yourself.
- ◆ **WRECK** a place, item, or obstacle with savage force or careful sabotage; distract and sow chaos; breach defenses with force; use, throw, or place explosives or alchemicals; use siege weapons.

SPECIALIST ACTION

Scrounge is an action that Scouts specialize and train in. Unlike most actions it's not rolled, but its 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

- ◆ *When you roll a desperate action, mark 1 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 threat of the highest threat opponent on the mission.*

BAND OF BLADES

VERSION 1.3

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 Eastern Kingdoms. 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 (e.g. *old farming family*).
- ◆ **ASSIGN 4 MORE ACTION POINTS.** Descriptions are on the back. Max starting rating is 2.
- ◆ **REPORT FOR DUTY.**

HERITAGE NAMES

BARTAN (WARM, PIOUS, STOIC, EDUCATED)

NAMES: Arun, Karoj, Kirish, Makit, Rakash; Aswina, Kaviya, Kita, Riya, Shimya, Vani.

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

ORITE (NOBLE, CONNECTED, VENGEFUL, STERN)

TITLES: Cadret, Chevalier, Equite, Graf, Landgrave, Marchioness, Reina, Viscount.

NAMES: Albra, Blas, Elrik, Eucho, Hadclio, Syanus, Tyrius; Aurora, Canonina, Favia, Hadriana, Livia, Myrtia, Phaera, Virdria.

PANYAR (ARTISAN, TRAVELER, SHREWD, MARKED)

COLOR NAME: Blue, Gray, Indigo, Red, Silver.

MARK NAME: Charging, Dancing, Echoing, Raging, Rising, Shifting, Striking, Vexing.

DEED NAME: Forest, Gale, Iron, Pyre, Wind.

ZEMYATI (TOUGH, BOLD, LOYAL, STUBBORN)

FIRST NAMES: Adrimir, Colay, Gabridyor, Liavel, Maleksei, Melislav; Alike, Dania, Freriya, Klarina, Sverena, Valentina, Zaya.

PATRONYMS: -ovich, -evich, -ich.

MATRONYMS: -yevna, -ovna or -ichna.

SCOUT

NAME _____

NOTES:

STRESS



TRAUMA



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

CORRUPTION



BLIGHT



CONDITIONS: ANATHEMA—HOST—HUNGER—MIASMA—MUTATION—RAGE—ROT—VISIONS

HARM

4		DEATH
3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	NEED HELP
2	<input type="checkbox"/> <input type="checkbox"/>	-1D
1	<input type="checkbox"/>	LESS EFFECT

ARMOR ☐HEAVY ☐SHIELD ☐SPECIAL ☐SCROUNGE USES ☐☐☐☐_____ ☐☐☐☐

HERITAGE

DETAIL: _____

BARTAN TRAITS

- ◆ WARM: +1 **consort** (max 2).
- ◆ PIOUS: Always equip a Reliquary.
- ◆ STOIC: +1d to **proWess** resist.
- ◆ EDUCATED: +1 **research** (max 2).

ORITE TRAITS

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

PANYAR TRAITS

- ◆ ARTISAN: You can have up to 4 **rig**.
- ◆ TRAVELER: Fast/quiet in **normal** load.
- ◆ SHREWD: +1d to **insight** resist.
- ◆ MARKED: +2d to resist corruption.

ZEMYATI TRAITS

- ◆ TOUGH: Ignore level 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 you are quick and carrying no armor, 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 **resisting** 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 always know what the highest **threat** level of undead is in the area. 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 2 abilities (they can go up to rank 4).
- ◆ HARDENED: You can mark 2 **additional stress** boxes.
- ◆ SURVIVOR: You can take +1 **trauma** before dying.
- ◆ VETERAN: Take a **special ability** from another source.

INSIGHT

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

PROWESS

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

RESOLVE

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

SPECIALIST

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

LOAD

CHOOSE LIGHT/NORMAL/HEAVY, AND 2 UTILITY.

Bold items are fine.☐ LIGHT*Quieter/faster. All items below.*

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

☐ NORMAL*All Light items and...*

- Climbing Kit
- Fine Lenses
- Fine Reliquary ○○○

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

- Camo Gear
- Fine 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 action. For details on it, see the **Specialist Action** section below.
- ◆ **CONSORT** with friends, contacts, or connections from your heritage and background to gain access to resources, information, people, or places. Make a good impression.
- ◆ **DISCIPLINE** a fellow soldier; command obedience using 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; coordinate fire on a target.
- ◆ **RESEARCH** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding.
- ◆ **RIG** together mechanical solutions; disable, repair, or create mechanisms; disable a trap, pick a lock; build fortifications; repair siege weapons.
- ◆ **SCOUT** a location or situation to gather information; move or observe without being noticed; spot weaknesses or exploits if there are any to be seen.
- ◆ **SHOOT** a target with precision from a distance; find a perch with clear lines of fire; make trick shots.
- ◆ **SKIRMISH** with an opponent in close combat; assault a position; brawl and wrestle; fire pistols at short range.
- ◆ **SWAY** someone with guile, charm, logic, or deception; change attitudes or behavior using manipulation or seduction; disguise yourself.
- ◆ **WRECK** a place, item, or obstacle with savage force or careful sabotage; distract and sow chaos; breach defenses with force; use, throw, or place explosives or alchemicals; use siege weapons.

SPECIALIST ACTION

Aim is an action that Snipers specialize and train in. Unlike most actions it's not 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

- ◆ *When you roll a desperate action, mark 1 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 threat of the highest threat opponent on the mission.*

BAND OF BLADES

VERSION 1.3

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 Eastern Kingdoms. 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 (e.g. *old farming family*).
- ◆ **ASSIGN 4 MORE ACTION POINTS.** Descriptions are on the back. Max starting rating is 2.
- ◆ **REPORT FOR DUTY.**

HERITAGE NAMES

BARTAN (WARM, PIOUS, STOIC, EDUCATED)

NAMES: Arun, Karoj, Kirish, Makit, Rakash; Aswina, Kaviya, Kita, Riya, Shimya, Vani.

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

ORITE (NOBLE, CONNECTED, VENGEFUL, STERN)

TITLES: Cadret, Chevalier, Equite, Graf, Landgrave, Marchioness, Reina, Viscount.

NAMES: Albra, Blas, Elrik, Eucho, Hadclio, Syanus, Tyrius; Aurora, Canonina, Favia, Hadriana, Livia, Myrtia, Phaera, Virdria.

PANYAR (ARTISAN, TRAVELER, SHREWD, MARKED)

COLOR NAME: Blue, Gray, Indigo, Red, Silver.

MARK NAME: Charging, Dancing, Echoing, Raging, Rising, Shifting, Striking, Vexing.

DEED NAME: Forest, Gale, Iron, Pyre, Wind.

ZEMYATI (TOUGH, BOLD, LOYAL, STUBBORN)

FIRST NAMES: Adrimir, Colay, Gabridyor, Liavel, Maleksei, Melislav; Alike, Dania, Freriya, Klarina, Sverena, Valentina, Zaya.

PATRONYMS: -ovich, -evich, -ich.

MATRONYMS: -yevna, -ovna or -ichna.

SNIPER

NAME _____

NOTES:

STRESS

□ □ □ □ □ □ □ □ □ □

TRAUMA

◆ ◆ ◆ ◆

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

CORRUPTION

□ □ □ □ □ □

BLIGHT

◆ ◆ ◆ ◆

CONDITIONS: ANATHEMA—HOST—HUNGER—MIASMA—MUTATION—RAGE—ROT—VISIONS

HARM

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

ARMOR ○

HEAVY ○

SHIELD ○

SPECIAL ○

AIM USES ○ ○ ○ ○

○ ○ ○ ○

HERITAGE

DETAIL: _____

BARTAN TRAITS

- ◆ WARM: +1 consort (max 2).
- ◆ PIOUS: Always equip a Reliquary.
- ◆ STOIC: +1d to prowess resist.
- ◆ EDUCATED: +1 research (max 2).

ORITE TRAITS

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

PANYAR TRAITS

- ◆ ARTISAN: You can have up to 4 rig.
- ◆ TRAVELER: Fast/quiet in normal load.
- ◆ SHREWD: +1d to insight resist.
- ◆ MARKED: +2d to resist corruption.

ZEMYATI TRAITS

- ◆ TOUGH: Ignore level 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 at close range with two pistols, gain potency.
- ◆ NOTCHES: If you land the killing blow on a threat 2 or higher opponent, mark 1 xp in 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 2 abilities (they can go up to rank 4).
- ◆ HARDENED: You can mark 2 additional stress boxes.
- ◆ SURVIVOR: You can take +1 trauma before dying.
- ◆ VETERAN: Take a special ability from another source.

LOAD

CHOOSE LIGHT/NORMAL/HEAVY, AND 2 UTILITY.

Bold items are fine.

□ LIGHT

Quieter/faster. All items below.

- Black Shot ○ ○ ○
- Ammo ○ ○ ○ ○ ○

□ 2 Fine Pistols

—OR—

□ Fine Long Rifle

□ NORMAL

All Light items and...

- Gun Maintenance Kit
- Fine 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 ○ ○ ○
- Oil ○ ○ ○
- Supplies ○ ○ ○ ○ ○
- Winter Clothing
- Soldier's Kit
- Reliquary ○ ○ ○

- _____
- _____
- Reliquary ○ ○ ○

INSIGHT

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

PROWESS

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

RESOLVE

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

SPECIALIST

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

ACTIONS

- ◆ **CONSORT** with friends, contacts, or connections from your heritage and background to gain access to resources, information, people, or places. Make a good impression.
- ◆ **DISCIPLINE** a fellow soldier; command obedience using force of personality; intimidate or threaten.
- ◆ **MANEUVER** into position and traverse obstacles; climb, swim, run, and jump; handle a pack animal; ride a mount.
- ◆ **MARSHAL** a squad or larger group to action; command attention amidst chaos; coordinate fire on a target.
- ◆ **RESEARCH** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding.
- ◆ **RIG** together mechanical solutions; disable, repair, or create mechanisms; disable a trap, pick a lock; build fortifications; repair siege weapons.
- ◆ **SCOUT** a location or situation to gather information; move or observe without being noticed; spot weaknesses or exploits if there are any to be seen.
- ◆ **SHOOT** a target with precision from a distance; find a perch with clear lines of fire; make trick shots.
- ◆ **SKIRMISH** with an opponent in close combat; assault a position; brawl and wrestle; fire pistols at short range.
- ◆ **SPECIALIST:** Rookies have no Specialist action but they will gain one when they promote.
- ◆ **SWAY** someone with guile, charm, logic, or deception; change attitudes or behavior using manipulation or seduction; disguise yourself.
- ◆ **WRECK** a place, item, or obstacle with savage force or careful sabotage; distract and sow chaos; breach defenses with force; use, throw, or place 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 (**grit**) when you advance and become a Soldier. You advance to Soldier by taking the *Not a Rookie Anymore* ability, and they must take this ability as their first playbook advance.

ROOKIE ADVANCEMENT

- ◆ *When you roll a desperate action, mark 1 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 or surviving despite the odds.*
- ◆ *If you brought into play your heritage or traumas (2 xp if you did both).*
- ◆ *Per threat of the highest threat opponent on the mission.*

BAND OF BLADES

VERSION 1.3

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 Eastern Kingdoms. 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 (e.g. *old farming family*).
- ◆ **ASSIGN 4 MORE ACTION POINTS.** Descriptions are on the back. Max starting rating is 2.
- ◆ **REPORT FOR DUTY.**

HERITAGE NAMES

BARTAN (WARM, PIOUS, STOIC, EDUCATED)

NAMES: Arun, Karoj, Kirish, Makit, Rakash; Aswina, Kaviya, Kita, Riya, Shimya, Vani.

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

ORITE (NOBLE, CONNECTED, VENGEFUL, STERN)

TITLES: Cadret, Chevalier, Equite, Graf, Landgrave, Marchioness, Reina, Viscount.

NAMES: Albra, Blas, Elrik, Eucho, Hadclio, Syanus, Tyrius; Aurora, Canonina, Favia, Hadriana, Livia, Myrtia, Phaera, Virdria.

PANYAR (ARTISAN, TRAVELER, SHREWD, MARKED)

COLOR NAME: Blue, Gray, Indigo, Red, Silver.

MARK NAME: Charging, Dancing, Echoing, Raging, Rising, Shifting, Striking, Vexing.

DEED NAME: Forest, Gale, Iron, Pyre, Wind.

ZEMYATI (TOUGH, BOLD, LOYAL, STUBBORN)

FIRST NAMES: Adrimir, Colay, Gabridyor, Liavel, Maleksei, Melislav; Alike, Dania, Freriya, Klarina, Sverena, Valentina, Zaya.

PATRONYMS: -ovich, -evich, -ich.

MATRONYMS: -yevna, -ovna or -ichna.

ROOKIE

NAME _____

NOTES:

STRESS

□ □ □ □ □ □ □ □ □ □

TRAUMA

◆ ◆ ◆ ◆

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

CORRUPTION

□ □ □ □ □ □

BLIGHT

◆ ◆ ◆ ◆

CONDITIONS: ANATHEMA—HOST—HUNGER—MIASMA—MUTATION—RAGE—ROT—VISIONS

HARM

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

ARMOR ○

HEAVY ○

SHIELD ○

SPECIAL ○

○○○○

○○○○

HERITAGE

DETAIL: _____

BARTAN TRAITS

- ◆ WARM: +1 **consort** (max 2).
- ◆ PIOUS: Always equip a Reliquary.
- ◆ STOIC: +1d to **proWess** resist.
- ◆ EDUCATED: +1 **research** (max 2).

ORITE TRAITS

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

PANYAR TRAITS

- ◆ ARTISAN: You can have up to 4 **rig**.
- ◆ TRAVELER: Fast/quiet in **normal** load.
- ◆ SHREWD: +1d to **insight** resist.
- ◆ MARKED: +2d to resist corruption.

ZEMYATI TRAITS

- ◆ TOUGH: Ignore level 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 all the traits from your heritage. If taken as a Veteran advance, it must be the first ability selected at character creation.
- ◆ **HARD KNOCKS:** Mark 2 **xp** in any category at the end of any mission where you took **level 2 harm** or higher. This ability cannot be taken as a Veteran advance.
- ◆ **JUST A KID:** When someone suffers **harm** when **protecting** you, they mark **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:** Increase 2 zero-ranked skills to rank 1. This ability cannot be taken as a Veteran advance.
- ◆ **NOT A ROOKIE ANYMORE:** You are **promoted!** You become a Soldier. Gain 1 special ability and 1 rank of Grit. **You must take this as your first playbook advance.** This ability cannot be taken as a Veteran advance or a starting ability.



INSIGHT

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

PROWESS

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

RESOLVE

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

SPECIALIST

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

LOAD

CHOOSE LIGHT/NORMAL/HEAVY, AND 2 UTILITY.

Bold items are fine.

□ 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 ○○○ | □ Oil ○○○ | □ Climbing Kit | □□ Reliquary ○○○ |

ACTIONS

- ◆ **CONSORT** with friends, contacts, or connections from your heritage and background to gain access to resources, information, people, or places. Make a good impression.
- ◆ **DISCIPLINE** a fellow soldier; command obedience using force of personality; intimidate or threaten.
- ◆ **GRIT** is the Soldier Specialist action. For details on it, see the **Specialist Action** section 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; coordinate fire on a target.
- ◆ **RESEARCH** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding.
- ◆ **RIG** together mechanical solutions; disable, repair, or create mechanisms; disable a trap, pick a lock; build fortifications; repair siege weapons.
- ◆ **SCOUT** a location or situation to gather information; move or observe without being noticed; spot weaknesses or exploits if there are any to be seen.
- ◆ **SHOOT** a target with precision from a distance; find a perch with clear lines of fire; make trick shots.
- ◆ **SKIRMISH** with an opponent in close combat; assault a position; brawl and wrestle; fire pistols at short range.
- ◆ **SWAY** someone with guile, charm, logic, or deception; change attitudes or behavior using manipulation or seduction; disguise yourself.
- ◆ **WRECK** a place, item, or obstacle with savage force or careful sabotage; distract and sow chaos; breach defenses with force; use, throw, or place explosives or alchemicals; use siege weapons.

SPECIALIST ACTION

Grit is an action that Soldiers specialize and train in. Unlike most actions it's not rolled, but its rating determines its **uses** per mission. You may spend **grit** uses to add +2d to a **resistance** roll. The **grit** use must be spent before the roll. You may only spend 1 **grit** use this way per roll.

OFFICER ADVANCEMENT

- ◆ *When you roll a desperate action, mark 1 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 threat of the highest threat opponent on the mission.*

BAND OF BLADES

VERSION 1.3

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 Eastern Kingdoms. 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 (e.g. *old farming family*).
- ◆ **ASSIGN 4 MORE ACTION POINTS.** Descriptions are on the back. Max starting rating is 2.
- ◆ **REPORT FOR DUTY.**

HERITAGE NAMES

BARTAN (WARM, PIOUS, STOIC, EDUCATED)

NAMES: Arun, Karoj, Kirish, Makit, Rakash; Aswina, Kaviya, Kita, Riya, Shimya, Vani.

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

ORITE (NOBLE, CONNECTED, VENGEFUL, STERN)

TITLES: Cadret, Chevalier, Equite, Graf, Landgrave, Marchioness, Reina, Viscount.

NAMES: Albra, Blas, Elrik, Eucho, Hadclio, Syanus, Tyrius; Aurora, Canonina, Favia, Hadriana, Livia, Myrtia, Phaera, Virdria.

PANYAR (ARTISAN, TRAVELER, SHREWD, MARKED)

COLOR NAME: Blue, Gray, Indigo, Red, Silver.

MARK NAME: Charging, Dancing, Echoing, Raging, Rising, Shifting, Striking, Vexing.

DEED NAME: Forest, Gale, Iron, Pyre, Wind.

ZEMYATI (TOUGH, BOLD, LOYAL, STUBBORN)

FIRST NAMES: Adrimir, Colay, Gabridyor, Liavel, Maleksei, Melislav; Alike, Dania, Freriya, Klarina, Sverena, Valentina, Zaya.

PATRONYMICs: -ovich, -evich, -ich.

MATRONYMICs: -yevna, -ovna or -ichna.

SOLDIER

NAME _____

NOTES:

STRESS

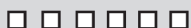


TRAUMA



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

CORRUPTION



BLIGHT



CONDITIONS: ANATHEMA—HOST—HUNGER—MIASMA—MUTATION—RAGE—ROT—VISIONS

HARM

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

ARMOR ○

HEAVY ○

SHIELD ○

SPECIAL ○

GRIT USES ○○○○

○○○○

HERITAGE

DETAIL: _____

BARTAN TRAITS

- ◆ WARM: +1 consort (max 2).
- ◆ PIOUS: Always equip a Reliquary.
- ◆ STOIC: +1d to prowess resist.
- ◆ EDUCATED: +1 research (max 2).

ORITE TRAITS

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

PANYAR TRAITS

- ◆ ARTISAN: You can have up to 4 rig.
- ◆ TRAVELER: Fast/quiet in normal load.
- ◆ SHREWD: +1d to insight resist.
- ◆ MARKED: +2d to resist corruption.

ZEMYATI TRAITS

- ◆ TOUGH: Ignore level 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 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 always bring a grenade (1 load) or explosive charges (2 load) as part of your light load.
- ◆ **CAVALRY:** If the Quartermaster has Horses uses available, all members of your squad start missions with mounts. You gain +1d to maneuver while mounted.
- ◆ **ELITE:** Gain mastery of 2 abilities (they can go up to rank 4).
- ◆ **HARDENED:** You can mark 2 additional stress boxes.
- ◆ **SURVIVOR:** You can take +1 trauma before dying.
- ◆ **VETERAN:** Take a special ability from another source.
- ◆ **SPECIALIST TRAINING:** You promote to a Specialist. Make a new playbook: mark 1 special ability and a rank of the starting Specialist action.



INSIGHT

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

PROWESS

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

RESOLVE

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

SPECIALIST

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

LOAD

CHOOSE LIGHT/NORMAL/HEAVY, AND 2 UTILITY.

Bold items are fine.

LIGHT

Quieter/faster. All items below.

- Fine Armor
- Memento of Home
- Fine Hand Weapon
- Fine Kit. Pick one: Medic, Climbing, Cooking, Repair, Soldier's, or Wrecking.

NORMAL

All Light items and...

- +2 Utility mark below.
- Fine Heavy Weapon
- OR—
- Fine Shield

HEAVY

Slower. All Normal items and...

- +1 Utility mark below.
- Fine Heavy Armor
- Replaces Armor.

UTILITY. Choose 2 load below.

- Musket
- Ammo ○○○○○
- Supplies ○○○○○
- Pistol
- Winter Clothing
- Medic Kit ○○○
- Black Shot ○○○
- Oil ○○○
- Soldier's Kit
- Reliquary ○○○

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 for +1d.

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

Each time you roll a desperate action, mark a tick of xp in that action's 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**.

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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 Legionnaire dies. Take over an available NPC Legionnaire to play. Detail an appropriate playbook.

UTILITY GEAR

AMMO: Powder, wadding, or paper shells for loading powder guns and pistols. Spend to reload ranged weapons. **Uses:** 5.

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:** Often ornate or dyed. Custom for you.

BLACK SHOT: Crafted by Alchemists, these precious bullets are carried in sawdust-packed, sealed, wood-and-leather cases. A mere graze kills lesser undead. Grants **potency** against undead. Don't shake. Use sparingly. **Uses:** 3.

BOOKS & SCROLLS: You bring the right academic treatise or bit of the Legion Annals. Spend to gain **+1d** or **+1 effect level** to **research** action rolls. **Uses:** 2.

HAND WEAPON: Sword, spear, or axe. Military one-handed weapon. Not knives. You can take two if you don't use a shield. **Fine:** Dueling blade, longsword, sabre, heartwood spear, or similar one-handed weapon. Named. Exceptional quality.

HEAVY ARMOR: Metal plates and leather. Layers. Many have embossed designs, sigils, and painted crests. Not subtle or quiet. Small blades or fists have little to no effect. 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.

MUSKET: Breech-loaded ball ammo or primitive shells. Standard Legion issue. Accurate at 50 yards. Rookies caught without one get dressed down.

OIL: Has a number of uses from quieting hinges to filling lanterns. Catches fire easily. **Uses:** 3.

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. Spend to reduce **corruption** taken by 1 and **+1d** to **resist** it. **Fine:** Reduces corruption taken by 2. **Uses:** 3.

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. One use feeds a Legionnaire for a day. Hope a Rookie packed a Cooking Kit. **Uses:** 5.

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: Issued identical, soldiers trade parts and customize. Contains: bedroll, flint and tinder, knife, lantern, small mirror, soap, shaving kit, trowel, whetstone, day's rations, etc.

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

SHARED GEAR

COMPASS & MAPS: Fine Bartan compass (hard to replace). Maps of the local area that you've personally annotated.

FLARE GUN: Break-action pistol with colored smoke charges and burning flares. Standard pack includes 4 shells.

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

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

ROOKIE GEAR

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

FRESH FOOD: Enough for a good meal or tasty stew. One of the few things Specialists will respect you for. *What touch do you add to your recipe?* **Uses:** 1.

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

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

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.

HEAVY GEAR

FITTED HEAVY PLATE: Replaces Armor. Recognizable at a distance. Customized. Counts as **Fine**. Grants **2 armor**.

FINE TOWER SHIELD: Replaces Shield. Massive shield that can be used to protect others. Grants **1 armor**.

MEDIC GEAR

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

TONICS: Potions and draughts to remove pain, heal common ailments, aid in sleep, and give mercy to those that cannot be saved. Chirurgy materials. **Uses:** 1.

SCOUT GEAR

BLACK ARROWS: Black Shot-tipped arrows. **Potent** against undead. **Uses:** 3.

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

FINE BOW & ARROWS: Panyar heartwood recurve bow. Whisper quiet.

SNIPER GEAR

FINE LONG RIFLE: A marvel of Orite priest machining. Accurate at 240 yards. Not quiet. Scoped. Jacketed rounds.

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

PRESSURE: When you **advance**, roll **pressure** minus Horses uses 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 how 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 Recon mission rewards. Before you pick 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:

- ◆ 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?
- ◆ How's our Chosen feel about the missions?
- ◆ Which squads distrust or don't respect 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 these missions?
- ◆ 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?
- ◆ What's the main weakness of the undead's position on this mission?
- ◆ Is this related to a previous mission? How?
- ◆ Which way are the Broken moving?
- ◆ What is a weakness of an Infamous we've seen previously?
- ◆ 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 special missions have we heard of at a location ahead?
- ◆ What news of the Cinder King?

BAND OF BLADES

VERSION 1.3

ROLE: COMMANDER

THIS IS A REQUIRED ROLE FOR THE CAMPAIGN.

The Commander 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.
- ◆ **INITIAL PRESSURE & TIME.** Ask the GM how the first mission affected the undead **pressure** on the Legion, and how it affected the time left to get to Skydagger Keep.
- ◆ **INITIAL INTEL.** Ask the GM what intel the first mission revealed, if any.
- ◆ **ADVANCE.** After the Quartermaster's first set of actions, the Legion must **advance** to the Western Front.

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

- Heritage (1):** ◆ *Bartan* ◆ *Orite* ◆ *Zemyati* ◆ *Panyar* ◆ *Other*
Reputation (1): ◆ *Fierce* ◆ *Devious* ◆ *Unstoppable* ◆ *Proud* ◆ *Inspiring*
Personality (1-2): ◆ *Bold* ◆ *Cold* ◆ *Calculating* ◆ *Stoic* ◆ *Prideful*
Look (1-3): ◆ *Lithe* ◆ *Haggard* ◆ *Well-kempt* ◆ *Scarred* ◆ *Athletic*

YOUR DUTIES. During the game, do the following:

- ◆ **TRACK TIME AND PRESSURE.** **Pressure** and **time** increase when **time** passes or for certain mission penalties. **Pressure** decreases from some missions, and advancing resets it to zero. **Time** (rarely) decreases as a result of select missions.
- ◆ **TRACK LOCATION AND MOVEMENT.** Decide when the Legion **advances**. You may never backtrack. Mark the Legion position and route on your map. When you **advance**, roll **pressure** minus Horses uses spent, and add **time** based on the roll. (1-3: One. 4/5: Two. 6: Three. **CRIT:** Five.)
- ◆ **TRACK AND SPEND INTEL.** Spend **intel** to add +1d to mission **engagement rolls** or gain access to a special mission at your location. Ask **intel questions** before each mission. **Intel** can be gained from mission rewards.
- ◆ **PICK MISSIONS.** Decide on a type of mission to focus on (assault, recon, religious, or supply) and tell the GM. The GM will tell you what's available. Pick two missions to perform and designate one "primary," to be played out at the table. The other is secondary and resolved with an **engagement roll**. If you were presented with a third mission, you automatically fail it.
- ◆ **WORK WITH OTHER ROLES.** Consult with the rest of the players to make the best decisions you can, but you have the final say in the duties you are tasked with. The fate of the Legion is in your hands. Good luck.

MISSIONS

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

✕ ASSAULT *Raids. Ambushes. Attacks.*

REWARDS:	FAILURE COST:
◆ Morale	◆ Pressure
◆ Supply	◆ Supply
◆ Time	◆ Time

👁 RECON *Infiltrations. Patrols. Surveys.*

REWARDS:	FAILURE COST:
◆ Intel	◆ Pressure
◆ Asset	◆ Troop Loss
◆ Troops	◆ Time

🕯 RELIGIOUS *Pilgrimages. Rituals.*

REWARDS:	FAILURE COST:
◆ Fine Assets	◆ Pressure
◆ Time	◆ Troop Loss
◆ Specialist	◆ Morale

👛 SUPPLY *Scrounging. Mercenary work.*

REWARDS:	FAILURE COST:
◆ Supply	◆ Morale
◆ Assets	◆ 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 Black Shot supplies.	✕👁👛
GALLOW PASS	Narrow mountain pilgrimage 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.	✕🕯
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.	



ENGAGEMENTS

The Marshal assembles and rolls dice for engagements.

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 Legionnaire distrust the leadership or not fear them 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 Legionnaire starting the mission wounded? Take -1d.

RECON MISSION. On each **recon mission**, also ask the following:

- ◆ **SPEED.** Did the Quartermaster spend Horses to equip the mission? Take +1d.
- ◆ **STEALTH.** Is any Legionnaire 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 Legionnaires? Take +1d.
- ◆ **CORRUPTION.** Is any Legionnaire 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 squad member (see Rookie/Soldier special abilities for details).
- ◆ **6. Primary Mission:** 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 squad members to promote a Rookie to Soldier.
- ◆ **4/5. Primary Mission:** You are in a **risky** position when the action starts. **Secondary Mission:** Fail the mission **OR** you can succeed, two squad members 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 squad members, and all Specialists take **level 3 harm**.

BAND OF BLADES

VERSION 1.3

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.
- ◆ **INITIAL MORALE.** Ask the GM how the first mission affected the Legion morale.
- ◆ **CREATE ADDITIONAL SPECIALISTS.** The Legion starts with five Specialists. Any that were not created by other players for the first mission are yours to detail. Describe where they were during the starting mission.
- ◆ **FILL OUT YOUR STARTING SQUAD.** The Legion starts with all six squads full of Rookies, but you are responsible for detailing them only when needed. For now, detail the one sent on the starting mission. Select the heritage and names for any squad members that weren't already named.

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

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

YOUR DUTIES. During the game, do the following:

- ◆ **TRACK MORALE.** Morale increases during the **liberty** campaign action, and from mission rewards. It decreases from mission penalties, when soldiers die (-1 per), and when there isn't **supply** (-1) or Food (-2) when it must be spent.
- ◆ **ASSIGN WHO GOES ON AND LEADS MISSIONS.** Decide who goes on missions. Missions take 1 squad and up to 2 Specialists by default. If there's an Officer on a mission, they're in charge. Otherwise, you say who's in charge.
- ◆ **TRACK SQUADS AND SPECIALISTS.** Between missions, keep the playbooks. Mark losses, harm, stress, advancement, and promotions. Name squad members as needed. Detail any Specialists the Legion gains.
- ◆ **MAKE ENGAGEMENT ROLLS.** See the back of this sheet. It's your duty to roll.
- ◆ **ENSURE LEGIONNAIRES ADVANCE.** Make sure the group remembers to track xp after missions. Secondary missions grant 2 xp to Specialists regardless of outcome.
- ◆ **WORK WITH OTHER ROLES.** Consult with others to make the best decisions you can, but you have the final say in the duties you are tasked with.



EMBER WOLVES

SOLDIER	NAME	WOUNDS	STRESS
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	



SHATTERED LIONS

SOLDIER	NAME	WOUNDS	STRESS
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	



GRINNING RAVENS

SOLDIER	NAME	WOUNDS	STRESS
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	



GHOST OWLS

SOLDIER	NAME	WOUNDS	STRESS
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	



STAR VIPERS

SOLDIER	NAME	WOUNDS	STRESS
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	



SILVER STAGS

SOLDIER	NAME	WOUNDS	STRESS
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

MORALE

CAMPAIGN ACTIONS: Each campaign phase, gain actions based on morale. 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.
- ◆ **MATERIEL.** Can't pay **supply** (-1) or Food (-2).
- ◆ **DEATH.** Whenever a soldier dies (-1).

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 3 full squads, end the game. The Legion is no more.

SPECIALISTS

HEAVY — ASSAULT AND SUPPLY MISSIONS

NAME	STRESS	WOUNDS	ABILITIES	ACTIONS
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

MEDIC — ASSAULT AND RELIGIOUS MISSIONS

NAME	STRESS	WOUNDS	ABILITIES	ACTIONS
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

OFFICER — RELIGIOUS AND SUPPLY MISSIONS

NAME	STRESS	WOUNDS	ABILITIES	ACTIONS
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

SCOUT — RECON AND SUPPLY MISSIONS

NAME	STRESS	WOUNDS	ABILITIES	ACTIONS
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

SNIPER — ASSAULT AND RECON MISSIONS

NAME	STRESS	WOUNDS	ABILITIES	ACTIONS
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

OTHER

NAME / TYPE	STRESS	WOUNDS	ABILITIES	ACTIONS
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

CAMPAIGN ACTIONS

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

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. Alchemists and Mercies are exceptional quality.

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

LIBERTY

Legionnaires are given leave of their responsibilities for a few days, good food and drink is provided, and campfire revelry is permitted. During this time, Legionnaires at liberty can party, fraternize, or relax as they see fit. Every character clears up to 3 **stress**. Increase Legion **morale** by 2.

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

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.

BOOSTED: 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 raiding them. You recruit these recluses, rejects, and returning warriors to serve in the Legion's ranks. Gain up to five Rookies for the Marshal to replenish the rosters with.

BOOSTED: Two of those Rookies are Soldiers instead (the other 3 remain Rookies).

REST AND RECUPERATION

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

BOOSTED: Every Legionnaire gains a second healing tick.

BAND OF BLADES

VERSION 1.3

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.
- ◆ **INITIAL SUPPLY.** Ask the GM how supplies were affected by the first mission.
- ◆ **INITIAL NON-LEGION PERSONNEL.** Select one Mercy or Alchemist. Name them.
- ◆ **INITIAL FOOD.** Mark 1 Food box. This is what's left in your stores.
- ◆ **STARTING MATERIEL.** Pick 5 additional boxes of materiel. Black Shot, Food, Horses, and Religious Supplies are used for mission engagement dice. Laborers, Siege Weapons, and Supply Carts modify approaches to those missions.
- ◆ **MODIFY MATERIEL.** Ask the GM how the first mission affected your materiel.

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

- | | | | | | |
|---------------------------|-----------|-----------|---------------|----------|------------|
| Heritage (1): | ◆ Bartan | ◆ Orite | ◆ Zemyati | ◆ Panyar | ◆ Other |
| Reputation (1): | ◆ Precise | ◆ Clever | ◆ Prepared | ◆ Frugal | ◆ Cautious |
| Personality (1-2): | ◆ Smart | ◆ Kind | ◆ Resourceful | ◆ Frugal | ◆ Haughty |
| Look (1-3): | ◆ Stylish | ◆ Opulent | ◆ Colorful | ◆ Tired | ◆ Grizzled |

YOUR DUTIES. During the game, do the following:

- ◆ **TRACK AND SPEND SUPPLY.** You gain **supply** primarily from supply mission rewards. Spend supply for additional **campaign actions** or to **boost** a campaign action. When the Commander advances the Legion, lose any **supply** you can't take with you (maximum 3 **supply**, plus 1 per Supply Cart).
- ◆ **PERFORM CAMPAIGN ACTIONS.** Between mission phases, perform a number of **campaign actions** according to troop **morale**. Ask the Marshal how many you get.
- ◆ **TRACK AND USE MATERIEL AND NON-LEGION PERSONNEL.** Expend materiel to make missions more successful. Track Mercy and Alchemist statuses, such as wounds and corruption. Work on projects to change the position of the Legion.
- ◆ **WORK WITH OTHER ROLES.** Consult with the rest of the players to make the best decisions you can, but you have the final say in the duties you are tasked with. The fate of the Legion is in your hands. Good luck.

MATERIEL DETAILS

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

Mechanics: You may spend a use of Black Shot (circle) 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: Consume 1 use of Food when **time passes**. If you can't, the lose 2 **morale**. Spend 1 use of 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 a use of Horses to add +1d to a recon mission **engagement roll** or reduce **pressure** by 1 when **advancing**. You may spend multiple uses when advancing.

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

Mechanics: Spend a use of Religious Supplies to add +1d to a religious mission **engagement roll**. When you do, all Specialists on the mission equip a Reliquary for free.

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

Mechanics: Required for some special missions. Can reduce **threat** or **scale** of enemies when deployed. Increases final score.

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

Mechanics: Adds 1 to your maximum **supply** and extends each Food Stores by one per cart (max 6).

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 Asrika, 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 1 Specialist an extra healing tick.

SUPPLY *A measure of the Legion's spare gear, liquid funds, and trade goods.*



SUPPLY: Gain from mission rewards. Lose from mission penalties. If you lose **supply** and have none, lose 1 **morale** instead. Spend **supply** to **boost** campaign actions and to take additional **campaign actions**. You can keep a max of 3 **supply** +1 per Supply Cart (see Materiel below) when advancing.

NON-LEGION PERSONNEL

☐ MERCY ☐ WOUNDED ☐

☐ MERCY ☐ WOUNDED ☐

☐ MERCY ☐ WOUNDED ☐

☐ ALCHEMIST ☐ CORRUPTION

☐ ALCHEMIST ☐ CORRUPTION

☐ ALCHEMIST ☐ CORRUPTION



MATERIEL *Each box of resources has 3 uses (circles) by default.*

☐ FOOD STORES ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ FOOD STORES ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ FOOD STORES ☐ ☐ ☐ ☐ ☐ ☐ ☐

*Spend 1 use of Food Stores when **time passes** or lose 2 **morale**. Carry up to 6 **food** per Food Stores with Supply Carts.*

☐ HORSES ☐ ☐ ☐

☐ HORSES ☐ ☐ ☐

☐ HORSES ☐ ☐ ☐

☐ RELIGIOUS SUPPLIES ☐ ☐ ☐

☐ LABORERS ☐ ☐ ☐

☐ ☐ ☐ ☐

☐ ☐ ☐ ☐

☐ ☐ ☐ ☐

☐ BLACK SHOT ☐ ☐ ☐

☐ BLACK SHOT ☐ ☐ ☐

☐ BLACK SHOT ☐ ☐ ☐

☐ RELIGIOUS SUPPLIES ☐ ☐ ☐

☐ SIEGE WEAPONS ☐ ☐ ☐

☐ ☐ ☐ ☐

☐ ☐ ☐ ☐

☐ ☐ ☐ ☐

When all Tales are told, and four 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.

VERSION 1.3

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 Roles 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?*
- ◆ **INITIAL LEGION VALUES.** Cross out one option from each of the three morale categories for the Back at Camp lists on the Skydagger Keep sheet. Tell everyone how the lessons learned at Etenmark have shaped the Legion's current values.

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

Heritage (1): ☐ Bartan ☐ Orite ☐ Zemyati ☐ Panyar ☐ Other

Reputation (1): *Wise* *Friendly* *Inquisitive* *Dedicated* *Famous*

Personality (1-2): ◇ Warm ◇ Clever ◇ Eloquent ◇ Young ◇ Curious

Look (1-3): ♦Soft ♦Maimed ♦One-Eyed ♦Ink-Stained ♦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 four new names are added to your lists of the dead, tell a **Tale of the Legion**. Answer all questions the Tale asks in your story, then choose one benefit to the troops. The first five tales in that order.
- ◆ **KEEP THE ANNALS.** Note missions, who is sent, and their outcomes. If there is any question what happened, it is your duty to recall it for others. Keep these books safe. If you've kept the Annals faithfully through the end of the campaign, and they've reached Skydagger Keep safely, add 10 points to your final score.
- ◆ **SET BACK AT CAMP SCENES.** Consult with the Marshal on **morale** before making your selection. If a decision needs to be made about the camp or its rules, you will make them.
- ◆ **WORK WITH OTHER ROLES.** Advise the other Roles as necessary. Keep in mind the Legion's beliefs and lessons you have set, and remind them.

ANNALS OF THE LEGIONS

When a soldier falls, note their name. When four are entered into the Annals, the next time that **time passes**, before **campaign actions**, take a moment to tell 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 1 xp in any category.
- ◆ **The Legion seeks glory of yesteryear.** Your 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 sellswords 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:

- ◆ **Legionnaires shrug off wounds.** All Specialists may mark 1 free healing tick.
- ◆ **The Legion purifies hearts and minds.** All Legionnaires 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 foe?

CHOOSE 1 EFFECT ON THE LEGION:

- ◆ **The Legion digs in.** Remove 1 **pressure**, but the Commander may not advance in the next phase.
- ◆ **Soldiers prepare to fight swiftly.** Next mission, all Specialists gain +1d to **maneuver** rolls.
- ◆ **Soldiers prepare 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 Godswar, 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 had 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 family forged in blood over a century. This is a tale...

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

CHOOSE 1 EFFECT ON THE LEGION:

- ◆ **The Legion promotes an exemplar.** Promote a Rookie to Soldier.
- ◆ **Soldiers remember why they fight.** One mission next session gains +2d to its **engagement roll**.
- ◆ **Legionnaires protect each other.** Next primary mission, each Specialist gets 1 **special armor**: any.

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.

AUGMENT MISSIONS

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 one mission of the Commander's focus type. That type *must* appear once.



EXPAND NETWORK

Take the time to build contacts, informants, and local resources in the area, and expand and hone your spies' effectiveness.

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



LAY TRAP

Goad an undead with a known weakness or desire into exposing themselves to attack.

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



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.



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.



BAND OF BLADES

VERSION 1.3

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.
- ◆ **INITIAL SPIES.** Select 2 spies to start. Mark one as *Trained* and the other as *Master*. You can gain one more as play progresses, up to three total.

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

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

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.** Your true enemies are the Broken. Prepare for them.
- ◆ **WORK WITH OTHER ROLES.** Consult with the other Roles to make the best decisions you can, but you have the final say in the duties you are tasked with. The fate of the Legion is in your hands. Good luck.

SIMPLE ASSIGNMENTS

During **campaign actions**, you can assign spies to **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 Commander's **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 bribes or threatens 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.

◆ ACQUISITION

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

◆ SPY NETWORK

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

◆ ENTRAPMENT

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

◆ SOURCES

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

◆ MERCHANTS

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

◆ INVESTMENTS

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

◆ ANALYSTS

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

◆ FIELD ASSESSMENT

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

◆ RANGERS

AUGUMENTED recon missions give +1 **intel** beyond the usual rewards.

◆ MERCENARIES

AUGUMENTED assault missions give +1 **morale** 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 automatically upgrades to a **master spy**.

☐ 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 ☐



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



IGRID: An Aldermark local, Igrid blends into 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 ☐



LIYA: This Bartan bears none of the usual Bartan 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 ☐



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

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

☐ TRAINED ☐ MASTER ☐ WOUNDED ☐

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 primary mission (chosen by the Commander), resolve the secondary mission with an **engagement roll**, and reap mission penalties and rewards. Roleplay Back at Camp scenes, and consume required resources. Then we go 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.

MISSIONS

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 penalties and mission rewards, and lose morale 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. A Lorekeeper tells tales if present.

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

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 Rotters, or sorcerous power like Shadow Witch hexes), the victim gains corruption equal to the Threat of the enemy. **Resist** corruption with **resolve**. Corruption is usually only reduced.

BAND OF BLADES

VERSION 1.3

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 the game. Discuss the premise and buy-in of the game. Make sure everyone is on the same page about the tone, horror, and lethality of the setting.
- ◆ **SELECT CHOSEN.** Discuss and select an appropriate Chosen who rides with the Legion. Follow setup instructions and read the starting mission.
- ◆ **SELECT BROKEN.** Pick two Broken (black banner) to be the antagonists of your campaign. Follow the appropriate instructions to set them up.
- ◆ **FACILITATE SETUP.** Print out what's required. Print extra Rookie sheets. Help everyone make Specialists. Remember that Legion players will pick Roles after the first mission. Answer questions about the setting and rules.
- ◆ **GATHER GM MATERIALS.** Make sure you have this sheet, the book (or PDF), Broken sheets, and the proper 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.
- ◆ **MAKE CHOICES MATTER.** If the players choose not to cure a plague, the disease spreads. If they negotiate a treaty, reflect this in the Legion resources appropriately. Always consider what the enemy is doing in response to the Legion's actions.
- ◆ **GENERATE MISSIONS.** Whenever necessary, generate the next batch of missions. Consult the mission generation charts 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. Make the objectives interesting and ensure the consequences of not doing 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 details using the chart below and 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 next highest number that's valid.

	TYPE	REWARD	PENALTY
ASSAULT	1 People	1 +2 Morale.	1 +1 Pressure. +1 Time.
	2 The Wild	2 +3 Morale.	2 +1 Time.
	3 Undead	3 +4 Morale.	3 -1 Supply.
	4 Undead	4 +2 Morale. +1 Supply.	4 -1 Pressure.
	5 Powerful Undead	5 +2 Morale. +1 Intel.	5 -1 Pressure.
	6 Powerful Undead	6 +2 Morale. -1 Time.	6 -1 Pressure.
RECON	1 Area Recon	1 +2 Intel.	1 +1 Time.
	2 Route Recon	2 +2 Intel.	2 2 Deaths.
	3 Troop Recon	3 +1 Intel. Asset.	3 1 Death.
	4 Infiltration	4 +1 Intel. Asset/Troops.	4 +1 Pressure.
	5 Exfiltration	5 +1 Intel. -1 Time.	5 +1 Pressure.
	6 Pick Above + Danger	6 +3 Intel.	6 None.
RELIGIOUS	1 Escort	1 -1 Time. +2 xp.	1 -1 Morale. +1 Pressure.
	2 Cleansing	2 +2 Morale. +10 pts.	2 +1 Pressure.
	3 Defense	3 +1 Intel. +2 Morale.	3 +1 Pressure.
	4 Unearth	4 Fine Asset.	4 +1 Morale.
	5 Pick Above + Favor	5 Exceptional Asset.	5 +1 Morale.
	6 Pick Above + Favor	6 Specialist.	6 None.
SUPPLY	1 Scrounge or Trade	1 Asset. +1 Supply.	1 -1 Morale. -1 Supply.
	2 Scrounge or Trade	2 Asset. +1 Supply.	2 -1 Supply.
	3 Rescue Supplies	3 +2 Supply.	3 +1 Morale.
	4 Rescue Supplies	4 Asset. +2 Supply.	4 +1 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	Recon
3	Religious
4	Supply
5	Commander's Pick
6	GM's Choice

FAVORS

1	Mystic
2	Holy
3	Glory
4	Knowledge
5	Mercy
6	Wild

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

DEVIL'S BARGAINS

- ◆ COLLATERAL DAMAGE. UNINTENDED HARM.
- ◆ SACRIFICE OR DESTROY AN ITEM.
- ◆ BETRAY A FRIEND OR LOVED ONE.
- ◆ OFFEND OR ANGER YOUR CHOSEN.
- ◆ START AND/OR TICK A TROUBLESOME CLOCK.
- ◆ SUFFER HARM OR CORRUPTION.

SPECIALISTS

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

GM GOALS

- ◆ Play to find out what happens.
- ◆ Convey the fictional world honestly.
- ◆ Bring Aldermark to life.

GM ACTIONS

- ◆ Ask questions.
- ◆ Follow the fiction.
- ◆ Cut to the action.
- ◆ Tell them the consequences and ask.
- ◆ Telegraph trouble before it strikes.
- ◆ Follow through.
- ◆ Initiate an action with an NPC.
- ◆ Tick a clock.
- ◆ Offer a Devil's Bargain.
- ◆ Think offscreen.

GM PRINCIPLES

- ◆ Be a fan of the PCs.
- ◆ Always follow the fiction.
- ◆ Pour fear and disgust into the undead.
- ◆ Keep the gods mysterious and incomprehensible.
- ◆ Make the people the Legionnaires meet real.
- ◆ Show the terrible consequences of war.
- ◆ Address the characters.
- ◆ Address the players.
- ◆ Consider the risk.
- ◆ Hold on lightly.
- ◆ Check in with the other players.

CHOSEN ADVANCEMENT

Your Chosen gains a **Chosen** ability when...

- ◆ You first select your Chosen.
- ◆ You complete a campaign.
- ◆ You complete four missions of your Chosen's favor type.

MISSION
FAVOR



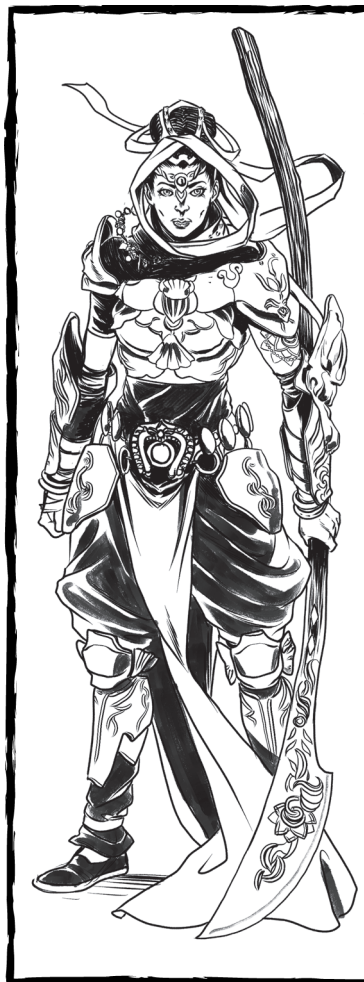
CHOSEN OF ASRIKA

FAVOR: HOLY — MYSTIC — MERCY

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

CHOSEN ABILITIES

- ◆ **BOOK OF HOURS:** All Specialists start with 2 extra ranks of actions.
- ◆ **ASRIKA'S MERCY:** When the Legion recuperates, place 1 additional healing tick on all Legionnaires.
- ◆ **ASRIKA'S BLESSING:** Legionnaires always take 1 less **corruption**.
- ◆ **ASRIKA'S TEARS:** When you mourn, you feel a profound sense of peace. Liberty campaign actions provide +1 **morale** and additional -1 **stress**.
- ◆ **ANOINTED:** Holy, Mystic, and Mercy missions all grant **mission favor**. Start with 1 mission favor filled in.
- ◆ **BATTLE-SAINT:** Shreya is **threat 5** and she has **potency** against all opponents.
- ◆ **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.
- ◆ **WAR-SAINT:** The Quartermaster may select a **training** campaign action. Each Specialist may mark 3 **resolve** xp.



BAND OF BLADES

VERSION 1.3

CHOSEN: SHREYA

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, Shreya is now the Chosen of Asrika, the Bartan goddess of Healing and Mercy.

Shreya's tactical mind and near-supernatural understanding of strategy were the reason 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:

- ◆ **ASRIKA'S FAVOR.** Asrika provides Shreya with one favor. Completing a mission of this appropriate favor type will gain your Chosen new abilities (one every four missions). Ask the players which favor they prefer.
- ◆ **DIVINE FEATURES.** Select two features Asrika's Grace causes Shreya to manifest.
- ◆ **CHOSEN ABILITY.** Shreya'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 Asrika's fury over the undead breach of the mercy of death, Shreya 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 Blighter was once a lover of Shreya's, and it seems that Shreya has a particular hatred for her. 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.

Shreya 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 standstill 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, Shreya has gone off on her own mission and left you to make do without her.

The Legion has marched across the Hozelbrucke Bridge—the only easy passage over the Tigeria 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, have your fellow players each pick a character to play for this **assault mission**—Rookies are acceptable—and tell them this:

The Commander has issued orders, the Marshal handpicked 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 temporary barricades. A few central pillars descend into the raging waters far below.

Start the mission in a **risky** position.

OBSTACLES

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 will be dangerous, requiring climbing (**maneuver**) and demolitions (**wreck** or **rig**) expertise.

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

AFTER THE MISSION

Once the starting mission is completed, Legion players will select Roles to portray during the campaign phase. As part of creating those Roles, they will ask you questions, and you will answer with the information below.

COMMANDER:

Initial Pressure: If successful, the undead won't be mounting a solid offensive against your camp and troops on the road any time soon. Pressure starts at zero. Otherwise, enemy troops are past the Tigeria in force. Enemies will be more numerous and aggressive. Pressure starts at 2.

Initial Time: If successful, the enemy is cut off. You've bought yourself more time to make it to Skydagger Keep. Start with two ticks on the “Time” clock. Otherwise, the undead have a perfect route to engage with the Legion. Start with four ticks of time.

Initial Intel: The Legion has had no chance to do recon. Start with 0 intel.

MARSHAL:

Initial Morale: If successful, the troops will feel reassured that they have sufficient time to set up a fortified camp across the river. Starting morale is 8, minus 1 per death that occurred on the mission. Otherwise, morale starts at 7 minus any deaths, as rumblings of dissent can be heard in camp.

QUARTERMASTER:

Initial Supply: Most Legion supplies were left behind. Start with 2 supply.

Materiel: In your haste to make it to the Western Front, you have not been able to scavenge any additional resources.

The **LOREKEEPER** and **SPYMASTER** have initial setups to perform, but do not require the GM to answer any questions.

After selecting Roles and answering their initial questions, proceed with the **bookkeeping** step of the **mission phase**.

The first **Back at Camp** scene (whether set by the GM or Lorekeeper) is not set as normal. Instead, set a specific scene of Shreya returning from a solo mission carrying the head of an Infamous. Cross off the Infamous of your choice from a Broken's playbook. It has been ended.

Advancing is mandatory, and the Legion arrives at the **Western Front**.

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

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 your Chosen's favor type.

MISSION
FAVOR



CHOSEN OF THE HORNED ONE

FAVOR: HOLY — MYSTIC — WILD

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

CHOSEN ABILITIES

- ◆ **HORNED GOD'S BOUNTY:** When time passes, ask if the Legion will advance. If it does, do not spend Food.
- ◆ **HORNED GOD'S EYES:** If there is a Panyar Specialist on a recon mission, add +1d to the engagement roll.
- ◆ **HORNED GOD'S THEWS:** Legionnaires can spend **special armor** to resist physical consequences, or to **push themselves** on any prowess action.
- ◆ **SHAPESHIFTER:** Gain 1 intel after completing 2 primary missions.
- ◆ **ANOINTED:** Holy, Mystic, and Wild missions all grant **mission 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

VERSION 1.3

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. Silver Dancing Moonlight is now the Chosen of the Horned One, Panyar god of beasts and forests.

When the Panyar goddess of the moon Nyx was Broken, the moon in the sky shattered. Where others were filled with fear, the young girl known as Silver Dancing Moonlight had only rage at the loss of her goddess. She found an ancient temple, and the Horned One offered her the Choice. Her rage fuels the Horned One's; together they seek vengeance for their loss. They use shapeshifting to spy out enemy tactics before engaging, and they guide with cunning rather than force.

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

- ◆ **HORNED ONE'S FAVOR.** The Horned One provides his Chosen with one favor. Completing a mission of this appropriate favor type will gain your Chosen new abilities (one every four missions). Ask the players which favor they prefer.
- ◆ **DIVINE FEATURES.** Select two features the Horned One's Chosen manifests.
- ◆ **CHOSEN ABILITY.** The Horned One's presence within the Legion provides it with a tangible benefit. Chosen abilities are gained slowly, so choose wisely.

MOTIVES, GOALS, AND AGENDAS

Where some Chosen are military-minded and tactically focused, the Horned One functions 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. Known forms include a raven, bear, and giant hooded serpent, and each bears a set of antlers—Silver Dancing Moonlight's Panyar mark. The Chosen comes and goes without a word. Though this may be unnerving, many soldiers have stories of a bird leading a lost squad to a mountain path, or enormous fish mysteriously left in camp as a gift for starving troops.

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

STARTING MISSION

With the crafting of Black Shot, the undead armies had been at a standstill 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 Hozelbrucke 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 Tigeria 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, have your fellow players each pick a character to play for this **assault mission**—Rookies are acceptable—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, make an 8-clock for the Elite, make 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.

Start the mission in a **risky** position.

OBSTACLES

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

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. As consequences for failed rolls, you may introduce more packs of undead.

AFTER THE MISSION

Once the starting mission is completed, Legion players will select Roles to portray during the campaign phase. As part of creating those Roles, they will ask you questions, and you will answer with the information below.

COMMANDER:

Initial Pressure: If successful, the extra shot supplies will allow the Legion to more easily defend the base camp. Pressure starts at zero. Otherwise, pressure starts at 1, and they must make do with what few supplies they have left.

Initial Time: The Legion has made good time escaping from the undead army, but the undead never rest and continue to march even while the Legion sleeps. Start with three ticks of **time**.

Initial Intel: The Horned One has scouted for the Legion returning with enemy troop locations and terrain information. Start with 1 intel.

MARSHAL:

Initial Morale: If successful, the troops will know they will have the weapons they need to make their retreat. Starting morale is 9, minus 1 per death that occurred on the mission. Otherwise, morale starts at 7 minus any deaths, despair visible in their faces.

QUARTERMASTER:

Initial Supply: Most Legion supplies were left behind. Start with 2 supply.

Materiel: If successful, you reclaim several essential crates of Black Shot and can mark one additional box. Otherwise, you cannot acquire more Black Shot until you find a specific source. Create a 4-clock **long-term project** to represent this shortage.

The **LOREKEEPER** and **SPYMASTER** have initial setups to perform, but do not require the GM to answer any questions. Hand the **Back at Camp** scene list to the Lorekeeper, as they must remove some scenes from the list, and set the next such scene in a moment.

After selecting Roles and answering their initial questions, proceed with the **bookkeeping** step of the **mission phase**.

Advancing is mandatory, and the Legion arrives at the **Western Front**.

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

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 your Chosen's favor type.

MISSION
FAVOR



CHOSEN OF THE LIVING GOD

FAVOR: HOLY — MYSTIC — GLORY

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

CHOSEN ABILITIES

- ◆ **STAR OF THE DAWN:** When you advance, roll **pressure** as if 1 lower.
- ◆ **SACRED SEALS:** All Legionnaires gain **special armor** versus magical effects.
- ◆ **LIVING GOD'S FURY:** The Quartermaster may spend Religious Supply before an assault mission to add +1d on the **engagement roll**. Legionnaires equip both Reliquaries and Black Shot.
- ◆ **LIVING GOD'S KISS:** During a **rest and recuperation** campaign action, each Legionnaire removes 2 **corruption** in addition to healing.
- ◆ **LIVING GOD'S VIGOR:** Specialists can take an extra **level 2 harm** (3 total).
- ◆ **HEART OF HEROES:** All Legionnaires add the xp trigger: *If you engaged a higher threat opponent by yourself.*
- ◆ **ANOINTED:** Holy, Mystic, and Glory missions all grant **favor**. Start with 1 mission favor already marked.
- ◆ **BLOOD OF FIRE:** When you spend Religious Supply on a mission, all Legionnaires equip Fire Oil (1 load).



BAND OF BLADES

VERSION 1.3

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 created nine Chosen long ago, and unlike the Chosen of other gods they've never burnt out or faded. Instead, they persist until after completing their task, though they can be killed. Zora has defied even this expectation. She broke Dar long ago, and ended the Godswar using 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.** The Living God infused Zora with one favor. Completing a mission of this appropriate favor type will gain your Chosen new abilities (one every four missions). Ask the players which favor they prefer.
- ◆ **DIVINE FEATURES.** Select two features the Living God's Chosen manifests.
- ◆ **CHOSEN ABILITY.** Zora's presence within the Legion provides it 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 the one hand, she's by far the most personable of the Chosen, seeming to genuinely like engaging with people. On the other hand, she is constantly testing those around her in little ways, honing 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 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 claimed this task before he was Broken. In battle, she bears a fiery circlet above her head, and holds an empty hilt that generates a blade of solid flame. 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 standstill 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 entering the keep, and Zora claims a special interrogator was sent to turn the Commander with his mind intact. The Legion's leaders have decided on one last-ditch rescue attempt. Castles are designed to keep people out, 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 can you take him out, before it's too late? Can you make it out alive? We play to find out.

THE FIRST MISSION

After they make characters, have your fellow players each pick a character to play for this **assault mission**—Rookies are acceptable—and tell them this:

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

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

Start the mission in a **risky** position.

OBSTACLES

Undead 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: There are feral undead prowling the sewers, not to mention plenty of grates and other obstacles. The grounds and keep have patrols of undead line troops under orders from a few Elites overseeing them. Suspicious or loud activity may raise the "Alert" clock, but they will usually look first where the activity occurred. The 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

Once the starting mission is completed, Legion players will select Roles to portray during the campaign phase. As part of creating those Roles, they will ask you questions, and you will answer with the information below.

COMMANDER:

Initial Pressure: If successful, the undead will take time to recoup and find the Legion again. Pressure starts at zero. Otherwise, pressure starts at 1, and the Legion must select a new Commander while on the move.

Initial Time: The Legion has made good time escaping from the undead army, but the undead never rest and continue to march even while the Legion sleeps. Start with three ticks of **time**.

Initial Intel: The Legion has had no chance to do recon. Start with 0 intel.

MARSHAL:

Initial Morale: If successful, the troops will rest easier that the undead have not gained any special insight into the Legion's weaknesses or plans. Starting morale is 9. Otherwise, morale starts at 7. Remember to subtract 1 per Legionnaire death, and that the Commander is a Legionnaire.

QUARTERMASTER:

Initial Supply: Most Legion supplies were left behind. Start with 2 supply.

Materiel: In your haste to make it to the Western Front, you have not been able to scavenge any additional resources.

The **LOREKEEPER** and **SPYMASTER** have initial setups to perform, but do not require the GM to answer any questions. Hand the **Back at Camp** scene list to the Lorekeeper, as they must remove some scenes from the list, and set the next such scene in a moment.

GM: This mission is particularly glorious, and Zora will mark one mission **favor** as a result.

After selecting Roles and answering their initial questions, proceed with the **bookkeeping** step of the **mission phase**.

Advancing is mandatory, and the Legion arrives at the **Western Front**.

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

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.*
- ◆ *A time clock is filled (see Commander sheet).*

BLIGHTER

Also called The Foul, and Corrupter of Flesh.

BROKEN ABILITIES

- ◆ **ABOMINABLE SCIENCE:** Blighter's surgeons learn to stitch writhing undead together functionally. 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.
- ◆ **TOXIC BILE:** Gut-Sacks and Spitters cause corrupting wounds. At the end of a mission, untreated corrupting 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 always present, they may rise up suddenly as consequences of a roll.
- ◆ **TOXIC MUTAGEN:** Blighter's troops coat their weapons in an alchemical oil, causing +1 **corruption** when they wound someone.
- ◆ **VIOLENT EMULSION:** Blighter crafts undead to overdrive bile production. Spitters can appear in any mission.



BAND OF BLADES

VERSION 1.3

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 triumvirate of crafter gods—the Builder, the Maker, and the Crafter. When Shreya—then a famous Barten warrior—won her favor during a knights tournament, their romance became the stuff of poems and song. The Cinder King rose in the West and began his march, and Elenessa was Chosen by the Crafter, whose worshipers practice the great craft of alchemy. Once she was Broken, the craft itself became tainted. Now its practitioners eventually corrupt and become monsters themselves.

Where she lacks raw power, she substitutes a deadly intellect, divine understanding of Craft, and a brutal cunning. Her full title is Flesh Blighter, also called the Foul, Corrupter 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 an alchemical liquid forced through their veins. Carts with canisters of this liquid make good mission targets. Blighter is always tinkering with plagues and toxins which, if injected into 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.



HORRORS: Freakish amalgamations of parts of different people, stitched together into a towering beast of festering anger. These 8-to-14-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 directly into flesh. Some have multiple bodies stitched together, and fight at **scale**.



GUT-SACKS: Failed attempts at creating Spitters, Gut-Sacks are more numerous than other Elites. Their pendulous and corpulent bodies might be almost comical if it weren't for their terrifying effect. When killed, their bodies explode in a shower of poison and flesh-melting acid. Gut-sacks are usually deployed in units of three, with a Crow minder, or occasionally attached to other Elites.



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. 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 soldiers about while they scream so it can lure out their friends.

THE DOCTOR (INFAMOUS CROW): Once in a while, Crows regain their former intellect. Wearing a bone-white mask with a bloody handprint, he can be found modifying Rotters and Horrors, 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 uses to carry back bodies for “repairs.”

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

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

BLACK ROTTING GALE, THE ABOMINATION: A joint venture of Viktoria 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. Lugos 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. 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 do.

THEMES: Body horror. Surgery and science gone wrong. Toxic gases 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.*
- ◆ *A time clock is filled (see Commander sheet).*

BREAKER

Also called Stormbreaker, and the Bringer of Thunder.

BROKEN ABILITIES

- ◆ **THE COVEN:** Breaker binds hexed souls into still-living bodies to craft acolytes. Shadow Witches can appear in any mission.
- ◆ **THE CHANGING CURSE:** Shadow Witches twist the living. Transformed can appear in any mission.
- ◆ **PILLAR OF SKULLS:** Breaker makes a pillar 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 horrible screaming nightmares. Liberties restores 1 less stress.
- ◆ **DEFILEMENT:** Breaker's defilement of religious sites has diminished the holy influences in this region. Religious mission engagement rolls take -1d.



BAND OF BLADES

VERSION 1.3

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 Minika Arya, a priestess of the Bartan goddess Vazara. 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—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 remains scorched from lightning that struck the same spot for a week after.

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:

- ◆ **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.*



BURNED: These are made by taking freshly killed or still-living people and impaling them on specially prepared trees with sharpened branches. Near-perpetual summoned storms blast them with lightning, animating those impaled. Burned often give off sparks and minor shocks when struck, and unlike other undead, they are still warm inside. Destroying such trees should be a priority.



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



DEVOURERS: Once the sacred, rainbow-feathered beasts of Vazara, 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 soldiers. Their shrieking caw can strike fear into the heart of any Legionnaire.



TRANSFORMED: The same sigils carved into Hexed can 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.

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

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

ELIA (INFAMOUS HEXED): A Hexed that carves her sigils on others, and has learned to transfer her essence, Elia works alone. Many Legionnaire squads have realized far too late that one of their members was not who they seemed.

SILVER (INFAMOUS DEVOURER): Breaker's personal steed, Silver, is named for his color. With a 14-foot wingspan and **potent** strength, he's a terror on the battlefield. He's known for riding storms and dropping soldiers on their friends from vast heights.

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

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, who make sure his mental bindings never slip, lest his rage turn instead on Breaker.

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 of Breaker's essence at every turn.

OGIYER, THE CINDER GUARD: Clad in red armor, this decayed body is hollow and filled with black flame. The Cinder King wants oversight on Breaker, and this potent, armored monstrosity is rarely far from her side.

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 not afraid to engage if needed.

BREAKER: Breaker is a gaunt, pale figure, using illusion to disguise the marks of death. In mockery of Bartan tradition, she has replaced the jewelry family and friends had given with the bones of family and friends she's murdered. The rattling of this garb precedes her, and Legionnaires fear it. She fights as a **threat 5** enemy.

TACTICS: Breaker 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.*
- ◆ *A time clock is filled (see Commander sheet).*

RENDER

Also called 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 Render's 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 clocks (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

VERSION 1.3

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.

Long ago, the Living God of the Zemyati created nine Chosen that do not burn out until after they complete 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 commands him never to hide it. Now clad in black armor, he's only filled with hate, which he infects his ranks 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: As humans, they were drained over the course of months, their blood infused with cinderblood and reinjected into them. 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 at any sort of range.



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 from them. 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.*

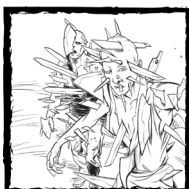
Elite troops take a lot more resources and time to create, so they aren't as common as the line troops. Each should worry Legionnaires when spotted. Infamous Elites are ones that have survived numerous battles.



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 living to be converted. Because they are still alive, Black Shot has reduced effect.



HEARTLESS: Often taken from the ranks of the Knights, these giants are pumped full of cinderblood, giving them immense strength and size. They 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 wield oversized metal weapons used to sever limbs and rend armor.



THORNS: Made by skewering the fallen killed by Render's troops with metal blades treated with cinderblood. The process leaves the body damaged, and only by mixing blood with cinderblood can they stay active. In combat they often grip people to themselves and shred them apart, to absorb the blood 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 hearthole 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 know.

EATER (INFAMOUS HOUND): This pale-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 by including blades of two dead Chosen, its movements are precise and the metal sounds of its 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 renowned as a Weaponmaster, Irag 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 DARK 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 SABLE ARROW: A raven-haired archer, 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 Legionnaire from inside.

LOOK, THEMES, AND TACTICS

Render's legions are Gaunt (6-12) supporting a Heartless, or units of Knights of the Black 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 destructive, and Hounds vicious but each Knight is intelligent and a trained soldier.

RENDER: Render is seven feet tall and clad in solid black armor, wielding a massive metal sword. 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 smolders. 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. Bloodthirst. 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. War as hell.

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 Aldermark 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 sizable 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.

SKYDAGGER MISSIONS

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 maintained in decades, and has never been besieged. Start a 10-segment **long-term project**, and assign a Specialist and a squad to it. Roll once before each other mission. Add **+1d** to each roll for each Laborers squad the Legion has.
- ◆ **HOLD THE LOWER PASS.** One squad and up to three Specialists must hold the pass. If they manage to hold off three enemy units and an Infamous, the mission is complete. This counts as an assault mission. If any Broken has been defeated already, you need not do this mission.
- ◆ **STOP THE MAIN FORCE.** Assign one squad and two Specialists to a dangerous recon mission that involves climbing the mountain passes and evading undead patrols. The objective is to start an avalanche to stall and stagger the main undead force.
- ◆ **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 two Specialists to this supply mission. Take **+1d** to the engagement roll if the Legion has Siege Weapons. Otherwise, you must repair the old, unused ones on the cliffs.
- ◆ **HOLD THE SECOND WAVE.** Fight off a Lieutenant and its undead at the walls. Your Chosen will take the field (make a 10-clock for the Chosen and the Lieutenant as they clash). The undead will attempt to scale the walls and get in. If the Ramparts and Gates mission is complete, add **+1d** to your **engagement roll**. Assign one squad and up to three Specialists.

THE FINAL WAVE

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 CHOSEN.** 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 Infamous left alive.
- ◆ **THE CRUMBLING DEFENSES.** Take **-1d** for every incomplete or failed Skydagger Keep mission (see left).

Your final totals are affected as follows: **Poor (1-3, -30 points to final score):** The Legion is hard-pressed to survive the winter, much less against 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 again.

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 (e.g. 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	<input type="radio"/> Soldiers hold a remembrance for the fallen.
	<input type="radio"/> A young soldier is detonating munitions, egged on by others.
	<input type="radio"/> Storms darken the skies. Rumors and wild speculation spread.
	<input type="radio"/> Supply crates go missing, but no one admits to knowing why.
	<input type="radio"/> A squad talks about home and asks their captain about theirs.
	<input type="radio"/> Your Chosen has fallen silent and refuses to speak to anyone.
MEDIUM MORALE	<input type="radio"/> A fight breaks out over one Legionnaire stealing from another.
	<input type="radio"/> After an undead attack, the Legion must break camp and relocate.
	<input type="radio"/> A soldier is caught selling supplies to locals for special treats or favors.
	<input type="radio"/> News arrives of devastation from a different front.
	<input type="radio"/> A squad refuses to go into the field until their captain is replaced.
	<input type="radio"/> <input type="radio"/> A band of refugees stumbles upon your camp and begs for help.
LOW MORALE	<input checked="" type="radio"/> A festering blight wound covered up by a soldier is revealed.
	<input checked="" type="radio"/> A bunch of Legion medical supplies are missing. The wounded cry.
	<input checked="" type="radio"/> Hidden experimentation on an undead is uncovered within the camp.
	<input checked="" type="radio"/> <input checked="" type="radio"/> Screams can be heard in the distance at all hours, preventing any rest.
	<input checked="" type="radio"/> <input checked="" type="radio"/> A hungry squad that resorted to foraging becomes badly ill.
	<input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> A deserter is caught before they can leave. Judgment 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 REMEMBERED.** For each squad gone (0 survivors), **lose 10 points.**

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

◆ **SPECIALISTS.** For each surviving Specialist, **gain 5 points.**

◆ **CHOSEN.** For each Chosen advance, **gain 10 points.**

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

SUPPLIES HELD. The Quartermaster assesses resources and calculates 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.**

LEGION PATH. The Commander reviews completed missions and calculates:

◆ **SPECIAL MISSIONS.** For each special mission completed, **gain 5 points.**

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

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

◆ **BROKEN.** Did you slay a Broken? **Gain 30 points.**

VALUES. If your game has a Lorekeeper, add the following:

◆ **ANNALS.** If you've kept the Annals faithfully through the end of the campaign, and they've reached Skydagger Keep safely, **gain 10 points.** As the game designers, we would love to read them.

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

ALDERMARK

Aldermark was glad to lose the yoke of the Old Empire and looks down on those that still venerate its remains. Somewhat xenophobic, they value their own culture and twin gods above others. They're olive-skinned people with brown and black hair. Though ravaged by the undead, they remain a proud people, using their own language whenever possible, and priding themselves on surviving. They're known for the powerful cavalry from the southern plains and their great hunters in the northern woods. They've invested the money they earn via trade into Orite inventions, having black powder technology, good roads, and primitive steam engines fueled by their many forests.

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

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

DAR

An ancient cataclysm broke Dar. Now, deadly shadows are bound to its confines and walk the ashen wasteland, with few arable cities and paths warded by ancient stones. North of Dar 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, above which a 10-pointed crown of True Fire once floated. 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 those born in Dar start bleeding until they either 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. The Dar are haunted, but iron-willed, and do what they must.

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

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

OTHER PLACES

West of Aldermark 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 that bear powers, which 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 abound 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 war constantly, and these cities are annexed or conquered regularly. The one thing known about this war-torn land is that they will band together if outsiders try to claim territory. The Cinder King has sent one of his Broken to conquer them.

BAND OF BLADES

VERSION 1.3

TIME LINE

o OLD EMPIRE FOUNDED ▲

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.

566 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.

838 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.

841-842 CONQUEST OF ROYIN ►

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

841 - 844 ALDERMARK CONQUEST ►

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

845 - 847 NEW MUSTER ►

Shreya returns to the Eastern Kingdoms 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.

▲ 408 TANTARUS ASCENDS

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

▲ 422 LEGION FOUNDED

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

▲ 658 THE GODSWAR

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

◄ 840 THE FIRST BREAKING

A Chosen manifests itself in the Western Kingdoms to face the Cinder King. The First Breaking occurs.

◄ 843 BATTLE FOR ALDERMARK

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.

◄ 845 THE 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.

◄ 848 ETENMARK FIELDS

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

TODAY (848 OEF)

CULTURES OF THE EAST

BARTA

Barta is the largest of the Eastern Kingdoms. Once—long ago—they fled a disaster from distant shores, landing in the Eastern Kingdoms as invaders from across the seas. 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 subregion electing a religious and civil head, which together comprise their ruling body, the Circle. They 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. Their dress favors wraps and flowing cloth, where they show off their mastery of brilliant dyes. Many Bartans decorate their skin with complex tattoos and detailed, painted designs. Most Bartans wear jewelry displaying tokens granted to them by family and people they have forged strong friendships with. Contracts and alliances are sealed with such tokens. Many Barta tales start with such a token being used to gain hospitality or ask for favors via ancient alliances. There are seven major deities, including the temple of the blue-skinned Goddess, where the clergy attempts each day to invoke a Chosen. This Choosing is often how the call of danger is heard across the East.

Barta names use the Old Empire format of given name followed by a family name. Family names are always passed on through the mother.

GIVEN 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.

OR

Once a group of tiny, disparate city-states, Or was unified by a religious order of their three Gods of Civilization—the Maker, the Shaper, and the Builder. They forged a nation by proposing an unheard-of accord—instead of a unified monarchy and noble structure, Or would recognize all of them at once. In return, the order would give to each equal advantages. Hence most people in Or have one noble title or another (such as being a prince of a principality the size of a village). Orites first meeting often ask each other probing questions to determine lineage and title.

Orite religions study alchemy and other sciences, and have created many of the wonders seen in the world today. From a variety of clockwork inventions, to steam-powered engines, to precision-ground lenses, to meticulously machined guns, Orite achievements in metallurgy, math, and science are renowned well past their borders. 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. Orites 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—skilled mask makers are often very distinguished and Orites go to great lengths to retain their services.

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

GIVEN 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.

PANYA

The land of Panya is considered blessed by the Panyar and cursed by everyone else. It's a deep forest, peppered with ancient ruins. Dangerous beasts roam, and paths appear and change with the moon cycles.

Being Panyar isn't a question of an ethnicity, but of habitation. Anyone that lives a dozen or so years in the forest gains the mark of an animal—cat-like eyes, striped or spotted hair, fangs—and once they do, the more dangerous beasts of the woods tend to leave them alone. The paths about the ruins do not shift much, and the Panyar take advantage of this, building their cities around them. They decorate their homes with beautiful, intricate carvings. The Panyar recognize two divine beings: the Horned One, god of the forest, and Nyx, goddess of the moon.

Panyar names have three parts. The first name, a color, is granted by a mother, though some have special meaning. For example, silver is the color of Nyx, and means the Panyar is an orphan. Black is the color of exiles and treaty-breakers. When a child's mark appears, they gain their second name if they can get three adults to agree on what it should be. The Panyar have deeds outlined in folklore, which they perform for their third name. Though these names are drawn from nature, they never use the names of animals, as they consider those to belong to the Horned One.

COLOR NAME: Amber, Azure, Russet, Scarlet, Sapphire, Silver, Vermilion, Violet.

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

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

ZEMYA

The Zemyati are a pale-skinned people inhabiting the mountain region of Zemya, to the north. They are organized into clans and often raid to supplement their food, supplies, and treasure. They tend to wear heavier cloth with high collars, usually detailed with 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 for swearing blood oaths and sealing contracts. This knife is used in many of their rituals, including their ritual of mourning. Each clan has planted a tree that they water with the blood of all who would become clan members. Each family in turn grows a tree by (or sometimes 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 signs of Zemyati holy places.

Zemyati surnames are always tied to their clan. Since all clansfolk share the same surname, they identify each other by patronymics/matronymics and monikers. A patronymic or matronymic is a parent name with an ending. So Vikei, son of Boryev, could be Vikei Boryevich. Kariya, daughter of Eleya, would be Kariya Eleyovna. Monikers (Vikei One-eye, Boryev Keen-axe, Eleya Fire-hair) are also common.

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

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