



TENEBRIA

REMNANT OF ROME

TENEBRIA: REMNANT OF ROME

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We dedicate this project to all the gamers and fans who made it possible, and those who embark on journeys and adventures in your imaginations.

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BUY IN

Salve, dear players! A few short words before we begin:

Tenebria is a fantastical party-based survival RPG set shortly after the fall of the Roman Empire. If that sounds like exactly what you signed up for, feel free to skip past this section. If you aren't quite sure, please see the below to figure out if this is the experience you wanted.

- **Roleplaying Game (RPG):** This is a "table top" or "pen and paper" RPG, which involves gathering some friends together, with one person serving as a Narrator to direct the adventure while the others play characters in the story. Using the rules we've provided, the Narrator presents the players with challenges and dangers, and the players work together to overcome these challenges and, in doing so, craft a story. Unlike some other types of games, this is not about competing against one another, but rather, working together and collectively telling a story.
- **Party-Based:** While players can collect resources and improve their characters, *Tenebria* focuses on the survival of the party and the community of *Tenebria*. Characters may perform heroic feats, but they may also go mad, lose their sanity, or die, and that's all part of the game! When this happens, players may create a new survivor and rejoin the party. Ultimately, the party is the focus of the story.
- **Fantastical:** There are many fantastical elements in the game, but this is not a game about wizards throwing fireballs or flying dragons. Instead, supernatural elements are exactly that: actions or events that seem to exceed what one normally sees in nature. Your characters may choose to interpret these phenomena as magic or dismiss them as superstition, but the game world is not explicitly magical.
- **Survival:** As previously mentioned, your characters may fall in the course of your adventures, and that's okay. Remember that you are all working together to tell a story of survival after the collapse of civilization. You aren't epic heroes conquering faraway lands, but just ordinary people trying to eke out a living with whatever resources you can find.
- **After the Fall of the Roman Empire:** This is a semi-historical setting that somewhat tracks real history (or what little we can glean from historical sources). By this point, Christianity was already the official religion of the Empire, but there remained all sorts of other religions in practice. Moreover, the concept of invading barbarians



(even if factually incorrect) was and still is part of the popular imagination of this period. Historical accuracy can be fun but is not a requirement to enjoy the game. Tell your own stories and feel free to bend history as we have in the service of immersion and fun.

Thank you for reading. Hopefully, you now have a better idea of what this game entails, and whether it's right for you. We certainly hope it is. Now go forth to fight, scavenge, and survive!



"Hope is the pillar that holds up the world. Hope is the dream of a waking man." – Gaius Plinius Secundus

Rome has fallen. That fool Augustulus deserved the ending he got, I suppose. But what of the rest of us? What of our homes, our fields, the servants and slaves who tended our crops? We flee, from Odoacer and his legion. It was foolish to grant barbarians the right to wield Rome's power, and now the bitter crop is ours to harvest. Years of service to the Senate and the city, all gone, all burnt to ash.

Nevermind. I, Gaius Septimus Clemens, am alive, along with my wife and my three children. We have silver and some meagre possessions, and a few loyal servants to escort us north. I have kin in Gallia Cisalpina. We will go there, find some township under the control of a loyal Legion, and wait out this crisis. Other barbarians have taken Rome before, but she has always risen back to her feet. Rome persists.

We came upon deserters today. They had no banners, no signum, just a group of half-starved men led by a *decurion* with dark, hungry eyes. Were it not for their armor, their regulation equipment, I would have thought them barbarian raiders. We gave them most of our silver and our carts, which I consider a bargain. I didn't like the way they glared at me, nor the leers directed at my wife and daughter. Silver may come later, but only if we still have our lives.

ECCE, ROMA DESTRUI EST

Romulus Augustulus – the last Emperor of the Western Roman Empire, deposed in 476 AD

Odoacer – the barbarian warlord who conquered Rome in 476, bringing an end to the Western Empire. Later, with the support of the Senate, he came to be known as the King of Italy.

Signum – the official standard of a unit of the Roman army.

Decurion – a captain of sorts in the Roman army, usually in charge of a few dozen soldiers.

Disaster. Flavius, my seneschal, led our remaining servants and my eldest son on a hunt to find us some food. They took with them our remaining arms: two bows and an old spear from my



grandfather's time. They didn't return at nightfall. In the morning, I set out to look for them with my youngest, the two of us gripping dinner knives as if we were wielding swords.

To my relief and shame, we found no trace of them, not even a bloody scrap of cloth. Perhaps Flavius found some better man to call master, one who could at a minimum provide food? But would my son abandon me as well? And if they were set upon by bandits, would there not at least have been some sign of struggle? My mind wandered to dark places, to rumors of pagan hexes and fell sorceries that could shatter the soul.

We returned to my wife and daughter empty-handed and empty-bellied.

God surely has a sense of humor. We arrived at the banks of the Po River to find Secca burned to the ground. We found my ancestral home only by the remains of its stone foundation. If the barbarians have burned the town to the ground, I can only assume that the Legion is no more. Where will we go now?

We continue north and west. There is nothing left for us back south. Before leaving Rome, we heard that the Visigoth hordes were gathering to the east, and that Emperor Zeno had ordered Roman refugees turned away at spearpoint. We go north and west.

Good night, Calpurnia. May God watch over you. I apologize for not giving you a proper burial, even after you bore me two strong sons and a daughter. Perhaps we will all see you soon.

I am alone. My children sleep in frozen serenity a short distance from their mother. I will make my way onward. It is either that or go to sleep here. That wouldn't be so bad, I suppose.

Where am I? Germania? I've followed the aqueduct down from the mountain. I see smoke in the distance. From burning hearths or burning homes? I don't know. I'm so hungry. Just a few steps more, through the forest ahead. To the smoke.

I saw an eagle today. An EAGLE! No, not the bird. What am I, mad? No! An Eagle! A legion lives. Let's see...the seventh? The Ninth! Either Capricorn or Gemini. Ahaa! The Grammaticus wasn't wasted on this one! I see it now...I'm here. Safe.





Welcome to *Tenebria*, a roleplaying game of survival and adventure set in the days following the fall of the Western Roman Empire. For now, let us set aside poor Gaius's story, and instead focus on how *you* will craft your own stories in the dark forests and savage beauty of Germania.

Your home and base of operations in your adventures is the town of *Tenebria*, a tiny hamlet at the base of an aqueduct, nestled deep





in the dark forests of Germania. The town was founded by Marius Publius Germanicus, a commander of some renown of the 9th Legion Gemini. When Rome toppled and the Legion disbanded, Marius (that's Commander Marius to you) and a few of his most loyal followers established a camp in the area. Fresh water from the aqueduct, combined with the natural camouflage and easily defensible terrain, made the spot ideally suited for long-term

occupation, at least until Rome could reestablish order in the provinces. Little did Marius and his cohort suspect just how long they would remain in the encampment.

Refugees and survivors soon trickled in, fleeing from raiding barbarians and roving bands of deserters. Marius and company soon realized that Rome's rule had well and truly ended.



There was nothing left to do but to fight for their survival. Those who wandered into town were allowed to stay, provided that they could aid or contribute to the community's continued existence. Not only did Tenebria survive, it thrived. Word spread that at least a part of a Legion still survived, enforcing a small pocket of order in a land otherwise engulfed by chaos.

By the time you arrive in Tenebria, the camp has grown into a small town. Its denizens eye you warily as you walk through the square, but without open hostility or animosity. You catch whispers, queries about your origins. "Are they refugees from Rome?" "See the pants? Look more like Visigoths to me." "Do they have something to do with the disappearance of the hunters?" "How did they get through the forest unharmed?"

Eventually, you stop before a guard post. It seems that all newcomers are directed to the two former soldiers sitting here behind a rough-hewn wooden table. Before them is a large wax tablet, something you haven't seen in a very long time. They look up as you approach, the elder of the two smiling, while the younger looking down to the tablet and stylus in his hands.

THE NARRATOR

Materiam superabat opus.

We have crafted the world and rules of Tenebria to be open and conducive to creative storytelling. As such, the role of the Narrator becomes all the more important. As the Narrator, you are epic poet, nemesis, and voice of the gods, all in one. The following are some brief pointers to help you get started.

Narrator as Epic Poet

As Aeneas needed Virgil, so too do your players need you to set the world and scenes of their adventures. If this is your first time running a roleplaying game like this, the task may seem daunting. But trust in your players and in your vision of what the end of the Roman times looked like. Remember: unlike Homer, Virgil, and Ovid, fun is the only objective for your time together.

- Don't worry about historical accuracy; just think about the coolest things you want your players to experience.
- Try to visualize each scene and encounter in your head before presenting them to the players. The clearer the picture in your head, the more immersive the experience is for the players.



- You don't need to use fancy words or epic poetic meter; sometimes simply describing the effects of the players' actions will allow your players' imaginations to fill in the blanks.
- Your players will often surprise you; but in games like these, sometimes it's more fun to watch the sandcastle get wrecked.

Narrator as Nemesis

Another important part of your role is controlling the enemies and the challenges that your players will face in the course of their adventures. As always, the ultimate goal of the game is cooperative: you are telling a story together. That said, the world of Tenebria is harsh, brutal, and merciless to those still clinging to Rome's faded notions of civilization. The foes and the dangers threaten players and, sometimes, the players will fail or even lose their characters. But that's also okay. The threat of real danger is part of what gives the sense of accomplishment. It is a delicate balance to maintain, but here are a few tips to help you out.

- Dangers shouldn't be telegraphed, but they also shouldn't be unexpected. Leaving hints and breadcrumbs of the type and magnitude of the threat for your players is part of setting the scene but may also assuage feelings of "unfairness" when disaster strikes.
- Roleplay intelligent enemies, or dumb ones. Try to think about what the enemy would actually do given the information she has, rather than how you would act to stymie the players.
- As always, fun is the point. If the players find themselves in over their heads, they will have to face the consequences of their choices. At the same time, the adventures we've provided are not supposed to be inflexible; feel free to improvise and adjust the difficulty as you go based on how well your players react to the dangers they face.

Narrator as Arbiter/Voice of the Gods

As the Narrator, you are essentially in control of the game world. This means not only the setting and the enemies, but also the rules and laws by which all things function in the world of Tenebria. This doesn't mean you are omnipotent and that the world bends to your will—thinking like this is a sure way to make the game not fun for everyone else. Instead, think of yourself like a messenger from Jupiter in the myths of antiquity: you have access

to all the information and complete control over the natural world, yet you are only a messenger, a powerful enforcer of ancient rules and processes set in place long before you arrived to deliver your message.

- Know the mechanics of the game. Everyone should know a little bit about how everything in Tenebria functions, but it is up to you to make the game's processes move smoothly. This does mean a bit more of an upfront investment in learning the rules; however, knowing these well will ensure that both you and your players will have a great time. A great Narrator can allow even a player with limited knowledge of the game system to have a lot of fun.
- "Yes, and—"The old adage from improv applies here. Sometimes your players may have some great ideas that stretch the rules or mechanics built into the game, and that's okay! We've tried to make the rules as flexible to great storytelling as possible, but if a mechanical rule is the only thing standing in the way of an awesome experience, feel free to bend it. It's what Mercury would have done.
- Be fair. If the players easily overcome a challenge that you've carefully planned and built up, and this will definitely happen, take it as a calibration of their skills and move on to the next challenge. If they just get really unlucky and fail, allow them to fail. Sometimes, player characters die. In the world of Tenebria, survival is supposed to be a struggle. Let them die, and work with them to get started on their next challenge.

We hope that, armed with these guidelines, you will be ready to guide your players through their adventures in the service of Tenebria!





CHARACTER CREATION

The smiling, older soldier grins even wider as you step before him. "Ah, don't much like the looks of this one. But procedure is procedure, eh Philo?" The younger man continues staring silently at the tablet in his hands.

"Decurion Bauscus, at your service. And this is my associate Philemon. Welcome to Tenebria. Now, before we go any further, how do I address you?"



Bauscus and Philemon's interview is an optional approach to character creation to help immerse new players in the world of Tenebria. You may, of course, take a more expedited approach or provide your players with pre-generated characters, in which case feel free to ignore the dialogue with the two veterans of the 9th Gemini.

NAMING

How will you be known to the others in town, and to your fellow players? Will you pick a classical Roman name, with its proud lineage and tribal identifiers? Or perhaps you hail from one of the nomadic peoples wandering across the carcass of the Empire, with a guttural title that Romans have difficulty pronouncing? Or perhaps you tell no one your true name, and answer to a moniker that others have given you, e.g. the Smith, the Wanderer, Grey One?

WHAT ARE NAMES BUT AIR?

Roman Names – Classic Roman names have three parts: your praenomen was a personal name given by your parents, your nomen was your *gens* or clan name, and your cognomen was a given name based on heroic exploits, distinguishing features, habits, or places of origin.

Examples: Aquila Septima Gaulia, Appius Claudius Caecus, Gaius Albucius Silus, Antonia Julia Stella, Gaius Plinius Secundus.

Ancient Germanic Names – The Germanic tribes had long intermixed with Roman citizens, resulting in hybrid Germanic and Latinate names. Still, many preferred their Germanic names.

Examples: Adalberht, Adelais, Alaric, Berhta, Berhtoald, Clothildis, Ekkebert, Grimwald, Hildebrand, Radulf, Raganhar, Saxa.

Bauscus sits back in his chair. "Alright, I'll be frank. I don't much care what you call yourself. If you're going to stay here, you will need

to be useful. We're in a good place here, you see, but we haven't enough resources to feed every helpless mouth that comes here begging. So, tell me, what can you actually do for us?"

ABILITIES

Every character starts with 12 points that they can distribute between 3 Abilities. Each Ability score modifies the associated skills. The higher the Ability, the better the odds of successful skill rolls. A starting character also has training in any three skills. A trained skill starts out with 3 points.

- Body – "I am strong as a bull and just as dangerous in battle!"
"The only thing swifter than me are the arrows I loose from my bow!"
 - This Ability determines your physical prowess. Perhaps you are unusually strong. Or you are quick and agile on your feet. Or perhaps your body can take a ton of punishment and still keep going. All of these are taken together for a single Body score.

Skills associated with Body.

Combat – How well do you swing your sword, stab with your spear, or shoot a bow? Are you strong enough to use your shield to defend your companions?

Athleticism – Can you jump across that gap? How well do you climb up the face of a cliff?

Carrying Weight – You can carry 20 times your Body score. Without training in this skill, this amount is halved.

- Mind – "I am a trained scholar, intelligent and worldly!" "Why would I fight you in open combat when I can defeat you before the fight even begins?"
 - This Ability determines your mental faculties, the knowledge you've amassed through careful study or practical experience. You are smarter than almost everyone you've met and have learned to translate those smarts into getting what you want.

Skills associated with Mind.

Investigation – How quickly and well do you process new information you encounter in the world? How



accurately do you find and interpret clues to aid your objectives?

Ingenuity – How well do you use items for novel purposes? Can you make an improvised trap out of some twigs and rope, or pick a lock with a bent nail?

Literacy – You can read and write. You speak an additional language for every two points in this skill but are illiterate if you have no training in this skill.

- Spirit – “I know of ancient arts, esoteric abilities beyond your comprehension.” “I am protected by the divine. All who follow me will be similarly blessed.”
 - This Ability reflects your spiritual determination and force of personality. Perhaps you practice the ancient pagan arts and can manifest your will in the minds of others with hexes. Perhaps you worship the God of Constantine and are convinced that He protects you, always. Or perhaps your charisma is just irresistible.

Skills associated with Spirit

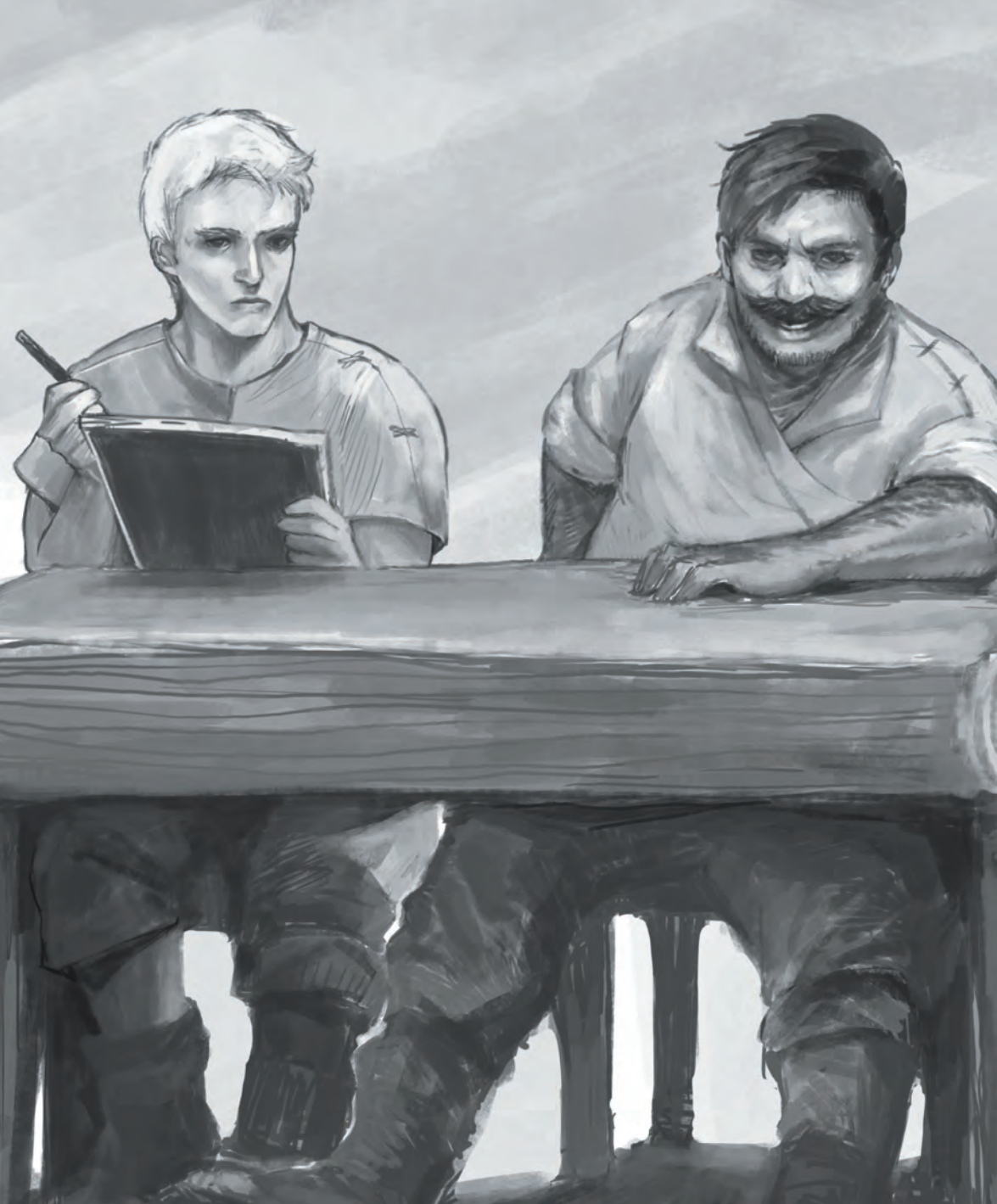
Morale – Can you inspire your companions to continue on, even if it seems the task ahead is impossible? Can you comfort them, shielding them at least in part from the psychological traumas of surviving in a merciless wilderness?

Persuasion – How well do you lie, cajole, flatter, threaten? Can you get what you want, even from those unwilling to give it?

Hexes – Is your belief so strong that it seems to have physical manifestations? Do both allies and enemies believe you can actually perform fell magics?

Characters know 1 Hex for each 2 points in Spirit but know no Hexes without training in this skill. (See Hexes, pg 46)

Nota bene: If a character falls to 0 in any of these abilities, the character effectively “dies.” A 0 in Body means the character succumbs to physical injuries. A 0 in Mind means that the character has effectively been driven mad by the atrocities they have seen. A 0 in Spirit means they have lost the drive and will to continue surviving in the harsh and unforgiving world.



Bauscus lets out a low whistle. "Perhaps this one's not as useless as we thought, eh Philo?"

Philemon says nothing. The silence is broken only by the skkt skkt of stylus on hard wax.

"Well, it seems like we have a consensus—there is place here for

you. Before we let you in, do you have anything else you want to tell us? Don't worry, we all have our own quirks. But it's better to tell us now, rather than letting one of my brothers-in-arms find out. Commander Marius does not like surprises."

TRAITS

Traits are additional dimensions to your character that you may wish to add. Each new character may have one trait. Think of these as double-edged swords; they may help you in certain tasks but hamper you in others. Moreover, depending on the specific trait, these aspects of your character may elicit different responses from different NPCs.

- **Devout Christian:** You, like most of the Empire, are a believer in Constantine's one God and his son, Jesu. Your faith has made you resistant to pagan superstitions. You take half Spirit damage from Hexes (minimum of 1) but are unable to benefit or use Hexes of your own.
- **Bureaucrat:** Before the fall of the Empire, you were an administrator in the government. This has given you an acute mastery of letters, but the sedentary lifestyle has made you frail. You gain one point in Mind but take double damage to Body.
- **Parent:** You've escaped raiders with your infant child in tow. Your determination to save your baby has given you an additional point in Spirit. However, if you become too weak to protect your child, i.e. drop to 1 point in Body, you lose a point in Spirit.
- **Brute:** Trained from a young age to fight, your body is as hard as iron. However, curiosity, empathy, and faith were all beaten out of you as part of your training. You gain 2 additional points to Body, but will require an additional success for all Mind and Spirit checks. This penalty applies to Challenges as well.
- **Deserter:** You once belonged to a Legion, but now you hide your colors and your background. You gain training in one additional Body skill, but your desertion has shattered your sense of self. You cannot gain training in Morale or Persuasion, nor can you benefit from the Morale checks of other players.
- **Beggar:** Living at the edge of poverty has made you resourceful with what little you find. At the start of every mission, you may trade a raw resource for a resource of any other type. However,

you receive one less starting resource, and one less resource from each mission (minimum of one).

- **Veteran:** You fought your share of wars and had considered yourself retired—but fate conspired to make your twilight years anything but peaceful. You've seen every trick in the book and require one less success for Investigation and Morale checks, but your tired, old arms require one more success for Combat and Athletics checks.

GAIUS SEPTIMUS CLEMENS

Let us return to poor Gaius just for a moment, to see how he would have answered Bauscus's questions. Gaius was an educated member of the Roman elite, so his Mind is his strongest Ability. As part of his education, he learned his letters, and how to approach a problem with an investigative eye. His perilous journey over the Alps hardened his body as well, so he wasn't just a helpless bureaucrat. However, the loss of his family and his entire household took quite a toll. Finally, he arrives at Tenebria completely bereft, a vagrant with the hope that those in the town will take pity upon him. We therefore give him the trait "Beggar." Thus, Gaius's character sheet would probably look like the following.

Body: ○○○○○

Mind: ○○○○○

Spirit: ○○○○○

Trained skills: Athleticism, Investigation, Literacy.

Trait: Beggar

Bauscus lets out a small grunt. "You're one of those eh? Well, as I said, as long as you contribute, there will be a place for you here." He exchanges a look with Philemon, who nods.

Bauscus smiles, this time with genuine warmth. "Heh, you're likely tired of hearing it, but once again, welcome to Tenebria! Make yourself at home. Not too comfortable, though—the Commander wants to see you. Oh right, I almost forgot...as a newly minted citizen of our fair town, you are entitled to some gear. In my secondary capacity as quartermaster, I am honored to present to you the following..."



RESOURCES

Ever generous, the former Legionnaires award every new arrival to Tenebria with some gear, resources to help you get started. These resources are represented by three cards from the deck, given by the Narrator to the players upon character creation. Resources are extremely important, since every mission requires a resource investment, as does character advancement. Moreover, resources may be used to improve the town of Tenebria, bringing benefits to every character in a party. You will learn more about all this later. For now, let's look at the types of resources.

Each suit in the deck of cards represents a different type of resource.

♥ Hearts: Resources for the Body, e.g. food, clothing, medical supplies.

♣ Clubs: Resources for the Mind, e.g. recovered scrolls, writing implements, maps.

♦ Diamonds: Resources for the Spirit, e.g. religious artifacts, Eagle standards, remnants of Roman civilization

♠ Spades: Raw Resources, e.g. animal pelts, bits of iron, herbs, fragments of writings.

Hearts, Clubs, and Diamonds may all be used to improve their respect abilities and skills. Spades may be exchanged for the other resources at a rate of 2 Spades for 1 of the other resource. Spades may also be combined to create gear such as weapons, arrows, traps, tents, etc. at specified rates (see Equipment, pg 48). Be aware that missions may call for a specific mix of resources.

Once you've received your resources from the Narrator's deck, hold on to the cards for now.

GAIUS SEPTIMUS CLEMENS

Because of his "Beggar" trait, Gaius has only received two cards instead of three. However, as part of his feature, he can exchange the Spades he received at a better rate than normal. So, he decides to trade the bits of wood he receives for a Diamond, for more books to feed his restless Mind.

MISSIONS

The following is a quick and easy tutorial adventure to walk new players through certain game mechanics. If you are familiar with the mechanics, feel free to use the first part of Marius's briefing to introduce your own adventure or to discard this section in favor of teaching new players in your own way.

Beyond Bauscus and Philemon, the Eagle standard of the 9th Germania Gemini stands proud over a makeshift town square. This space looks to be a former staging area for the soldiers, but the permanent structures since erected around the square, along with the merchant stalls and residents gathered about, gives the square all the appearance of a proper forum.

At the far end, you see a gathering of soldiers and armed residents standing over a huge wooden table. On the table, which looks to have been carved from a single, massive tree trunk, is spread a detailed skin map. At the center of the map is a black square with Tenebria written clearly underneath in Latin letters. Around the square you see forests and rivers, small rounded curves for hills, and neat annotations for potential dangers. But you can also see large swaths of blank space on the map, as if the cartographer had simply forgotten to draw in entire sections of the surrounding area.

A man of perhaps forty-odd years stands at the head of the map. There is a small space around him, as if the crowd were giving the gentleman his proper, respectful space. His balding head is shorn close to the scalp, and he wears the armor of a legionnaire. When he looks up at you, his eyes remind you of a hunting cat.

"You must be the new arrivals," he says. "Welcome. I am Marius. I suppose I'm the primary decision maker here in Tenebria. I wish we could spare more for you, but unfortunately there is barely enough for my soldiers and those who've arrived before you. For now, see if you can at least find somewhere to sleep, out of the wind and rain."

He looks down at the map, then back up again as if he's suddenly had an idea.

"Actually, your arrival is fortunate, both for us and for you. A few of my scouts have returned from ranging and reported finding a potential cache of supplies. Most of my people are busy with the palisades, so

there is an opportunity for you here; go out and retrieve these supplies and you will have your first pick of whatever you find. What do you say?"

He phrases it like a question, but his tone and the eyes of the soldiers around the table make it clear that this is closer to an order. Baucus's words echo in your head: "If you're going to stay here, you will need to be useful." You nod.

"Excellent!" Marius says. He points to one of the blank patches on the map. "One of my scouts will lead you where you need to go. Keep an eye out, and if you can add to our intel around the area, there might be an additional reward in it for you." And just like that, he's back to the map. The others around him turn away as well. It's clear that you've been dismissed.

A scout, wearing skins and a bow over one shoulder approaches you and introduces himself as Bertholde. "Before we set out, we need to prepare," he says.

PREPARATION

Every mission that you undertake requires preparation in the form of resources that must be spent before the mission even begins. While you may ignore this requirement, do so at your own peril; missions that are poorly provisioned are shadowed by penalties or disadvantages.

The current mission requires you to prepare sufficient food, in the form of 2 Body (Hearts cards) resources for the entire party. If characters are unwilling or unable to spend the named resources, they incur the following penalty: characters who receive damage to their Body scores take an additional damage to their Body.

After waiting for you to properly prepare, the scout nods and heads south out of the town. You travel less than an hour before you are waylaid by two masked assailants, dressed in armor and armed with spears. "Halt," they cry. "Your food or your life!"

ENCOUNTERS

Throughout your missions, you will encounter a variety of foes and challenges. The way you overcome these challenges is limited only by your imagination...and a few rules.

Like many roleplaying games, combat is a part of Tenebria. The +One System requires 6-sided dice (d6) rolls to determine your success in any actions you undertake. Before you do

anything, though, we must determine the initiative, or turn order, of our participants.

INITIATIVE

Each player presents a card, with the turn order determined by the numerical value of the card, with two (2) being the lowest and ace the highest. The card you present is not spent and remains in your inventory (your hand of cards). The Narrator draws cards for the nonplayer characters. Players without resources may draw a card from the deck but must then discard that card after combat.



ENCOUNTER ROUNDS

Encounters takes place in rounds, with each participant allowed a single action in that round. Once every participant has performed an action or passed on their turn, a new round begins.

THE ASSAILANTS

The two assailants in the road have the following stat block:

Body: 4

Mind: 3

Spirit: 3

Skills:

Combat—○○○○○

Literacy—○○○○○

Investigation—○○○○○

ATTACKING AND OTHER SUCCESSFUL ACTIONS

COMBAT

Your character's ability to land an attack on a foe is determined by his or her Combat skill. You may roll a number of dice equal to the points in the specific skill. Each 5 or 6 that you roll is considered a "success." Additionally, for every point you have in the relevant Ability linked to the skill, you may manipulate your rolls in the following ways:

Before a Roll:

- Temporarily gain training in and use of an untrained skill
- Add a die to the roll, e.g. roll 4 dice on a skill with only 3 points of training.

After a Roll:

- Add a pip to a die; e.g. change a 4 to a 5.
- Reroll any number of dice but keep the new result. This may only be done once per skill roll.

For the Combat skill, you must get a number of successes greater than or equal to the Body score of your target. With a

sufficient number of success, your character deals 1 damage to the Body score of your target. Note that this makes the target easier to hit on subsequent attacks as their Body score is now lower. Weapons and certain other abilities may enhance either your damage or the ease of connecting with your attacks.

For example, a character with training in the Combat skill rolls 3 dice to attack. She has a Body score of 3, so she can make 3 manipulations. The first two manipulations allow her to roll 5 dice, which gives her 3, 4, 4, 5, and 1. Using her final manipulation, she changes one of those 4s to a 5, thus getting two successes. Against a target with 3 body, she misses. Had she gotten one more success, she would have hit.

Alternatively, she could have rolled 5 dice, kept the 5, then used her final manipulation to reroll the rest, hoping for a few more successes. Risk and reward are always things to consider in a life-or-death fight.

It is however important to remember that fighting isn't the only way to overcome a challenge. In this specific instance, perhaps one of you wishes to talk your way out of it.

MORALE

The Morale skill is a flexible way of supporting your teammates in your encounters. Instead of taking an action, a character may use the Morale skill as a reaction to another player's action. The Morale success is made against the acting character's Spirit score (it is easier to inspire someone who isn't already sure of themselves). A successful Morale check grants a free manipulation to the other character. A character who has already acted cannot make a Morale check, and the reaction counts as that character's turn.

For example, let's say Gaius tries to attack an adversary. He has no training in Combat, so he uses one of his 3 Body points to gain training. He then uses his two remaining Body points to roll 2 dice. He rolls 4 and 5. The target has a Body score of 2, so the attack doesn't connect. After the Narrator announces that the hit misses, Bertholde wants to inspire Gaius. He makes a Morale check and manages to beat Gaius's relatively low Spirit score. This allows Gaius, newly inspired, to change that 4 into a 5, making the attack a success.

Non-violent Strategies

The world of the late 5th Century was brutal and dangerous. A civilian untrained in combat stood almost no chance in a fight against a trained, professional soldier. If your character is a clerk or a priest, it is often wise to avoid combat at any cost. However, sometimes conflict is unavoidable. When this happens, you may use your non-combat skills to try to affect the encounter.



PERSUASION

Perhaps one of your party was trained as an orator, with a gilded tongue and the ability to set others, even enemies, at ease. To do so, the character must make a Persuasion skill check. Persuasion works similarly to combat, with d6 rolls that can be manipulated based on your Spirit score. In these situations, your goal is to match or beat the target's Spirit score. A success means that your words have, at a minimum, lowered the target's will to fight. It is up to the Narrator to decide whether the target is completely convinced of your words and renounces the life of banditry and violence (perhaps unlikely), or has simply become less sure of themselves, taking a point of Spirit damage. Your words may lead to an extended debate, where your target now tries to shake your faith in your goals, or negotiations may break down into fighting. Even if this happens, the target has lost a Spirit point and may be easier to intimidate into running away.

Remember that you may use the Persuasion skill to break your opponent's fighting spirit even if combat has already started. Conversely, if it looks like your words are getting nowhere, one may always let one's blades do the talking.

INGENUITY

Ingenuity is a catch-all skill for those moments of brilliance and quick-thinking that allow us to avoid danger or come up with a novel solution to a seemingly insurmountable problem.

In combat, it functions similarly to Persuasion, allowing the character to make a skill check that can be manipulated based on your Mind score. The goal in this case is to match or beat your target's Mind score. A success means you've momentarily confused the enemy with your clever tricks, denying your target the ability to make any +One manipulations for their next action. It may add to the immersion of the encounter if you describe to the Narrator what trick you employed against your target.

Outside of combat encounters, Ingenuity has additional use. Sometimes, a player may have a brilliant idea of interacting with objects in the game world. "I'm going to knock over these rocks to create a landslide atop the heads of our foes!" "I want to use this broken-down cart as an improvised ladder to get into the cave." These ideas add to the fun and excitement of roleplaying games, but must also be balanced against immersion of roleplaying,



i.e. does the big, dumb brute that the player controls actually have the creativity to come up with what the player envisioned.

Ingenuity here helps to determine how well the player's brilliant plan translates in the mind of the character. The Narrator can determine the number of successes required based on the difficulty and the originality of the plan, and the player rolls based on her training and Mind score. This type of action may require additional rolls of different skill-types, and it is up to the Narrator's discretion for the required rolls.

THE ENCOUNTER CONTINUES

The two assailants who have descended upon the players are actually Bauscus and Philemon in disguise. As soon as the players have done 1 damage to any of their Abilities or have figured out an innovative way to bypass or incapacitate these two, they drop their disguises and become friendly. Additionally, with 5 successes on an Investigation check, a character may observe and deduce that these two are the culprits.

With their disguises blown, Bauscus holds up his hands. "Peace!" he cries. "Look, no hard feelings, eh? Commander's very soft on you newbies, but we like to make sure that we're not just getting a few more useless mouths to feed. You understand, right?"

Philemon looks to each of you in turn. "What the Decurion means to say is that we apologize for the deception. You are truly worthy of joining our community, and we wish you the best of luck on your mission."

At this point, a character may use the Persuade skill to get the two to compensate them for the attack. Roll Persuade: Target number 3 to receive 2 resources. 5 or more successes grant 3 resources or one draw for each player, whichever one is greater.

"There, we are whole now, yes?" Bauscus says, his smile plastered once again on his face. "As Philo said, good luck!"

As their silhouettes disappear behind you, Bertholde shakes his head. "Damn bullies. I should have recognized those two." You suspect that he might have been in on the whole thing though, as he did nothing to help you in the ambush. "Do you all need a breather?" he asks.

HEALING

Between encounters, players may choose to heal damage to specific Abilities. There are certain Hexes that allow this healing to take place, but any player can perform the healing on themselves by using resources. Each resource heals the corresponding Ability.

Hearts → Body

Clubs → Mind

Diamonds → Spirit

Additionally, Spades, or raw resources, can be used to heal any Ability at a rate of 2 resources for every 1 point of healing.

THE MISSION CONTINUES

After several hours of travel through the woods, you arrive at a clearing. Up ahead, you see what appears to be an old hunting trail, and to the side of the trail, a broken-down wagon. The corpses of two horses are tied to the wagon, and several wooden crates sit atop the wagon bed. A pack of wild dogs seems to be feasting on the dead horses.

"There it is," Bertholde says. "We found the wagon a while ago but didn't want to mess with it without the Commander's go-ahead. Those dogs weren't here before, though." He grips his bow tightly. "Shall we dance, friends?"

DARE YOU CHALLENGE ME?

Occasionally, certain encounters ask the entire squad to roll a skill check and pool their successes together. The sum of all successes determines whether or not the squad overcomes the obstacle. This is known as a Challenge and is designated as such in the description of the encounter.

THE ABANDONED WAGON

Here, players can use everything they've learned so far to neutralize the wild dogs. Bertholde, a seasoned scout of the 9th, assists them. The Narrator may adjust the number of dogs to add to the sense of danger, but three is the recommended pack size.

Bertholde

Body: 5

Mind: 4

Spirit: 4

Combat—⊙⊙⊙⊙⊙

Investigation—⊙⊙⊙⊙⊙

Ingenuity—⊙⊙⊙⊙⊙

Wild Dogs (3)

Body: 5

Mind: 2

Spirit: 3

Combat—⊙⊙⊙⊙⊙

Investigation—⊙⊙⊙⊙⊙

Athleticism—⊙⊙⊙⊙⊙

Note: while wild dogs cannot be convinced to stand down, a player may use Persuasion in this case to scare the dogs. In this case, think of Persuasion as yelling and making oneself seem larger with physical gestures.

RETREAT

Sometimes a good retreat is better than a suicidal stand. At any point in a mission, the party may choose to retreat to Tenebria. There are two consequences to doing so.

First, each character takes 1 point of Spirit damage. This means that if a character had only 1 point remaining in Spirit, the failure of the mission becomes the proverbial final straw. That character loses faith in what Tenebria represents and does not return with the others.

Second, all resources used in the course of the mission are considered expended and lost. This includes healing resources, but not resources presented to establish initiative order. Moreover, if characters retreat in the midst of an encounter, they can only do so on their turn in the order. Resources dropped by fallen companions may not be recovered unless the survivors complete the current encounter.

Even with these consequences, retreat may be the better strategic solution. If your mission is merely to scout a location, there is no point fighting an enemy to the death.

Upon victory, the players seize control of the wagon. They recover 5 resources to be drawn from the deck.

You bask in your victory, but Bertholde's expression seems troubled. He points to an arrow stuck to the wheel of the wagon. "The dogs came after, drawn by the horses. They weren't the reason the wagon stopped. Looks to be the work of human hands...what sort of people rob a wagon but leave the supplies behind?" He takes a while to survey the surroundings but finds no clue to his own question. After a while he motions for you all to return. "We better report this to Marius."

Congratulations on completing your first mission on behalf of Tenebria!



AFTER A MISSION

After you return to Tenebria with hard-won resources, you may use those resources to make your character stronger. You can do this in one of two ways: character improvements or Tenebria improvements.

CHARACTER IMPROVEMENTS

With the right resources, you can make your characters stronger, smarter, more determined, or improve their skills in a specific area. Be aware, however, that the greater the improvement, the higher the cost; it might take only a few books to learn to read, but mastery of the language requires a small library.

ABILITY IMPROVEMENT

An increase to your Ability score in either Body, Mind, or Spirit requires the appropriate resource, i.e. Hearts for Body, Clubs for Mind, Diamonds for Spirit. As always, Spades may be exchanged for any other resource at a rate of 2 to 1. The number of resources required depends on your current Ability score. To increase the score, you must spend resources equal to your current score plus 1.

For example, Gaius has a Mind Ability score of 5. This means that he needs to spend 6 Club cards to increase his Ability by 1. Alternatively, he only needs 3 Diamond cards to increase his Spirit from 2 to 3. A little encouragement was all he needed to raise his spirits and rekindle his morale.

SKILL IMPROVEMENT

Similarly, to increase the level of a skill in which you already have training, you must spend resources equal to your current level plus 1. However, only one of the cards you spend needs to be the relevant type of resource. For example, Gaius has 3 points in Investigation and would like to increase it. He needs to spend 4 resources, only 1 of which must be a Club, because Investigation is a Mind-related skill.

If you would like to gain training in a new skill, you must spend resources equal to the total number of skills you have plus 1. Moreover, at least 1 of the resources must be the relevant suit for





the new skill you wish to learn. For example, Gaius has training in Athleticism, Literacy, and Investigation. If he wishes to receive training in Combat, he must spend 4 resources, 1 of which must be a Heart because Combat is a Body-related skill.

SETTLEMENT IMPROVEMENTS

In addition to improvements to your character, you may also spend resources to improve the town of Tenebria. You may wish to build a blacksmith, to help convert raw materials into equipment. Or perhaps a farm, to generate Body resources at the start of every mission. These improvements may not offer a dramatic advantage to your character, but helps the entire party, as well as the community of survivors in Tenebria. Even though some improvements can help the entire party, you may not pool resources to meet any requirements for attaining them. All resources must come from the same individual.

Moreover, in the unfortunate circumstance that a character is lost, the settlement improvement stays with the player. Thus, if your first character Julius dies, you may create a new character Augustus with all the benefits of the settlement improvements that Julius built before his untimely demise.

The same settlement improvements may be built by multiple characters in a given party, but the benefits do not stack. That is, if two characters in a party have the same settlement improvement, only 1 instance of the given benefit applies to the party. However, different improvements offering the same benefits do stack, e.g. two different improvements that both offer additional Spirit resources both apply.

A settlement improvement used in the construction of a newer improvement is replaced by the upgraded improvement. However, this does not stop you from building the lower level settlement improvement again. For example, Gaius may choose to upgrade his small farm into a mid-sized one. After he does so, he may choose to build another small farm instead of improving his mid-sized farm. In this case, he gets the benefit of both his small farm and his mid-sized one.

Whenever an encounter or a base improvement generates a resource of a specific type, the Narrator should draw from the deck until a card of the right type is drawn. Shuffle unused cards back into the deck.





List of Settlement Improvements

Blacksmith – Requirements: 1 Body resource and 3 resources of any other type. Benefit: Equipment for all characters may be created with 1 less resource.

Armorer* – Requirements: Blacksmith, 2 Body resources, and 3 Mind resources. Benefit: Equipment for all characters may be created with 1 less resource and armor may be crafted with only 1 raw resource.

Swordsmith* – Requirements: Blacksmith, 2 Body resources, and 3 Mind resources. Benefit: Equipment for all characters may be created with 1 less resource and crafted weapons gain 1 additional damage.

Small Farm – Requirements: 3 Body resources and 1 Mind resource. Benefit: Generates 1 additional Body resource per character at the start of missions, up to a maximum of 3.

Mid-sized Farm* – Requirements: Small Farm and 5 Body resources. Benefit: Generates 5 Body resources at the start of missions.

Large Farm* – Requirements: Mid-sized Farm, 4 Body resources, 3 mind resources. Benefit: Generates 5 Body resources at the start of missions and grants each character +1 Body score for the duration of the mission.

Granary – Requirements: Any Farm, 5 Body resources, and 1 additional resource of any kind. Benefit: generates 1 additional Body resource as a reward for each player at the end of the mission.

Stadium – Requirements: Any three of other settlement improvements, 5 Body resources and 3 raw resources. Benefit: Before a mission, roll a d6. On a 5 or 6, you gain +2 Body score for the duration of the mission. On any other number, you get -1 Body score for the duration of the mission. If a failure would bring your Body score to 0, you may not benefit from the Stadium.

Scriptorium – Requirements: 4 Mind resources. Benefit: Convert any resource into a Mind resource at a cost of 1 to 1.

Library* – Requirements: Scriptorium and 5 Mind resources. Benefit: Convert any resource into a Mind resource at a cost of 1 to 1. Additionally, each player may draw a card at the beginning of every mission. If that card is a Mind resource, you may keep it.

University* – Requirements: Scriptorium and 10 mind resources. Benefit: Convert any resource into a Mind resource at a cost of 1 to

1. Additionally, each player may draw 3 cards at the beginning of every mission and keep all Mind resources drawn.

Shrine – Requirements: 2 Body resources, 3 Spirit resources.

Benefit: Gives each character in the party +1 to Spirit score for the duration of the mission.

Chapel* – Requirements: Shrine, 1 Body resource, 4 Spirit resources. Benefit: Each character in the party gains +1 to Spirit score for the duration of the mission. The party gains the ability to mitigate 2 Spirit damage throughout the course of the mission. Note: Chapels and Shamanist Effigies cannot both confer benefits. Players must choose one or the other.

Shamanist Effigy* – Requirements: Shrine, 2 Body resources, 3 Spirit resources. Benefit: Each character in the party gains +1 to Spirit score for the duration of the mission. Each additional success on a Hex beyond the required amount can deal an additional damage. Note: Chapels and Shamanist Effigies cannot both confer benefits. Players must choose one or the other.

Market – Requirements: 1 each of Body, Mind, and Spirit resources, plus 3 raw resources. Benefit: convert raw resources into any other type of resource at a rate of 1 to 1.

Bazaar* – Requirements: Market plus 3 each of Body, Mind, and Spirit resources, plus 3 raw resources. Benefit: Convert raw resources into any other type of resource at a rate of 1 to 1. At the start of a mission, a player may pay a raw resource to draw 2 resources and keep both resources.

Copper Mine – Requirements: 1 Mind resource, plus 5 raw resources. Benefit: Generate one additional raw resource per player upon successful completion of missions.

Baths – Requirements: 2 each of Body, Mind, and Spirit resources, plus 3 raw resources. Benefit: Each player is allowed to heal 1 point of damage in any Ability during the course of a mission.

Wooden Palisades – Requirements: 3 Body resources, 1 Mind resource, and 1 Spirit resource. Benefit: mitigate 1 damage to Body or Spirit during the course of the mission.

Stone Walls* – Requirements: Wooden Palisades plus 4 Body resources and 3 Mind resource. Benefit: mitigate 2 damage to Body or Spirit during the course of the mission.

** These are upgraded versions of the prerequisite improvements.*

LOSS OF A CHARACTER

As previously mentioned, if any of your Abilities drop to 0, the character is lost, either from physical wounds, from going insane, or from completely losing the will to fight for survival. In the dangerous world of the late 5th Century, this was not uncommon. When this happens, don't fret; you can simply create a new survivor and rejoin your compatriots back in the relative safety of Tenebria.

When a character is lost, however, they drop the resources they were carrying, as well as any equipment they might have forged. If the surviving members of the squad prevail in the encounter, they have a chance to recover these resources and equipment. Moreover, as mentioned previously, the settlement improvements they made to Tenebria stay with the player, who can then apply these improvements to a new character.

Sometimes, a character is lost in a way such that their equipment is lost with them. If, for example, Gaius trips and falls off a cliff, it would be very difficult for his companions to salvage his resources. In this situation, it would be up to the discretion of the Narrator whether and how much of Gaius's gear the survivors can recover.





APPENDIX I: HEXES

A Hex is a ritual, a sign, or a word of power that characters may use to affect the physical world. These sometimes call upon ancient, esoteric truths, or perhaps exploit deeply-held superstitions in the minds of targets. Whatever the source of the efficacy, Hexes in the world of Tenebria are not to be taken lightly.

Generally, the success requirements of a Hex are determined by the targeted Ability in the opponent. That is, using a Hex to attack the Spirit of an enemy requires successes equal or greater to that enemy's Spirit score. Some Hexes also have specific success requirements, and these are specified in the Hex descriptions.

Hex Name	Target Successes Needed	Effect
Aid	Target Body	Target gains 1 Body point. For each success above the target's Body score, the target gains an additional Body point. A target may not gain more than their maximum number of Body points. This Hex may only be used three times per mission.
Berserk	Target Mind	Target becomes enraged and deals one additional point of Body damage for every hit for the remainder of the encounter. However, the target cannot perform any action other than combat for the duration of the encounter.
Blood Bounty	5	This Hex may be cast once after each encounter that ends in combat. The caster scours the site of the encounter for additional salvage. Each player may draw a card, and all Body resources drawn this way may be kept. Discard all other resources drawn this way.
Clarity	3 + Number of Hexes affecting Target	Purifying energies clear away all other Hexes affecting the target. This includes both negative and beneficial Hexes.
Confusion	Target Mind	Strange gestures and bizarre, guttural sounds confuse the target, causing their Mind-related actions to require an additional success for the next 3 rounds. Each additional success over the required amount extends this debuff by 1 round.
Festina	Target Body	A strange celerity overtakes the target, allowing them to perform one additional action per turn.



Meditation	Self Spirit	The caster of the Hex enters into a meditative state, gaining 1 temporary point of Spirit for the duration of the encounter. Each success above the caster's Spirit score yields an additional temporary point in Spirit. Spirit points gained this way are lost after the encounter ends.
Mesmerize	Target Mind	The caster weaves a disturbing, hypnotic pattern, causing the target to lose their action this round.
Plaga	4	Each character and every adversary must draw from the deck. If the card drawn has a Mind, Body, or Spirit resource on it, the one who draws it takes 1 damage in the respective Ability. If a raw resource (Spade) is drawn, no damage is taken. Discard all cards drawn this way.
Sickness	Target Body	The sight of bone charms elicits feelings of nausea and disgust. Target takes 1 additional damage to Body for every successful attack against them for the next 3 rounds.
Striga Gift	5	An ancient curse that strengthens the target with an unquenchable thirst for blood. For the next 3 rounds of combat, each point of Body damage done by the target results in 1 point of Body healing to the target.
Strange Vertigo	Target Mind	Spinning a thread around the target, the caster creates an unsettling sense of vertigo. For the next round, all actions against the target require 1 less success.
Soothing Words	Target Mind	Target gains 1 Mind point. For each success above the target's Mind score, the target gains an additional Mind point. A target may not gain more than their maximum number of Mind points. This Hex may only be used 3 times per mission.
Terror	Target Spirit	The caster brandishes a terrifying fetish constructed of dead animal parts. Upon success, the target loses 1 Spirit. Additionally, the target cannot attack the caster of the Hex for the next round.
True Sight	5	The target gains extraordinary clarity of vision. All Body and Mind related tasks require 1 less success for the next 3 rounds.
Zeal	5	Tremendous inspiration and courage are temporarily created within the heart of the target. All damage to Spirit is temporarily mitigated for the remainder of the encounter. At the end of the encounter, the target takes all of the mitigated damage, except any that would bring the target below a Spirit score of 1.

APPENDIX II: EQUIPMENT

To survive in the world of Tenebria, your characters must use whatever equipment or supplies they can scavenge. Mass-produced weaponry and armor are rare, and often times your character must make do with old gear and discarded arms.

The artisans of the settlement may also create gear, but such equipment is generally expensive and rough-hewn; still, wearing a thick, uncomfortable slab of metal is preferable to a spear in the gut.

Note that a character may only carry one equipment of each type on each mission. If they own more than one piece of equipment, the quartermaster keeps their extra gear back in Tenebria until the next mission.

HISTORICAL ACCURACY

In addition to the fictional background of Tenebria, certain liberties have been taken with the illustrations in this book, especially with regard to the equipment of Roman soldiers. The purpose of this was to create a distinctive sense of place and setting, using imagery with which most people would be familiar. By the 5th century, the "Roman" legions were made up of many different peoples of diverse cultures, often with distinctive regional decorations in their gear. Moreover, sources and artistic renditions of the exact armor worn by the legions during and immediately after the fall of the Empire are sometimes contradictory.

We do know that the *segmentata* armor and the rectangular *scutum* shields that many of us associate with Roman soldiers had fallen out of favor centuries before. If you wish for a more historically accurate look for your adventures, we recommend image searching for 5th century Burgundian or Visigoth armor.

GEAR





Name	Type	Cost	Description
Gladius	Weapon	3 raw resources	A standard issue short sword. +1 to Body damage
Spatha	Weapon	4 raw resources	A longer infantry sword. +2 to Body damage
Pilum	Weapon	5 raw resources	A spear that may be used as a melee weapon or thrown. +2 to Body damage OR 1d6 to Body Damage
Scutum	Shield	4 raw resources	A wide, rectangular shield. -1 to Body damage done to you, and -1 to the Body damage you deal, both with a minimum of 1 damage.
Clipeus	Shield	4 raw resources, 1 Mind resource	A smaller, circular shield. -1 to Body damage, with a minimum of 1 damage.
Lorica Segmentata	Armor	5 raw resources	Laminated Strip Cuirass. -2 to Body damage done to you, and -1 to the Body damage you deal, both with a minimum of 1 damage
Lorica Hamata	Armor	6 raw resources	Mail Body Armor. -2 to Body damage done to you, with a minimum of 1 damage
Tabula	Scribing Gear	4 raw resources, 1 Mind resource	A wax tablet with stylus, to jot down your thoughts and to pass along information. +1 to Mind damage you deal, and -1 to Mind damage received, both with a minimum of 1 damage.
Codex	Scribing Gear	4 raw resources, 2 Mind resources	A bound book of knowledge. +1 to Mind damage with a minimum of 1. -1 to the number of successes required for a Mind skill check, with a minimum of 1.
Full Scribe Kit	Scribing Gear	4 raw resources, 3 Mind resources	Ink, papyrus, and codices. +1 to Mind damage you deal and -1 to Mind damage received, both a minimum of 1 damage. -1 to the number of successes required for Mind skill check, with a minimum of 1.
Bone Fetish	Spiritual Weapon	4 raw resources	A symbol of power crafted from bits of bone. -1 to number of required successes on Hexes, with a minimum of 1.
Constantine's Cross	Spiritual Weapon	4 raw resources	A symbol of the Christian God. -1 to Spirit damage taken, with a minimum of 1.

Bone Coat	Armor	6 raw resources	Headgear and armor made from bone. +1 to Spirit damage inflicted.
Vestments	Armor	7 raw resources	The vestments of a Christian cleric. -1 to Spirit damage taken, with a minimum of 1. Spirit checks against you require 1 additional success.
Standard	Weapon	7 raw resources	A standard bearing the symbol of Tenebria. -1 to Spirit damage taken for the entire party, with a minimum of 1. + 1 to Body damage.
Eagle of the 9th	Weapon – note: the Eagle cannot be borne with any equipment other than one suit of armor.	7 raw resources + a recovered Roman Eagle	A standard bearing the Eagle of the 9th Legion Gemini, with its symbols and colors. -2 to Spirit damage taken for the entire party. +1 to Body damage.

APPENDIX III: THE FIRST YEAR OF THE NEW AGE

SCOUTING THE UNKNOWN

MISSION BRIEFING

Marius holds an arrowhead recovered during a scavenging mission, his expression troubled. He turns to you. "I think we have a problem. So far, we've managed to keep our surroundings safe, but if brigands are starting to gather around our settlement, we need to break them up before they can organize into a threat. To that end, I'm sending a few squads out to scout unknown areas around Tenebria, and to report back on any large groups of hostiles. As always, salvage any equipment or resources you can find, but your top priority is intel gathering. Go forth, and glory to Rome!"

Mission Objective: Explore the area marked "terra incognita" to the East of Tenebria, reporting back on any bandit encampments. Additionally, recover any caches of supplies you can find.

Requirements: A single resource from each character, one of which must be a Body resource.

Narrative: *You quietly pack your bags as the sun slowly crests the foothills in the east. In your mind's eye, you see the area as it was sketched on Marius's skin map, a tiny patch of blankness hiding who knows what treacherous dangers. Only the foolish venture into the unknown—the foolish and those forced by circumstance to survive the collapse of civilization.*

Failure: If the squad is unable or unwilling to properly prepare with the requisite resources, no healing of any Ability is allowed for the duration of this mission.

ENCOUNTERS

A Boon for the Bold – The squad arrives at a cave half hidden by a copse of dying trees. Roll Investigation: Target Number (TN) 3. Success reveals the area to be a bear cave; 5 successes on the roll also reveals that the bear is temporarily out foraging. The squad



may attempt explore the cave or bypass it altogether. Within the cave, the squad discovers what appear to be medicinal herbs (Body resources) as well as a cache of supplies. Both take time to gather and pack away. The squad may choose to recover the herbs, gaining 2 Body resources, or recover the cache (15 lbs.) for Tenebria. If they choose to do both, the bear returns to its cave and they must fight it.

A Suspicious Trail – Deeper into the unknown area, the squad encounters signs of a fight. Two looted corpses lie in a clearing, with several trails leading away from the site. Roll Investigation: TN 4. Success allows the deduction that trail that the survivors took (proceed to Encounter: The Murderers). Upon failure, the Narrator rolls a d6. On a 6, the squad finds the right path (proceed to Encounter: The Murderers). On any other number, proceed to Encounter: Aimless Wandering. If the group decides to investigate the bodies themselves, each player must roll Morale: TN 2. Those who have more than 2 successes may lend their successes to their squad mates. Each player who fails takes 1 point of Spirit damage. The bodies are revealed to be the corpses of former soldiers; after they were defeated, they were ritualistically mutilated. Bringing this information back to Marius yields 1 additional Mind resource at the end of the mission.

Challenge: Aimless Wandering —*Your squad follows the trail into the woods, where it soon intersects with another trail. This then winds into another section of the woods before it appears to double back upon itself. The trees reach to the skies, obscuring the light of the sun, and each part of the forests looks very much like another. You appear to be lost, and it is starting to get very dark.* Roll Ingenuity and pool the squad's successes. Target Number is the number of squad members plus 3. Success allows the squad to use the surroundings to reorient the squad. Otherwise, roll Investigation: TN 6, again pooling your success. Success allows the squad to reorient themselves with their maps. The squad may also overcome this situation with some other creative solution. With the right number of successful checks, the squad may return to Tenebria and complete the mission. If both checks end in failure, the squad continues to be lost in the woods, and each player loses 1 resource. After this resource loss, the players may make the 2 checks again. Repeat this until players run out of resources, at which point they begin taking Body damage

for each round of failure. Alternatively, the players may forfeit the mission, taking the point in Spirit damage – if this is the case, there are no mission rewards.

The Murderers – If a successful Investigation check led to the correct path, or if the squad lucked out on taking the right path, they track the survivors of the fight to a clearing further in the woods. Here, they find a rudimentary camp with very basic defenses, and several hostile brigands (brigands equal to the number of players, +1 witch). Rolling Athleticism: TN 4 allows the squad to sneak up on the brigands, resulting in a -1 to initiative for every enemy character. Combat ensues. Upon defeat, enemy survivors may be taken prisoner and questioned. They talk about the Great Dragon who has been recruiting bandits in the area and organizing them into small pockets like the one the squad found. The squad also finds a cache of supplies (15 lbs.). The mission ends.

REWARDS

Upon mission completion, each squad member draws 1 resource card. Additionally, each player draws 1 card for every cache of supplies returned to Tenebria. Defeating the murderers and bringing back intel on them yields an additional 2 resources for the squad. Finally, each enemy taken prisoner grants 1 resource.

WARNING THE PATROLS

Note: Skip this mission if an enemy was captured in Scouting the Unknown

MISSION BRIEFING

You've barely recovered from your previous expedition before you are called before Marius once again. This time, you see several of his trusted lieutenants with him. He looks more tired than usual, and the set of his mouth holds something you haven't seen before: sadness.

"Four patrols in as many weeks..." The woman closes her mouth as you step into the council. You recognize her as Arthan, a Visigoth warrior who is often seen at scout briefings. Her eyes narrow at your approach. "They must know our patrol routes...through treachery."



Marius holds up his hand.

(If the squad previously completed The Murderers in mission 1, Marius speaks on their behalf.) "They have proven their loyalty by avenging one of our lost patrols. Moreover, they returned with valuable intel on the nature of our foe. They have my implicit confidence."

(If the squad returned without completing The Murderers, Marius has a more measured response.) "What better way to vet our new recruits than with a mission to test their mettle and their loyalty?"

Mission Objective: Check on five of the outer patrol squads, warning them about the ambushing brigands and reinforcing them if necessary.

Requirements: A single resource from each player. Spending 1 additional Mind resource yields an additional boon.

Narrative: *Grudgingly, Arthan hands over a schedule of patrols containing the planned route of each squad to the west of Tenebria. You are to visit each of these squads in turn, bringing whatever assistance you can afford. As you gather your belongings, each of you takes a close look at the schedule, trying to plan an efficient way to visit each squad while minimizing your time traveling through the wilderness.*

Failure: If the squad is unable or unwilling to properly prepare with the requisite resources, no healing of any Ability is allowed for the duration of this mission.

Success: If the squad spends an additional Mind resource, they realize that the final rendezvous point is scrawled on quickly, and in a different hand from the other entries. They are able to bypass the encounter, **A Wasted Afternoon.**

ENCOUNTERS

Just Another Tour – The characters arrive at the first rendezvous point to meet a squad led by an old veteran named Claudio and five recent recruits. Claudio has been with the 9th since he was 15, and has the scars, if not the rank, to prove his competence. The recruits seem jittery, nervous. Claudio thanks players for their warning but assure them that he'll be fine with the newbies. He

insists that the characters move on to the next patrol squad. Roll Investigation: TN 3. Success reveals that the new recruits are in fact, not fine. They are on the verge of breaking. Characters may choose to leave a resource with Claudio. Alternatively, rolling Morale: TN 3 rallies the new recruits and strengthen their resolve. If neither of these are done, the squad is lost at the end of the mission.

The Twin-Headed Spear – The squad arrives at the second destination to meet with Felix and Fausta. *Even newly arrived to Tenebria, you have heard mention of these siblings. The brother and sister pair are known as the “Twin-Headed Spear,” savage in battle, but prone to constant, petty arguments between themselves.* Their patrol squad is the largest of the ones the characters must visit and consists of the siblings along with five other soldiers. Before the Tenebrians can greet each other, they are set upon by an ambush consisting of six brigands, a witch, and a cataphract. Felix shouts for the characters to form up with their soldiers, while Fausta screams at the characters to move around and flank the enemy from behind. Players have ten seconds to decide on a course of action. If they listen to Felix, they have to fight the brigands first before targeting the witch but have the support of the soldiers and the siblings. If they listen to Fausta, they flank around and be able to attack the witch directly but also face the cataphract alone. Regardless, victory yields 1 resource per character, and the patrol squad is saved at the end of the mission.

The Hammer of Jupiter – The squad arrives at the third rendezvous point and meet Bellarius, who leads a patrol of two soldiers. Bellarius is a giant of a man, upon whose massive torso the standard-issue centurion armor barely fits. He wears a lion skin atop his helmet and flights with a two-handed bludgeon. When the squad gives their warning about ambushes and help, Bellarius laughs in their face. *“You think I need help from such puny warriors? Show me your strength...then perhaps I’ll listen.”* Bellarius offers the challenge of a one-on-one non-lethal duel. At the point of challenge and at any point during the duel, a character may attempt to Persuade Bellarius to stand down—this check is to be made against Bellarius’s Spirit score. A character engaged in the duel may also yield at any time, but this results in a loss. If

Bellarius loses 2 or more points in any Ability, he yields, and offers the character who defeats him 2 Body resources. If the squad convinces Bellarius to stand down, the patrol is saved at the end of the mission. If the character yields or if Bellarius yields after taking damage, the squad is lost, either because Bellarius ignores the squad's warning, or because he is weakened and unable to successfully fend off an ambush.

A Wasted Afternoon – The squad arrives at the fourth rendezvous point, an empty meadow near the foothills to the west. *A small brook runs through the meadow, cradled by pastel wildflowers and gently swaying grass. The blueness of the sky and the chirping of birds take you far, far away from any thoughts of fallen empire or the fight for survival. There is peace here, a sense of quiet that you haven't felt for ages.* The squad continues to wait here. Nothing happens. And they wait. Nothing. Eventually, Arthan emerges from the tree line, flanked by a few of her scouts. *"It seems you aren't the traitors," she says.* The Narrator reveals to the players that the final entry was a test, to see if they were the ones giving the brigands the locations of the patrols. Arthan, suspicions somewhat assuaged, leads the squad back to Tenebria.

REWARDS

Upon mission completion, each squad member draws 1 resource card. If Encounter: A Wasted Afternoon was bypassed, a character may confront Arthan. Marius, upon hearing Arthan's attempt to trick the squad, gives each character 1 resource to compensate them for wasted time and potentially putting them at risk by sending them into the wilderness on a wild goose chase. Additionally, characters gain 1 resource for each saved patrol squad. If all three squads are saved, characters gain an additional resource each. The commander(s) of each saved squad is available for Tenebria's defense in the mission **The Battle of Tenebria**.





BUILDING BLOCKS OF COMMUNITY

MISSION BRIEFING

Arthan comes to you as you huddle by the fire.

"Hey, no hard feelings," she says, before you can speak. "Look, we may seem overly suspicious here, but it's only because so many come through who want to take more than they give. And a settlement like this just doesn't work that way. Let me make it up to you...you need somewhere to sleep, away from the cold. There aren't enough building materials, but I know where we can find some. Let me guide you and we can bring stuff back to build you some shelter."

Mission Objective: Go to the Quarry with Arthan and bring back raw materials.

Requirements: A single resource for every two characters, rounded down.

Narrative: Arthan nods as you pack up your meagre possessions. "You're in worse shape than I thought. Here, take some food at least. She gives 1 Body resource to each character.

Failure: If the squad is unable or unwilling to prepare the necessary resource, Arthan makes up the difference with her supplies and does not provide the players with the additional resource.

ENCOUNTERS

Challenge: Dogs of War – The squad follows Arthan through a wooded trail. At a break in the trees, she signals the squad to halt. Ahead is a pack of 6 Wild Dogs. Roll Ingenuity: TN 7. Success allows the party to distract the dogs and sneak by. Alternatively, the party may Roll Persuade: TN 7. Success allows the party to scare the dogs away with loud noises and fire. Finally, if both these rolls fail, the party may use 3 Body resources to distract the dogs, essentially giving them raw meat and backing away to safety. Otherwise, combat occurs.



A Hard Day's Work – The squad arrives at the stone quarry and sees members of the Tenebria community already here, cutting rock for the settlement. Each character may roll Athleticism: TN 4 to attempt to mine the quarry. Success yields 1 raw material. 6 or more successes yields an additional raw material. Finally, a character may roll Ingenuity: TN 6. Success means the character comes up with a more efficient way to mine this quarry, yielding an additional raw resource for every character.

An Embarrassment of Riches – The squad aims to return to town with their haul in tow, but will be limited by their carrying weight. Each raw resource gained in the quarry weighs 10 lbs. Any resources weighing over 10 lbs must be left behind, but may also be traded for other resources here at 2 to 1. The other Tenebrians at the quarry will make the trade with the characters – the Narrator can come up with names and personalities for these NPCs; these will generally be survivors who are less gifted in combat, but are genial and friendly toward the player characters. Arthan also congratulates the unit on a job well done, and will speak about the various base improvements the players can make with their haul.

Work Accidents – As the players trade and speak with the other Tenebrians, an unstable section of the quarry wall collapses, injuring a worker and blocking off the exit from the quarry. Roll Athleticism: TN 3 to avoid the rockslide. Characters that fail take 1 Body damage. Characters injured in this way will also be caught under the rockslide and be unable to return to Tenebria until their companions dig them out. A healthy character, i.e. one that was not caught by the landslide, must roll Athleticism: TN 4 to free a companion. Freed characters may pool their successes to free subsequent characters. If all characters were trapped by the landslide, Arthan will free one first. The squad must choose whom to free first. Additionally, the squad may free the worker also trapped by the landslide. If they do so within 4 rolls, including failed rolls, then the worker is saved. That is, if within the first 4 rolls of this encounter they successfully dig out the worker, the worker is saved. Otherwise, he dies while trapped by the rocks.

REWARDS

The squad keeps all of the raw resources they recovered at the



quarry. Additionally, if someone came up with a novel way to mine the quarry, each character gains one additional random resource. Finally, if the squad managed to save the trapped worker, each gains an additional random resource.

AMBUSH THE AMBUSHERS

MISSION BRIEFING

You are resting in your newly built shelter, the solid stone a buffer against the chill winds. People huddle before you, trading fur and freshly hunted game for metal and wood, scraps of old papyrus for feathers to make quill pens. The smell of cook fires and acrid smoke fills the air, covering up more noisome scents of feces and other human waste. It's better than sleeping in the wilderness, vulnerable to any passing hungry predator, human or otherwise.

You are woken from your fitful sleep by Arthan, one of Marius's chief lieutenants.

"Wake up, friends." She kicks each of you in turn. "We're going hunting."

As you arise, you see that she is already geared up and ready to go, with two spears strapped to her back and an unstrung bow across one shoulder.

"Before you ask, we're going to hunt down the whoresons that have been taking out our people. She smiles evilly, "I jumped one of them, and let's just say I used some methods that Marius wouldn't approve of to get some answers. But now we have a location."

Mission Objective: Assist Arthan in taking out the brigand outpost.

Requirements: Four resources from the entire squad, one of which must be a Body resource.

Narrative: *Arthan waits impatiently as you prepare your gear. "Hurry it up, fresh meat. The only reason I'm bringing you along is because you've survived against these whoresons before...and Marius doesn't regularly check in on you. But if we take too long, he'll be pissed to all hell."*

Failure: If the squad is unable or unwilling to properly prepare with the requisite resources, Arthan dies in Encounter: The Best-Laid Plans.





ENCOUNTERS

A Simple Task – *Arthan leads the squad silently through the forest, her sense of direction almost supernaturally sure. After a full day of wordlessly scrambling over roots and ducking under branches, she suddenly brings the squad to a halt. She motions beyond her, toward the gloom and dusk. You follow the direction of her pointing fingers and see the unmistakable glow of campfires. This is a hostile brigand camp. There are four brigands visible in the camp. Additionally, not visible initially to the squad, there is a witch in one of the many tents in the campsite. Another brigand and an archer are on patrol and return upon hearing sounds of conflict. Arthan allows the squad to plan the attack. Upon victory, the squad receives 3 total resources. Any brigand captured alive reveals the location of the main camp, allowing the squad to bypass Encounter: The Search for the Source.*

The Search for the Source – The defeated brigands were well equipped but could not have been camping out there by themselves. They had to have been part of a larger force. Rifling through their belongings at the camp reveal specific scouting orders. Arthan says she's not great at reading but believes she can use these instructions to find the location of the larger brigand force. Roll Literacy: TN 4. Success allows the character to correctly decipher the instructions. An additional Investigation roll with TN 4 allows the party to correctly pinpoint the location of the larger brigand force. Upon a failure on either one of these checks, or if the squad trusts Arthan to find the way, the group gets somewhat lost in the woods, and each character must pay 1 resource. If a resource cannot be paid, that character takes 1 Spirit damage.

Sprawling Evil – After some time in the forest, the squad finally locates the main force of the brigands. *You smell and hear them before you even see the actual campfires. The strong scent of charred meat and the clanging and shouting of soldiers at camp suggests that this army is taking little pains to hide itself. Other than the forward scouts, discipline here is lax and the mood boisterous. When you get close enough, you realize why: there are hundreds of them, perhaps even close to a thousand. This is the largest fighting force you've seen since the Fall—a hundred circling camps spreading out from a massive war tent visible even from where you are hidden within the tree line. And it isn't just fighting bodies—you see what must be over a hundred horses tied to a line of wooden posts toward the back of the camp. Strange totems are strung up at regular intervals amongst the campfires. A closer look reveals that these are in fact corpses and human parts nailed to long pikes and other polearms.*

Arthan takes the squad away from the camp and huddles together with them. She offers them a choice: sneak up and sabotage the horses, talk their way past the sentries to try to find out what's going on in the war tent, or try to take down some of the grisly standards of this horrific army. The squad may choose one of these.

Challenge: The Horses – if the squad chooses to sabotage the horses, they must roll Athleticism: TN 4 + the total number of characters, to sneak over to the picket line of horses. This is a challenge and successes may be pooled. If they fail, sentries

challenge them. A single character must roll Persuasion: TN 5 to talk their way out of the situation. Otherwise, proceed to Encounter: The Best-Laid Plans without successfully sabotaging the horses. After the squad arrives at the horses, they can let the horses loose and cause a stampede through the camp. Proceed to Encounter: The Best-Laid Plans.

The War Tent – if the squad chooses to investigate the war tent, they are challenged three times by sentries as they proceed toward the tent. Roll Persuasion: TN 3, 4, and 5, respectively. Upon failure, proceed to Encounter: The Best-Laid Plans. Once they pass the sentries, they arrive at the massive war tent, where they finally catch a glimpse of the leader of the brigands, a fearsome Visigoth commander named Fritigern. Moreover, they discover the leaders of the camp in the middle of a war council over a map with a dagger stuck in where Tenebria is located. Arthan silently curses and turns around just in time to see a sentry stumble upon the unit. The sentry screams out an alarm. Proceed to Encounter: The Best-Laid Plans.

The Effigies – if the squad chooses to sabotage the standards, they may also choose to separate into different teams. Each team can dismantle one effigy before the camp is alerted. To do so, roll Athleticism: TN 4. If they fail, sentries notice their efforts. In either case, proceed to Encounter: The Best-Laid Plans.

The Best-Laid Plans – *As the sounds of alarm spread throughout the camp, the unit rushes to the edge of the tree line. Although the camp is messy and ponderous, it awakens to danger with surprising speed. Like serpents, lines of the brigands form up and narrow in on your location. Although you arrive at the tree line before the banging of war drums coalesces into a steady rhythm, your way is blocked by several of the enemy.*

If the unit does not have sufficient preparation, Arthan is killed instantly while pushing one of the characters out of the way of a barrage of missile fire from a band of 3 brigands and 2 archers. The squad must then fight these enemies on their own. Otherwise, Arthan fights alongside the squad.

When the enemy falls, the squad turns around to see a mass of new warriors approaching from the camp. Arthan screams at

the squad to return to Tenebria with the intel and makes a stand against the incoming horde. She refuses to leave, insisting that news of this enemy force is far more important than a single life. The squad will not be able to convince Arthan to leave, but if they stay longer, or if Arthan dies in the initial encounter, proceed to Encounter: A Headlong Flight. Otherwise, the mission is completed.

A Headlong Flight – Unable to overcome the impossible odds, the squad rushes through the forest, leaving Arthan behind. As they flee for their lives, they are forced to leave behind some of their gear and possessions; but surely, that is better than death or capture? Each character must pay 1 resource or take 1 Body damage.

REWARDS

The squad returns to Tenebria to a livid Marius. He reprimands the squad for taking a careless risk and seems to blame the squad in part for the loss of Arthan. (The Narrator may improvise or think up of something that normally soft-spoken Marius would scream at the players. Arthan was as close to a right hand as he had, and perhaps the most effective scout in the entire settlement). After reining in his temper, Marius apologizes for being perhaps a bit unfair, and gives each character 1 resource to compensate them for the risk they took. Additionally, characters gain 1 resource each for every sabotaged effigy, 2 resources each for sabotaging the horses, or 1 random resource and 1 Mind resource each for bringing back intel about Fritigern. Each of these successfully completed objectives also affect the defense of Tenebria in the mission **The Battle of Tenebria** .



AN UNOFFICIAL DEMOTION

MISSION BRIEFING

Your time in Tenebria has become lonely. You seem to have fallen out of favor with Marius, who refuses to even meet with you directly. The settlement is abuzz with activity, preparing for an attack from the army you stumbled upon with Arthan. If it weren't for you, no one would even know of the impending danger, yet Marius seems to have inexplicably decided to ignore you for the preparation of the town's defenses.

Finally, one cool afternoon, Bauscus approaches you with a mission. You are to head to the western reaches of the settlement and scavenge and hunt for food. This seems a waste of your abilities, but Bauscus merely shrugs and says that it's what the Commander wants you to do.

Mission Objective: Head to Causa Venandi to the southwest of the settlement to hunt and bring back Body resources.

Requirements: A single resource from each character, 2 of which must be Spirit resources.

Narrative: *You prepare you gear, hands steady and betraying no sign of your discontent. Marius wants nothing to do with you, yet expects you to go out and hunt for the settlement? You, who have done nothing but help the safety and security of the town, are now to be only trusted with scavenging for food?*

Failure: Unable to overcome the cloud of dispiritedness and disappointment, the squad takes 1 point of Spirit damage each.

ENCOUNTERS

Challenge: Hunting, Deer – the hunting area is easy to reach. This entire area has been marked by scouts of the 9th as being rich in game of all sizes. Roll Investigation: TN 7. This is a Challenge roll. Success allows the squad to find a small clearing in the woods where four deer are gathered. The party must then roll Athleticism OR Combat: TN 8 to bring down a deer. Each deer yields 50 lbs. of meat, and each 15 lbs. of meat translates to 1 Body resource.

Remember that characters are limited by the amount weight they can carry.

Gatherer – After the hunt, the squad notice that several of the mushrooms in the clearing appear to be edible. Characters can choose to gather edible mushrooms but should be warned that some of the mushrooms may be poisonous. Roll Investigation: TN 4. Success allows the squad to gather 1 Body resource from the mushrooms. Each success over 4 yields an additional Body resource. Failure causes the checker to take 1 Body damage.

The Ambush Redux – As the squad begins heading back toward Tenebria, they find their way blocked by **Bauscus**, along with a squad of 4 brigands, 3 archers, 3 cataphracts and 1 witch. *Bauscus's wide grin takes on a sinister air as he runs his thumb along his drawn sword. "My friends. It seems you have quite a lot of food. We'll take it from here."* Characters may attack immediately or try to get more information from Bauscus. If the latter, they learn that Bauscus once served with another Legion, the 17th Dacia. The last legate of the legion before the Fall was none other than the Visigoth Fritigern. After Rome could no longer pay his owed salary, Fritigern declared himself king of Dacia and East Germania, and has led the remnants of his Legion on a burning and pillaging spree. Bauscus sees Fritigern as the best hope for survival in wasteland of the Empire's collapse, and thus has been assisting the warlord in trying to take out the major threat in his way: Tenebria.

At this point, regardless of what a character says, Bauscus and his people attack. The squad is also unable to choose to fail the mission and return to Tenebria after this ambush—the way is blocked.

After surviving one round of combat against the ambushers, help arrives in the form of **Marius** and 5 **Soldiers**. They join the fight on the side of the squad. The arrival of reinforcements also deals 1 Spirit damage to each enemy.

REWARD

After the defeat of Bauscus and his people, **Marius** explains that he had used the squad once again, this time to root out the traitor. Someone had been passing along patrol schedules to the



brigands, someone pretty high placed amongst his officers. So he gave each of his officers different orders for a different squad of scouts, lightly provisioned so as to provide an irresistible target. Bauscus had scurried off shortly after giving the players their orders, and Marius had followed him with reinforcements. Marius had to maintain his distance from the players so as to not



make the act of passing along orders through his officers seem suspicious.

Upon return to Tenebria, each squad member draws 2 resource cards for their help in rooting out the traitor. In addition, the squad may keep all the Body resources they gathered in the course of the mission.

STAGES OF GRIEF

MISSION BRIEFING

Marius comes to you at your dwellings. He looks exhausted. And sad. You rise as he enters, but he gestures for you to sit back down.

"I come to you as friend, not commander," he says. "You've been through quite a bit in service to this settlement, and I truly appreciate your hardship. But the loss of Arthan and Bauscus's betrayal has left me quite shorthanded. So I must ask your assistance once again.

"You may remember Philemon, who worked with Decarion Bauscus to greet you when you first arrived. He's gone missing. I do not believe that he was complicit in Bauscus's betrayal, but they were dear friends. I'm afraid that he's done something reckless and irrational. I am severely shorthanded, so I ask you to go find Philemon and bring him safely back to Tenebria."

Mission Objective: Find Philemon and return him to Tenebria.

Requirements: Three mind resources.

Narrative: *Your first step is simple: you go to where Philemon kept his spartan quarters to look for clues as to his whereabouts.*

Failure: If the squad is unable or unwilling to prepare the necessary resources, they must complete Encounter: Busywork.

Success: With the right preparation, the squad finds enough clues to proceed to Encounter: On the Trail.

ENCOUNTERS

Challenge: Busywork – The squad arrives at the hovel where Philemon made his home. There are several other refugees about, some of them look over at the player characters with naked



curiosity. Roll Investigation: TN 7. This is a Challenge roll. Success yields the following information from Philemon's neighbors: 1) Philemon had walked into the sunset, 2) he was following the direction of the aqueduct, and 3) he had mentioned going somewhere immediately north of a known hunting ground. If the squad fails on their Investigation rolls, they may pay 1 resource of any type to bribe the neighbors for each piece of information.

On the Trail – The clues picked up from Philemon's home in Tenebria leads the squad west along the aqueduct, toward the area marked *periculum*, or "danger," on their maps. Most of the going is easy, and it appears that the solider had left a clear trail. After two days' journey, however, the tracks seem to split. Roll Investigation, TN 5. Success means that one of the player characters discovered the correct path. Proceed to Encounter: Solitude. Failure means that the squad proceeds to Encounter: An Attempt to Dissuade.

An Attempt to Dissuade – The false trail leads to a rope trap built against a tree and hidden by leaves. Players must present a card from the available resources; the Narrator should not reveal the reason for this card presentation. The player character with the lowest card is caught in the trap. If a player does not have a resource card to present, that player's character is caught instead. If there is a tie, players draw cards to determine the victim of the trap. That character must roll Athleticism: TN 5. Upon success, they manage to avoid the trap. Otherwise, they take 1 Body damage. After the squad frees the victim, they turn around to double back, only to find the way blocked by a pack of 5 hostile Wild Dogs. After taking care of the dogs, Proceed to Encounter: Solitude.

Solitude – Through a break in the forest you see the small lean-to built against the trunk of a fallen tree. If you weren't explicitly looking for something like this, you might have missed it. Next to a meagre cookfire is a small drying rack, upon which hang two skinned rabbits. Of Philemon you see no sign. Roll Investigation or Ingenuity: TN 5. Success means that the character notices two things: that the coals in the fire are still smoldering, and that there is a space next to the fire where leaves seem compressed by the weight of someone sitting. A character may call out to Philemon, at



which point the missing soldier come out from some bushes next to the camp. Otherwise, Philemon shoots an arrow from where he is hidden, and interacts with the player characters from cover.

Philemon Hidden – if the squad did not succeed on their Investigation or Ingenuity checks, Philemon remains hidden from them, loosing arrows at the player characters occasionally as they speak to convince the squad to leave him alone. A Challenge Persuasion or Morale roll with 8 pooled successes will automatically convince Philemon to return to Tenebria. Otherwise, the Narrator may conduct the roleplay and evaluate whether the player characters' words are enough to move Philemon to return, setting the target numbers appropriately. Remember, this is a man who has not only lost his best friend Bauscus, but has also learned that his associate was a traitor responsible for the deaths of many of his other companions.

Philemon Revealed – if the squad succeeds on their Investigation or Ingenuity checks, Philemon comes out of hiding to face them. The player characters can see that he is grieving, and that his sadness has made him brittle and unsure. A Challenge Persuasion or Morale roll with 6 pooled successes will automatically convince Philemon to return to Tenebria. Again, the Narrator may conduct the roleplay and evaluate the player character's words, setting the target number for the skill checks.

If the squad fails more than three persuasion checks. Philemon makes it clear that he will not return to Tenebria. He simply wants to be left alone, and to survive on his own as long as he is able. The squad then returns to Tenebria without having completed their mission.

REWARDS

Upon return to Tenebria, Marius rewards each player with one random resource drawn from the deck for their effort. Additionally, if the player characters return to Tenebria with Philemon, Marius rewards the squad with a building for them to use as a headquarters. The squad may pick a base level settlement improvement, i.e. one that does not require another settlement improvement, to build for free.



THE EAGLE OF THE 9TH

MISSION BRIEFING

You arrive at the briefing table short of breath, having rushed over as soon as you were summoned. At the table are almost all of Marius's remaining officers. In dark red ink, an ominous circle is drawn to the southeast. Bold, square letters name the enemy – the 17th Legion Dacia.

Marius smiles at you when you arrive at the table. "My friends. I must ask for your assistance once again. You are not truly soldiers under my command, but as citizens of Tenebria, my hope is that you do your part for her defense." Though his tone is solicitous, it is clear that what Marius is about to task you with is an order. "You may have noticed that that our standard is getting quite old and rusted. We have blacksmiths but they're unable to recreate the standard without the correct mold." He points to an area of the map, a small wooded section equidistant from red mass of the 17th and the small dot that is Tenebria. "This is the location of an old supply village. If memory serves, they should have an Eagle standard, or at least the castings to help us make another.

Do not underestimate the importance of the Eagle—it represents the honor and the fighting spirit of the legion. Its presence assures our people that though Rome has fallen, there are those of us who refuse to fall with it. For that reason, I suspect the 17th will also attempt to secure the supply village. Expect heavy resistance."

Mission Objective: Travel to the ruins of the supply village to recover either the casting molds or an Eagle for Tenebria.

Requirements: A resource from each character. Every type of resource other than Raw Materials must be present.

Narrative: *You know the importance of the Eagles. Once it was said that everywhere the metallic wings cast their shadow, the peace of Rome reigned. Yet now, even in Tenebria, the Eagle of the 9th can barely weather a heavy storm. So you prepare for your mission with earnestness, ready to overcome any challenges in your way to restore the pride of the Legion.*



Failure: Improperly preparing for the mission causes 1 point of damage in each category of resource missing. .

If each category is represented, but the total number of materials is deficient, then each player takes 1 point of damage in their highest Ability. In the event of a tie, the player chooses the damage type.

ENCOUNTERS

Challenge: Lost Glory – the squad travels to the location of the old supply town along the brick path of a surviving Roman highway. *Every mile traveled is a reminder of what was lost, and what may perhaps never be recovered. So focused were you on survival that you hadn't thought about the larger implications of the Fall. The East is closed off to you, and the West is embroiled in chaos. Without Rome or Constantinople, what will become of the world? Perhaps the 17th has the right of it: would it not be easier to slaughter and pillage your way through this time of uncertainty?*

The Narrator rolls a d6 to determine the number of miles (1.6 km per mile) traveled along the Roman road. For each mile traveled, the squad must roll Morale and pool their successes. With less than 5 successes, the sense of loss is overwhelming, and each member loses 1 point of Spirit. With over 7 successes, the squad's determination is strengthened by a sense of purpose, and each is healed 1 point of Spirit. A character cannot go below 1 Spirit or gain more than 1 point of Spirit above their max Spirit in this way.

The Outskirts – Eventually, the squad arrives at the outskirts of the supply village. *Even long abandoned, the handywork of the Roman army is everywhere, from the cleared tree line to the rudimentary earth works. As you move closer, you see that, around the dilapidated cottages of the village, there appear to be some wooden palisades recently erected. It seems that someone has decided to make the village their home.*

Roll Investigation: TN 6. This is a Challenge roll. Success reveals that the village has already been occupied by a small forward force of the 17th. This check also reveals two apparent approaches to the village: an Eastern entrance guarded by four brigands and two archers and a Southern side entrance guarded by three cataphracts; 9 or more successes reveals what looks to be a small dirt path leading to the north of the compound. The total number of enemy is unknown. The squad can decide to approach during

the day or night. If the squad fails this challenge, they can see only the eastern and southern entrance, and have no information on the total number of guards

Daytime Approach – Any direct attack on a group of enemy causes one member of the foe (chosen by the Narrator) to attempt to raise the alarm. If the specific enemy unit survives 3 turns of combat, the alarm is raised.

During the day, most of the enemy is out foraging for supplies, leaving 5 brigands, 4 archers, and 2 cataphracts in addition to the guards at the entrances.

If the squad discovers the side path, they find a garbage dump and a five-foot-deep (1.5 m) latrine pit that leads out from the village. Entering through this gate doesn't raise the alarm, but unless the squad comes up with an innovative way to avoid the human waste and garbage, inflicts 1 point of Body damage and 1 point of Spirit damage to each character.

Daytime Interior – Several of the buildings inside the village appear to be intact. Once they enter, the squad identifies an old communal building, the remnants of some sort of artisan's house and workshop, a tent covered with furs, and an old granary.

- **Communal Building** – this is the temporary headquarters of the 17th in this area. It is guarded during the day by 3 brigands, a cataphract, and 2 archers. A character may scout out the exact enemy placements by rolling Investigation: TN 4. There is a single point of entry, in front of which two of the brigands are lazily eating and gossiping amongst themselves. Rolling Athleticism: TN 6 allows a character to sneak up and eavesdrop on the conversation. They learn that the brigands are waiting for reinforcements to transport the Eagle, and that the standard is currently kept in the granary. Additionally, a character can learn that the 17th is only waiting for the return of the Eagle to begin their attack on Tenebria. A frontal attack also yields the above intel, but only by rolling Literacy: TN 4. Finally, the squad may notice that there seems to be a pile of kindling and firewood beside the building. Rolling Ingenuity: TN 5, a character may attempt to bar the doors of the communal building and set it on fire, killing the enemy within but also destroying the intel and setting off an alarm.



- **Artisan's Workshop** – this is one of the other notable structures in the village. There seems to be no sign of the enemy on the outside, but within, 2 brigands have snuck off for some “personal time.” They are thus unarmed and can be easily surprised. Roll Combat: TN 8. This is a Challenge roll. Succeeding on this Challenge instantly neutralizes these brigands. Otherwise, the squad has a full free round of combat before these two can act. They can be questioned to reveal the same intel as that found in the Communal Building. Additionally, the squad discovers 4 resources within the artisan's workshop.
- **Covered Tent** – a tent made of animal skins and furs is set up in the middle of the village. There seems to be no one guarding this tent during the day. Because of its location in the middle of the village, a character must roll Athleticism: TN 6 to sneak to it without being seen. Inside, players may recover 2 resources.
- **Granary** – A single cataphract stands outside the granary, spear and sword in hand and looking the most alert of any of the sentries you have seen thus far. This cataphract only requires two turns to raise the alarm and must be defeated before players are able to access the Granary. *The clay roofing of this old granary is collapsed in places, letting in beams of sunlight that seem to cut through the dusty interior. The single wooden trapdoor is built low to the ground, such that even a person of short stature would have to duck to get within. Once your eyes adjust to the dimness, you see the prize that you have come for: a beautiful bronze eagle cast with loving detail. The Aquila sits atop several wooden crates, probably filled with valuable supplies.* There are four crates inside the granary. Each crate weights 15 lbs. and counts as 2 resources. Additionally, the Eagle weighs 10 lbs. The Narrator should allow the squad to loot the granary, but keep each character's carrying capacity in mind.

Nighttime Approach – During the night, the village is occupied by 15 brigands, 10 archers, and 10 cataphracts, and 3 witches in addition to the gate guards. Additionally, Beton the Savage is in his tent.

During nighttime, an alarm is raised after 4 turns of combat in the case of a direct confrontation.

While the Eastern gate is guarded by the same number of

enemies as the day, there are only 2 **cataphracts** at the Southern entrance. Moreover, these cataphracts are engaged in a game of dice, and may be ambushed by rolling **Athleticism: TN 4**. If ambushed, the players get one free full turn to inflict damage or attempt to incapacitate the enemy.

The latrine pit entrance has 1 **brigand** defecating. Going through this way requires taking 1 point of Body damage and 1 point of Spirit damage. The brigand must be taken out, but the squad has the jump on him, giving them a full round of combat before the brigand can act.

Nighttime Interior – Several of the buildings inside the village appear to be intact. Once they enter, the characters identify an old communal building, the remnants of some sort of artisan's house and workshop, a tent covered with furs, and an old granary.

- **Communal Building** – this is the temporary headquarters of the 17th in this area. At night, its interior contains 7 **brigands**, 4 **cataphracts**, and 5 **archers**. All of these foes are asleep. The squad may scout out the exact enemy placements by rolling **Investigation: TN 8**. This is a Challenge roll. There is a single point of entry, in front of which are 2 additional **brigands** and 2 **archers**. Rolling **Athleticism: TN 4** allows a character to sneak up on the guards. During nighttime, the guards stand silently at watch, and do not reveal any intel. If the squad succeeds with a frontal attack, they may learn intel only by rolling **Literacy: TN 4**. The intel is as follows: the brigands are waiting for reinforcements to transport the Eagle, the standard is currently kept in the **granary**, and the 17th is only waiting for the return of the Eagle to begin their attack on Tenebria. Again, the squad may notice that there seems to be a pile of kindling and firewood beside the building. Rolling **Ingenuity: TN 5**, a character may attempt to bar the doors of the communal building and set it on fire, killing the enemy within but also destroying the intel and setting off an alarm.
- **Artisan's Workshop** – At night, this workshop has been converted to temporary housing. There are 5 **brigands**, 3 **archers**, and 2 **witches** sleeping within. 3 **cataphracts** are standing guard outside. These guards may be surprised by rolling **Athleticism: TN 7** (this is a Challenge roll), yielding an additional combat round for the players. After disposing of the



guards, each character may sneak into the workshop by rolling Athleticism: TN 3. Within, the squad discovers 4 resources.

- **Covered Tent** – a tent made of animal skins and furs is set up in the middle of the village. The soft light of brazier fire gently lights the tent from within. At night, a character must roll Athleticism: TN 3 to sneak to it without being seen. Looking inside, players can spot the sleeping shape of **Beton the Savage**. Any attempt to enter the tent wakes **Beton**, who engages the players in combat. If the squad fights **Beton** within his tent, he is too occupied to raise the alarm. Otherwise, he raises it after 4 combat rounds.
- **Granary** – 3 cataphracts stand outside the granary, conversing with a witch. The squad may attack or wait and attempt to listen in on their conversation. If the latter, the guards eventually disperse after their conversation. *There seems to be some disagreement between the guards in front of this granary. The three armored horsemen stand sullenly as the tiny man dressed in rags screeches at them. It is a wonder that the rest of the camp can sleep with the commotion. After some eavesdropping you get a better idea of what they're arguing about. It appears that the old man wishes to add a charm to the Eagle being held inside the granary, a sort of heathen hex or effigy of some sort. The three riders seem insistent that the Aquila be kept as it is. After some more argument, the four depart in the direction of the tent at the center of camp.* If the squad has already killed **Beton the Savage**, they only have a few minutes before the guards here reach **Benton's** tent and raise an alarm. As a result, they only have enough time to recover the **Eagle** and one crate. Otherwise, they may recover four crates from the granary. Each crate weights 15 lbs. and counts as 2 resources. Additionally, the **Eagle** weighs 10 lbs. The Narrator should keep each character's carrying capacity in mind.

REWARDS

Returning to **Tenebria** with the **Eagle** yields 1 resource reward to each character. Additionally, the **Eagle** of the 9th becomes available for crafting. Returning to **Tenebria** with intelligence about the timing of the attack from the 17th yields an additional resource per character. Finally, each character receives 1 resource for killing **Beton the Savage**.

THE BATTLE OF TENEBRIA

MISSION BRIEFING

The inevitable has arrived.

Scouts spotted the orange glow of torch fires a night before they arrived. Marius withdrew the entire strength of Tenebria back to the settlement, behind hastily erected defenses and sharpened wooden stakes facing outward against the approaching enemy. The preparations made in the last few weeks would surely be enough to withstand an assault from the 17th. They must be.

There was a period of extended quiet—long, tense hours where you all avoided looking to the East.

The next morning, thousands of birds fled their roosts as Fritigern, and his people maneuvered ponderously to surround Tenebria. There were no horns or war cries, just the steady thrumming of drums as each of Fritigern's lieutenants moved their units into position. And then, after they closed the noose around the town, silence.

Marius offers no stirring speech, no eloquent call to war. He merely raises his spear and nods toward the mass of enemy arrayed against you. "Defend your home. Fight to the death."

Mission Objective: Defend Tenebria against Fritigern and the 17th Dacia.

Requirements: Every unused resource from every character.

Narrative: *The meagre supplies you've collected are meaningless if Tenebria falls. Give your all for her defense and your home may yet survive the day.*

Failure: For each character who refuses to give up their resources, the entire squad suffers 1 Spirit damage.

ENCOUNTERS

The settlement of Tenebria has ten points of defense. Certain conditions causes the settlement to lose a point of defense. If all ten points of defense are lost, the settlement is lost. The game is then over.



Note: the squad may NOT forfeit this mission halfway through— each retreat allows characters to advance the half day and heal but causes 1 point of damage to Tenebria's defense in addition to any damage it would otherwise take.



For every effigy the squad destroyed in Ambush the Ambushers, all enemy units start with 1 less point in Spirit.

The First Morning – The initial attack from the 17th comes quickly and mercilessly. They charge in numbers in a direct assault from each of the cardinal directions. The purpose of the attack appears to be to crush the spirit of the defenders in an overwhelming assault. The squad may choose to defend the north, south, east, or west. If there are surviving NPCs from Warning the Patrols, the Narrator should inform the players of where these captains are stationed.

- **Northern Defense** – If Claudio survived Warning the Patrols, he leads the defense of the Northern perimeter. These Tenebria forces are charged by squads of cataphracts. With Claudio in charge, the defenders will unleash a volley of arrows dealing 1 Body damage to every enemy. The attackers reach the line of defense and the squad must face 5 cataphracts.
- **Southern Defense** – if Felix and Fausta survived Warning the Patrols, they lead the defense of the Eastern perimeter. The enemy composition from this side consists of a mixed force. With the siblings in charge, the Tenebrians are able to launch a flanking attack against the charging enemy, eliminating their ranged forces (archers and witches). The squad will face 4 brigands, 3 archers, 2 cataphracts, and a witch.
- **Western Defense** – if Bellarius survived Warning the Patrols, he leads the defense of the Western perimeter. The Hammer of Jupiter fights at the front lines and deals a total of 5 Body damage to the enemy, to be determined either randomly with dice rolls or by the Narrator as the encounter plays out. Alternatively, the Narrator may choose to include Bellarius as a combat NPC and make rolls for him against the enemy in combat. The enemies here consist of 9 brigands and 1 witch.
- **Eastern Defense** – Marius personally leads the defense of the Eastern perimeter. However, his tactical maneuvers are countered by Fritigern's own counter-stratagems. Here, the enemy forces consist of a mix of forces. The squad must face 4 brigands, 3 archers, and 2 cataphracts. Additionally, if they did not kill him before, Beton the Savage will be part of the attacking force. Philemon will fight alongside the squad in this defense if he was convinced to return to return to Tenebria.

- Every quadrant that the players did not choose and that does not have a Tenebrian captain in charge, the settlement takes 1 damage to its defense.

The First Night – If the squad sabotaged the horses in **Ambush the Ambushers**, the cavalry strength of the 17th will be depleted at this point. Thus, going forward, all cataphracts will be replaced by brigands.

As the sun begins its descent in the west, the world seems drenched in blood—it is as if the crimson of the battlefield has stained the very sky. You drag your wounded to shelters and stack your dead against the perimeter of your defenses. There will be time to honor them later if you survive.

As you start unstrapping your gear, hoping for a few hours of respite, you hear the war drums once again. It is hard to swallow your despair as you see a mass of fresh troops from the 17th maneuver to the front of their lines.

Roll Morale: TN 8 (this is a Challenge roll). Success strengthens the resolve of the defenders. Additionally, if the Eagle of the 9th is available, this check automatically passes. Otherwise, all players suffer 1 Spirit damage.

If the players fail the morale check, use the following narrative:

As if sensing your despair, the mass of shadowy forms begins their charge just as the sun starts to dip beneath the horizon. Howls of rage fill the evening air as all of Tenebria braces for the slaughter.

If the players pass the morale check, use the following narrative:

Misinterpreting your quiet resolve for despair, the enemy begins their charge. Their howls reach you on the wind, the thunder of their footsteps felt in the soles of your sandals. Let them come—if death is what they seek, they will find it in Tenebria.

In the ensuing combat, the squad finds themselves facing cataphracts equal to their numbers, as well as Cassius the Coward. Remember that if the horses were sabotaged, the cataphracts become brigands. Cassius is a brute prone to taunting the players as they fight. This is an opportunity for the Narrator to improvise, but feel free to use some of the quotes included with the enemy stat block. Rolling Ingenuity: TN 5 will allow a player to taunt back, silencing Cassius and dealing 1 Spirit damage to all enemies. This may be attempted as many times as possible, but the effect will only occur once.

The Second Morning – *As the sun rises, Tenebria still stands, battered, bloody, but still defiant. The light of day heartens you more: in the merciless clarity of morning, you can see the damage you've inflicted on the 17th. They are no longer an overwhelming, invincible army, a mass of faceless marauders. They are survivors, men and women caught in the collapse of the world, who've chosen to eke out their existence by stealing and robbing from others. You almost pity them.*

And then, the horns and drums, but not a call to war. It is a request for parlay.

If Arthan didn't die immediately in **Ambush the Ambushers**, she is brought forward as a prisoner by Fritigern and the following interaction occurs:

As the small group of riders approach the middle of the killing field, you see a familiar figure being dragged behind them. Arthan has lost weight since you last saw her, and her face is covered with bruises and cuts, but her expression remains defiant. You marvel at the force of will that allows her to continue to snarl at Fritigern as they kick her to her knees before you.

"A challenge for you," Fritigern says. His accented Latin is not unlike that spoken by Marius. "Fight my champion for the life of your comrade. Should you refuse, another stain on this battlefield matters little to me... but how will your pitiful band feel when they realize that you care as little for their lives as I do?"

If Arthan died in **Ambush the Ambushers**, the following interaction occurs:

The group of riders halt in the middle of the killing field. You see Fritigern on his massive black stallion, and next to him, a man covered with scars. The latter vaults off his horse with the grace of a dancer before drawing two wicked looking swords from his back.

"A challenge for you," Fritigern says. His accented Latin is not unlike that spoken by Marius. "Send one of your own to fight my champion. I have told my people that you are close to breaking, and that there are none amongst you who would dare venture beyond your fortifications. Prove me wrong."

The squad must choose one of their number to face **Sisbert Blade Dancer**. Based on the outcome of the duel, the following occurs.

If the duel is lost or rejected: All characters take 1 Spirit damage. If Arthan is alive, she will be executed on the spot, her corpse left on the battlefield. Fritigern returns to his lines, laughing the whole way.

If the duel is won: All characters gain 1 point of Spirit. This may allow players to have one more than their current maximum. Additionally, if Arthan is alive, the following interaction occurs:

Fritigern cuts the rope tying Arthan to his saddle. She takes a few tentative steps toward your lines, then stops. You can see the madness in her eyes, but it is already too late. She smiles, her blood-caked lips curling into a ghastly halfmoon. Then she screams: "Long live the Empire! Long live Tenebria!" Even as the sound escapes her lips, she has whipped around and charged at Fritigern. Taken by surprise, his horse rears, throwing Fritigern to the ground. He lands poorly, rolling on his ankle and falling into a heap. Then Athran is on top of him, her teeth bared to rip at his throat. But she is a restrained, unarmed woman, and his guards cut her down an instant later. As they help Fritigern back on top of his horse, you realize that he has been wounded. You hope that it was worth Arthan's life. Note to Narrators: Feel free to narrate this sequence of events however you choose. As a result of Arthan's sacrifice, Fritigern takes 1 point of Body damage that cannot be healed.

The Second Night – If the squad infiltrated the command tent during **Ambush the Ambushers**, Marius decides that he has enough information to attempt an assassination against Fritigern. He tasks the squad with this mission, planning a daring nighttime raid against the besiegers as a distraction. In order to get to Fritigern, the squad must pass three Challenges.

- Challenge 1: the squad must roll Ingenuity or Investigation: TN 7. Success will allow the squad to time their infiltration with the nighttime raid led by Marius.
- Challenge 2: the squad must roll Athleticism: TN 8. This is required to sneak into the heart of the enemy camp during the chaos of the battle.
- Challenge 3: Finally, in the heart of the enemy camp, the squad sees Fritigern protected by all manner of bizarre and frightening fetishes hung about his tent. Roll Morale: TN 7. If they pass this check, they overcome their fear and attack Fritigern directly.

A failure on any one of these checks advances time to The Third Morning. Each character takes 1 damage based on the failed Ability check, i.e. Body, Mind, or Spirit.

Successfully passing all three allows the squad to come face to face with **Fritigern** and four **cataphracts**. Successfully defeating **Fritigern** allows the squad to proceed to Rewards.

If the command tent was not infiltrated during **Ambush the Ambushers**, proceed to **The Third Morning**.

The Third Morning – *The previous day was quiet. The commanders spoke of respect for the fallen and the duel that had taken place the morning before, but it is abundantly clear to you that all of Tenebria's defenders are exhausted to the point of breaking. It appears that the 17th are at that point as well—they no longer pretend to adhere to any tactics, and instead have bunched up for a final, massed assault. Then, with the long, clear, cry of a war horn, the remaining strength of the 17th Legion Demacia surges forward against the remnants of Tenebria's defense.*

The squad must face an enemy squad of 5 **brigands**, 3 **archers**, 3 **cataphracts**, and 1 **witch**. Each time an enemy is struck down, a new enemy unit replaces the one that has fallen, with brigands replacing brigands and cataphracts, and archers replacing archers and witches. After five combat rounds, **Fritigern** appears with his retinue of 3 **cataphracts**. Combat continues with enemy reinforcements until **Fritigern** falls. Once this happens, proceed to Rewards.



REWARDS

You have done it! Against overwhelming odds, you have defended Tenebria against a superior foe. As Fritigern falls, it is as if the spirit leaves the minds of his people. Most drop their weapons and flee; a few drop to their knees and place themselves at your mercy. The world has become one in which mercy is in short supply, and the rules of Tenebria are tough but fair. If they can contribute, they may become part of your community. If not, they will be driven off to find their survival elsewhere. As the last straggler flees into the tree line, you cannot help but feel a profound tiredness. It is not simply the battle that you have survived, but the endless one to come—every day from now on will be a fight for survival. But at least you now have a safe place to sleep.

Each character receives 3 resources for defeating Fritigern. In addition, the maximum resource contribution to the defense of Tenebria is given back to each character, i.e. if one character gave 3 resources, another gave 2, and the rest each gave 1, EVERY character receives 3 resources. Finally, each character receives 1 resource for every Tenebria defense point remaining.



APPENDIX IV: NPCs

Wild Dog

Body: 5

Mind: 2

Spirit: 3

Combat—○○○○○

Investigation—○○○○○

Athleticism—○○○○○

If there are three or more Wild Dogs, each gains + 1 to Combat.

Equipment: None

Rewards: 1 Body resource for each pack defeated.

Packs of these ferocious beasts roam the wilds around Tenebria. As a single unit, they are easily dispatched. But when attacking in a pack, the peril they represent are greatly magnified.



Bear

Body: 6

Mind: 2

Spirit: 5

Combat—○○○○○

Investigation—○○○○○

Athleticism—○○○○○

Equipment: Claws that deal an additional +1 Body damage.

Rewards: 1 Body resource.

Large, ponderous, slow—underestimate these brown bears and it may be your last mistake. A starving bear may be more dangerous than a trained warrior when agitated.



Brigand

Body: 4

Mind: 4

Spirit: 4

Combat—○○○○○

Investigation—○○○○○

Athleticism—○○○○○

Traits: Brigands can have a variety of different traits. Many are Deserters or Veterans of Rome's past wars. As a Narrator, you

should feel free to modify the stats and skills of these wandering scavengers to fit your story needs.

Equipment: Brigands will arm themselves with whatever weapons and armor they can find. Although full suits of metal armor will be rare, the use of the Gladius, Pilum, and Scutum are common. Occasionally, brigands will also be equipped with Clipei or Constantine's Cross.

Rewards: Whatever equipment the brigands are carrying.

Wandering the wastelands of the fallen Empire, brigands are what you might have become had you not found the safety of Tenebria.



In the latter part of the campaign, it is revealed that many of these units are part of the 17th Legion Dacia. In this case, feel free to standardize equipment and stats to better suit this background.

Archer

Body: 4

Mind: 5

Spirit: 3

Combat—○○○○○

Investigation—○○○○○

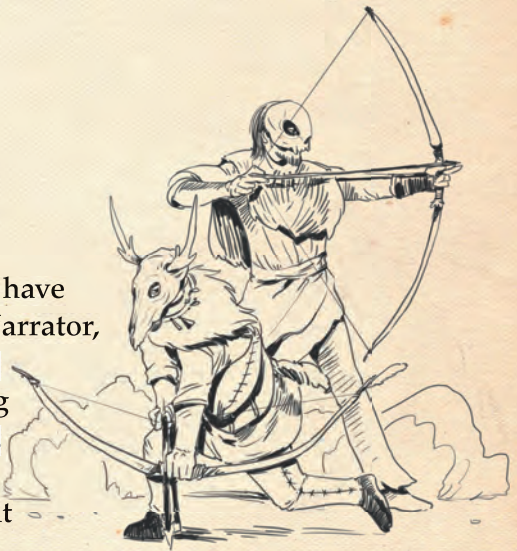
Athleticism—○○○○○

Traits: Archers, like Brigands, can have a variety of different traits. As a Narrator, you should feel free to modify the stats and skills of these wandering scavengers to fit your story needs.

Equipment: Bows and Slings – +1 to Body damage OR +1 to Spirit damage, attacker's choice.

Rewards: 1 random resource.

These are scavengers and hunters who have more affinity with ranged weapons than many of their companions.



In the narrative focused, free-form combat of Tenebria, the Narrator may choose to add additional dimensions to account for the use of ranged weapons. Perhaps these enemies cannot be attacked until their brigand companions are defeated? Or perhaps their positioning allows them an additional round of damage against the players before they can be engaged. Or you may choose, for the sake of expediency, to simply say that that characters can close within striking distance on their turn. Whatever mechanic you choose, adhering to consistency will ensure a smooth experience for your players.

Witch

Body: 3

Mind: 4

Spirit: 6

Persuasion—○○○○○

Morale—○○○○○

Hexes—○○○○○

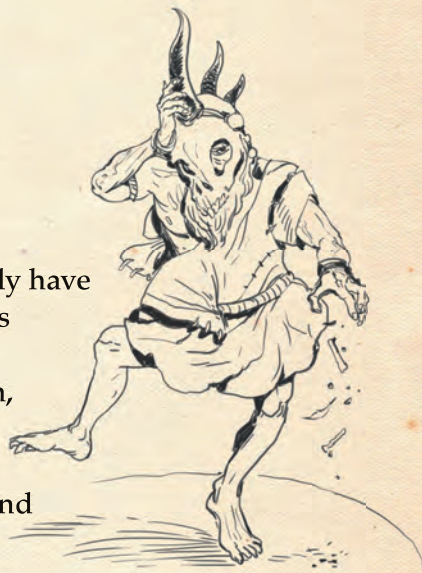
Known Hexes: Most witches generally have 3 different Hexes at their disposal. As Narrator, you may choose these for yourself, or default to Aid, Confusion, and Sickness.

Traits: Though early Christianity was rife with accusations of heresy and witchcraft, witches that the players encounter in the world of Tenebria can have every trait except Devout Christian.

Equipment: Witches may occasionally carry Bone Fetishes (-1 to number of required successes on Hexes, minimum of 1) or Bone Coats (+1 to Spirit damage).

Rewards: 2 Spirit resources.

Occasionally, individuals are able to force their strength of belief upon others. In its most subtle manifestation, this may involve creating unease and fear in the minds of their enemies. Yet records survive of terrifying supernatural abilities, of blood magic and the ability to turn ordinary people into savage beasts. The truth of these tales may never be known, as few survive an encounter with these fell individuals.



Cataphract

Body: 5

Mind: 4

Spirit: 5

Combat—⊙⊙⊙⊙⊙

Athleticism—⊙⊙⊙⊙⊙

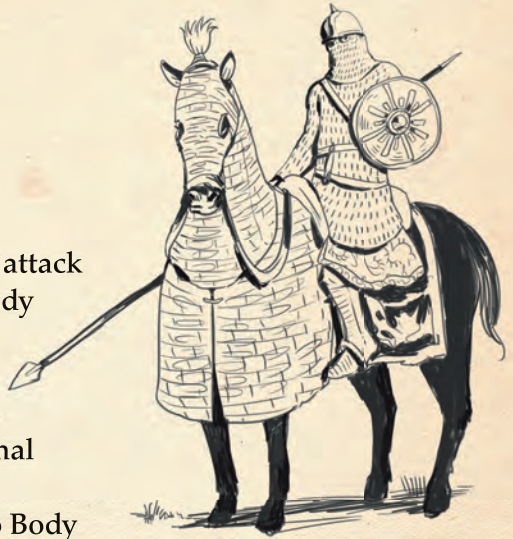
Charge (Body)—⊙⊙⊙⊙⊙ - An attack against an enemy that does 1 Body damage AND 1 Spirit damage

Traits: Cataphracts may have a variety of traits, although most will have some sort of professional fighting background.

Equipment: Lorica Hamata -2 to Body damage taken. Pilum +2 to Body damage on standard attacks.

Rewards: 2 random resources.

There are few sights more terrifying than over a thousand pounds (453.6 kg) of horseflesh and armor bearing down upon you on an empty field. The cataphracts of late antiquity and early dark ages were an elite cavalry force generally used to break infantry formations. Even in the absence of the guiding hand of Empire, these fearsome riders remain a difficult foe to overcome.



Soldier

Body: 4

Mind: 4

Spirit: 4

Combat—⊙⊙⊙⊙⊙

Investigation—⊙⊙⊙⊙⊙

Athleticism—⊙⊙⊙⊙⊙

Traits: Soldiers can have a variety of different traits. Many are veterans of the 9th Germania, but others are wanderers and survivors who have enlisted in the defense of Tenebria.

Equipment: Tenebria equips her soldiers with whatever equipment is available. Use of the Gladius, Pilum, and Scutum are common. Occasionally, soldiers are also equipped with Clipei or Constantine's Cross.

The remnants of the 9th Legion Germania have shouldered the duty of protecting Tenebria. These brave men and women constantly train their skills and hone their discipline to meet whatever dangers may threaten their home.

Arthan

Body: 5

Mind: 5

Spirit: 5

Combat—○○○○○

Investigation—○○○○○

Ambush (Mind) – ○○○○○ – A successful Ambush allows Arthan to add both her Mind and Body dice to her next attack.

Traits: None

Equipment: Spatha +2 to Body damage on standard attacks. Clipei – 1 to Body damage taken.

Rewards: None.

Marius Germanicus's right hand, Arthan is an experienced scout and ferocious fighter. Though prone to occasional bouts of insubordination, there is no one Marius trusts more in Tenebria.

Claudio

Body: 4

Mind: 5

Spirit: 4

Combat—○○○○○

Ingenuity—○○○○○

Morale – ○○○○○

Traits: Veteran

Equipment: Gladius +1 to Body damage.

Clipei – 1 to Body damage taken.

Rewards: None.

One of the oldest veterans of the 9th,

Claudio is gruff but fair. He helps new recruits get acclimated to their duties in Tenebria and is generally well liked by people who manage to prove their worth to the settlement.



Felix

Body: 6

Mind: 3

Spirit: 5

Combat—○○○○○

Morale—○○○○○

Testudo (Spirit) – ○○○○○ – A successful Testudo formation negates 1 Body damage taken from all enemies this round, with a

minimum of 1.

Traits: None

Equipment: Scutum – 1 to Body damage dealt and taken, with a minimum of 1.

Rewards: None.

One half of the Twin Headed Spear, Felix and his sister Fausta are as unlike as twins can be. Impassive, reliable, and solid, Felix can be counted upon to stand tall in the face of any danger.



Fausta

Body: 5

Mind: 6

Spirit: 3

Combat—○○○○○

Ingenuity—○○○○○

Flank (Mind) – ○○○○○ – A successful flanking maneuver increases all Body damage done to the enemy this round by 1.

Traits: None

Equipment: Gladius +1 to Body damage.

Rewards: None.

One half of the Twin Headed Spear, Fausta and her brother Felix are as unlike as twins can be. Quick, mercurial, and impulsive, the only thing consistent about Fausta is her ability to come up with brilliant but risky battlefield tactics.

Bellarius

Body: 7

Mind: 3

Spirit: 4

Combat—○○○○○

Morale—○○○○○

Crush (Body) – ○○○○○ – Bellarius swings his mighty hammer with his full body weight behind it. Renders armor useless for the remainder of combat, while dealing 2 Body damage.

Traits: Brute.

Equipment: War hammer + 2 Body damage.

Rewards: None.



Towering a head over the next tallest inhabitant of Tenebria, wielding a mighty bludgeon the size of a child, it is easy to see how he earned the moniker "Hammer of Jupiter." Unfortunately, for all his rippling muscles, Bellarius is sometimes as dumb as he looks.

Bauscus

Body: 5

Mind: 5

Spirit: 4

Combat—○○○○○

Investigation—○○○○○

Obfuscate (Mind) – ○○○○○ – Bauscus distracts his target with a series of taunts and quips, causing an additional point of Mind damage to all subsequent damage of any type that the target takes for the remainder of the combat round.

Traits: Deserter.

Equipment: Poisoned dagger +1 Body damage, and an additional Body damage for the next round.

Rewards: 3 raw resources.

Mercurial, charming, but occasionally prone to cruel humor, Bauscus is the first that many see of Tenebria. Although he serves as the quartermaster of the 9th, Bauscus hides a secret that even Philemon, his closest associate, does not know.

Beton the Savage

Body: 6

Mind: 3

Spirit: 5

Combat—○○○○○

Athleticism—○○○○○

Unbent, Undying (Body) – ○○○○○

– Driven mad with battle lust, Beton can stay on his feet even after sustaining grievous wounds. If an attack would take Beton to 0 Body, he may stay on his feet with three successes of this skill.

Traits: Brute.

Equipment: Axe + 2 Body damage.

Rewards: 3 Body resources.



If there is one who deserves the “savage” moniker, it is Beton. It is difficult to tell whether the man is truly fearless, or if the battle rage that overtakes him leaves no room for any other emotion.

Cassius the Coward

Body: 4

Mind: 6

Spirit: 4

Combat—○○○○○

Ingenuity—○○○○○

Investigation—○○○○○

False Retreat (Mind) – ○○○○○ – With 5 successes in this check, Cassius seemingly withdraws from the battlefield. He then heals 3 Ability points, distributed any way amongst Body, Mind and Spirit, not to exceed his maximum. He then returns to the field the next round at the top of the combat order. If he has no more allies on the field, he returns at the end of the combat order.

Traits: None.

Equipment: Twin daggers + 2 to Body damage.

Rewards: 3 random resources.

What some call cowardice, Cassius calls tactical brilliance. A veteran of the 17th Legion Dacia, Cassius has held the van on over a dozen battles, each time seeming to survive even when the rest of his unit is wiped out. There are whispers that he flees from battle during the most intense moments, but those who spread such rumors are quickly quieted...some permanently.



Sisbert Blade Dancer

Body: 5

Mind: 5

Spirit: 5

Combat—○○○○○

Investigation—○○○○○

Morale—○○○○○

Weapon Master – Sisbert can use any of his abilities (Mind, Body, or Spirit) to affect his Combat checks.

Traits: None.

Equipment: The Dacian Draco + 1d6 to Body



damage. Lorica Hamata – 2 to Body damage, minimum of 1.

Rewards: 3 random resources.

The pride of the 17th, Sisbert is the eldest son of Fritigern and the greatest swordsman of the legion. It was not enough for the quiet young man that he was acknowledged by his cohort – he wished to be the very best warrior in the world. So, his expertly forged falx in hand, Sisbert sought every opportunity to find and kill worthy opponents.

Fritigern

Body: 5

Mind: 6

Spirit: 6

Combat—○○○○○ – Fritigern may either perform an attack himself or allow any ally to use his Combat and Body stats to make an attack on his turn.

Morale—○○○○○ – Fritigern may make multiple Morale skill influences on his turn, even if he decides to act on his turn.

Hexes—○○○○○

Known Hexes: Terror; Clarity; Festina.

Traits: Parent (Note: if Sisbert has fallen, Fritigern gets -1 to Spirit).

Equipment: Shield of Dacia – 2 to Body damage. Falx + 1d6 to Body damage. Dacian Bow +1d6 to Body damage, may not be used at the same time as the Falx.

Rewards: See mission.

Legate, commander, king – many are the titles that Fritigern would gather to his name, but none quite captured the ambition and the abilities of the warlord. Cunning and cruel, yet able to inspire profound loyalty amongst his soldiers, Fritigern might have been a great military hero in the days of Empire. Now, in a world of chaos, he has decided to forge his own domain from the bones of Rome, and woe be to any who stand in his way.



APPENDIX V: NARRATOR'S RULES CHEAT SHEET

Ability	Description	Skills	Description
Body	Physical prowess, agility, stamina	Combat	General combat skills, rolled against target Body score.
		Athleticism	Feats of athleticism not necessarily related to combat, e.g. jumping across a chasm, sneaking in the dark. Usually rolled against preset difficulty.
		Carrying Weight	20 x your Body score. Without training in this skill, this weight is halved.
Mind	Mental acuity, intelligence	Investigation	How well one discovers and processes new information. Usually rolled against a preset difficulty.
		Ingenuity	How well one creates novel uses for mundane objects, how well the character performs the player's improvised ideas. Used in combat against target Mind to negate +One manipulations.
		Literacy	Characters without training in this Ability are illiterate. You know an additional language for every two points in this skill.
		Spirit	Strength of convictions, spirituality
Spirit	Strength of convictions, spirituality	Morale	Used to grant an ally a free manipulation. Usually rolled against ally's Spirit score.
		Persuasion	Used to persuade or lie. Usually rolled against a preset difficulty or target's Spirit Score. Used in combat against target Spirit to do Spirit damage.
		Hexes	Physical manifestations of the spiritual and supernatural. Characters know 1 Hex for each 2 points in Spirit, and characters without training in this skill know no Hexes.

Every character starts with 12 points that they can distribute between 3 abilities. Additionally, each Ability is linked to a set of skills. A starting character has training in 3 skills. A trained skill starts out at 3 points.

Character Loss – A character is considered lost when any of the three abilities fall to zero. Equipment and resources may be recovered by survivors if they prevail in the current encounter. Settlement improvements associated with the character stay with the player.

Resources

There are four types of resources, keyed to each suit in a deck of cards.

- Hearts: Body
- Clubs: Mind
- Diamonds: Spirit
- Spades: raw materials.

Resources are spent to commence missions, improve characters and the settlement of Tenebria, and shown to determine initiative in combat.

Missions

These are adventures that the party undertakes in the world of Tenebria. Missions consist of a Briefing, Preparation, and Encounters. Any narrative elements in these parts of the mission should be read aloud to the players.

Briefing – These provide the background and the goals of each mission and allows the Narrator to set the mood for the ensuing mission.

Requirements – This is the part of the mission where players must expend resources in preparation for the mission. The rewards for using the right resources or consequences for failing to use said resources are laid out in each mission.

Encounters – There are generally several encounters that make up a mission. Encounters are resolved through characters' usage of skills in the face of challenges they face.



Healing – Between encounters, characters may expend resources to heal damage to Abilities. 1 type of the appropriate resource is required to heal 1 point of damage to the Ability, e.g. 1 Heart to heal 1 point of Body. Raw resources (Spades) may be used to heal any Ability at a cost of 2 resources to heal 1 point of damage.

Rewards – Rewards are given for successfully completing a mission. Sometimes there are partial rewards for completing a mission.

Retreat – If the party decides to retreat from a mission, they may do so. All expended resources up to that point are lost. Additionally, each character takes 1 point of Spirit damage. If this would reduce a character to 0 points in Spirit, that character is lost.

SKILL USAGE (THE +ONE SYSTEM)

When a character wishes to use a skill, they must roll dice and attempt to hit the required target number of successes (5 or a 6). Sometimes this number is the Ability score of the recipient of the skill. Other times, this may be a number predetermined by the Narrator.

The format of these checks in the missions is written: "Roll [Skill Name]: Target Number [number of required successes]."

Manipulations – You have a number of manipulations equal to your Ability score tied to the skill, e.g. for combat, the relevant Ability is Body. The manipulations are as follows:

Before a Roll:

- Temporarily gain training in and use of an untrained skill
- Add a die to the roll, e.g. roll 4 dice on a skill with only 3 points of training.

After a Roll:

- Add a pip to a die e.g. change a 4 to a 5.
- Reroll any number of dice but keeping the new result. This may only be done once per skill roll.

Morale – a Morale skill use is made by a character who has not yet acted that round to support an acting character. This action may

be taken out of turn and is made against the target's Spirit score. If successful, the target gains a free manipulation for his or her roll.

Ingenuity – Whenever a player has an idea that her character might be too dense to come up with, Narrators should require an Ingenuity roll. The target number of successes should be based on the complexity of the idea and the Mind score of the character.

Challenges – these are obstacles that require every character to roll. The number of successes is pooled to determine whether the party passes.

CHARACTER GROWTH

Ability Increase – Spend number of the relevant resource type equal to your current score plus 1. Spades (raw materials) may replace any resource at a rate of 2 Spades for 1 of any resource type.

Skill Increase – Spend number of resources equal to your current score plus 1. Only 1 of the resources needs to be of the relevant type.

Acquiring New Skills – Spend a number of resources equal to your currently trained skills plus 1. Only 1 of the resources needs to be of the relevant type. New skills gained start with a score of 1.

Equipment and Town Improvements – these may also be purchased with resources between missions. Please see relevant appendices for specific costs and benefits of each purchase.



APPENDIX VI: FURTHER READING

We have sought to provide you with all the resources you need to run your own adventures in the world of Tenebria. However, if you would like additional inspiration for crafting the world of the fallen Western Empire, consider the following resources:

Beard, Mary. *The Fires of Vesuvius: Pompeii Lost and Found*. Harvard University Press, 2008.

Duncan, Mike. *The History of Rome*
https://thehistoryofrome.typepad.com/the_history_of_rome/

Friedman, Paul. "The Early Middle Ages." Online Lectures from Yale Courses Online. <https://www.youtube.com/watch?v=ZC8JcWVRfp8&list=PL77A337915A76F660>, 2011.

Gibbon, Edward. *The History of the Decline and Fall of the Roman Empire*. Strahan & Cadell, 1780.

Gill, NS. "The Varied Size of the Roman Legions." ThoughtCo. <https://www.thoughtco.com/the-size-of-the-roman-legions-120873>, 2018.

Heather, Peter. *The Fall of the Roman Empire*. PanMacmillan, 2005.

MacKendrick, Paul Lachlan. *The Dacian Stones Speak*. The University of North Carolina Press, 2000.

TENEBRIA

NAME:

RESOURCES:

♥ BODY:

♣ MIND:

♦ SPIRIT:

♠ RAW MATERIALS:

ABILITIES AND SKILLS:



BODY:

COMBAT:

ATHLETICISM:

CARRYING WEIGHT:



MIND:

INVESTIGATION:

INGENUITY:

READING AND WRITING:



SPIRIT:

MORALE:

PERSUASION:

HEXES:

KNOWN HEXES:

TRAITS:

EQUIPMENT:

TENEBRIA IMPROVEMENTS:

BASE STRUCTURE	UPGRADE 1	UPGRADE 2

BASE STRUCTURE	UPGRADE 1	UPGRADE 2



WELCOME TO THE END OF THE WORLD...

Rome has fallen. As the West descends into chaos, refugees to the East are turned away at spear point. Warlords and would-be kings gather stragglers and former soldiers to their banners. Superstition, fear, and violence are commonplace. In this apocalypse, small pockets of civilization remain, guarded by those who would honor the best legacies of Rome. One such place is Tenebria.

Tenebria: Remnant of Rome is an epic historical setting for the +One tabletop RPG system. Join with your fellow survivors in the struggle to build a life from the carcass of a broken empire. Will you protect others with the strength of your arms? Outsmart your rivals with your superior intellect? Do you rely upon the protection of your faith? Perhaps you will reach for older beliefs--forbidden rituals and hexes that warp the minds of those who witness them. Whatever your method, you will need to find the resources to aid your survival, and then, just maybe, restore some of what was lost.

If you believe that you're up for the challenge, gather your companions and venture forth.



FIGHT. SCAVENGE. SURVIVE.