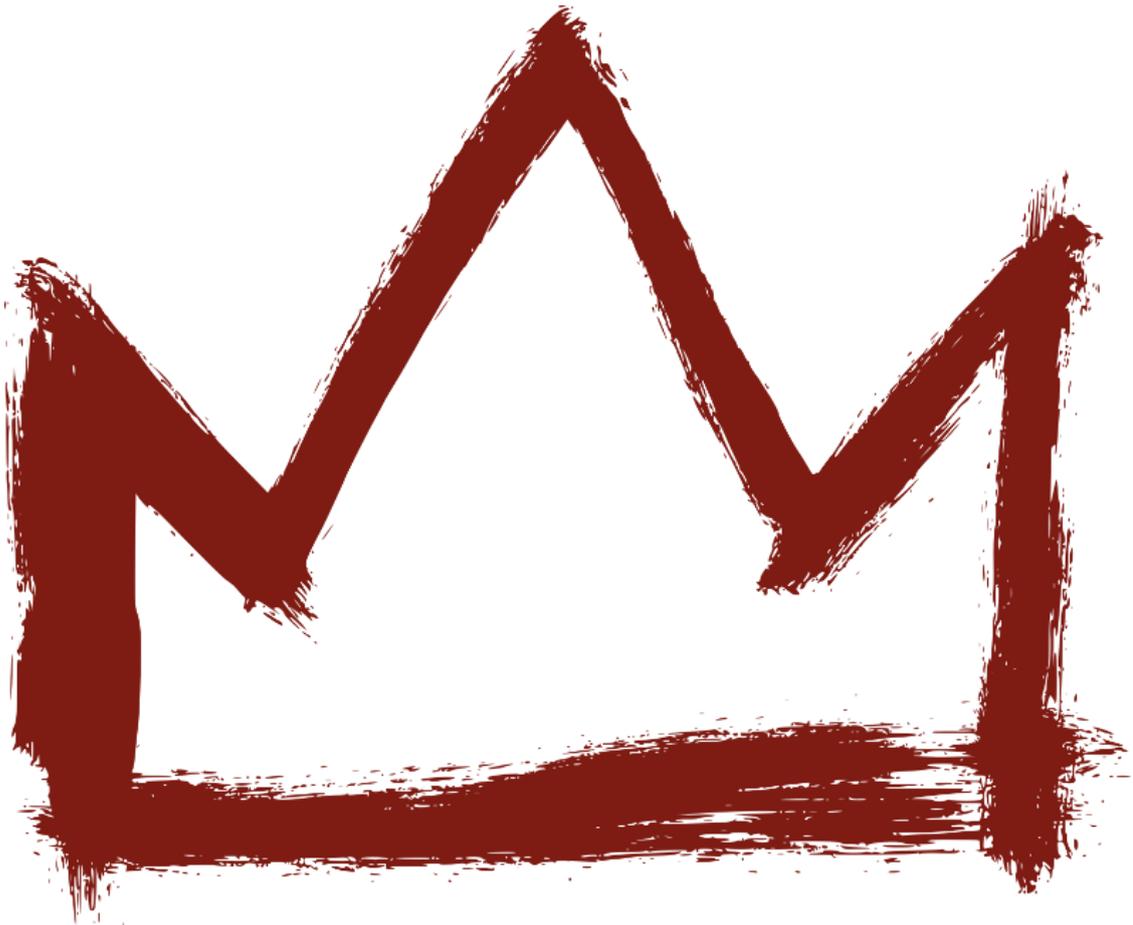


PHOENIX  
REBORN





# Players' Almanac 2022

## Foreword

A special thanks to John Graham, Howard Cooper, Bob Cloudsdale and Paul “Fudge” Ferguson for their generosity in allowing Phoenix Reborn to take their original materials and use them as a basis for Phoenix Reborn’s setting and world background. The quality and quantity of work which they so graciously agreed to pass over to this new game has been invaluable and I hope we have been able to do it justice.

Many thanks to my fellow referees, Jack Brown and Nigel Bell for helping to make our game so rich and such fun. Phoenix Reborn would be lost without their creativity and energy. A special thanks to Victoria Stephenson for being our logistics referee; without whom everything would have descended into chaos.

Throughout this Almanac you will find photographs taken of events by Graeme Webb, which have been subsequently digitally altered. He had kindly agreed to allow us to use those excellent pictures to help give readers a better idea of the look of Gelf. Any digitally altered photographs you see are copyright of Graeme and shouldn’t be reproduced without his permission.

Finally, thank you to all the players and crew whose enthusiasm and roleplaying skill has made Phoenix Reborn such immense fun.

Ryan Robbins

Phoenix Reborn World Referee

July 2018

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Update – November 2021. This edition of the Players’ Almanac includes many updates and changes following the end of the first arc of events. It is strongly recommended that experienced players refer to the change log at the end of this Players’ Almanac.

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# 1. Introduction

Phoenix Reborn is a live action role playing game which takes place in a world ravaged by foul demons bent on the absolute destruction of the last few surviving enclaves of humanity. Play is centred on the city-state of Gelf, an ancient stronghold of man. For a thousand years or more it has resisted the onslaught of the demons and their hordes thanks to the mysterious Glitterwall, a great dome of mystical energy which is impervious to demon-kind.

The people of Gelf are devoted to survival in the face of the horrors of the wastelands. Behind the Glitterwall, crops are raised, children are born and craftsmen ply their trades, shielded from the unfathomable evil without by the brave, if authoritarian, Protector Guilds.

The Guild of War purges the nearby wastelands of its foul and warped denizens, maintains order within the populace and, when required, battles demons with weapons enchanted by the Guild of Essence.

The mages of the Guild of Essence are able to bend reality to their will, wielding powerful magics which amaze and terrify the peasantry in equal measure. They imbue fine weapons, armour, jewellery and other masterwork trinkets with cunning enchantments, often anathema to the demons.

The Guild of Survival courageously navigates the everchanging wastelands, scouting for Gelf's armies, finding vital reagents for the Guild of Essence's enchantments. Without their skills, no citizen of Gelf could ever step beyond the walls.

Above all this sits the King and his nobility. They control vast estates which feed and clothe the people of Gelf. They make the laws and collect the Kings taxes.

Under the benevolent gaze of the sun, mankind survives, but the night and all its terrors belong to the demons.

## **The Nature of this Almanac**

The information in this Players' Almanac is intended to give a basic overview of the Phoenix Reborn setting and contains the kind of things that most people know (or could reasonably find out) about the place that they live. In all cases, additional information about a topic or subject can be obtained through the spending of experience points (XP) to obtain the appropriate lore skill.

## 2. *The City-State of Gelf*

The city-state of Gelf is the greatest of the known realms of mankind and comprises the City of Gelf, the Land of Gelf, and the Glitterwall (also known as the Wall).

### **The Land of Gelf**

The Land of Gelf occupies the area surrounding the city of Gelf, as far out as the Glitterwall. It is precisely twenty miles in diameter and is the refuge of just over three hundred thousand souls. The land is mostly fertile and good for farming, with some hills where rare and precious metals are mined from deep under the earth.

A few small lakes dot the land but Gelf's major source of fresh water is a mighty river which gushes from a cavemouth in the northernmost hills and runs for almost the length of the Land of Gelf before sinking into the ground again in a deep lake with a great whirling maelstrom at its centre. This river is simply known as "The River" as it is unique to the people of Gelf and needs no other name.

The land is almost entirely owned by the nobility.

### **The City of Gelf**

The city is located precisely at the centre of the Land. Gelf's historians estimate that Gelf was established at least a thousand years ago when the survivors of the War of the Demon Rain

migrated to the sanctuary offered by the Glittershield.



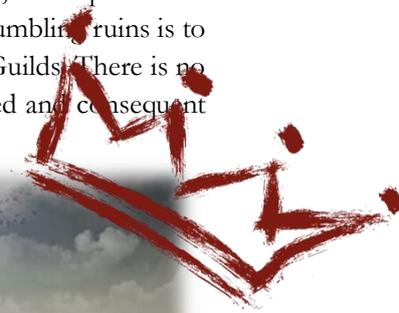
**AN OLD MAP OF GELF**

The city is a walled fortification and contains roughly half of Gelf's population. The headquarters of all of the guilds and various other buildings associated with trade, commerce and industry are located within.

The city is large and ancient. New buildings are built upon old and have been for generations. It is said the oldest, deepest parts of Gelf date back to the time of the Demon Rain, but to plumb the depths of those buried and crumbling ruins is to raise the ire of the Protector Guilds. There is no telling what could be uncovered and consequent



**THE CITY OF GELF**



calamities which could be unleashed.

The River flows through the middle of Gelf, bisecting the city, with the west bank being home to the Guild of War and the east bank being home to the Guild of Survival. In the middle of the river is an island which is home to the Guild of Essence and the source of the Essence Fountain.

## The Glitterwall

A “Glitterwall” protects the boundaries of the kingdom of Gelf. This barrier is both a high, thick physical wall (fifty miters<sup>1</sup> high and a hundred miters thick in some places) of solid granite blocks, sheathed in obsidian, and also a barrier of pure essence.



**THE GLITTERWALL**

The physical barrier provides defensive emplacements and prevents entry by the various wild creatures of the wastelands. The essence barrier prevents entry into the realm by the demons, who are unable to pass through the mystic protection which the Glitterwall provides. The source of this essence barrier is the “essence fountain” at the very heart of the city. From here, it cascades upwards in a great fountain of power, spreading out over the city as a protective dome as it falls back to the earth. The essence fountain

<sup>1</sup> See p. 11 for further information on measurements.

is at the heart of the Guild of Essence, and it is from here that the magi draw the power for their mystic incantations.



**A DAMAGED SECTION OF OBSIDIAN WALL**

The Glitterwall is so named because the sheathing of obsidian reflects the light of the sun, moon and stars to dazzling effect, and because, when a demon touches the essence barrier, a shower of sparks, flames and explosions occurs which lights up the sky and warns of demonic presence.

The Glitterwall is also a major military emplacement and many troops and tradesmen live along it in permanent fortified encampments. The defence of this barrier is taken very seriously, and patrols regularly sweep out into the wastelands to ensure that there are no wild creatures or cunning foes massing for an attack.

## The Struggle for Survival

Surviving in the face of the pitiless demons and their minions is a ceaseless struggle. To defend the walls from attack a strong army must be maintained and this requires constant replenishment of supplies, treasure and flesh. Should the army become too weak the walls would be breached and all citizens of Gelf would perish to the grimlocks and other beasts of the wild, even should the Glitterwall hold. Therefore, the society of Gelf must be focused on maintaining strong defences; this leaves little time or resources to anything not vital to the survival of Gelf.

Through centuries of innovation the farmers and merchants of Gelf have learnt to draw from the land efficiently and wisely. They wring every ear of corn, every plump apple, and every dank

mushroom from the Land of Gelf that mortal fingers ever could. In addition, each home is expected to do its bit and grow crops of their own, and so most gardens, roof tops and window ledges are crowned with small crops of vegetables or chicken coops and the like. Despite all of this, there would still not be enough food to go around if it was not for the aid of the Protector Guilds. In particular, the Guilds of Essence and Survival supply farmers with barrels of pungent liquor to spread amongst the fields, which result in bountiful and lush harvests.

## The Land Beyond the Walls – the Wastelands

Beyond the Glitterwall lie the wastelands. This territory belongs to the demons, and such is their chimeric influence that the very land itself warps and shifts, never appearing the same to those who pass through. It is just possible to travel across these areas, with care, during the daytime as the presence of the sun weakens the demons and their spawn. However, the night belongs to the demons, and they are much more powerful then, so travellers must take refuge.



**THE WASTELANDS**

No one would bother to travel through the wastelands except that none of the known three realms is truly self-sufficient. Gelf has many gem and precious metal mines, and these are valuable in the manufacture of mystic items, imbued with the power of essence. However, it lacks any supplies of iron and other harder metals, and also lacks the growing conditions for certain rare mystic herbs essential to the creation of magical paraphernalia and items, and climate to support the breeding of mystic creatures. The other realms possess these resources, and so trade between the three realms is necessary.

## Creatures of the Wastelands

This wild, inhospitable domain is home to innumerable foul creatures, including mutated demon-spawn, degenerate tribes of humanity, sadistic grimlocks and the terrible demons themselves.



**GRIMLOCK CHIEFTAIN**

## The Waystations

Travel through the wastelands is best achieved by using the series of “waystations” and other sanctuaries which have been established by some of the guilds to link between the three major realms, and between the lesser protectorates.

Specialist members of the Guild of Essence who are able to create a temporary “Glittershield” at sundown provide protection during the night and are usually the leaders of their waystation. During the day, merchants and other travellers are protected by hired guards to fight off the creatures of the wastelands; the provision of these guards is one of the key remits of the protector guilds.



**WAYSTATION**

### *First Night Waystation*

The most notable waystation is that of the First Night, so named as it is the first waystation reached by trade caravans after leaving Gelf. The

wastelands surrounding First Night are relatively stable and free from danger thanks to frequent patrolling by the Guild of War.

### Protectorates

These protectorates are small communities protected by much smaller semi-permanent glitterwalls than that which protects Gelf. The artifacts which can produce these smaller glitterwalls are extremely valuable to Gelf and it treats their protection and recovery with the utmost importance and urgency.

A protectorate is usually established near a precious resource which is then gathered at great risk during daylight hours. Contact with protectorates can often be lost, sometimes this is only temporary, but often the protectorate is adrift in the wastelands forever. Despite the pay being much higher than elsewhere in Gelf, only the most hardy or desperate volunteers work at protectorates. Some serious crimes are punished by sentencing to a period of service at a protectorate.



A PROTECTORATE AT NIGHT

## The History of Gelf

*“Everything changed on the morning that the Demon Rain fell.*

*The Gods died, the sun and stars disappeared, and the Long Night began. The demons sought to destroy mankind, and for time unmeasured, we ran, and hid, and died. Eventually, we managed to organise ourselves, unite and fight back, but even then, the demons were too strong.*

*Just as we teetered on the edge of extinction, the sun returned and drove the demons into the darkness. Mankind survived, but only just, and now the night*

*belongs to the demons.*

*A thousand years have passed. The people of the free kingdoms live in safety behind the Glitterwall and have grown strong. The king and the nobles govern for the good of all. The trade guilds provide our food, tools and other needs, and we are kept safe by the three protector guilds, the Guild of War, the Guild of Survival and the Guild of Essence.*

*Our only fear is that the demons that haunt the night will come in force again, that once again the sun and stars will fall, and that this time the demons will be victorious.*

*We tell these stories so that men will not forget the threat of the demons, and to remind men that, through courage and great deeds, the creatures of the night can be vanquished.” – Traditional Address by the performers from the Guild of Mummers prior to the commencement of a performance.*

\* \* \*

Very little is known about the time before the demon rain. Scholars call it the Time of Reason and speculate that the world was a paradise where peasants toiled on a fertile land and gladly paid their taxes to a benevolent and magnanimous king. The land did not change under their feet and the most dangerous creature confronting humanity was humanity itself.

In this time the gods were alive and answered the prayers of peasant and king alike. Great temples were built to them and upon occasion their ruins are discovered in the wastelands only for the land to change and for them to be lost once again.

Why the demons arrived is not known. Neither is why they are bent on nothing less than the agonising eradication of all human souls. Some think they were drawn to overthrow the gods, whom they saw as rivals. Some think they were always amongst but bided their time until humanity was weak and careless. Some think the gates to hell were knocked on by some forgotten fool.

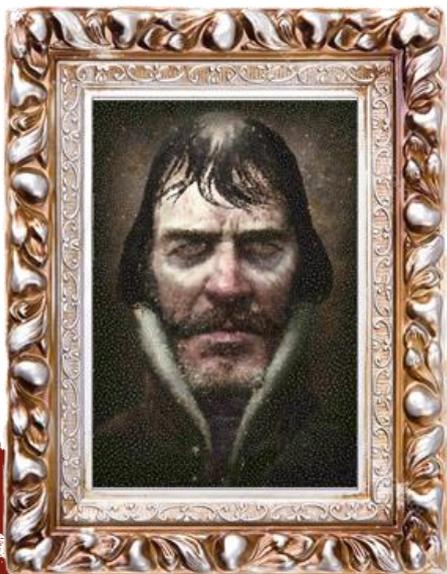
## The Politics and Structures of Gelf

Gelf is led by an elected monarch whose power is vast, but not absolute. He or she is elected from the nobles of the great houses and relies on their loyalty to rule.

The Great Conclave elects a new King upon the death of the previous King. The election starts with the representatives being summoned to the great hall of the King's palace where a vast feast awaits them. Once the conclave members are within the great hall its doors are barred shut and are not opened until a new King has been agreed. No food, nor drink, nor news of the world outside is permitted to enter until the election is complete. The conclave members are forbidden from discussion of what exactly happens during the elections.

### The Nobility

The Kingdom of Gelf operates a feudal-like system and is ruled by the king. The king (who is elected rather than hereditary) is supported by the nobles of the six greater houses and the fifteen lesser houses; by the three heads of the Protector Guilds; and by guild masters of the trader guilds (of which there are currently thirty). These people meet in the Great Conclave to discuss the issues which affect the realm of Gelf, and recommend action to the king. The Great Conclave proposes the laws but it is the prerogative of the King to veto or not. Greater houses have five votes, lesser houses have two and all others have one.



**KING NIMBUS**

The nobles of the greater and lesser houses own the land, and the majority of the heavy industry of Gelf. They operate these "fiefs" in order to

support the whole of the Gelfan realm.

The current ruler is king Nimbus, who has been king for almost ten years, having been head of the Guild of War prior to that. His election was somewhat of a surprise, but his rule has been just and fair despite his reputation for fierce discipline. King Nimbus has been seen less often in recent times, perhaps unsurprising as his beard has grown mostly diamond and his wrinkles mostly deep.

### The Greater and Lesser Houses

There are six greater houses and fifteen lesser houses. The leaders of the greater and lesser houses inherit noble titles fitting to the status of their house and their houses' favour with the king. The lords of greater house can be dukes or marquesses. Lesser houses are led by earls, viscounts and barons.



**THE DASHING MARQUIS OLLIVON**

Whilst it is very rare for the status of a noble house to change, it is possible. It is in the king's gift to award titles and status and so he may choose if and when a house becomes greater or lesser. By way of example, most recently (about fifty years ago, in the year Margot 33 (p. 15)) House Moreau earned elevation at the expense of House Granger following the former's allegations that House Granger had commissioned a promising young artist to paint several frescos in their private lavatory which depicted Queen Margot cavorting with nude witches and demons. By the time the Scrutineers arrived to investigate, the walls were a plain (and somewhat damp)

brown. Ever since, House Granger has sworn revenge on House Moreau and swore an oath to never use their decorators again.

### The Merchants

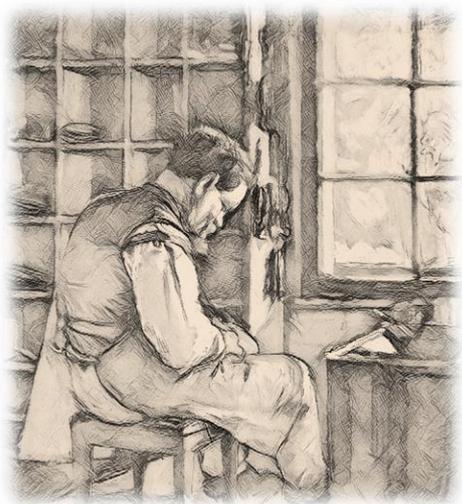
Often well off, but seldom rich, the merchant class comprises those who are responsible for the trade and commerce of Gelf. They are usually educated with particular skills in a craft or trade vital for the economic and social health of all.

Merchants can accumulate considerable wealth and influence. The most successful merchant families can be elevated to become a lesser house should they serve the king particularly well.

### The Peasantry

The peasants of Gelf must work hard for their masters, but in return they are protected from the wastelands, fed and housed. There is little destitution in Gelf as all that can work must work. Idleness is not tolerated.

All peasants are also members of a crafter's guild in accordance with the work they complete, e.g., Farmers' guild, Skinners' guild, etc.



**CRAFTSMAN AT WORK**

Whilst peasants are free to work for whom they wish; in practice it can be difficult to move to new employment.

Even the ill and infirm are put to work. Some cook, some mend clothes, some pick crops. Only those bedridden are excused such labours and instead are either tended by their families or housed in one of Gelf's overcrowded infirmaries.

Few live for long in an infirmary; those who cannot be made well are made comfortable through the use of intoxicating concoctions for the short time they have left.

### Status

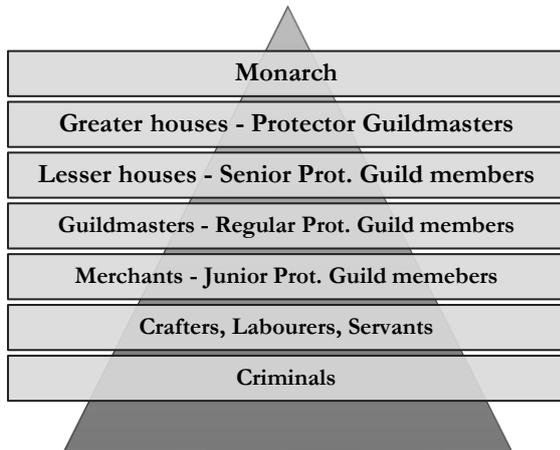
The importance of one's social status or rank within Gelfan society cannot be overstated. Where one stands in the pecking order, and who you look up to and down on are very important; for while the rigid laws of the Gelfan society obviously apply to all, the degree to which they apply very much varies with one's rank.

There are a number of obvious manifestations of this fact. For example, introductions into a formal social gathering always takes place by rank order. The lowest status persons enter first and must then wait for the introduction of their betters before the formal business of the function can commence.

In Protector Guild terms, this translates to a person's introduction being by name, then rank within the guild (for example, the Guild of War introduction would be company, brigade, regiment), and finally with any earned honorifics.

The hierarchy of titles and ranks is very important but due to the number of social statuses present in Gelf it can be difficult to precisely understand primacy between ranks. To ensure that a baron is correctly introduced before a wealthy trader guild master, but not before the guild master of the Guild of Tallymen (which technically ranks alongside a viscount or knight-brigadier) can take years of study and awareness of court intrigue.

The diagram below provides a rough guide to the differences in rank, however, be aware that each level below the king actually consists of several sub-levels, for example a duke outranks a marquis but they both can lead Greater houses.



### GUIDE TO DIFFERENCES IN RANK

Success in one's chosen career will result in advancement and promotion, and it is possible for a guild member to become a guild master, and beyond into the nobility. Indeed, King Nimbus was a member of the Guild of War many years ago, before becoming Master of that guild, and then nobleman and finally King.

Of course, if success brings promotion, then failure also has its consequences. The wise members of Gelfan society follow the rules and strictures of their guild, and act promptly when their social betters make "requests" of them.

A Gelfan will always show respect to a person of higher social status than himself or herself and will expect respect from those of a lower rank.

### The Law and Punishment

The laws are recorded by the Guild of Judges and rigidly enforced. Punishment for breach of the law is swift, harsh and without appeal. Criminal acts are against the guild, the land or the kingdom, there is no concept of personal redress in Gelfan law.



COURT OF LAW

Fines and loss of income punish minor crimes. Middle range crimes are punished by much tougher fines and property confiscation, and by loss of status (very significant in Gelf's rigid, structured society). The worst crimes are punished by banishment – literally a fate worse than death, and for the worst of even these crimes, there is the threat of eradication, whereby all reference to the guilty is expunged from the history of Gelf and mention of them is forbidden, until, in time, even their memory is cast to oblivion.

### Honour Duels

Since there are no crimes against the individual as such, matters of dispute or revenge between the people of Gelf tend to be settled by honour duels, either as one-off occasions or as part of the regular tournaments, which take place throughout the year.

All forms of combat are deemed acceptable for the conducting of an honour duel (of which there are four types, Duel to the Steel, Duel to the Blood, Duel to the Flesh and Duel to the Heart).

The issue and acceptance of a challenge and the agreement for the duel to take place at an appointed time and with appropriate seconds and witnesses are all part of the normal etiquette of duelling.

### Maintaining Law and Order

It is the duty of the Guild of War to patrol the streets and maintain law and order. As part of the rotation of their duties, all armies spend one season performing this task.

There is little crime in general; therefore, this is often seen as light duty and a welcome break from time spent beyond the walls.

The Guild of Stealth assists in maintaining the safety of the populous by supplying specialists such as scrutineers and bounty hunters (p. 49), but their role is somewhat obscure to the general population.

### Criminality

Whilst there are some cases of individual crime, there is absolutely no organised crime in Gelf as that would be in defiance of the will of the King

and place all of Gelf in jeopardy.

As there is no organised crime, it is the loyal citizens' duty to disregard any old washer woman's rumours of professional wrongdoers (she will be put to work in a Protectorate if she does not watch her tongue), or malicious graffiti of supposed gang names (these 'artistic' ingrates will be caught and punished at the king's pleasure), or drunken ravings of racketeering heard in disreputable taverns (any such tavern will be permanently closed by fire if its owner cannot maintain a respectable establishment).

You have been warned.

## Religion

No religion exists within Gelf. It is clear to all that, should any god exist, it must either be cruel to allow the demons to reign over the wastelands as they do, or so weak as to be pointless to worship.

Cults occasionally emerge but they are invariably quickly eradicated. The only legitimate source of mystical power in Gelf is the Essence Fountain, any other powers can only be granted by demon-kind, therefore, any divine worship is treated as conspiring with foul demons.



### 3. Magic

Magic is powerful and not unfamiliar to the citizens of Gelf. The Guild of Essence sequesters any child found to have a gift for manipulating essence into their ranks as such talent is rare. They are few in number, but great in power and respect for, without their skill, Gelf would have fallen long ago.

Guild of Essence members have mastered the art of bending reality to their will and use essence to do so. Exactly how magic works is a closely guarded secret, but the citizens of Gelf understand small feats of magic appear almost effortless to the magi, but when a grand master chooses to, he or she can achieve feats of power that echo the awesome forces of the dead gods.

The Guild of Essence is the only guild which has the means to harm, or at least impede, demon-kind. Usually too physically weak to do so themselves, the Guild prefers to empower the other guilds to engage in such heroics. Indeed, essence users are so rare that it is unusual for them to be put at risk in a direct confrontation. Tales are told of desperate times when the Guild of Essence has been forced to directly engage with demons and, somehow, they have been able to drive the demons away, or even destroy them. How they are able to do so is another secret guarded by the guild.

There are many types of essence users, each mastering a different type of magic and each having their own traditions and clothing preferences. There is no 'dark' magic in Gelf, as Gelf is a land under constant and unrelenting siege from unfathomable dark forces. Dark magics such as witchcraft, necromancy, etc. are utterly outlawed.

Magic which directly injures an enemy is rare. Exactly why the mages of the Guild of Essence choose not to unleash torrents of power to shred their enemies is not something they discuss with outsiders, but, instead, they prefer to work magic to confound their foes and empower those

around them.

Finally, only the Guild of Essence can raise the Glittershields necessary to find refuge in the wastelands. Only they can craft magic to enchant weapons with the power to injure demons.



#### RITUALIST OF THE GUILD OF ESSENCE

##### Reagents

Not everything in the wastelands is dangerous to humanity.

The strange power of the wastelands means it is the only place where special plants grow called "reagents". These reagents have powerful, and often deadly, effects when consumed in their raw state, however, the Guild of Survival has mastered techniques for brewing them safely into all manner of concoctions which give superhuman benefit to their imbiber.

These reagents are rare and their collection is very dangerous, meaning they command an expensive price once returned to Gelf.



# 4. The Guilds

There are two types of guilds in Gelf: protector guilds which defend Gelf from its enemies; and trader guilds which produce the food, make the tools, and undertake all other labour necessary for the functioning of the city-state. Each Guild is ruled by a Guild Head, who is in turn assisted by a council of guild masters.

## Protector Guilds

Most important of the guilds are the three protector guilds, the Guild of War, the Guild of Essence and the Guild of Survival. The protector guilds, as the name implies, are responsible for the defence of the realm of Gelf against the demon threat. It is also the members of the protector guilds who guard the caravans and traders that travel between the realms.

The Guild of War (GoW) is the training ground for all of the warriors, soldiers and other “muscle” which provide protection for the Gelfan society. The Guild of War provides both the standing army of Gelf, and also the hired mercenaries used by the merchants and other travellers when crossing the wastelands.



### BATTLE MEDIC OF THE GUILD OF WAR

The Guild of Survival (GoS) provides the “information and recovery” services required by Gelfan society. One of the guilds more vital duties is navigating the wastelands. Only Guild of Survival members are able to find their way through the ever-changing wastelands. How they are able to do this is an enigma to those outside

the guild. They use these skills to search out vital supplies of reagents for the Guild of Essence who in turn train the Guild of Survival in the brewing of all manner of simple potions and concoctions; the mages keep the knowledge of how to make powerful potions to themselves. From the bold Frontiersmen who scout the deep wastelands, to the Beggars of the Scrutineer operation, who trade information on the streets, all are provided from the Guild of Survival.



### BREW MASTER OF THE GUILD OF SURVIVAL

The Guild of Essence (GoE) is thought of by the masses as the “Magicians Guild”. Although much smaller in number than the other guilds, the members of the Guild of Essence command much respect, as the incantations and mystic items that they control are the only power that can harm the demons and their spawn. Mastery of the Essence is both difficult and time consuming, and only those born with the necessary aptitude and patience will succeed in becoming members of this guild. Even then, the effort and study required to improve and hone one’s mastery leaves little time for other concerns.

The three protector guilds each fulfil a different, but vital role in fighting the demon threat. The Guild of Essence are able to enchant weapons with a form of the energy found in the Glitterwall which is deadly to the demons, but they lack the strength and skill to wield the weapons themselves. The powerful magics needed to

enchant the weapons require rare reagents only found in the wastelands; it falls to the Guild of Survival to use their uncanny navigation skills to find them. Finally, the Guild of War proudly carries these enchanted weapons into battle, sacrificing themselves in vast numbers to force the demons back from the pain of their enchanted arms.

Without the art of the Guild of Essence the wall would fall. Without the cunning of the Guild of Survival the wall would fall. Without the courage of the Guild of War the wall would fall.



**THE PROTECTOR GUILDS IN THE  
WASTELANDS**

## **Trader Guilds**

The trader guilds are made up of the many “specialist” merchant organisations, which provide for the needs of Gelfan society. Whether it be food, weapons, jewellery, rare and fabulous mystic artefacts or other commodities, the trader guilds will meet your needs, at a price. The trader guilds are the “second tier” guilds in terms of importance.

The lowest tier of guilds is the artisan guilds. This large group of guilds includes all of those who make the day-to-day necessities of Gelf, or provide services essential to civic society. Smiths, Masons, Scribes, Leather Workers, Tallowmen, Lamp Lighters, Sewer Men – each skill and service has its guild to look after the needs of its members and ensure that the services required by Gelfan society are provided – at a price of course.



**THE UNIFIED PROTECTOR GUILDS**

# 5. The Demons

The peasantry knows little of the demons save their boundless cruelty and thirst for destruction. Creatures of immense power, they cannot be harmed by mortal attack and are only held at bay by the workings of the Guild of Essence. Demons have survived the attacks of soldiers in their hundreds, apparently unharmed as they slew the entire attacking force. Their terrible claws rip through leather and steel, and their breath is a kind of dark fire, which burns human flesh to nothing. Only the power of the essence has been seen to be effective against the demons, and even then, it takes many spells to harm or kill such a creature.



**DEGENERATE HUMAN OF THE WASTELANDS**

The demons themselves are rarely seen these days. There have been two occasions since the war of the Demon Rain when the demons have come in strength against mankind, but they have not been seen in large numbers for many centuries. This is little consolation, as even a single demon is a terror beyond imagining.

Very few have survived contact with a demon

the drift eye eeee in



when outside a glittershield, and those who have risk being tainted by the demons' aura which corrupts reality. This "demon taint" is greatly feared by the peasantry for it can corrupt a person's mind and body, turning them into demon-kin which are neither human nor demon, but somewhere in between. Anyone suspected of demon taint is likely to find themselves on top of a burning pyre after the angry mob has come a-calling.



**THING BEST LEFT**



# 6. Day-to-Day Life in Gelf

In this part of the almanac, players will find information on many day-to-day matters, such as common phrases, currency, the calendar, etc.

## Currency

The standard unit of currency in Gelf is the *guilder*, and the guilder itself is made up of ten *florins*. Transactions in guilders are carried out using “promissory notes”, or florin coins. The monetary holdings of individuals and organisations are accounted for by the Guild of Tallymen. See below for an example guilder. Florins have the appearance of small brass coins.



**A ONE GUILDER PROMISSORY NOTE**

As a rough guide, players should consider a guilder to be similar in purchasing power in Gelf to 10 British pounds in the UK.

Most items in game can be acquired without the need of in-game currency. We can assume that a player's salary is sufficient to pay for normal equipment; therefore, you may have any normal items which you can justify according to your characters background and social rank.

A manual labourer might earn two guilders a week (a guild provides free basic food and lodgings to its members). A skilled craftsman might earn ten guilders a week, an apprentice in a Protector Guild might earn about the same. A senior guildsman in a trader guild might earn fifty guilders per week. A wealthy noble might earn tens of thousands of guilders a year from their estates and investments.

## Price list – mundane items

The price list below gives an example of item costs and prices. If a character wishes to purchase a specific item which wouldn't be typical for a character like theirs to own (e.g., Guild of Essence member purchasing chain mail), please let the ref team know and they will talk you through prices (note, characters with Trader skill [p. 38 and p. 51] may take a test to influence the starting price they are given).

Item	Cost
A loaf of bread	1 florin
Meat pie and beer at an inn	5 florins
Peasant's clothes	2 guilders
A sturdy traveling cloak	3 guilders
A night in a clean inn	5 guilders
A gastronomic feast	10 guilders
A milk cow	20 guilders
A simple weapon, e.g., axe	20 guilders
Chain mail shirt	50 guilders
Half-plate armour	200 guilders
A string of pearls	300 guilders
Yearly rent for a small-holding	500 guilders
Fine field plate armour	2500+ guilders

## Magical items

Magical items can be purchased in Gelf; however, they are eye-wateringly expensive. Only the truly rich can afford them. Despite the fact they are so very expensive, it is extremely rare for a magical item to be stolen, simply because they are sufficiently rare that it would be almost

impossible to be seen in public without someone eventually recognising it (remember, there are only a few hundred thousand people in Gelf, it's a small world after all!).

Items can either be purchased second-hand from one of Gelf's few specialist dealers, or commissioned from the artificers of the Guild of Essence.

If a character wishes to purchase a magical item, they should discuss it with the refs. It is likely that any purchase will be dealt with in-character and so presents an excellent opportunity for roleplaying and adventure!

## Gelf Speech and Slang

Set out below are a few examples of the types of language and expressions used by Gelfans.

*"May the sun always shine on you"*

The Gelfans revere the sun, as the Long Night was a dark time for humanity, and the power of the sun is known to keep the demons at bay.

*"Horns of a demon!!"*

An expression of shock and alarm

*"He took off like Werikonar himself was on his tail!"*

Werikonar is a hunting demon of great power, and one of the few demons to which humans put a name. It is used to frighten children (much like the Bogyman) or, as above, as an indication of fear or cowardice.

*"He has Darin's own luck"*

Darin the Grim, a famous Gelfan hero, was well known to be both very fortunate, and very unlucky at various times in his life. This expression suggests mixed fortunes. It is also used as a formal address during the various tournaments.

*"All the power of the protector guilds won't save you"*

An expression of anger, and a suggestion that a person will go a long way to extract revenge.

*"Run as fast as you can, doesn't matter how far*

*You'll never escape from Werikonar.*

*Scream as loud as you like, it won't do any good.*

*The shadow walker is going to drink your blood"*

Children's Rhyme

## Gelf's Calendar

Years in Gelf are marked as the year of the reign of the current king. This tradition can make it difficult to count the years, but the peasantry does not often care exactly what year it is, the merchants are clever enough to cope, and the nobles enjoy the grandeur of having the years named after their forefathers.

The current year<sup>2</sup> is the 10<sup>th</sup> year of the reign of King Nimbus, so the year is known as *Nimbus the 10<sup>th</sup>*. King Nimbus was preceded by King Reginald who ruled for 3 years before succumbing to old age. He was preceded by Queen Margot, who ruled for 32 years before losing an honour duel with the then Duke Reginald over the accidental (or not) gelding of Queen Margot's prize racehorse by Duke Reginald's master of stables.

Most players will have been born in the reign of Queen Margot.

Days in a week

There are seven days in a Gelfan week.

1. **Moon Day.** A day for family and quiet.
2. **Choose Day.** The day when Gelfans prefer to make important decisions. Votes in the conclave are always on a Choose Day.
3. **Wet Day.** The day of the week when wealthy Gelfans bathe.
4. **Thunder Day.** The day of the week when portents for battle and strife are best.
5. **Frivol Day.** The day working Gelfans take to their favourite inns of an evening.
6. **Sit Day.** The day of rest and contemplation.
7. **Sun Day.** The day to work hard about the home and celebrate achievement and struggle. Also known as market day.

Seasons and months

The year is split into four seasons: Rain, Sun,

<sup>2</sup> Probably... years can be slippery things.

Frost and Snow.

Each season contains three months.

Each month comprises four weeks (28 days in total), and there are twelve months in the year.

The months are called first, second and third. “Sun the second” would be an acceptable way of describing the month, as would “the third month of Snow”.

### The festivals

The remaining twenty-nine days of each year are split into fourteen days in the middle of the year called *High Festival* and fifteen days at the end of the year called *Low Festival*.

At every High Festival, Gelf’s youths ready to join the adult world are “tested”. They are assessed for their suitability to join either a Protector Guild or (as is much more likely) a trader guild during the Testing.

Every fourth year an additional day is added to the Low Festival. It is called Demon Day and all of Gelf fast and maintain a 24-hour vigil, as a reminder that the threat of the demons is ever present.

### Testing

Not all youths are ready at the same age for a testing, and until they are chosen, they must labour for their parent’s guild. If no talent is observed by the age of 16 then a life in their parent’s guild awaits.

Whilst Gelf is largely a meritocracy, it is commonly known that the children of the rich and well connected are seldom left unpicked by any prestigious guild, whether trader or Protector. Likewise, the children of the poor with signs of talent may wait several seasons before they are chosen. Whether this is because talent runs in families, or because the system is rigged to the rich, depends on your perspective.

### Pastimes

Gelfan “pastimes” include the great hunt, and mummers’ plays, prose and poetry recitations of great deeds in the “high style” are also very popular.

## Measurements

### Time

The division of the day is into periods equal to an hour, as measured out by sand and glass timekeepers (smaller ones are used for shorter intervals).

The concept of minutes is understood, although mostly confined to use by academics and other learned people. The general populace would speak in fractions of an hour, e.g., “guard here for a quarter-hour”, “rest for a half-hour”, etc.

Key times of the day are, of course, sunrise, midday and sunset.

### Distance and size

Longer distances are measured in *myles* (roughly equal to a real mile) within Gelf. Outside of Gelf they are measured in time as physical distance changes so often. For example, the First Night waystation is a day from Gelf but the number of paces it can take to travel that day can change as the wastelands shift.

Smaller distances are measured in *miters* (roughly equal to a meter) or fractions thereof.

# 7. Combat

Fighting should be dramatic, heroic and dangerous. To achieve this, these rules have been designed to keep combat simple so players and crew can focus on making fights enjoyable and exciting.

## Safety

You must not intentionally strike someone's head (p. 18).

You must not grapple with another player unless both parties have agreed it out of character (OOC) and informed a ref beforehand.

**Pull your blows!** Players should ignore blows which are not "pulled" (i.e., softening a blow just before contact) and loudly complain OOC! Please inform a ref if someone is not pulling their blows.



PROTECTING A FALLEN COMRADE

## Combat summary

- ⚠ A character can take a number of blows anywhere on their body before being incapacitated. It does not matter where the blows land, other than for roleplaying and special blows (p. 19).
- ⚠ A player's '**total hit points**' is the sum of their:
  - **Physical hit points** (their physical condition), and;
  - **Armour rating** (AR) (how many blows their armour can absorb).
- ⚠ Damage is subtracted from armour first, then hit points.

- ⚠ Armour does not degrade, therefore, at the start of every combat any character will have at least 1 hit point (the minimum required to not be incapacitated) **plus their armour rating**.
- ⚠ Almost all blows deal 1 point of damage.
- ⚠ Being reduced to 0 total hit points leads to either:
  - Incapacitation or;
  - Start of the death counter if the character is carrying any **serious injuries**
- ⚠ **Remember, normal injuries only incapacitate, special injuries make you vulnerable to death!**
- ⚠ Players and crew can learn a variety of special blows which cause special injuries.
- ⚠ Blows (including special blows) can be negated by the special parry skill.

## Hit points

A player's hit points represent their physical constitution, resistance to shock, and pain endurance.

A player's **maximum body hit points** value is their starting hit points before any damage is applied.

Their **current hit points** are their maximum hit points minus any unhealed damage received, plus their armour rating (p. 18).

Untrained peasants have one or two hit points and so can take one or two blows before collapsing, whilst a seasoned warrior might have four hit points and so be able to take four blows before collapsing (excluding armour).

**Starting players begin with three maximum hit points** (this may be increased at character generation by buying the Endurance skill).

## Hit locations

The location of a blow does not matter for purposes of calculating a player's hit points; wherever a player is struck he or she deducts one hit point from their current total, unless otherwise instructed by a special blow.

However, the location of a blow matters greatly for roleplaying purposes (react to blows, they hurt!) and for special blows (p. 14).

## Head hits

Contact with a player's head is not allowed. If accidental contact is made with a person's head, they may choose to count the blow if they wish (it can represent a good roleplaying opportunity).

## Armour

Armour is key to survival in the world of Phoenix. Players are free to wear mix and match armour. Each character will have an armour rating (AR) which will range from 0 to 5.

**All damage taken in combat is deducted from AR before being deducted from current hit points.**

**Armour is fully effective at the start of every combat (AR refreshes to maximum after each combat).**

An example of how armour works:

1. A scout in the Guild of Stealth has three current hit points. She is wearing light armour and so has an AR of 2, so she has a total of five hit points.
2. She fights a battle where she is struck four times. The first two points of damage are absorbed by her armour. The next two are deducted from her current hit points.
3. At the start of the next battle, she will still have an AR of 2, but only 1 current hit point. Therefore, she now only has three total hit points. Note, she can never start a fight with less than three total hit points thanks to her light armour.

## Armour ratings

At the start of each event, **a character's armour will be assessed by a ref and, together with**

**the player, an appropriate AR will be agreed.**

This AR will depend on four factors (rough weightings in brackets):

1. The apparent robustness of the materials (40%)
2. The proportion of the player which is covered by armour (40%)
3. The presence of layered armour (10%)
4. The quality of costume (10%)

That said, the spirit of the game is to err on the low side for most assessments as high-quality armour is rare. A starting character is highly unlikely to have been able to obtain armour with an AR greater than 3.

## Unconsciousness and death

A player who is reduced to zero total hit points must immediately fall to the ground and assume a prone position.

Their condition when they fall to the ground depends on whether they received any special blows during the combat: **When a character is prone the player may choose if they are conscious or not.** This is a roleplaying decision and the player is free to choose whichever status they feel is most appropriate. Occasionally, a ref may ask them to remain unconscious or conscious to aid the plot.

**If no special blows were received (which would cause a serious injury, see p. 19), they are immobilised and incapacitated.**

**If a player received any special blows during combat they are instead bleeding to death and must begin their death count as soon as they fall.**

## Death count

**A character's death count is equal to one minute for each of their base hit points.** After this time has expired, they are so badly wounded that they cannot be saved by mundane or magical means. Such a character may not necessarily die immediately which gives the player the opportunity to roleplay their last moments.

To stop a player's death count healing must be administered. As soon as this healing process is

begun the death count pauses. **A character's death count is paused as soon as any healer begins any healing on them.**

If the healing is interrupted it immediately resumes. When the healing is successfully completed the character's death count is reset. If the healing fails the death count resumes from when it was stopped.

Players cannot instantly die solely due to receiving normal blows in combat.

## Serious injuries

**Players subjected to any special blows (p. 19), or to other special effects (e.g., poison, demon fire, etc.) are considered to have a serious injury and so are vulnerable to death.**

A special blow includes the three main special blow calls: *stun*, *cleave* and *impale*. Additionally, characters who are suffering from *poison* are also considered to have a serious injury (pg. 22).

Serious injuries prevent players from unaided healing after breaks and give excellent opportunities for roleplaying!

When a player receives a serious injury, he or she should roleplay an appropriate effect.

**If rendered unconscious when carrying a serious wound, the players should cover the affected location with a red cloth<sup>3</sup> signifying the location is seriously injured. This will help healers to triage who needs their help first. The sooner a player can apply their red cloth, the sooner the healers can identify they are on their death count.**

## Two second rule

To keep combat more heroic, players should not strike their opponent more than **once every two seconds**.

## Amount of damage dealt

In nearly all cases a successful blow deals a single point of damage. Special blows are exceptions to this general rule (p. 19).

## Weapon types

Weapons only come in two broad categories: *standard* weapons and *great* weapons.

A standard weapon is any regular melee weapon that an ordinary peasant, soldier or other troublemaker could use. This includes weapons such as swords, spears, maces, daggers, etc.

Great weapons are especially deadly, heavy, large or technically difficult to wield such that they require considerable skill and/or physical development in order to wield effectively in combat. These include weapons such as two-handed swords, battle axes, polearms, flails, etc.

Note, the distinction between the two types is NOT based on the number of hands required to use them (e.g., a spear or a quarterstaff are not great weapons).

## Special blows

A special blow represents the sort of heroic attack that can swing the tide of a fight. The clever use of special blows can allow a character to survive odds that would make ordinary warriors tremble.

**Characters may learn any number of special blows, but the number of times they can use them depends on a different skill: "Weapon Mastery".** In other words, Weapon Mastery is like a fighter's energy to use on any special blows they know, split between them as they wish.



**SPEAR, MADE TO IMPALE**

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<sup>3</sup> To be supplied by the ref team at event start.

## Types of special blows

The type of special blows available to a character depend on the type of weapon they are using.

This table summarises the special abilities that are available by weapon type. The example weapons listed are only a guide.

<b>Standard weapons</b>	<b>Stun</b> close eyes for 5 seconds	<b>Cleave</b> 3 damage	<b>Impale</b> 2 damage, ignore armour
Example weapons	Hammers, maces, staffs	Axes, swords	Spears, daggers, arrows
<b>Great weapons</b>	<b>Greater stun</b> fall to the ground	<b>Greater cleave</b> 6 damage	<b>Greater impale</b> 4 damage, ignore armour
Example weapons	Maul, great mace, banded war stave	Great axe, great sword, poleaxe	Stab-safe polearm, heavy crossbow

### *Stun/knockdown*

Crushing weapons can stun or knockdown an opponent. The target of a stun should close their eyes for 5 seconds and act stunned. The target of a knockdown should fall prone for at least 5 seconds. Either blow can be used to safely render a prone or restrained opponent unconscious.

*Ref note: the eye closure aspect of these rules was added as it can be hard to roleplay being stunned. If you can see a blow coming it's hard to not parry or dodge as a reflex. If you are uncomfortable closing your eyes for whatever reason, you must roleplay being heavily stunned.*

### *Cleave*

A cleaving blow represents a powerful heroic blow which does much more damage than a normal blow. The standard version of this skill is enough to kill most unarmoured opponents outright. Mortal cleave will kill most light/medium armoured soldiers outright and split most peasants in half.

### *Impale*

Impaling blows ignore armour. The target of an impale should deduct the damage from their current hit points and not their armour. **Impale attacks go through shields and hit the limb or body underneath.**

## Swift parries

A character with the swift parry skill can choose to call "parry" after receiving any blow (including special blows) and then ignore the effects of that blow.

The character must have been able to see the blow coming to parry it (there is no parrying when blind, backstabbed, unconscious, etc.).

## Number of uses of special blows and swift parries

The number of times characters can call a special blow or swift parry before taking a break is equal to their level of the Weapon Mastery skill.

## Dual-wielding

Characters can use two weapons whilst fighting if they purchase the Dual-wield skill.

The off-hand weapon must be small to medium in size and light in construction. Special blows cannot be called with the off-hand weapon.

## Shields

You must learn the skill to use a shield if it is larger than a buckler (i.e., a small, one-handed shield designed for parrying). Bucklers should be no more than a foot across at their widest point. Anyone can use a buckler. There are no strict maximum shield sizes, but players are encouraged to be sensible.

Any blow that strikes a shield causes no damage. **Impale attacks go through shields and hit the nearest limb or body below/behind.**



# 8. Resolve

A character's mental fortitude can impact their effectiveness at performing tasks and resisting psychological effects. These *resolve* rules have two purposes: firstly, to help players grasp their characters psychological state and roleplay accordingly; and secondly, provide a rules framework for how a character's in-game abilities function when suffering from a psychological condition, such as passing skill checks, resisting psychological effects, etc.

## General resolve rules

Most of the time a character's resolve score will be 0. This score can go up or down (**it can be negative**) depending on in-game events. Usually, changes in resolve will be the result of some in-game rule, e.g., a FEAR effect could cause a character to lose a resolve level, a RALLY effect could cause them to increase their level. Occasionally, outstanding roleplay will be rewarded with a change in resolve.

As a guide to how common resolve changes are in the game, characters will, on average, spend about two thirds of the game on 0 resolve, about a third of the game one point above or below 0. Only in exceptional circumstances will they be two points above or below 0.

**After a break all characters move their resolve one level closer to 0.**

## Role playing resolve

Players are encouraged to view their resolve score as an indication of their characters mental state and roleplay accordingly.

## In-game effects of resolve

Resolve has two in-game effects: increasing active skill level when resolve is positive or decreasing active skill level when resolve is negative, and causing negative psychological conditions (demon's shadows).

## *Active skill level*

Characters should add their resolve level to the level of their active skills.

Therefore, if a character's resolve level is positive, they increase the number of uses of any active skill by their resolve level. If it is negative, they should decrease the number of uses of the active skill by their resolve level.

A character with a modified skill of 0 or negative cannot use that skill at all until their resolve is increased.

## *Psychological conditions*

**Whenever a character's resolve drops to -2, they gain a demon's shadow** (psychological condition, see pg. 22). The player will be given a card describing their shadow, including roleplaying effects and any impact on game rules.

If a player's resolve drops to -2 during combat the demon's shadow only takes effect after the combat, once the character's adrenaline has subsided. The condition persists until the characters resolve returns to 0, or better.

A demon shadow can be removed through taking a break (i.e., returning resolve to 0, or better) or through appropriate skills or magic.

# 9. Special Conditions

Characters can be afflicted by a wide range of special conditions.

## Poison and disease

Characters can be poisoned or infected with a disease. Poisons tend to be fast acting and diseases act much more slowly.

**A poisoned character cannot use any special abilities, cast magic or use other skills in a combat.** The pain is too intense to concentrate. **The poison also counts as causing a serious injury.**

## Disease

The effects of disease vary. If you have been diseased the ref will inform you as to your symptoms.

In Phoenix Reborn diseases are specific and realistic in their effects on characters, therefore each disease is unique. Whenever a character contracts a disease, they will be informed of their symptoms, but only a capable healer can diagnose a disease, understand all its symptoms and then determine a treatment.

## Special Calls

Players are likely to encounter all sorts of strange and deadly traps and monsters on their travels. These may often have the power to create exceptional effects such as fire, fear or gusts of wind, etc.

When these effects are produced, they will be called aloud in a clear voice and preceded by the word "EFFECT" and then the particular call, for example "EFFECT – BLINDNESS".

Players are then expected to roleplay as they see fit in reaction. There are no set effects, no set timescales, no power levels, etc. for players to remember, players should react to the calls as they think best. Good reactions may be rewarded with free redraws in the future, poor reactions may be penalised with unexpected, compulsory repicks

during skill tests.

If a player or crew is uncertain about what to do, or what was called, they should call a time freeze and ask for an explanation from the person concerned or a referee.

## The Demon's Shadow (psychological conditions)

Characters can suffer from a range of psychological conditions which in Gelf are usually referred to as a *demon's shadow*. For example, someone who has been rendered nonsensical ("babble tongue") after encountering a demon might have been said to "have fallen under the demon's shadow" or "carries the demon's shadow", or "is shadowed" etc. Players are encouraged to avoid using the term "psychology" and similar, as that concept does not exist in Gelf.

The names and forms of the conditions (shadows) themselves are largely unique to Gelf although some may seem superficially similarly to real disorders.

The conditions themselves are intentionally different from conditions in the real world to reduce the chance of a player being uncomfortable with how a real condition is being portrayed in-game.

**If any player is uncomfortable with the demon's shadow rules, they may opt out of them at any point. In fact, where possible, the ref team will attempt to get a players' consent to take part in these rules before the start of the game (so players opt in, rather than opting out).**



## Examples of demon's shadows

### Name: Shortness of breath

**Roleplaying effects:** Your character becomes distressed as their breathing becomes shallow and uncontrollable. The more alarmed they become the harder they find it to breathe.

*In reality your character is breathing normally, but he/she is convinced they aren't (you (the player) should breathe normally for your safety and roleplay the shortness of breath).*

**Game effects:** Your character is too panicked and distracted to perform skill tests properly. For any skill test draw two cards and pick the worst result.

### Name: Reckless disregard

**Roleplaying effects:** Your character suddenly realizes there is absolutely nothing to be afraid of and so loses all sense of danger, either for themselves, or for those around them.

**Game effects:** Your character is immune to other psychological effects but also has a reckless lack of fear, you must act accordingly.

### Name: Infested!

**Roleplaying effects:** Your character has become infested with imaginary itchy, biting insects. They frequently claw, scratch and gnaw on the character, leading them to frequently scratch, itch and loudly complain of the maddening infestation.

**Game effects:** Your character is so distracted by the discomfort of the imaginary infestation that they must halve (rounding down) the current number of charges of active skills (see p. 27) they have.

### Name: Ravenous

**Roleplaying effects:** Your character is beset by a terrible hunger and craves to eat all manner of things.

*Your character never feels satiated.*

**Game effects:** Your character will consume anything food or drink-like they can get a hold of, even if this means stealing or eating something which could be bad for them.

### Name: Why so serious?

**Roleplaying effects:** Your character realizes how ridiculous all of this is, how it can't possibly be anything more than a great cosmic joke that they finally understand.

*They will chuckle, chortle, smile manically, and guffaw at the slightest provocation.*

**Game effects:** Your character will laugh at the most inappropriate things, or at the most inopportune time.

### Name: I needs it

**Roleplaying effects:** Your character becomes obsessed with items of value and will attempt to obtain them by fair or foul means. The shinier, the better.

**Game effects:** Your character becomes obsessed with precious items and must try to beg, borrow or steal them.

# 10. Resting

There are two types of resting: *breaks* and *encampments*.

## Breaks

*Breaks* last at least 10-20 minutes and give characters a chance to catch their breath and recover from previous encounters. Breaks are sufficient to recharge players' abilities so they are ready for the next set of encounters.



After a break a character's resolve level moves one point closer to zero.

## Diminishing returns

The more often a group takes breaks, the longer those breaks must be to provide the same benefit to players. Eventually, breaks will cease to be effective at all and the group will be forced to take an encampment.

## Encampment



Encampments are several hours long and require players to eat at least a small meal, have at least several hours of sleep, or complete some other relaxing activity such as meditation. If the players are not able to relax sufficiently, they are not able to benefit from an encampment, but can benefit from a break.

After an encampment:

- All player abilities are recharged
- Players heal back to their maximum hit points (except serious injuries - these require special healing or convalescence between events)
- A character's resolve level returns to zero.
- Breaks return to full effectiveness.

An interrupted break loses all of its effectiveness and must be restarted from the beginning.

# 11. Starting a New Character

## Character Creation Steps

There are three main steps in creating a character for Phoenix Reborn.

**Step 1** – Pick a Protector Guild to belong to which fits your character best (or in a way you find most interesting).

**Step 2** – Decide who your character is by considering questions such as: what motivates them, what do they love, what do they fear?

**Step 3** – Select which skills, abilities and equipment your character has learnt.

### Step 1 – Picking a Protector Guild

All characters are a member of one of the three protector guilds. These three guilds are responsible for protecting Gelf from the dark forces beyond the Glittershield, which seek its utter destruction. Each of the protector guilds fulfils a distinct role in protecting Gelf and so will offer a different experience to players.

Each Protector Guild comprises several sub-groups, e.g., *regiments* (p. 63) in the Guild of War, *operations* in the Guild of Stealth (p. 49), and *schools* in the Guild of Essence (p. 35). A player must join one of these sub-groups.

Once you commit to a guild you will be sent details of any special skills or abilities they can learn.

### Step 2 – Putting the “character” into your character

As part of your character generation, we invite players to consider a few questions designed to help the refs understand him or her.

- What role would you want to fulfil in a group?
- What social/family background do you have?
- What three or four words best sum up your personality?
- What is your character’s source of

motivation and weaknesses?

### *Character background*

A new character’s family could be from any strata of Gelf’s society (see pg. 7 for more information on social status). However, once within a Protector Guild, past status and privilege is largely set aside.

Characters all start as members of the Protector Guilds, however there is no limit on your character’s background before this. It is highly likely you were recruited to your guild during your teenage years, as at every High Festival (p. 16) Gelf’s youths are assessed for their suitability to join either a Protector Guild or a trader guild during the Testing.

### Step 3 – Picking your abilities

The Protector Guilds are secretive and so your character is unlikely to know much about the two guilds to which he or she does not belong. We encourage players to not read the skill descriptions for the Guilds to which their character does not belong, but all Guild skills are listed in the following chapters.

There are a range of common mundane healing skills which any guild member can learn.

## Experience points

In Phoenix Reborn, characters can learn a range of skills and abilities, depending on which Protector Guild they are a member of. These skills and abilities are purchased with experience points (XP).

### *At the start of a new campaign*

When a new campaign is started all characters will begin with the same amount of XP. Therefore, **starting characters will usually have 12 XP**. A player may spend them on any skills and abilities as they wish.

Any unspent XP may be saved to be spent at a later date.

### Characters joining mid-campaign

The principle adopted by Phoenix Reborn is any new character will have a “catch-up” bonus on top of the standard starting XP.

**The catch-up bonus is half (rounding up) of the XP earned by whichever character in the campaign has the most XP.**

So, if the character with the most XP in the campaign had earned 13 XP so far, a new character would have catch-up bonus of 7 XP (half of 13, rounding up), plus the 12 starting XP, for a total of 19 XP.

If a player is introducing a new character mid-campaign, please contact the ref team to know how many XP you have to spend.

### Advancing your skills in the future

All characters will receive the same amount of experience after an event. Most games will award 3 to 5 XP.

A player can buy any skill they can justify between events. Justification can be as little as “I did it a few times on the last event, it makes sense I would get better” to “I was trained back at headquarters between events”.

### Starting equipment

You can start with any equipment you can reasonably justify. That said, it’s unlikely that any character will get a higher AR than 3 for their first game so if you turn up in full plate, we will assume it’s all polish on top but rust underneath.

All players will be issued with a few guilders and florins (p. 14) as “walking around” money.

### Rank and social status

In Gelf, rank and social status is extremely important. Its society is very hierarchical and almost everyone is accustomed to obediently following orders from those who outrank them. This is a necessary sacrifice in a society where every day is a struggle for survival.

In-game this means most players are likely to respect the rank, even if they do not respect to person who holds it.

### Starting rank

Characters usually start at the second rank of their guild. These are: a *Scholar* for Guild of Essence (p. 33), a *Regular* for the Guild of Survival (p. 48), and a *Sergeant* for the Guild of War (p.61).

### Advancing rank

Characters cannot purchase additional rank with XP. Promotions must be earned in-game.

If you feel your character should be of a higher rank for good roleplaying reasons, please contact the ref team and they will consider your request.

### Uses of rank

Characters who outrank other characters, or non-player characters, are entitled to issue orders which have all of the legal weight of an official order.

**Characters who disobey or disregard orders will be subject to punishment through the usual guild channels.** Punishments can range from latrine duty to banishment, depending on the severity of the offence.

Characters who give poor orders or orders which cause people to come to harm can likewise be punished by their superiors.

### Cross-guild rank and orders

In the event of a character’s equivalent rank being higher than another character from a different guild, it is customary for other guild members to respect the rank and obey the order as if they were in the same guild. However, this is a convention and not compulsory.

# 12. Character Skills

## How skills work

There are three types of skills in the system: active, passive and test.

- **Active** skills happen when you chose. You complete the appropriate roleplaying and then announce the effect.
- **Passive** skills either are in effect permanently, or trigger when a condition is set regardless of your choice.
- **Test** skills require you to draw a card from a deck (more on that below)

## Test Skills (card draw)

When you perform a skill which requires a test you will draw a card from a deck. The suit of the card(s) which you draw will determine the effect. The value of the card has no effect, only the suit. A card deck must be shuffled (at least briefly) before every draw.

Gaining expertise in a skill which requires a test will increase the effects of your successful results.

In some cases (perhaps if your character is under the effects of a magical effect, or as a reward for excellent roleplaying) you may be allowed to take another test if your first is not successful (known as a *redram*). To do this you must replace the card you drew and draw another. That new card then takes effect unless you are able to choose to make yet another draw. Whatever happens, the last card you draw is the card that takes effect.

**A referee must be present for all card draws; therefore, the referees will carry the deck.**

The contents of all decks are the same: 12 diamonds, 3 hearts, 3 clubs and 2 spades(swords).

## Effect envelopes (actions and skills)

Some skills, objects and other situations can be resolved without a referee being present by the player using an effect envelope.

Effect envelopes are out of character items and should be absolutely ignored by all characters and only used by a player when it is appropriate to do so.

## Using effect envelopes

Effect envelopes are either opened when a player uses a skill which required them to 'draw' an envelope from a supply; or when interacting with something (e.g., a mysterious potion, a locked door). In all cases the player must read the instructions inside silently and then immediately resolve them.

Any used effect envelopes should be passed to a referee as soon as possible.

For some skills a player will be issued with several effect envelopes before game time-in. If at any point during the game a player runs out of effect envelopes, they can no longer perform that skill. Perhaps because they lack the physical or mental resources to carry it out. If a character is able to somehow refresh their uses of a skill (perhaps at a rest) they will be given additional effect envelopes.

## Other uses of effect envelopes

A player can be given effect envelopes for a number of reasons, including (but not limited to):

- They have developed a demon's shadow;
- They have a special wound or physical condition;
- They have attempted to use an item and the effect envelope describes what happens.

Sometimes players will be given a single effect envelope (e.g., attached to a healing potion) or sometimes a small deck from which they must choose (e.g., a disease effect).

## Purchasing Skills

The amount of XP required to by a skill is listed with its description. Where the cost is a simple number, a player should deduct that value from

their current XP level upon purchasing it.

### Skills with multiple levels

In the following chapters, where the cost of a skill has an asterisk (\*), it costs that many points times the new level to increase from one level to the next.

For example, level 3 Healing would cost a total of 12 points (2 points for level 1, plus 4 points for level 2, plus 6 points for level 3).

There are a few skills which are exceptions to this rule because a character with access to the skill gets the first level of it for free (e.g., Weapon Mastery). In most of those cases the \* applies to each level after the first, so level 3 Weapon Mastery would cost a Guild of War member 6 points (0, then 2, then an additional 4).

# 13. Healing skills

All the Protector Guilds have skilled mundane healers. There is no difference in the access to healing skills or their cost between the Guilds.



## MASTER HEALER OF THE GUILD OF WAR

### Roleplaying healing

Good roleplaying and prop use will occasionally be rewarded with a free redraw. If a player hasn't put in sufficient effort when roleplaying their healing, they may be forced to redraw a successful draw.

### Healing the same wound more than once

An individual healer may only attempt to heal the same wound once between breaks. After a break they may make another attempt (card draw).

If a healer fails to use any healing skills, another healer may subsequently try to heal the same wounds, however, **each additional healer is considered to be one skill level less** than the previous attempt, to a minimum of level 1.

Each healing attempt is completed consecutively. **This healing method therefore takes the additional time required for each consecutive healing attempt, but since each healer uses their supplies in turn, it can save supplies compared to collaborative healing.**

### Collaborating healers

If two healers collaborate on a treatment one must be the "primary" healer, with the first additional healer being a "secondary" healer, the next being a "tertiary" healer, and so on.

Each collaborating healer makes a healing attempt (card draw) **at the same time** (this is the main advantage of this healing - it is faster than consecutive healing attempts). The secondary healer's skill is considered to be one level lower for this draw, the tertiary healer one additional level less (i.e., -2) and so on.

The results of both healing attempts are applied simultaneously.

**All healers must use one healing charge of their healing supplies.**

### Serious injury

Characters with serious wounds cannot have any hit points healed until the serious wound has been treated. Any attempt to treat a serious injury is sufficient to stabilise a serious wound, and allow other healing skills to take effect on the character, except a spades draw.

Note, a player's death count is paused whilst they are under the effect of a treat serious injury skill.

### Healing charges

Each healing attempt (using any healing skill) uses a "healing charge". These represent the basic, mundane, supplies a healer must use when attempting to heal a wound (e.g., bandages, salves, pure water, etc.). A healer with not healing charges must take a break (p. 24) to refresh their supplies before they can attempt a heal again. **Each attempt uses a healing charge, regardless of outcome.**

In order to heal properly, a healer should have access to a well-stocked healing kit with a good selection of tools. The better a healer's healing kit, the more healing attempts (or "charges") they can make before exhausting their supplies.

A character's healing kit physical representation (*phys rep*) determines how many healing attempts he or she can make between breaks.

Exactly how many "healing charges" a character can use depends on the quality of phys reps a

player has provided. Before an events starts a player should ask a ref to assess how many healing charges they have, based on their healing kit phys. rep; the table below can be used a guide to the number of healing charges a phys rep may have:

Healing kit	Healing charges
Nothing	1
A few bandages	5
Lots of bandages and herbs	10
A kit of tools and various healing unguents, etc	20
A fine healing kit imbued by the Guild of Essence	30

### *Refreshing Healing Charges*

Following a break (pg. 24) a healer's healing kit is

refreshed, giving them access to all of their charges again (this represents a character taking the chance to prepare their remaining supplies, catch their breath and steady their hands).

In summary:

- Characters have a limited number of “healing charges” which they can use between breaks.
- Any use of one of the healing skills listed below (*Healing*, *Treat Serious Injurie*, *Treat Disease*, and *Treat Poison*) consumes a healing charge.
- When healing the player should tell the ref which attempt number they are on.
- The number of healing charges a player has will be determined at the start of a game by assessing a player's phys reps., much in the same way his or her armour will be assessed.

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### *Healing skills summary (all guilds)*

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Skill	Cost	Type	Skill	Cost	Type
<b>Healing</b>	2*	Test	<b>Treat Poison</b>	1*	Test
<b>Treat Serious Injury</b>	1*	Test	<b>Treat Disease</b>	1*	Test

Name	Healing	Cost	2*	Type	Test
Description	<p>The healer performs a card draw:</p> <ul style="list-style-type: none"> <li>♦ A diamond card heals 1 hit point per level of healing.</li> <li>♥ A heart card restores a target to full health.</li> <li>♣ A club card means the healer was unsuccessful.</li> <li>♠ A spade card means the healer causes 1 HP of damage.</li> </ul>				
Requirement	<p>This skill requires around 1 minute of appropriate roleplaying and the use of appropriate props (healer's tools, bandages, herbs, etc.).</p> <p>Healing kit charge</p>				

Name	Treat Serious Injury	Cost	1*	Type	Test
Description	<p>Special blows cause serious injuries. If a character is struck by a special blow, they will have a serious injury which will require treatment before the injured location becomes fully useable again.</p> <ul style="list-style-type: none"> <li>♦ A diamond card cures 1 serious injury per level of healing.</li> <li>♥ A heart card heals all serious injuries.</li> <li>♣ A club card means the healer was unsuccessful.</li> <li>♠ A spade card means the healer <b>causes</b> 1 more HP of damage.</li> </ul>				
Requirement	<p>This skill requires around 5 minutes of appropriate roleplaying and the use of appropriate props (healer's tools, bandages, herbs, etc.).</p> <p>Healing skill level must be one level higher than Treat Serious Injury skill.</p>				

Name	Treat Poison	Cost	1*	Type	Test
Description	<p>Characters with this skill can identify and treat poisons. For simplicity, all poison damage a character receives in combat has the same effect; they cannot use any special abilities of spells in combat, the pain is too intense. This lasts until cured, or until the ref team says it passes. Poisons have a level representing the intensity of the poison; to be cured of the poison effect all levels of the poison have to be cured.</p> <p>Characters poisoned outside of combat may suffer from a variety of effects which will be described by a ref.</p> <p>A particularly strong poison may require picking a heart card to cure it.</p> <ul style="list-style-type: none"> <li>♦ A diamond card cures one level of poison strength.</li> <li>♥ A heart card cures any poison.</li> <li>♣ A club card means the healer was unsuccessful.</li> <li>♠ A spade card means the healer was not able to heal the target and cannot try again until after an encampment.</li> </ul>				
Requirement	<p>This skill requires around 1 minute of appropriate roleplaying and the use of appropriate props (healer's tools, bandages, herbs, etc.).</p> <p>Healing level 1</p>				

Name	<b>Treat Disease</b>	Cost	1*	Type	Test
Description	<p>Characters can become diseased in Phoenix Reborn. Diseases can have a range of effects and consequences. Use of this skill allows a healer to identify and potentially cure diseases.</p> <p>Diseases have a level reflecting their severity; for a disease to be cured all levels have to be cured. It is possible to cure diseases over several sessions and the effects of a disease can lessen as the levels are healed.</p> <ul style="list-style-type: none"> <li>◆ A diamond identifies the disease but does not cure it.</li> <li>♥ A heart cures one level of the disease once after their next encampment.</li> <li>♣ A club means the healer was unsuccessful.</li> <li>♠ A spade means the healer misidentifies the disease and makes the symptoms worse (a ref will describe the effects).</li> </ul>				
Requirement	<p>This skill requires around 5 minutes of appropriate roleplaying and the use of appropriate props (healer's tools, bandages, herbs, etc.).</p> <p>Healing level 1</p>				

# 14. The Guild of Essence

*AGAIN!" he bellowed into the scrawny boy's ear. His grand moustaches quivered across his top lip as he towered over the boy. The boy glanced up at the Mage of the Second Circle as his own lips quivered, not in sympathy but in fear.*

*"You will master this Low magic, worm, or you will be tossed into the cellars until you do. What use will you be when the demons come and you can't even light a simple candle?"*

*The boy bent over his candle once more and tried to still his mind. He could feel the wisps of essence just out of reach, like a sneeze teasing you at the back of your nose but refusing the satisfaction of a great thunderous gush of air.*

*Concentrating harder, the boy attempted to force his will on the essence. Slowly it began to twist in on his senses, becoming thicker until he could feel the hairs on his arm stir and a gentle warmth at his fingertips.*

*"I have it, I have it!" he exclaimed, and thrust his hand at the candle. A small club ember snaked up the candlewick. Sensing the essence beginning to fade the boy once more grasped it with his will and poured every ounce of his determination, fear, hunger and hope into his grip and he felt the essence finally obey. In less time than it takes the sun to blink the small streak of club was transformed into a bright diamond flame.*

*Sudden relief washed over the boy, his shoulders slumped and he let loose a great sigh.*

*... which promptly blew out the candle.*

*"IMBECILE! BLITHERING IDIOT!" screamed the master in his gilded robes.*

*The boy bowed his head, put his face in his hand and tried to force the essence to obey his will one more time.*

...

The Guild of Essence has several Primal Schools, each mastering a different type of magic, each having their own traditions and clothing preferences. They can cast minor spells with ease, seemingly unlimited in how often they can work

Low magic. More powerful High magics tax them more heavily and so are seldom used, but those effects can be remarkable to their allies and devastating to their enemies. The most powerful of all Guild of Essence mages are able to cast awe-inspiring arch magics, but they do so only when the need is truly great.

Magic which directly injures an enemy is rare. Exactly why they choose not to unleash torrents of power to shred their enemies is unknown, but they can work magic to confound their foes and empower those around them.

Finally, only the Guild of Essence can raise the Glittershields necessary to find refuge in the wastelands. Only they can craft magic to enchant weapons with the power to injure demons.

## Guild of Essence skills

- Access to magic
- Unrivalled access to the Lore of Gelf and skilled with languages.
- Potential to craft magical items

Members of the Guild of Essence are often referred to as *magicians, wizards, sorcerers* or the like. They are never called witches, necromancers or other dark names as these forms of magic are utterly forbidden.



## Guild of Essence Structure

The Guild of Essence is made up of seven

different *schools*, with each one specialising in a particular type of magic. Each school uses the same strict hierarchy of rank and title. Higher ranks in the Guild of Essence are hard earned and, therefore, considerable respect and deference is shown to one's superiors.

Whilst the schools enjoy a degree of competition, they are mostly cooperative across schools. There are simply too few mages to get things done without frequent collaboration.

The Guild of Essence is led by a *Chancellor*. Each school is led by a *Master* and the masters form the *conclave*, which decides how the guild will conduct its affairs. The Chancellor is elected from the masters for a ten-year term. The current Chancellor is expected to retire at this point and become an *Emeritus Professor* and spend the rest of his or her days in private scholastic pursuits.

The Guild of Essence is a learning institution and, therefore, its members are expected to spend their time either researching or practicing their art. Much of this is done independently with only occasional consultations with superior ranks to either seek guidance or training in specific techniques or disciplines, therefore, no rank is directly responsible for managing lower ranked members. Each member is responsible for their own advancement.

There are no fixed numbers of individuals at each rank (except for Chancellor and Master). When someone is identified as having sufficient skill to weave Essence they are admitted into the guild. Few of the youth of Gelf are found to have such potential. This means, in theory, everyone in the Guild of Essence could be of at least a Professor rank should they have the potential (see section on Advancement).

### Guild of Essence Ranks

The ranks are:

- **Chancellor**
  - One position.
  - The highest rank in the Guild of Essence. Responsible for identifying the priorities of the guild (research and activities). Also allocates funds for research and other programmes.

- Access to arch magic.
- **Master**
  - Seven positions in total.
  - Leader of a school.
  - Access to arch magic
- **Professor**
  - Usually, six to ten per school.
  - Tend to have an area of great expertise within the school.
  - Some access to arch magic under supervision of masters and chancellor. Experts in high magic
- **Reader**
  - Around fifteen per school.
  - Recognised experts in their field, capable of independent duties.
  - Competent with high magic
- **Fellow**
  - Around fifteen per school.
  - Carry out the bulk of the day-to-day activities of the guild.
  - Moderate access to high magic
- **Scholar**
  - Varies dramatically, between five and thirty, usually.
  - Learning the basics of low magic, very occasionally high magic. Many fail at this stage and are eliminated from the guild.

In total there are around four hundred members of the Guild of Essence.

### Advancement

Advancement in the Guild of Essence is awarded following a gruelling assessment of a mage's ability to master both the weaving of essence and their knowledge of lore. These assessments are called *vivas*.

Three more senior mages host the viva and set the questions and demonstrations required. They decide by vote at the end if the candidate has earned an increase in rank. If not, they may try again in at least one year's time (unless they are of the Scholar rank; see below).

A Viva is a public affair where anyone from the

guild can attend and observe.

There is no penalty to failing a viva for Fellows and above, other than shame in front of one's colleagues; however, should a Scholar fail his or her viva they are ejected from the guild and ABSOLUTELY FORBIDDEN from ever weaving essence again. The penalty for doing so is absolute eradication.

## The Schools

The seven schools are: commonly known as the Shield, the Wheel, the Beast, the Eye, the Sun, the Axe and the Lightning. Each is connected to one of the grand astrological constellations. They also have a more formal name, based on ancient Gelfan, and these are listed below:

### ♣ **Sauvegarde (the Shield)**

Resistance, warding, and barriers.

### ✂ **Ecart (the Wheel)**

Movement, speed, distance.

### ♁ **Naturel (the Beast)**

Plants, animals, the natural world.

### ♃ **Sens (the Eye)**

Perception, illusion, the mind.

### ♄ **Restauration (the Light)**

Mending, correcting, health.

### ♆ **Pourriture (the Axe)**

Worsening, breaking, illness.

### ⚡ **Elémentaire (the Lightning)**

Heat, cold, lightning.

## Traditions

Schools can contain smaller groups of interest know as *Traditions*. A tradition can have a very particular approach to magic or research which diverges somewhat from their broader school. For example, the Librarians who maintain the guilds vast library belong to the Eye school, however, they belong to a tradition called The Order of the Grimoire, and their magic is highly specialised in recording and revealing knowledge.



THE SEVEN CONSTELLATIONS

## Areas of expertise

There are five main areas of expertise in which a mage can practice. Most mages invest their energy into studying two or more areas.

The areas are: essence weaving (also known as *the art*): imbuing objects with power (transmutation or artificing); using calligraphy to imbue scrolls with power; and lore (the pursuit of mundane knowledge), and ritual magic.

### Essence weaving

The ability to weave essence into magical spells and effects is the primary area of expertise for the Guild of Essence, and one in which all of its members have at least some expertise. Those who devote themselves to this area learn how to consistently produce numerous magical effects; how to safely manipulate those effects to produce subtle changes in how they manifest (for example, stretching a magical shield to fully block a corridor); and how to resist the effects of repeated essence use, allowing them to cast numerous spells in safety.

### Artificing and transmutation

Whilst many mages can temporarily imbue weapons and other objects with essence, only the artificers and transmutes can create permanent

enchancements. To do so requires many exotic materials, most of which can only be found in the wastelands or at one of the very few other surviving cities of humanity in the far wastelands. This is the main reason trading caravans are so vital to Gelf; without the resources they return to the city the Protector Guilds would not have the enchanted weapons and armour needed to battle the demons.

The artificers are also responsible for maintaining the sanctity and integrity of the Essence fountain.

### Calligraphy

Reagents can be rendered into special, magical, inks by calligraphers, who can then use them to inscribe magical spells onto specially made vellum sheets. These spells can then be cast at a later date with no need to draw upon the caster's personal resolve and at much less risk.

### Lore and Research

The Guild of Essence is home to numerous experts in all manner of academic disciplines. Some specialise in historical time periods, some in the motion of water through the farmers' fields, some in the motion of the stars through the heavens and what they portend.

Almost all mages have at least one area of academic interest and devote a portion of their time to mastering it.

### Ritual magic

Magic which is designed to last a great amount of time, or requires the combined power of several casters, exists in Gelf as ritual magic. Typically, it takes much longer to prepare and cast than other magics, but the effects can be powerful, subtle and enduring.

### Duties

The mages of the Guild of Essence have many varied duties. For example, some spend their time researching the movements of the wastelands and how they are predicted in the movements of the heavens. Some accompany the Guild of War on their manoeuvres into the wastelands to offer their invaluable support, including enchanting their weapons so they can battle the demons. This duty is especially popular with *Elémentaire*

mages. Some serve as wardens of waystations, raising the Glittershield each night to protect its refuge. Mages of the *Sauvegarde* tradition are especially skilled at this duty.

Generally, mages operate fairly autonomously. General instructions and priorities are decided by the conclave but exactly how those orders are achieved is usually left to the individual to decide.

A mage finding him or herself drawn to adventure will likely mention to their superior of their intentions but will not expect to need seek permission to do so.

## Headquarters and other notable locations

### Guild of Essence headquarters

The Guild of Essence's headquarters is formally the Royal University of Gelf, but affectionately known as the old RUG by its scholars and fellows. It dominates the skyline of Gelf, its cluttered collection of towers, spires and minarets jutting from the island in the centre of the city. Rising from the middle of the chaotic architecture, a great needle of incredible proportions skewers the sky; a rod of pale metal no wider than a sapling, yet standing two hundred feet in height. Around this rod the incredible swirling fountain of essence broils and races as it blasts into the sky before showering back to earth as the *Glitterwall*.

The headquarters contain sufficient lodgings for all of the guild's members and the vast majority call it home. Laboratory space, ritual chambers, lecture halls, etc. abound, meaning most mages have no need, nor wish to live elsewhere. The quality of a mage's lodgings and facilities are commensurate with his or her rank. All lodgings and facilities are free.

### Order of the Grimoire and the Magna Librarium

The greatest library in Gelf is lovingly cared for by the Order of the Grimoire. They catalogue and preserve the Magna Librarium, ensuring each tome is in its rightful place and free from infestation. The Order of the Grimoire were once fully a part of the School of Sens, but in recent times have been acting more and more independently.

The Magna Librarium contains all manner of books, from the most mundane to the extraordinarily potent treatise on the magical arts. Those who seek knowledge will almost certainly find their answers within; getting the permission of the Order of the Grimoire to thumb through the pages of their collection is another matter entirely.



A STUDENT IN THE MAGNA LIBRARIUM

### Current notable mages

**Lazlo Marten, Chancellor.** Currently in the ninth year of his ten-year term, Lazlo Marten has guided the Guild of Essence wisely over his tenure. Skilfully rotating the priorities of the guild amongst the masters each year, he maintained a careful equilibrium between the schools and as a result the Guild flourished. However, his term is coming to an end and the politicking amongst the Masters has resumed at a ferocious pace as they compete to succeed him, threatening to undo much of Marten's hard work.

Marten is a practitioner of the art of Sens and widely acknowledged as a true master of his field. When on patrol in the wastelands he raised a great arch magic several years ago which turned the minds of a horde of grimlocks against themselves, saving two regiments of Ash brigade from almost certain annihilation.

**Mercury Boltblaster, Master of the school of Elémentaire.** Clever or cunning, eloquent or verbose, skilled in the art or a braggart - it depends on whom you ask as to who Mercury Boltblaster is. Whatever the case, he successfully leads the school of Elémentaire and is a leading candidate to replace Lazlo Marten.

**Alfred DuMont, Professor of the school of**

**Ecart.** Professor DuMont has become one of the richest citizens of Gelf thanks to his skill in creating powerful and beautiful scrolls with the ability to speed the journey of merchant caravans through the wastelands. His scrolls eliminate fatigue and speed the footstep, meaning caravans can reach their destinations safely and in good time. Others have tried to copy his scrolls, but there is something about his specially prepared ink which has yet to be duplicated.

**Catherine du Mer, Professor of the school of Restauration.** As a Professor of the school of Restauration, Catherine du Mer has developed a widely known expertise in using her art to repair all that is broken, especially ancient artifacts from the time before the Demon Rain. Assisted by her daughter Katarin, she is a foremost authority on artifacts from that fabled time.

**Georgina Ollivon, Emeritus Professor of the school of Pourriture.** Ollivon was elected to lead the Guild of Essence in the year Margot 28<sup>th</sup> (19 years ago) and was succeeded by Lazlo Marten. Her election was a surprise given her membership of the school of the Axe (generally, the intimidating and mysterious nature of the school of Pourriture means they gather little support at election time). From her "retirement" she is known as a sniping critic of the conclave, in particular Mercury Boltblaster (or "Blotbuster" as she calls him in reference to his allegedly poor calligraphy skills).

**Anna De La Guerison, Lord Churgeon, Professor of the school of Restauration.** Forever at the king's side, Anna De La Guerison is his personal doctor and advisor. Cold, aloof and unfriendly, many at court wonder how she is able to maintain her position as Lord Churgeon.

**Atticus Grim, Reader of the school of Sauvegarde.** A respected and skilled ritualist and transmuter, Atticus has developed a sophisticated ritual for rendering weapon blows harmless to one's allies whilst still being deadly to enemies.

## Guild of Essence skills

### *Guild of Essence Skills summary*

Skill	Cost	Type	Skill	Cost	Type
Calligraphy	2*	Test	Lore – Guild of Essence	0 then 1*	Passive
Control Essence	0 then 2*	Active	Lore – Essence	0 then 1*	Passive
Disturbing Revelations	1*	Active	Manipulate Essence	1*	Active
Endurance	2*	Passive	Rationalise	1*	Active
Horticulture	2*	Test	Ritual Magic	1*	Test
Learn High Magic	2 per spell	Active	Trader	1*	Test
Learn Low Magic	0 then 1 per spell	Active	Use Missile Weapons	3	Passive
Linguistics	1*	Test	Use Standard Weapons	0	Passive
Lore Skill	1*	Passive	Wear Light Armour	2	Passive

Name	Calligraphy	Cost	2*	Type	Active
Description	<p>A calligrapher can scribe enchantments on scrolls which are the same as the low or high magic spells they have mastered. For example, a low magic enchantment to create a flame could be scribed by an Elementaire mage who had mastered such a cantrip. If combined with Manipulate Essence, modified versions of spells can be scribed; e.g., rather than creating a standard flame, a manipulated spell could create a smoky flame.</p> <p>Scrolls have a very long lifespan; however, the wise calligrapher neither keeps too many on their person nor stores too many in their laboratory as the concentration of Essence they contain can begin to leak when it becomes too intense. Strange and often dangerous spells can spontaneously manifest in these circumstances. As a rule of thumb, <b>most calligraphers feel safe carrying no more than twice the number of scrolls as their level in calligraphy.</b> More may be carried, but this potentially poses a risk to the calligrapher.</p>				
					<p><b>AN EXAMPLE SCROLL WITH VERBAL SCRIPT ON THE OUTSIDE (OOC EFFECTS ARE WRITTEN INSIDE)</b></p>

<b>Requirement</b>	<p>Scrolls can be used by anyone who knows how to read, however, readers unskilled in controlling essence may find the effects harder to control or more random in manifestation. The words do not have to be understood, only recited verbatim.</p> <p><b>Pre-prepared scrolls</b></p> <p>A calligrapher can start each game with one pre-prepared scroll per level in the calligraphy skill.</p> <p><b>How to create a scroll</b></p> <p>To create an enchanted scroll, the calligrapher must prepare the ink and then apply it to vellum. The ink must be applied shortly after being produced; however, the vellum can last indefinitely.</p> <p>To create ink the calligrapher must have access to reagents, either fresh or stale. <b>Low Magic requires two reagents, and High Magic requires six.</b> The type of reagents does not matter for most scribing, although some special enchantments might require particular reagents, as described by the ref team.</p> <p><b>Calligraphers start each game with two sheets of vellum per level in the calligrapher skill.</b></p> <p>During a break a calligrapher can inscribe as many scrolls as they have in this skill (provided they have sufficient materials).</p> <p>The player must use a suitable calligraphy set and good quality paper to produce a phys rep of a scroll.</p> <p><b>Preparing the phys rep</b></p> <p>To physically prepare the scroll:</p> <ol style="list-style-type: none"> <li>1. The calligrapher should firstly write the enchantments name and an out of character description of its effects on what will become the inside of the scroll.</li> <li>2. It should then be folded over and sealed using wax.</li> <li>3. An appropriate set of pseudo-magical language words should be written on the visible side; these are the verbal components of the scroll.</li> </ol> <p><b>How to use a scroll</b></p> <ol style="list-style-type: none"> <li>1. <b>IF</b> the user is in the Guild of Essence, they break the seal and read the effects of the scroll before deciding whether to use it.</li> <li>2. Read the incantation on the outside of the scroll in a loud and clear voice.</li> <li>3. Follow the instructions written OOC on the inside of the scroll.</li> </ol>
<b>Requirement</b>	<p>Knowledge of the Low or High magic which the calligrapher is to inscribe.</p> <p>A phys rep of a calligraphy set and good quality paper.</p>

<b>Name</b>	<b>Disturbing Revelations</b>	<b>Cost</b>	1*	<b>Type</b>	Active
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<b>Description</b>	<p>A character with this skill is able to gradually undermine another character's (or NPC's) resolve by discussing with them the nature of magic, the wastelands, demons, or other knowledge controlled by the Guild of Essence. The nature of the chimerical and essential world is deeply unsettling to those without training in the mystic arts. No secrets need be revealed, general terms are sufficient to undermine the resolve of the uninitiated.</p> <p>Effect: The character using this skill must roleplay a conversation with their target which covers topics related to demons, magic, the wastelands and other similar knowledge frightening to the peasantry. After a few minutes of conversation, the character using the skill should either: signal to their target that they have something OOC to tell them and then discreetly inform them that their resolve has dropped by a number of points equal to their skill; or separately, and secretly, ask a ref to tell the player. In either case, the target should be reminded their character is not aware of being targeted by an effect.</p> <p>If the use of this skill drops a character's resolve to -2, they should inform a ref who will award them a demon's shadow effect card.</p>
<b>Requirement</b>	The target must be able to comprehend the character using this skill (e.g., speak the same language, not be deaf, etc.).

<b>Name</b>	<b>Endurance</b>	<b>Cost</b>	2*	<b>Type</b>	Passive
<b>Description</b>	You gain +1 base hit points per level.				
<b>Requirement</b>	None				

<b>Name</b>	<b>Horticulture</b>	<b>Cost</b>	2*	<b>Type</b>	Test
<b>Description</b>	<p>You may identify reagents found in the wild and harvest them. The first level of this skill allows you to identify all common reagents and know their properties. Subsequent levels give knowledge about rarer reagents.</p> <p>Note, any character harvesting reagents without this skill must draw three times and take the worst result.</p> <p>You may harvest reagents from the wild.</p> <ul style="list-style-type: none"> <li>◆ A diamond means you receive one portion of the reagent per skill level.</li> <li>♥ A heart means you receive two portions per skill level.</li> <li>♣ A club means you ruin the reagent and collect none.</li> <li>♠ A spade means you poison yourself with the reagent.</li> </ul>				

<b>Requirement</b>	None
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<b>Name</b>	<b>Learn High Magic</b>	<b>Cost</b>	2 per spell	<b>Type</b>	Active
<b>Description</b>	Learn one High magic spell				
<b>Requirement</b>	At least two Low magic spells must be learnt.				

<b>Name</b>	<b>Learn Low Magic</b>	<b>Cost</b>	0 then 1 per spell	<b>Type</b>	Active
<b>Description</b>	Learn one Low magic spell. All GoE members start with at least one Low magic spell, therefore the first time this spell is taken it is free.				
<b>Requirement</b>	None				

<b>Name</b>	<b>Linguistics</b>	<b>Cost</b>	1*	<b>Type</b>	Blind Test
<b>Description</b>	<p>There are many strange and ancient languages in the wasteland. Linguists are familiar with many of these languages and are capable of translations.</p> <p>All strange languages will be given a difficulty level. This is compared with the linguist's skill level when determining the outcome of the card draw described below.</p> <p>This skill applies to both written and spoken languages.</p> <p>Multiple draws will be required for long texts.</p> <ul style="list-style-type: none"> <li>◆ A diamond means you understand some of what you are reading, but may be vague on details. The higher the skill level, the more fulsome the understanding.</li> <li>♥ A heart means you clearly understand the text.</li> <li>♣ A club means you cannot understand the text.</li> <li>♠ A spade means you understand some parts of the text, but seriously misunderstand the others.</li> </ul>				
<b>Requirement</b>	You must roleplay reading/deciphering the text for an amount of time appropriate to the text. A single word may only take a few seconds, a hefty tome might take days!				

<b>Name</b>	<b>Lore Skill</b>	<b>Cost</b>	1*	<b>Type</b>	Passive
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<b>Description</b>	<p>You have in-depth knowledge of an area of lore.</p> <p>In Phoenix Reborn a character's level of a Lore skill reflects how much they know about a subject, not necessarily how complex that knowledge is. It is possible for characters with the same level of Lore in a subject to know a similar number of things, but for those things to be different. Imagine Lore skills are pies; you can learn a slice of the pie, but not necessarily the same slice as someone else with a similar level of Lore.</p>
<b>Requirement</b>	None

<b>Name</b>	<b>Lore – Guild of Essence</b>	<b>Cost</b>	0 then 1*	<b>Type</b>	Passive
<b>Description</b>	<p>You have in-depth knowledge of the Guild of Essence.</p> <p>All Guild of Essence members start with this skill at level 1.</p>				
<b>Requirement</b>	None				

<b>Name</b>	<b>Lore – Essence</b>	<b>Cost</b>	0 then 1*	<b>Type</b>	Passive
<b>Description</b>	<p>You have in-depth knowledge of the nature of magic and Essence.</p> <p>All Guild of Essence members start with this skill at level 1.</p>				
<b>Requirement</b>	None				

<b>Name</b>	<b>Manipulate Essence</b>	<b>Cost</b>	1*	<b>Type</b>	Active
<b>Description</b>	<p>Skilled essence users can manipulate their Low magic spells to produce a variety of effects. These tweaks need a degree of preparation to execute, and the degree of manipulation depends on the Essence Guilders skill with manipulating essence.</p> <p>These manipulations are one-offs, to repeat the same manipulation the essence user would have to go through the same preparations all over again.</p> <p>At high levels it is possible that skill might also affect High magic, but as yet, that is only speculation.</p> <p><i>Ref note: The purpose of this skill is to give Guild of Essence members the ability to tweak their spells for roleplaying purposes. To use this skill, you must inform a ref and he or she will let you know if you are skilled enough to achieve your desired effect and how much preparation time you will need. The preparation time is likely to be related to how long it takes the ref team to work out the consequences of your manipulation.</i></p>				

Requirement	None
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Name	<b>Rationalise</b>	Cost	1*	Type	Active
Description	<p>A character using this skill is able to reassure their target that whatever negative events or experience they have experienced / are experiencing are not as bad as they feel. They are able to do this by having a short, positive, conversation with their target.</p> <p>Effect: After a brief conversation (at least several sentences) the character using this skill can improve the resolve level of their target by a number of levels equal to their skill level. This skill cannot take their targets resolve above zero.</p> <p>Note, if this skill restores a character's resolve to 0, any demon's shadows they were afflicted by are removed.</p>				
Requirement	None				

Name	<b>Ritual Magic</b>	Cost	1*	Type	Blind Test
Description	<p>Magic which is designed to last of a great amount of time, or which requires the combined power of several casters, exists in Gelf as ritual magic. Typically, it takes much longer to prepare and cast than other magics, but the effects can be powerful, subtle and enduring.</p> <p>This skill has two purposes: to understand someone else's ritual and to design a ritual of the caster's own. Designing a ritual is harder than understanding one and so it requires greater skill and more successful card draws to design. Level 2 in this skill is required to cast simple rituals, level 1 only allows an understanding of rituals.</p> <p><b>This skill determines how powerful a ritual has the potential to be, but it is the roleplaying quality that determines its effectiveness when the ritual is performed.</b> In other words, a ritual which has the potential to be powerful due to a successful test of the Ritual Magic skill could still fail, or be ineffective, if the caster does not roleplay performing it well.</p> <p><b>Detailed rules on Ritual Magic are available from the ref team.</b></p> <p>When <b>understanding</b> a ritual, perform a card draw:</p> <ul style="list-style-type: none"> <li>♦ If you draw a diamond, you understand the basic properties of a ritual, but may be vague on details. The higher your skill level in Ritual Magic, the more information is revealed.</li> <li>♥ If you draw a heart, you clearly understand the ritual.</li> <li>♣ If you draw a club, you cannot understand the ritual.</li> <li>♠ If you draw a spade, you understand some parts of the ritual, but seriously misunderstand the others. You do not know which parts you correctly</li> </ul>				

	<p>understand.</p> <p>When <b>designing</b> a ritual, perform a card draw:</p> <ul style="list-style-type: none"> <li>◆ If you draw a diamond, you develop a way of obtaining a basic effect which is likely to be complicated to perform, time consuming, or require expensive components, or a mix of any of these limitations. The higher your skill level, the simpler your preparations and more powerful the effects.</li> <li>♥ If you draw a heart, you are able to manifest a powerful effect with lower complexity, time, components requirements, etc. The higher your skill level, the simpler your preparations and more powerful the effects.</li> <li>♣ If you draw a club, you cannot design the ritual you were preparing. You may try again after a break.</li> <li>♠ If you draw a spade, your research sets off a dangerous chain reaction related to the effects of the ritual and your attempt fails. The higher your skill level, the less severe this chain reaction is.</li> </ul>
<b>Requirement</b>	You must roleplay reading/deciphering the ritual or designing the ritual for an appropriate amount of time.

Name	Trader	Cost	1*	Type	Test
<b>Description</b>	<p>You are skilled at identifying the value of items and negotiating starting prices.</p> <p><b>Identify value:</b></p> <p>This skill does not affect how accurately you can identify an items true value, but instead it changes its intrinsic value from the outset. To <b>identify the value</b> of an item, perform a card draw:</p> <ul style="list-style-type: none"> <li>◆ A diamond means you can tell an object's true value, e.g., "about a florin, cheap", "two hundred florins", etc.</li> <li>♥ A heart means you recognise the object is exceptionally valuable and can multiply its normal value by your skill level (i.e., at level 2 the item valued literally becomes worth double the usual amount from that point on, at level 3 triple, etc.).</li> <li>♣ A club means you recognise it as having half its true value.</li> <li>♠ A spade means you recognise it as being a fake or worthless</li> </ul> <p><b>Negotiate a starting price:</b></p> <p>At the start of a negotiation, you can influence the starting price on offer (the starting price may have been affected by a value item draw, as described above). After the draw is resolved and the starting point is determined, you may roleplay a better (or worse)</p>				

	<p>price as normal from then on.</p> <p>NOTE this skill does not cause the trader to change their price, instead it affects the starting price as if that was the right price all along! To negotiate the value of a transaction (whether for an item, service, or whatever else), perform a card draw:</p> <ul style="list-style-type: none"> <li>◆ A diamond means the starting price is its normal price.</li> <li>♥ A heart means the starting price is multiplied by your skill level if selling, divided by your skill level if buying.</li> <li>♣ A club means the starting price is halved if selling and doubled if buying.</li> <li>♠ A spade means the deal is off!</li> </ul>
<b>Requirement</b>	None

<b>Name</b>	<b>Use Missile Weapons</b>	<b>Cost</b>	3	<b>Type</b>	Passive
<b>Description</b>	You may use any missile weapon. All Guild of Stealth members have this skill.				
<b>Requirement</b>	None				

<b>Name</b>	<b>Use Standard Weapons</b>	<b>Cost</b>	0	<b>Type</b>	Passive
<b>Description</b>	You may use any standard weapon.				
<b>Requirement</b>	None				

<b>Name</b>	<b>Withstand Essence</b>	<b>Cost</b>	0 then 2*	<b>Type</b>	Active
<b>Description</b>	Each level of this spell allows the Essence guildler to cast a High magic spell before a rest. All guild members can cast at least one high magic spell before resting.				
<b>Requirement</b>	At least two low magic spells must be learned.				

<b>Name</b>	<b>Wear Light Armour</b>	<b>Cost</b>	2	<b>Type</b>	Passive
<b>Description</b>	You may wear armour to a maximum AR of 2.				

**Requirement**

You must wear an appropriate phys rep of the AR you wish to achieve.

# 15. The Guild of Survival

*The deeper Tia looked into the tangled forest, the more it seemed to shift in the corner of her eye. Her gaze returned to the path in front of her. Little more than a game trail, it snaked into the forest and vanished into the undergrowth just a few yards ahead.*

*Got to keep moving, Tia thought. She took a moment to calm her mind and let it empty of thoughts. A few moments later she began to sense the path ahead was unstable and likely to change soon. What looked like a route to the north, and back home to Gelf, was sure to lead her in circles eventually.*

*Panic began to whisper in her ear. She knew she was no more than half a day from Gelf, but the sun was past noon and there would be little time to spare to get back to the great wall before nightfall.*

*Then she heard her mentor's voice, echoing from her memories as an apprentice, listening to him teach her the ways of the Guild of Survival. "What does home feel like to you, girl?" he asked.*

*"You know, umm like where I sleep? Eat?" she answered.*

*"Sleep? Eat? Is that all you feel when you think of home?"*

*"Well, I don't know. Maybe the hearth, I think of the warmth of the hearth and mother's pan breads cooking on it. Wrapped in father's furs. I feel like I am home".*

*Titus smiled and said: "well done lass, remember that feeling and let it always bring you home."*

*She didn't understand him at the time, but now, lost in the wastelands, she remembered the smell of fresh bread, the brush of soft fur and became convinced that the way home was to her right.*

*With a deep breath, she turned to the right and took her first step off the trail only to find it land on a soft bed of earth hidden by a fine layer of autumn leaves. It was a second trail and, in that moment, Tia was sure it was the route to Gelf.*

*Patting her satchel of flatpepper she strode down the new path, anticipating the gratitude and gold the Essence guild would shower her with for harvesting such a precious prize.*

...

Only the Guild of Survival know how to navigate in the wastelands and they use those skills to locate the precious reagents needed by the Guild of Essence to harm the demons. Without their sense of the true path Gelf would be forever isolated from the waystations and blind to the movement of its enemies in the wastelands. Without these reagents, the Guild of Essence would have no way of enchanting weapons to harm the demons and humanity would be doomed.

## Guild of Survival strengths

- Navigating the wastelands. Only Guild of Survival members can find their way in the wastelands.
- Brew concoctions. Survival guilders are skilled at locating rare reagents and understand how to brew them into powerful concoctions of all types.
- Only the Guild of Survival can train its members to master missile weapons.
- Subterfuge. Only the Guild of Survival can train its members in the arts of subterfuge and spy-craft.



## Guild of Survival Structure

Members of the Guild of Survival are often referred to as *survivalists*.

The Guild of Survival is made up of six different *operations*, with each one specialising in a particular

type of guild business. Each chapter uses the same hierarchy of rank and title; however, the Guild of Survival puts greater emphasis on results than rank and so observance of its hierarchy is somewhat loose.

Loyalty and deference to the operation comes first, followed by the wider guild.

Each operation is led by an *Authority*. The authorities form a *Board of Authorities* who decide the business of the guild. The board is headed by the *Final Authority* who is the most senior Guild of Survival member.

Each rank is always responsible for six survivalists of the rank beneath them (except for regulars who oversee two recruits, and the recruits themselves who are the lowest of the low).

### Guild of Survival Ranks

The ranks are:

- **Final Authority**
  - One position.
  - The highest rank in the Guild of Survival. Has power of veto over the decisions of the board of authorities.
- **Authority**
  - Six positions in total.
  - Leader of an operation.
- **Superior**
  - Six per operation, 36 in total.
  - Responsible for ensuring the will of the Authority is executed.
- **Capable**
  - 36 per operation, 216 in total.
  - Recognised experts in their field, capable of independent duties.
- **Regular**
  - 216 per operation, 1,296 in total.
  - Carry out the bulk of the day-to-day activities of their operations.
- **Recruit**
  - 432 per operation, 1,296 in total.
  - Two recruits are assigned to a

regular who is supposed to train them. In practice, the recruits are little more than dogsbodies to the regulars.

In total there are just over four thousand members of the Guild of Survival.

The numbers per rank listed above are maximums. As soon as a rank becomes vacant it is swiftly filled by the candidate who wins the contest (see Advancement section). In practice, there are usually several vacancies at the recruit level.

### Advancement

Advancement in the Guild of Survival is settled by *contest*. A contest may either be to fill a vacant rank (an *open contest*), or a *contest by challenge*, where a subordinate survivalist challenges a senior member for their position.

#### *Etiquette of entering a contest*

If a rank is vacant anyone may enter an open contest for that rank.

If the rank is not vacant, anyone may challenge the incumbent to a contest by challenge, however, if the challenger loses, he or she drops a rank rather than gaining one (this can result in shameful expulsion from the guild). This will leave a vacancy in the rank the loser has surrendered which will trigger a new contest. The loser may enter the contest to regain their rank.

There is no limit to as to how large the difference in ranks between two survivalists may be, however, in practice challenging someone of significantly higher rank is impudent and extremely unlikely to succeed.

#### *Rules of contest*

The rules of the contests are set by a superior officer and are almost always a test of skill relevant to the operation, e.g, target shooting for the Bowyers, concoction identification for the Brewers etc.

The only rank which is not decided by contest is the Final Authority. This is appointed by the king. In years-gone-by contests were held for this role, however, far too many Authorities died in the

process (usually mysteriously), therefore, the king intervened and made it his royal gift.

### Rank and titles

A survivalist's rank describes exactly where they are in the hierarchy of the Guild of Survival.

However, they can also be given special titles which may describe their particular skillset or reflect some extraordinary achievement. These titles are awarded by the board of Authority.

For example, Adam Novak, a Navigator from the Frontiersman troupe, was given his title "Eight Night" in recognition of his achievements in the wastelands. His full title is Regular Frontiersman, Adam "Eight Nights" Novak.

Titles give the bearer no benefit other than reputation and prestige. A survivalist may have more than one title.

A bearer of a title does not have to use it if they do not wish to do so.

## The Operations

The six operations are: Navigators; Brewers; Bowyers; Mechanists; Hunters; Scrutineers

### Navigators

This operation specialises in navigating the wastelands. This includes all manner of scouts and such. Every merchant caravan has at least one navigator and as a consequence this operation is very wealthy.



**A BREWER'S WORKSHOP**

### Brewers

Masters of the art of turning reagents into all manner of useful concoctions. They also are skilled in the harvesting and identification of all

manner of reagent.

### Bowyers

The supreme archers of Gelf. Regularly attached to brigades of the Guild of War on patrol in the wastelands. They also craft the finest missile weapons money can buy, often working closely with artificers of the Guild of Essence.

### Mechanists

Masters of all things mechanical, from the devious to the wonderful. Their knowledge of traps, locks and cyphers is unsurpassed.

### Hunters

When something or someone needs to be found it is the Hunters who are called on. When friends need to be rescued or enemies punished, Hunters are called on. None can read a trail or an expression as well as a Hunter.

### Scrutineers

Seditious ideas, rumours of false gods, and (worst of all) the taint of demons must be eliminated to ensure Gelf's survival. The Scrutineers scour Gelf for all hidden threats and eliminate them without hesitation or mercy.

### *Troupes*

Operations can contain smaller specialist groups known as troupes. For example, the Frontiersmen are a troupe from the Navigators who specialise in solo scouting missions into the deepest wastelands. The Thief Takers are a troupe of Hunters who specialise in hunting criminals. There are too many troupes to list here. Virtually any character concept can be accommodated by creating a troupe within the most suitable operation.

### Duties

Generally, survivalists operate fairly autonomously. General orders and objectives are given down through the chain of command but exactly how those orders are achieved is usually left to the individual to decide. In the Guild of Survival, results matter, not methods.

Whilst answering the call of Gelf (sometimes called adventuring) characters with subordinates

can either have them temporarily reassigned to another survivalist with the permission of their superior, or set them to complete general tasks independently. They cannot be used to advance the plot unless under exceptional circumstances.



#### HARVESTING REAGENTS IN THE WASTELANDS

### Headquarters and Bases of Operations

#### Guild of Survival headquarters

The Guild of Survival maintains its headquarters in the city of Gelf on the east side of the river. It comprises seven adjacent buildings - one for each operation and with the seventh and central building serving as the residence of the Board of Authority.

The headquarters contain sufficient lodgings for most of the guild's members. Lodgings are not usually free, therefore, the luxuriousness (or lack thereof) of a survivalist's lodgings is not related to their rank. Some members have very spartan lodgings as they spend little time in Gelf. At the very least, all have a free bunk in a dormitory with a secure locker for personal belongings.

#### Bases of operations

There are innumerable bases of operations throughout Gelf. Some are large (such as the warehouse where Brewers test dangerous concoctions) and some are very small, such as hidden rooms behind front businesses.

It is the duty of every regular and above to find a

suitable base of operations.

### Current notable survivalists

**Violeta "Iron Guts" Nicolay, The Final Authority.** Loud, brash and clearly from peasant stock, her genius with brewing was only exceeded by her genius for political machinations. Her exotic perfumes and elixirs won her much favour with the Greater noble houses and the king, leading to her gaining position as the Final Authority.

**Jerard "Half Myle" Sable, Bowyer Authority.** Young, handsome, and lopsided across the shoulders by years of heavy bow use, Jerard has a famous reputation for shooting a vicious winged beast out of the sky at a distance of at least a "half myle". No one in Gelf is better at sinking an arrow into Grimlock flesh.

**Baptiste De Bombelles, Superior Scutineer.** De Bombelles has an uncanny knack to know when being told a lie, and a zealous willingness to bring out the hot irons when that happens.

**Jill "Bundles" Weiz, Superior Navigator, Gatherer troupe.** As leader of the Gatherers troupe, Jill Weiz is very skilled at finding, identifying and harvesting reagents of every type. She has numerous contacts with the calligraphists of the Guild of Essence as well as her own guildmates in the Brewers.

**James "Tick Tock" McIver, Capable Mechanist.** Gelf's best clock maker. His devices can take a year to make but earn him a hundred years of a farmhands pay when sold to a noble house or aspirant merchant.

**Billy Whispers, Regular Hunter, Compensators troupe.** When a person's honour is slighted and they cannot afford the embarrassment or expense of an honour duel, Billy's services can be secured for a thick roll of Gilders. Before too long the deserving party (or not, Billy doesn't care, he's not a judge after all) will find themselves in a degree of pain commensurate with the thickness of the roll.

## Guild of Survival skills

### *Guild of Survival skills summary*

Skill	Cost	Type	Skill	Cost	Type
<b>Brew Concoction</b>	1*	Test	<b>Path Sense</b>	2*	Passive
<b>Cleave</b>	3	Active	<b>Pick Locks</b>	1*	Active
<b>Code and Cyphers</b>	1*	Active	<b>Sense Stability</b>	2	Passive
<b>Cool Headed</b>	3*	Passive	<b>Stun</b>	3	Active
<b>Endurance</b>	2*	Passive	<b>Swift Parry</b>	2*	Passive
<b>Find Refuge</b>	1*	Test	<b>Tracking</b>	1*	Passive
<b>Greater Impale</b> (missile weapon)	3	Active	<b>Trader</b>	1*	Test
<b>Homeward Bound</b>	0	Passive	<b>Traps</b>	1*	Test
<b>Horticulture</b>	2*	Test	<b>Use Great Weapons</b>	2	Passive
<b>Identify Concoction</b>	1*	Test	<b>Use Missile Weapons</b>	1	Passive
<b>Impale</b> (melee weapon)	3	Active	<b>Use Shields</b>	2	Passive
<b>Impale</b> (missile weapon)	1	Active	<b>Use Standard Weapons</b>	0	Passive
<b>Lore Skill</b>	2*	Passive	<b>Weapon Mastery</b>	0 then 2*	Passive
<b>Lore – Guild of Survival</b>	0 then 1*	Passive	<b>Wear Standard Armour</b>	0	Passive

<b>Name</b>	<b>Brew Concoction</b>	<b>Cost</b>	1*	<b>Type</b>	Test
<b>Description</b>	You may combine reagents to make a range of preparations. Details of how this skill works are supplied to any players choosing this skill.				
<b>Requirement</b>	None				

<b>Name</b>	<b>Cleave</b>	<b>Cost</b>	3xp	<b>Type</b>	Active
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<b>Description</b>	You may call “3 damage” when landing a square blow. This will kill most weaker foes outright.  See the skill “Weapon mastery” for information on how often you can use this skill.
<b>Requirement</b>	None (use standard cleaving weapon)

<b>Name</b>	<b>Codes and Cyphers</b>	<b>Cost</b>	1*	<b>Type</b>	Active
<b>Description</b>	<p>You may write in secret codes and are skilled in deciphering other people’s codes.</p> <p>Each level of this skill gives a character a clue as to how to decipher a code. The difficulty of the code will be compared to the characters level of this skill and the referees will point out features or translate some portions based on this comparison.</p> <p>Normal codes can be solved by any character with enough time or insight without the need to buy this skill. However, some fiendish codes are impossible to crack without this skill, in those cases the code will actually be gibberish, therefore, no unskilled player can make any sense of it. If anyone in the party has at least one level of this skill the code supplied will never be gibberish.</p> <p>A character may write a coded message with a complexity equal to their level in this skill.</p>				
<b>Requirement</b>	None				

<b>Name</b>	<b>Cool Headed</b>	<b>Cost</b>	3*	<b>Type</b>	Passive
<b>Description</b>	For each level of this skill which a character possesses, his or her maximum and minimum resolve level is permanently reduced by one, i.e., a character with level 1 Cool Headed could only ever have a maximum resolve of +1 and a minimum of -1.				
<b>Requirement</b>	None				

<b>Name</b>	<b>Endurance</b>	<b>Cost</b>	2*	<b>Type</b>	Passive
<b>Description</b>	You gain +1 base hit points per level.				
<b>Requirement</b>	None				

<b>Name</b>	<b>Find Refuge</b>	<b>Cost</b>	1*	<b>Type</b>	Test
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<b>Description</b>	<p>Being caught in the wastelands after nightfall is almost always a death sentence. With this skill you have learned how to locate small islands of stability in the wastelands and overnight in them. These islands are rare and usually very small, no bigger than a small campsite. For reasons unknown, the demons rarely sense the presence of islands.</p> <p>This skill can be used to attempt to sense the direction and distance to the nearest refuge.</p> <ul style="list-style-type: none"> <li>◆ A diamond means you sense a refuge big enough to conceal a few (two or three) people per level of this skill.</li> <li>♥ A heart means you find a large refuge, big enough for a small group (e.g., large enough to accommodate the party characters) of people per level of this skill.</li> <li>♣ A club means you find no refuge nearby but could look again after moving on.</li> <li>♠ A spade means you sense no refuge and are very unlikely to find another without moving very far from your starting point.</li> </ul>
<b>Requirement</b>	This skill requires about 10 seconds of appropriate roleplaying (concentrating quietly, staring into the distance, etc).

<b>Name</b>	<b>Greater Impale (missile weapon)</b>	<b>Cost</b>	2	<b>Type</b>	Active
<b>Description</b>	<p>You may call “IMPALE, 4 damage” when landing a shot with any missile weapon. It will kill most weaker foes outright.</p> <p>See the skill “Weapon mastery” for information on how often you can use this skill.</p>				
<b>Requirement</b>	None (use great piercing weapon)				

<b>Name</b>	<b>Homeward Bound</b>	<b>Cost</b>	0	<b>Type</b>	Passive
<b>Description</b>	All Guild of Survival members know the direction of Gelf at all times.				
<b>Requirement</b>	None				

<b>Name</b>	<b>Horticulture</b>	<b>Cost</b>	2*	<b>Type</b>	Test
<b>Description</b>	<p>You may identify reagents found in the wild and harvest them. The first level of this skill allows you to identify all common reagents and know their properties. Subsequent levels give knowledge about rarer reagents.</p> <p>Note, any character harvesting reagents without this skill must draw three times and take the worst result.</p>				

	<p>You may harvest reagents from the wild.</p> <ul style="list-style-type: none"> <li>♦ A diamond means you receive one portion of the reagent per skill level.</li> <li>♥ A heart means you receive two portions per skill level.</li> <li>♣ A club means you ruin the reagent and collect none.</li> <li>♠ A spade means you poison yourself with the reagent.</li> </ul>
<b>Requirement</b>	None

<b>Name</b>	<b>Identify Concoction</b>	<b>Cost</b>	1*	<b>Type</b>	Test
<b>Description</b>	<p>You may recognise preparations which you do not know how to make. If you know how to make a preparation or concoction you can immediately identify it.</p> <ul style="list-style-type: none"> <li>♦ A diamond means you identify the concoction and can extract one dose per level of this skill</li> <li>♥ A heart means you identify the concoction and can extract two doses per level of this skill.</li> <li>♣ A club means you do not identify the concoction.</li> <li>♠ A spade means you misidentify the potion.</li> </ul>				
<b>Requirement</b>	This skill requires about 10 seconds of appropriate roleplaying.				

<b>Name</b>	<b>Impale (melee weapon)</b>	<b>Cost</b>	3	<b>Type</b>	Active
<b>Description</b>	<p>You may call “IMPALE, 2 damage” when landing a square blow. This ignores armour and shields. Most weaker foes will be disabled by this blow.</p> <p>See the skill “Weapon mastery” for information on how often you can use this skill.</p>				
<b>Requirement</b>	None (use standard piercing weapons)				

<b>Name</b>	<b>Impale (missile weapon)</b>	<b>Cost</b>	1	<b>Type</b>	Active
<b>Description</b>	<p>You may call “IMPALE, 2 damage” when landing a shot. This ignores armour and shields. Most weaker foes will be disabled by this blow.</p> <p>See the skill “Weapon mastery” for information on how often you can use this skill.</p>				

<b>Requirement</b>	None (use standard piercing weapons)
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<b>Name</b>	<b>Lore Skill</b>	<b>Cost</b>	2*	<b>Type</b>	Passive
<b>Description</b>	<p>You have in-depth knowledge of an area of lore.</p> <p>In Phoenix Reborn a character's level of a Lore skill reflects how much they know about a subject, not necessarily how complex that knowledge is.</p> <p>It is possible for characters with the same level of Lore in a subject to know a similar number of things, but for those things to be different. Imagine Lore skills are pies; you can learn a slice of the pie, but not necessarily the same slice as someone else with a similar level of Lore.</p>				
<b>Requirement</b>	None				

<b>Name</b>	<b>Lore – Guild of Survival</b>	<b>Cost</b>	0 then 1*	<b>Type</b>	Passive
<b>Description</b>	<p>You have in-depth knowledge of the Guild of Survival.</p> <p>All Guild of Survival members start with this skill at level 1.</p>				
<b>Requirement</b>	None				

<b>Name</b>	<b>Path Sense</b>	<b>Cost</b>	2*	<b>Type</b>	Passive
<b>Description</b>	<p>Most Guild of Survival members know how to read the trail, tracks and paths in the wastelands to navigate to their destination. The further you venture from a Glittershield, the harder it gets to discern the right path to follow. The higher your level, the more quickly you can discern the correct path.</p> <p>Note, whilst this skill will tell you the right path to take, it will not tell you how long it will be stable for before it shifts. A slow Survival guilder may find what was once the right path begins to lead them astray. Do not tarry in the wastelands.</p> <p>When travelling through the wastelands, the event crew will mark the path with small laminated sheets. The sheets will contain three boxes, one for the first three levels of this skill. You must read the box appropriate to your skill level and follow its instructions.</p>				
<b>Requirement</b>	None				

<b>Name</b>	<b>Pick Locks</b>	<b>Cost</b>	1*	<b>Type</b>	Active
<b>Description</b>	<p>You may pick locks.</p> <p>All locks in Phoenix Reborn are represented by a 4-tumbler combination padlock attached to the location (but not actually locking it, for OOC safety reasons). To open the lock (demonstrated by opening and then removing the real padlock), you must solve its combination.</p> <p>Each padlock will have a sticker with the level of the lock written on it. The level of the lock refers to the complexity of the lock, and so how many tumblers must be solved. A level 1 lock means you only need to solve the topmost tumbler. A level 2 lock means you must solve the top two tumblers, a level 3 lock means you must solve the top three tumblers, and a level 4 lock means you must solve all tumblers. Any tumblers which do not need to be solved will be pre-set to their unlocked position (probably “0”).</p> <p>For every level of this skill <b>above the first</b>, a player is given the solution to a tumbler, starting at the top of the lock. For example, if you were picking a level 3 lock and have level 2 lock picking, you will be given the first digit of the lock and must manually check the remaining 100 combinations.</p> <p>High level locks are rare. The vast majority of locks will be level 1 or 2. A rich nobleman’s strongbox might have a level 3 lock. The vault of the guild of Tallymen might be level 4. We are aware that some locks could take a long time to pick and this is an intentional design decision.</p>				
<b>Requirement</b>	A set of lock picks				

<b>Name</b>	<b>Sense Stability</b>	<b>Cost</b>	2	<b>Type</b>	Passive
<b>Description</b>	<p>The trails and paths in the wastelands can shift and move. The further you are from a Glittershield, the more frequent and dramatic can these shifts be. This skill allows you to concentrate on a path and gain a sense of how stable it is.</p> <p>After about 10 seconds of appropriate roleplaying (concentrating quietly, staring into the distance, etc) a ref will let you know how many hours it is likely to be before the path shifts.</p>				
<b>Requirement</b>	None				

<b>Name</b>	<b>Stun</b>	<b>Cost</b>	3	<b>Type</b>	Active
<b>Description</b>	<p>You may call “STUN” when landing a square blow. This requires your opponent to close his or her eyes for 5 seconds and roleplay being stunned.</p> <p>See the skill “Weapon mastery” for information on how often you can use this skill.</p>				

<b>Requirement</b>	None (use standard crushing weapon)
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<b>Name</b>	<b>Swift Parry</b>	<b>Cost</b>	2*	<b>Type</b>	Passive
<b>Description</b>	Each level of this skill allows you to perform one swift parry before taking a rest.				
<b>Requirement</b>	None				

<b>Name</b>	<b>Tracking</b>	<b>Cost</b>	1*	<b>Type</b>	Passive
<b>Description</b>	<p>This allows the character to follow a good set of tracks from a known location over reasonable ground for as long as the tracks are visible. An example would be to follow a band of Raiders from a campsite along a forest trail.</p> <p>The higher the characters level, the poorer the ground over which the tracks can be followed and the more information can be supplied about who/what is being tracked.</p>				
<b>Requirement</b>	None				

<b>Name</b>	<b>Trader</b>	<b>Cost</b>	1*	<b>Type</b>	Test
<b>Description</b>	<p>You are skilled at identifying the value of items and negotiating starting prices.</p> <p><b>Identify value:</b></p> <p>This skill does not affect how accurately you can identify an items true value, but instead it changes its intrinsic value from the outset. To <b>identify the value</b> of an item, perform a card draw:</p> <ul style="list-style-type: none"> <li>♦ A diamond means you can tell an object's true value, e.g., "about a florin, cheap", "two hundred florins", etc.</li> <li>♥ A heart means you recognise the object is exceptionally valuable and can multiply its normal value by your skill level (i.e., at level 2 the item valued literally becomes worth double the usual amount from that point on, at level 3 triple, etc.).</li> <li>♣ A club means you recognise it as having half its true value.</li> <li>♠ A spade means you recognise it as being a fake or worthless</li> </ul> <p><b>Negotiate a starting price:</b></p> <p>At the start of a negotiation, you can influence the starting price on offer (the starting price may have been affected by a value item draw, as described above). After the draw is resolved and the starting point is determined, you may roleplay a better (or worse)</p>				

	<p>price as normal from then on.</p> <p>NOTE this skill does not cause the trader to change their price, instead it affects the starting price as if that was the right price all along! To negotiate the value of a transaction (whether for an item, service, or whatever else), perform a card draw:</p> <ul style="list-style-type: none"> <li>♦ A diamond means the starting price is its normal price.</li> <li>♥ A heart means the starting price is multiplied by your skill level if selling, divided by your skill level if buying.</li> <li>♣ A club means the starting price is halved if selling and doubled if buying.</li> <li>♠ A spade means the deal is off!</li> </ul>
<b>Requirement</b>	None

<b>Name</b>	<b>Traps</b>	<b>Cost</b>	1*	<b>Type</b>	Test
<b>Description</b>	<p>You may set and remove traps. The complexity of a trap is determined by its level. Therefore, higher levels of the Traps skill may be necessary to disarm some traps.</p> <ul style="list-style-type: none"> <li>♦ A diamond means you disarm (or set) a standard trap equal, or lower, than your skill level. A set trap does damage equal to your skill level. If your skill is not equal to or greater than the level of the trap you do not disarm/set it.</li> <li>♥ A heart means you set or disarm a complex trap, equal or lower than twice your skill level. Any set trap does damage equal to double your skill level.</li> <li>♣ A club means you fail to set or disarm the trap, and may try again if you wish.</li> <li>♠ A spade means the trap goes off, whether setting or disarming.</li> </ul>				
<b>Requirement</b>	<p>Trap setting tools and props.</p> <p>The player must role play setting a phys rep of the trap.</p>				

<b>Name</b>	<b>Use Great Weapons</b>	<b>Cost</b>	2	<b>Type</b>	Passive
<b>Description</b>	You may use any great weapon.				
<b>Requirement</b>	Use standard weapons				

<b>Name</b>	<b>Use Missile Weapons</b>	<b>Cost</b>	1	<b>Type</b>	Passive
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<b>Description</b>	You may use any missile weapon. A missile weapon may either be mechanical (e.g, a bow) or thrown. All Guild of Survival members have this skill.
<b>Requirement</b>	None

<b>Name</b>	<b>Use Shield</b>	<b>Cost</b>	2	<b>Type</b>	Passive
<b>Description</b>	You may use any standard shield.				
<b>Requirement</b>	None				

<b>Name</b>	<b>Use Standard Weapons</b>	<b>Cost</b>	0	<b>Type</b>	Passive
<b>Description</b>	You may use any standard weapon.				
<b>Requirement</b>	None				

<b>Name</b>	<b>Weapon Mastery</b>	<b>Cost</b>	0 then 2*	<b>Type</b>	n/a
<b>Description</b>	All GoW members have this skill to level 1. Level 2 costs 2 points, level 3 costs 4 points, level 4 costs 6 points, and so on. Each level of this skill allows you to perform one special blow before taking a rest.				
<b>Requirement</b>	None				

<b>Name</b>	<b>Wear Standard Armour</b>	<b>Cost</b>	0	<b>Type</b>	Passive
<b>Description</b>	You may wear armour to a maximum AR of 3.				
<b>Requirement</b>	You must wear an appropriate phys rep of the AR you wish to achieve.				

# 16. The Guild of War

Major Grey snapped his visor up and gulped at the air. His sword arm hung limp at his side, muscles on fire and barely able to grip his sword. The ground was slick with gore spilled by his blade and those of his brothers in the Screaming Eagles.

A small circle of Gelfan steel surrounded a kneeling Essence guilder as he desperately worked his art. Exactly what magics Galen was working were a mystery to Major Grey, but he knew it was the only hope for the seven exhausted warriors that encircled the mage.

The rotten hovels of the repulsive Grimlocks smouldered, waving blackened fingers of smoke that drifted into the sky.

It won't be long before more arrive, beckoned by the smoke, he thought.

A sudden braying boomed from the woods to Major Grey's left. Glancing to the source of the sound he saw a dozen broken creatures half stumble, half sprint towards the village his men had just purged, towards the silvery knot of steel at its centre.

"Close up, let none of them through." Major Grey commanded with calm authority. His men replied with the soft clink of well-oiled armour as their ranks tightened.

At that moment, a second chorus of foul braying answered the first from the opposite side of the clearing. A score of Grimlocks emerged, bent on revenge and gorging on Gelfan blood.

This should be interesting, thought Major Grey, as he shut his visor, took a deep breath and after a moment of calming his mind, he felt the excitement of battle return vigour to his limbs.

...

The Guild of War comprises the finest fighters Gelf has to offer. They defend its great wall, maintain order in its streets, fight its battles in the wastelands, and, when a demon blackens a battlefield, they advance on it when any sane person would run screaming into the night.

As a member of the Guild of War you will learn

how to use close combat weapons and master expert blows which can incapacitate or even kill an enemy with one strike. You will learn how to condition your body to withstand pain and to have the strength to wear the heaviest of armours or master great weapons in battle. You will learn how to discipline your mind to find reserves of strength and resilience that the common man can only dream of.

Member of the Guild of War are often referred to as *soldiers*.

Guild of War strengths

- Combat skills such as Second Wind, or True Grit (special abilities that can be used during a fight to boost a character's effectiveness).
- The use of great weapons when wearing heavy armour.
- Special blows when using great weapons.
- Most combat skills are cheaper than those in other guilds.



## Guild of War Structure

The Guild of War contains five brigades, each specialised in their own arms, armour and tactics. From the Granite brigade's heavy infantry regiment - the *Screaming Eagles* - bedecked in polished steel, to the Oak brigade's famous engineering support company - the *Hundred Hammers* - there is a place for all warrior-born sons and daughters of battle in the Guild of War.

The Guild of War maintains a strict hierarchy where observance of rank and the chain of command is absolute.

The guild is divided into six brigades, all of which share the same basic structure. The overall hierarchy of the guild is:

- **Grand Army.** An alliance of all three Protector Guilds raised in the times of greatest need. Exact numbers vary. Led by a *Supreme Marshal* who is appointed by the king (this leader may be from any of the Protector Guilds, but is usually from Guild of War).
- **Army.** One in total (18,750 soldiers in total). Led by a *General*.
- **Brigade.** The army comprises six brigades (3,125 soldiers each). Led by a *Brigadier*.
  - Steel, Bronze, Oak, Ash, Granite, Marble.
- **Regiment.** Five per brigade (625 soldiers each). Led by a *Major*.
  - Cavalry, heavy infantry, light infantry (x2), support
- **Company.** Five per regiment (125 soldiers each). Led by a *Captain*.
  - Purpose and composition of companies depends on the regiment, e.g., cavalry has two light and three heavy companies; support has a company of healers, messengers, engineers, etc.
- **Troop.** Five per company (25 soldiers each). Led by a *Lieutenant*.
- **Squad.** Five per company (5 soldiers each). Led by a *Sergeant*. The remaining four soldiers are referred to as privates or apprentices.
- **Private.** A single soldier of the lowest rank.

Each subdivision is numbered; however, many also have a nickname which is commonly used (for example, the 1st heavy infantry regiment of Granite brigade are commonly referred to as the Screaming Eagles).

Some units have irregular duties which mean they are effectively sequestered to other guilds or nobility, such as caravan guards, personal bodyguards, etc. Those irregular units are still officially a full part of their wider brigade and may be recalled at any time, but in practice tend to operate somewhat autonomously.

### Guild of War Ranks

1. General
2. Brigadier
3. Major
4. Captain
5. Lieutenant
6. Sergeant
7. Private

### Rank and titles

Generally speaking, rank determines seniority in the Guild of War, however, in some cases irregular duties may elevate a person's authority above (or below) their usual rank. For example, the leader of the Royal Guard is technically a major, however, when it comes to securing the safety of the monarch, only the General outranks him or her.

### *The rank of Knight*

Distinguished officers can be given the prefix Knight, which denotes they have been of great service to Gelf. Those whose rank is prefixed with Knight are considered to be at least equal in social standing to the lesser noble houses (but their rank within the guild is not affected for purposes of chain of command and seniority, etc.).

### Guild of War Duties

The Guild of War has numerous duties, the most important of which is guarding the Glitterwall. They have several other important duties, including:

- scourging the local wastelands of grimlocks and foul beasts;
- maintaining law and order;
- and escorting caravans into the wastelands (a service which the merchants must pay for).

Furthermore, they have several other minor duties such as guarding the monarch and his palace, executing criminals, undertaking honour duels (as proxies), etc.

### Duty rotations

Generally speaking, each brigade rotates between guarding the wall (four months), patrolling the near-wastelands (one month) and patrolling within Gelf (one month). This means that at any time at least four brigades are guarding the wall, one is in the near-wastelands, and one is policing the populace.

### *Irregular duties (adventuring)*

Whilst on rotation soldiers usually complete regular duties but they can be assigned to irregular duties.

A soldier can request an irregular duty and this request is often granted if the soldier's standing is in good order. Some irregular duties pay well (caravan guard duty, honour duelling, secret missions on behalf of Gelf), therefore they are seen as perks which can be given as rewards to successful soldiers. Many player characters from the GoW have requested irregular duties and hence are free to adventure!

### *Leave*

No time is allowed for leave in the rotation. Policing Gelf is seen as light duty and serves as an opportunity to rest. Furthermore, irregular duties can be used for personal reasons, including convalescence.

### Wall duty

The Glitterwall is 50 meters high and up to 100 meters wide. Sheathed in smooth obsidian, it is almost impossible to scale.

The wall is 62 miles in length with fortified towers every mile which are large enough to barrack a company. There are smaller guard posts every quarter of a mile with enough room for a troop.

There are four major gates in the Glitterwall, one for each point of the compass. These are considerable fortifications, able to withstand ferocious assault due to reinforcement with many

arch-magics.

Wall duty consists of attending guard posts whilst scanning the wastelands for signs of grimlocks and the like. Furthermore, the grand (also known as major) gates must be defended during the day. The merchant caravans must be inspected, taxes levied, and any signs of taint swiftly identified and expunged.

Attacks are rare; however, they do happen from time-to-time, especially around the gates.

The duty of guarding the Glitterwall demands vigilance and stamina... and a good tolerance for boredom.

### Patrol duty

The near-wastelands are patrolled for signs of grimlocks or other beasts. This is vital to ensure that it is impossible for an army of demons to amass close to the wall. By purging the wastelands, the Guild of War ensures that, if an attack were to come, the Guild of Survival would spot it long before it approached the walls giving ample time to prepare Gelf's defences.

This is a hard and dangerous duty. Luckily, the closest parts of the wastelands to Gelf tend to move and shift the least. None-the-less, the difficulties of moving through the wastelands for large bodies of soldiers are considerable and would be impossible without close support of the Navigators of the Guild of Survival.

### Policing duty

Law and order are maintained by the Guild of War, although justice is dispensed by the Guild of Adjudication (also known as Judges). This duty is considered lightest of all as there is little crime in Gelf.

Generally, squads patrol the city's streets or the land's country lanes ensuring the laws are observed. Often, lower ranked soldiers have a poor grasp of the law, therefore, a citizen may attempt to appeal to the arresting soldier's superior officer if they feel they have been arrested in error (occasionally this is successful).

## Barracks and headquarters

### Guild of War headquarters

The Guild of War maintains its headquarters in the city of Gelf on the west side of the river. Here, support companies of administrators from each of the brigades are assisted by civilians from numerous craft guilds in the day-to-day organisation of the guild's business. The headquarters themselves comprise a large, four-story fortified tower of functional design and several smaller outbuildings.

### Barracks

Each brigade maintains a sizable fortified barracks and training ground. These barracks are located inside the walls and no more than an hour's march from them. Each is roughly equally spaced around its circumference.

Guild of War members all have quarters at the barracks; privates and sergeants share large dormitory bunks with ample private lockers etc., with more senior officers enjoying rooms, or even apartments of their own. Needless to say, the Brigadiers all have lavish grace-and-favour residences sited near their barracks.

Each barracks has a small village located nearby which services the barracks and where the families of married soldiers can make their homes (if the soldier is not of sufficient rank to have large enough quarters to accommodate them).

## Injury and Recovery

The healers of Gelf are skilled in mending injuries so most stricken soldiers are able to return to duty in fairly short order. Those who require longer to heal are sent to the hospitals maintained by each brigade.

A soldier who is too badly injured to serve is honourably discharged from the guild with a pension commensurate to their rank (which is often very little as Gelf cannot afford to carry the weak for long).

Some old or injured soldiers who are no longer fit for active duty choose instead to guard one of the various outposts in the wastelands, accepting that their lives will be shortened, in a final act of

honour and sacrifice for Gelf.

## Differences between the brigades

There are six brigades in total: Steel, Bronze, Oak, Ash, Granite, Marble.

Whilst there are many similarities between the brigades, each one has its own character and specialities. Indeed, within each brigade the different regiments and companies can themselves have notable (or notorious) reputations. Some of the notable characteristics are noted here.

**Steel brigade** is known for its meticulous attention to detail and immaculately presented soldiers, therefore its brigadier John Hawkswood is especially galled at commanding the fourth company of his second light infantry (commonly known as "Iron Company") as all of Gelf has hardly seen a scruffier bunch before. If their captain wasn't so damned capable at getting results his head would have rolled long ago for insubordination.

**Bronze brigade** reveres tradition and history; its barracks are brimming with statues of its fallen heroes and its soldiers are famous for singing rousing marching songs honouring the dead.

**Oak Brigade** is always looking to the future, innovating new arms and materials. It has a reputation for its excellent use of field fortifications and reliable supply lines.

**Marble Brigade:** once known as the bravest, and perhaps most vain, brigade in Gelf, this brigade has fallen out of favour with the king somewhat since losing almost half of its strength in a foolhardy engagement with a powerful demon in the wastelands some years ago. Exactly why the Guild of Essence left them with so few weapons to battle the demon has never been fully explained.

**Ash brigade** has an unusually close relationship with the Guild of Essence. As a result, it often has several mages with it when on patrol, which causes some jealousy in the other brigades. However, they also are considered soft by the other brigades, as they clearly need the most help!

## Current notable soldiers

### **Knight-General Victoria “Bloodaxe” Reid.**

Regarded as wise and fair (or pompous and soft, depending on your persuasion), Reid is widely considered to be an improvement on her predecessor who died whilst leading Marble brigade against a huge demon in the near-wastelands.

**Knight-Brigadier John Hawkwood, Steel brigade.** Stuffy, aloof, hopelessly vain and utterly deadly with a longsword, Hawkwood earned his command by being one of the most ruthless killers in Gelf’s army.

**Brigadier Simeon Glanville, Oak brigade.** Smiling, charismatic and undoubtedly ambitious, Glanville’s brigade never seems short of support from the other protector guilds.

**Major Pierre Qudoh, Ash brigade, second light infantry.** Quietly spoken, firm but fair. Those who serve under him seem to have no complaints.

**Knight-Major Robert Cainfrey, Bronze brigade, regiment of the Royal Guard (replaces light infantry regiment).** A more honest and truer soldier could not be found in all of Gelf.

**Major Tomas Whytherspoor, Marble brigade, cavalry.** A renowned horseman, Whytherspoor (then captain) led a charge against a horde of demon tainted-grimlocks, only for the foul beasts to break in terror long before they were engaged in close quarters. They were slaughtered utterly. Troubadors sing songs of “Laughing Tomas” covered in blood charging to victory.

**Captain Xander du Mer, Steel brigade, cavalry regiment, 1<sup>st</sup> heavy company.** du Mer is steadily building a reputation for being a model soldier, brave and dashing. He seems to be in favour with Knight-Brigadier Hawkwood who has entrusted him to join his personal staff.

## Guild of War skills

### *Guild of War skills summary*

Skill	Cost	Type	Skill	Cost	Type
<b>Cleave</b>	2	Active	<b>Lore – Guild of War</b>	0 then 1*	Passive
<b>Down But Not Out</b>	2	Passive	<b>Rally Cry</b>	2*	Active
<b>Dual Wield</b>	1	Passive	<b>Second Wind</b>	3	Active
<b>Endurance</b>	1*	Passive	<b>Stun</b>	2	Active
<b>Flesh Wound</b>	1*	Test	<b>Swift Parry</b>	1*	Active
<b>Gear Maintenance</b>	1*	Test	<b>True Grit</b>	3	Active
<b>Greater Cleave</b>	4	Active	<b>Use Great Weapons</b>	2	Passive
<b>Greater Impale</b>	4	Active	<b>Use Missile Weapons</b>	2	Passive
<b>Greater Stun</b>	4	Active	<b>Use Shield</b>	1	Passive
<b>Impale</b>	2	Active	<b>Use Standard Weapons</b>	0	Passive
<b>Iron Will</b>	3*	Active	<b>Weapon Mastery</b>	0 then 2*	n/a
<b>Last Stand</b>	2	Active	<b>Wear Heavy Armour</b>	3*	Passive
<b>Lore Skill</b>	2*	Passive	<b>Wear Standard Armour</b>	0	Passive

<b>Name</b>	<b>Cleave</b>	<b>Cost</b>	2	<b>Type</b>	Active
<b>Description</b>	<p>You may call “3 damage” when landing a square blow. This will kill most weaker foes outright.</p> <p>See the skill “Weapon mastery” for information on how often you can use this skill.</p>				
<b>Requirement</b>	None (use standard cleaving weapon)				

<b>Name</b>	<b>Down But Not Out</b>	<b>Cost</b>	2	<b>Type</b>	Passive
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<b>Description</b>	<p>Whenever a character with this skill is reduced to 0 hit points, <b>they are immobilised but do not lose consciousness and may use skills as normal</b>. They should roleplay being seriously injured, but are still conscious and able to communicate.</p> <p>A character with this skill can even heal themselves, if they have an appropriate skill and have not suffered any serious injuries to their arms. Death counts, etc., are unaffected.</p> <p>This skill only works once between breaks.</p>
<b>Requirement</b>	None

<b>Name</b>	<b>Dual Wield</b>	<b>Cost</b>	1	<b>Type</b>	Passive
<b>Description</b>	You may wield a weapon in both hands during combat (p. 20). The off-hand weapon must be small to medium in size and light in construction.				
<b>Requirement</b>	None (use standard cleaving weapon)				

<b>Name</b>	<b>Endurance</b>	<b>Cost</b>	1*	<b>Type</b>	Passive
<b>Description</b>	You gain +1 base hit points per level.				
<b>Requirement</b>	None				

<b>Name</b>	<b>Flesh Wound</b>	<b>Cost</b>	1*	<b>Type</b>	Test
<b>Description</b>	<p>Your excellent constitution and resistance to pain often means you overcome <i>serious injuries</i> much more quickly than others.</p> <p>During a break you can perform a card draw:</p> <ul style="list-style-type: none"> <li>◆ A diamond means you can discount the effects of a single serious injury per skill level until the next rest.</li> <li>♥ A heart means you can ignore one serious injury per skill level for the remainder of the event.</li> <li>♣ A club means you do not overcome your serious injury and cannot attempt to overcome it again.</li> <li>♠ A spade means your serious injury is more serious than thought and can only be healed through magic or during an encampment.</li> </ul>				
<b>Requirement</b>	None				

<b>Name</b>	<b>Gear Maintenance</b>	<b>Cost</b>	1*	<b>Type</b>	Test
<b>Description</b>	<p>A soldier's body can take a beating in battle and so can his or her gear. Soldiers which have long careers often learn how to perform battlefield gear maintenance. At higher levels complex gear or objects can be repaired (e.g., siege engines, wagons, etc.).</p> <p>During a break you can perform a card draw:</p> <ul style="list-style-type: none"> <li>◆ A diamond means you can repair a single piece of <b>non-metal</b> broken equipment per skill level.</li> <li>♥ A heart means you can repair a single piece of broken <b>metal</b> (or non-metal) equipment per skill level, as long as it/they is made from a mundane material.</li> <li>♣ A club means you fail to repair your gear buy can try again at the next rest.</li> <li>♠ A spade means you not only fail to repair your gear, but you also damage it so badly it is now beyond battlefield repair. Only one of the items being repaired is ruined, they player may choose which.</li> </ul>				
<b>Requirement</b>	Suitable repair tools.				

<b>Name</b>	<b>Greater Cleave</b>	<b>Cost</b>	4	<b>Type</b>	Active
<b>Description</b>	<p>You may call "6 damage" when landing a square blow. This blow will cut most weaker foes in half.</p> <p>See the skill "Weapon mastery" for information on how often you can use this skill.</p>				
<b>Requirement</b>	None (use great cleaving weapon)				

<b>Name</b>	<b>Greater Impale (melee)</b>	<b>Cost</b>	4	<b>Type</b>	Active
<b>Description</b>	<p>You may call "PIERCE, 4 damage" when landing a square blow. This ignores armour and shields. Most weaker foes will be disabled by this blow.</p> <p>See the skill "Weapon mastery" for information on how often you can use this skill.</p>				
<b>Requirement</b>	None (use great piercing weapons)				

<b>Name</b>	<b>Greater Stun</b>	<b>Cost</b>	4	<b>Type</b>	Active
<b>Description</b>	<p>You may call "KNOCKDOWN" when landing a square blow. Your opponent must fall to the ground and close their eyes for 5 seconds.</p>				

	See the skill “Weapon mastery” for information on how often you can use this skill.
<b>Requirement</b>	None (use great crushing weapon)

<b>Name</b>	<b>Impale (melee)</b>	<b>Cost</b>	2	<b>Type</b>	Active
<b>Description</b>	<p>You may call “PIERCE, 2 damage” when landing a square blow. This blow ignores armour and shields. It will kill most weaker foes outright.</p> <p>See the skill “Weapon mastery” for information on how often you can use this skill.</p>				
<b>Requirement</b>	None (use standard piercing weapon)				

<b>Name</b>	<b>Iron Will</b>	<b>Cost</b>	3*	<b>Type</b>	Active
<b>Description</b>	You may decrease any change to your resolve level by one point per level of this skill.				
<b>Requirement</b>	None				

<b>Name</b>	<b>Last Stand</b>	<b>Cost</b>	2	<b>Type</b>	Active
<b>Description</b>	<p>At the point of exhaustion, when arms tremble with fatigue and striking any more powerful blows feels impossible, a fighter can pause for a few moments and draw upon their inner resolve to find the energy to launch a few more telling attacks.</p> <p>Effect - After 10 seconds of suitable roleplaying, a character who has dropped out of the fighting can regain their full use of <i>weapon mastery</i> for the remainder of the fight. Any uses not used by the end of combat are lost.</p> <p>Can only be used once, must take taking a break before using again.</p>				
<b>Requirement</b>	None				

<b>Name</b>	<b>Lore Skill</b>	<b>Cost</b>	2*	<b>Type</b>	Passive
<b>Description</b>	<p>You have in-depth knowledge of an area of lore.</p> <p>In Phoenix Reborn a character’s level of a Lore skill reflects how much they know about a subject, not necessarily how complex that knowledge is. It is possible for characters with the same level of Lore in a subject to know a similar number of things, but for those things to be different. Imagine Lore skills are pies; you can learn a slice of the pie,</p>				

	but not necessarily the same slice as someone else with a similar level of Lore.
<b>Requirement</b>	None

<b>Name</b>	<b>Lore – Guild of War</b>	<b>Cost</b>	0 then 1*	<b>Type</b>	Passive
<b>Description</b>	<p>You have in-depth knowledge of the Guild of War.</p> <p>All Guild of War members start with this skill at level 1.</p>				
<b>Requirement</b>	None				

<b>Name</b>	<b>Rally Cry</b>	<b>Cost</b>	2*	<b>Type</b>	Active
<b>Description</b>	<p>By bellowing a suitably impressive war cry or rally cry, the character can improve the resolve level of all those within earshot by one point. This skill can be used as many times as the character has charges. Rally Cry calls stack, including those made by multiple players.</p> <p>Effect – The player must roleplay a suitable battle cry and then call “RALLY CRY, PLUS ONE RESOLVE TO MY ALLIES”, or similar.</p> <p>Note, if the use of the Rally Cry skill returns a character’s resolve to 0 or above, any demon’s shadows they are carrying are removed (pg. 21).</p>				
<b>Requirement</b>	May only be called during combat.				

<b>Name</b>	<b>Second Wind</b>	<b>Cost</b>	3	<b>Type</b>	Active
<b>Description</b>	<p>The character is able to take a few moments to compose themselves, gasp some air, survey the battlefield and allow their steely resolve to flow into their body before charging once more into battle, refreshed and renewed</p> <p>Effect - After 10 seconds of suitable roleplaying, a character who has dropped out of the fight can regain their full AR as hit points and return to battle.</p> <p>Can only be used once, must take taking a break before using again.</p>				
<b>Requirement</b>	None				

<b>Name</b>	<b>Stun</b>	<b>Cost</b>	2	<b>Type</b>	Active
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<b>Description</b>	You may call “STUN” when landing a square blow. This requires your opponent to close his or her eyes for 5 seconds.
<b>Requirement</b>	None (use standard crushing weapon)

<b>Name</b>	<b>Swift Parry</b>	<b>Cost</b>	1*	<b>Type</b>	Active
<b>Description</b>	Each level of this skill allows you to perform one swift parry (call PARRY) before taking a rest.				
<b>Requirement</b>	None				

<b>Name</b>	<b>True Grit</b>	<b>Cost</b>	3	<b>Type</b>	Active
<b>Description</b>	<p>Gritting their teeth through the pain, a disciplined and hardened warrior has learnt how to will an otherwise useless limb into action for one last desperate defence.</p> <p>Effect - A disabled limb can be used normally until the end of the combat. At the end of the combat, it returns to uselessness and the player should roleplay the agony of using a badly beaten limb.</p> <p>Can only be used once, must take taking a break before using again.</p>				
<b>Requirement</b>	None				

<b>Name</b>	<b>Use Great Weapons</b>	<b>Cost</b>	2	<b>Type</b>	Passive
<b>Description</b>	You may use any great weapon.				
<b>Requirement</b>	Use standard weapons				

<b>Name</b>	<b>Use Missile Weapons</b>	<b>Cost</b>	2	<b>Type</b>	Passive
<b>Description</b>	You may use any missile weapon. A missile weapon may either be mechanical (e.g, a bow) or thrown.				
<b>Requirement</b>	None				

<b>Name</b>	<b>Use Shield</b>	<b>Cost</b>	1	<b>Type</b>	Passive
<b>Description</b>	You must have this skill to use any shield that is larger than 12 inches across.				
<b>Requirement</b>	None				

<b>Name</b>	<b>Use Standard Weapons</b>	<b>Cost</b>	0	<b>Type</b>	Passive
<b>Description</b>	You may use any standard weapon.				
<b>Requirement</b>	None				

<b>Name</b>	<b>Weapon Mastery</b>	<b>Cost</b>	0 then 2*	<b>Type</b>	n/a
<b>Description</b>	All GoW members have this skill to level 1. Level 2 costs 2 points, level 3 costs 4 points, level 4 costs 6 points, and so on. Each level of this skill allows you to perform one special blow before taking a rest.				
<b>Requirement</b>	None				

<b>Name</b>	<b>Wear Heavy Armour</b>	<b>Cost</b>	3*	<b>Type</b>	Passive
<b>Description</b>	This skill allows the character to gain the benefit of wearing heavy armour. The first level of this skill increases your maximum AR to 4, and the second to 5.				
<b>Requirement</b>	You must wear an appropriate phys rep of the AR you wish to achieve.				

<b>Name</b>	<b>Wear Standard Armour</b>	<b>Cost</b>	0	<b>Type</b>	Passive
<b>Description</b>	You may wear armour to a maximum AR of 3.				
<b>Requirement</b>	You must wear an appropriate phys rep of the AR you wish to achieve.				

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# 18. Change Log

## Sept 2021

**The Nobility** (p. 6): Added a little information on how the Great Conclave takes votes.

**The Greater and Lesser Houses** (p. 6): New section describing more detail on Greater and Lesser houses.

**The Merchants** (p. 7): Added explanation of how merchants can become Lesser houses.

**The Peasantry** (p. 7): Clarified that all peasants are members of a crafters' guild.

**Status** (p. 7): Added information on status hierarchies.

**The Law and Punishment** (p. 8): Added a significant amount of information to this section.

**Currency** (p. 14): Added more information on currency, including costs for mundane items and how to purchase magical items.

**Gelf's Calendar** (p. 15): added new lore on how the date and time is described, including the names of the days of the week, the months and seasons of the year, and the two annual festivals, High Festival and Low Festival.

**Pastimes** (p. 16): Moved a short section on general pastimes from Justice section to its own new section.

**Combat** (p. 17): Added reference to Resolve rules.

**Serious injuries** (p. 18): Added clarification that serious injuries prevent unaided healing after breaks (not encampments).

**Unconsciousness and death** (p. 18): **MAJOR CHANGE.** Increased death count to one minute per base hit point (up from 30 seconds). Also added a sentence to clarify that using any healing skill on a character with a death count pauses their death count. Finally, consolidated all rules on character

death in this section, removing reference from the Special Conditions section.

**Dual-wielding** (p. 20): Removed reference to it as a free ability all fighters can use as this is now a skill that must be purchased. Rationale for this change is if some players have to pay to use a shield, then those who dual-wield should also pay for that ability. Any player who previously dual-wielded will be given it for free.

**Resolve** (p. 21): **MAJOR CHANGE.** Section describing new Resolve rules added.

**Special conditions** (p. 22): Moved from Combat rules section into own section.

**Special conditions – Demon's Shadow (Psychological conditions)** (p. 22): **MAJOR CHANGE** Added description of psychological conditions.

**Resting** (p. 24): Moved from Combat rules section into own section. Breaks now move a character's resolve one step closer to 0, and encampments return resolve to 0.

**Starting Rank** (p. 26): Changed starting rank from the first rank to the second for all guilds.

**Test Skills (card drawing)** (p. 27): **MAJOR CHANGE.** Cards are drawn (no longer beads from a bead bag). Additional skill levels increase the effectiveness of successful tests, they NO LONGER GIVE REDRAWS. Special conditions such as enchantments may give redraws, but they are rare. Almost all results are now determined with a single card draw.

**Character skills – Effect Envelopes** (p. 27): **MAJOR CHANGE.** Addition of "Effect Envelope" section.

**Healing charges** (p. 29): **MAJOR CHANGE.** All healing attempts use a healing charge now. A failed attempt still uses a charge.

**Healing skill** (p. 29): **MAJOR CHANGE.**

Changed many skills to have one “effect” (i.e., heal a hit point) per level of skill rather than relying on redraws with additional skill levels.

**Treat Serious Injury** (p. 29): **MAJOR CHANGE**. One serious injury can be healed per level of the skill. Also, it now takes 5 minutes to perform this skill, increased from 1 minute. Finally, the requirement for this skill was changed to max level being one level lower than the characters Healing skill (meaning healers with level 1 skill in Healing cannot treat serious wounds).

**Treat Poison** (p. 29): This skill now decreases the level of a poison (one decrease in level per level of the skill). Only when all the poison is cured does the effect of the poison cease.

**Treat Disease** (p. 29): This skill now decreases the level of a disease (one decrease in level per level of the skill). Only when all the disease is cured does the effect of the disease cease.

**Guild of Essence Structure** (p. 33): **MAJOR CHANGE**. Added large new section on guild background.

**Assess Value** (p. 38): **MAJOR CHANGE** and **NAME CHANGE**, now known as TRADING. Affects item values and negotiation starting prices.

**Disturbing Revelations** (p. 38): **MAJOR CHANGE**. Added new skill.

**Identify Reagent** (p. 38): **NAME CHANGE**, now known as HORTICULTURE. Increased the cost of this skill to 2\* but increased the amount of reagent harvested on successful attempts according to skill level.

**Endurance** (p. 38): Reduced cost from 3\* to 2\*. At 3\* it was punitively expensive.

**Linguistics** (p. 38): Description changed so additional levels of the skill affect how much a linguist understands of a strange language.

**Rationalise** (p. 38): **MAJOR CHANGE**. Added new skill.

**Guild of Survival Structure** (p. 47): **MAJOR CHANGE**. Added large new section on guild background.

**Cleave** (p.51): removed need to call “CLEAVE” when using this skill, now players need only say the damage number.

**Codes and Cyphers** (p.51): **MAJOR CHANGE**. It’s much more fun actually solving puzzles than being given answers by the ref team so this skill has been reworked to provide clues rather than relying on card draws.

**Cool Headed** (p. 51): **MAJOR CHANGE**. Added new skill.

**Find Refuge** (p.51): Small change so skill level affects how large a refuge is.

**Impale** (p.51): Numerous changes: split Impale skill into melee and missile versions; added Greater Impale for missile weapons only; changed costs of all three skills.

**Identify Concoction** (p.51): Changed this skill so additional levels mean you can extract additional doses when successfully identifying a concoction.

**Identify Reagent** (p.51): **NAME CHANGE**, now known as HORTICULTURE. Increased the cost of this skill to 2\* but increased the amount of reagent harvested on successful attempts according to skill level.

**Sense Stability** (p.51): Changed cost to 2 from 2\* as you can no longer gain levels in this skill.

**Traps** (p.51): Skill level now affects how likely a character is to disarm a trap and the deadliness of a trap they set.

**Use Missile Weapons** (p.51): Cost corrected to 1 (it was 0 in error).

**Guild of War Structure** (p. 60): **MAJOR CHANGE**. Added large new section on guild background.

**Cleave** (p.65): removed need to call “CLEAVE” when using this skill, now players need only say the damage number.

**Down But Not Out** (p.65): Clarified that characters with this skill do not lose consciousness when on 0 hit points and can continue to use skills, such as healing.

**Gear Maintenance** (p.65): Add clarification

about a spade draw.

**Greater Cleave** (p.65): removed need to call “CLEAVE” when using this skill, now players need only say the damage number.

**Iron Will** (p.65): **MAJOR CHANGE**. This skill now decreases any change in resolve level, in effect becoming armour against changes in resolve. Cost is increased to 3\*.

**Rally Cry** (p. 65): **MAJOR CHANGE**. Added new skill.

**True Grit** (p.65): Simplified effect so it now means a disabled limb can be used normally until the end of combat.