
THE ETERNAL COURT
FILE · EC · RPGQS · EDITION I · MDCCXCIII



Quick Start

& the First Shadows Affair

*A Gothic gaslamp tabletop for one die and the city of
Kormor Kirak – for the GM, the party, and the empty
chair the company keeps setting.*

KORMOR KIRAK · VIDEK · ANNO 1793

FORMAT

A5 · Quick Start

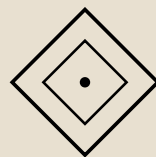
ENGINE

D6 · One Die

PLAYERS

GM + 1-4 · or none

CAPITULUM

Contents

A booklet, in twenty-five articles, that a stranger may take from a tavern table and run a company by sundown.

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Welcome to Kormor Kirak

KORMOR KIRAK · DAY OF MARROW · A.D. MDCCXCIII

THE ETERNAL COURT is a tabletop role-playing game set in the walled mountain city of Kormor Kirak, in the year 1793. You play agents – soldiers, spies, physicians, artificers, and shadow-mages – navigating a conspiracy that runs from the street markets to the throne room of *Torony Piros*.

The politics are rotten. The messages are partial, the seals are suspect, and every bargain follows you into the next street.

The Albion Empire and the Kingdom of Terrassia have been at war for a hundred years. No one alive has known peace. Now both empires have sent delegations to Kormor Kirak for a peace wedding – and something is very wrong. The city's vampire queen is building something beneath her castle. A Lich Cult operates in the catacombs. A dying man is pursuing immortality. And the ward symbols painted on the city's doorframes are starting to fail.

You don't know all of that yet. You know someone hired you. You know what they told you. And you know you're already in the middle of it.

**DESIGN INTENT**

Every rule earns its place. If it doesn't create a decision or generate tension, it gets cut. The engine is one die. The game is everything else.



Modes of Play

THREE FORMATS · ONE ENGINE

The Eternal Court is designed to run in three formats. The core rules in this booklet are the foundation for all three.

FORMAT	PLAYERS	STRUCTURE
RPG	GM + 1-4 players	Narrative assignments, campaign arc, between-assignment sequence.
INVESTIG- ATE	1-2 (no GM)	Head-to-head case work, oracle-driven, 400-point party.
SOLO	1 player (no GM)	Solo oracle, story engine, campaign framework.

RPG · THE PRIMARY GAME

Agents have households, debts, old obligations, and reasons to risk the Queen's streets. The GM plays the city, its factions, and the consequences that carry forward.

INVESTIGATE · TWO HANDS AT THE TABLE

Both players build simultaneously after seeing the case. No extra apparatus — only clues, pressure, and hard choices. Playable solo with the NPC Behavior tables.

SOLO · A LANTERN IN AN EMPTY ROOM

A GM-less single-agent campaign. Uses oracle tables to generate assignment complications, NPC responses, and consequences. The narrative weight of the RPG format, without a second person at the table.

**NEW TO THE GAME**

The First Shadows Affair is the recommended entry point — a guided learn-to-play tutorial that walks one GM and up to four players through every core mechanic across a single sixty- to ninety-minute assignment. Find it on p. xl.

MECH · ART. XXIV · STARTING ASSIGNMENT



The World

KORMOR KIRAK · VIDEK · ANNO MDCCXCIII

The game is set in *Kormor Kirak* – a walled mountain city perched in the Videk range, the only viable overland crossing between two warring empires. For a hundred years it has sold to both sides of a war that neither empire can quite win.

The city is governed by **THE QUEEN** Kiraline Veresz Eroszakos, who has held the throne longer than historians can accurately trace. The Red Guard enforces her law. The Gatekeepers – a corrupt supernatural police force that predates the city itself – enforce everything else.

Below the streets, Terra Sotto runs its own economy: black markets, fighting pits, Lich Cult staging grounds, and things that prefer darkness.

Above it all, a comet approaches. The Queen is building something in the castle's deepest level. The ward symbols on the city's doorframes are failing. Every powerful person in Kormor Kirak is lying to everyone else.



*You don't need to know the full world to play. But the
more you know, the more the shadows mean.*

– THE INTRODUCTION, FILED AT THE BASTION INN



The Core Mechanic

ONE DIE · ONE NUMBER

Roll D6. *Meet or beat your proficiency threshold. That is the whole engine.*

Almost every action in the game resolves this way. Shoot, fight, pick a lock, staunch a wound, read a room, break a ward – one die, one number.

RATING	THRESHOLD	PROBABIL- ITY	MEANING
GOOD	2+	5 in 6 (83%)	Almost always succeed. Only a natural 1 fails.
ORDIN- ARY	4+	3 in 6 (50%)	Coin flip. Modifiers make the difference.
BAD	5+	2 in 6 (33%)	You need help, tools, or luck.

MODIFIERS

Modifiers always adjust the die roll — *never* the threshold. Cover gives attackers -1 on their roll. An adjacent ally gives +1 when working a task. Stack all modifiers, then roll once.



FATEFUL RESULTS

Natural 6 always succeeds, regardless of threshold. Natural 1 always fails, regardless of modifiers. These are the only true absolutes in the system.



EDGE CASES

Threshold above 6. Heavy armour can push the threshold beyond 6. Only a natural 6 wounds, and deals a Flesh Wound only — armour absorbed the penetration.

Action floor. No combination of penalties can reduce an agent below 1 action per turn.



What You Need

A TABLE · A HANDFUL OF DICE · A LITTLE LIGHT

ITEM	NOTES
D6 DICE	A handful. You roll one at a time.
MINIATURES / TOKENS	One per agent. Anything works at this level.
MEASURING TAPE	Everything measured in inches.
PLAYING SUR- FACE	3 × 3 feet minimum. Larger is fine.
TERRAIN	8-12 pieces of hard cover. Market stalls, barricades, columns, wagons. Open tables get people killed.
PRESSURE TOKENS	Earned during play. Poker chips, coins, or dice work.
WOUND MARK- ERS	Track FW and MW per agent. Dice alongside base works fine.



YOUR FIGURES

Any figure you already own is correct. A historical soldier, a fantasy rogue, an old miniature from a dead shelf – give it a name, a calling, and a place in the city. The figure was already in Kormor Kirak before you put it on the table.

The lore was written around what already exists. No conversion required.



Attributes

SIX FIGURES BY WHICH AN AGENT IS RECKONED

*Every agent has six attributes. Five are rated **Good, Ordinary, or Bad.** One (MOBI) is a fixed number in inches.*

ATTRIBUTE	USED FOR
SHOOT	Ranged attacks with pistols, muskets, crossbows, thrown flasks, and other city weapons.
FIGHT	Melee attacks. Blade, brawl, knife work, polearm.
CRAFT	Physical and technical tasks. Pick locks, force doors, climb, navigate terrain, throw alchemical contrivances, work machinery, break wards.
OB-SERVE	Attention and inference. Spot ambushes, read a room, examine a scene, decode ciphers, identify supernatural dangers.
NERVE	Grit and composure. Hold under shot and steel, resist horror, recover between assignments, push through wounds and fear.
MOBI	Movement in inches per turn. Not a roll – just distance.



The Six Callings

FIGHTING · SCOUTING · AID

Every calling fills a place the company cannot survive without. You are not picking favourites. You are choosing who can endure the errand.

Each calling has one *Signature Ability* (always available) and three *Specializations* – choose one per assignment. Specializations can be swapped between assignments.

**GOLEDER**

90 pts · Fighting

A line of bone and oil between the company and what is trying to kill it. Halberds, horse pistols, fifteen-year scars.

SHT	FGT	CRF	OBS	NRV	MOB
4+	2+	4+	5+	4+	6"

AR 2 (Military Coat) · 3 FW / 2 MW

SIGNATURE - RELENTLESS

When both actions are spent on Shoot or Fight, the next turn ignores the wound-state action penalty (act with 2 actions regardless of wound state).

SPECIALIZATIONS - choose one per assignment

- Close Quarters. +1 FIGHT against marks within 2" or when closing from adjacent ground.
- Heavy Arms. +1 FIGHT or SHOOT with polearm, heavy blade, musket, blunderbuss, cumbersome weapon.
- Breach Captain. Adjacent ally gains +1 to their next Shoot or Fight this round.
- Last Stand. At 1 MW, next Shoot or Fight gains +1. Once per assignment.



SHARPSHOOTER

100 pts · Scouting

The hand that loosens only when it understands the room. Watches a long time before it decides.

SHT	FGT	CRF	OBS	NRV	MOB
2+	5+	4+	4+	4+	5"

AR 1 (Dark Vest) · 3 FW / 2 MW

SIGNATURE – STILL HAND

Spend both actions, must be stationary. Next ranged attack gains +2 to the die. Natural 1 still fumbles.

SPECIALIZATIONS

- Answering Shot. +1 SHOOT against marks that made a ranged attack the previous round.
- Dead-Eye. Ignore 1 level of cover on the first ranged attack per turn.
- Lantern-Caller. Adjacent ally's next Shoot gains +1.
- Long Watch. Hold Watch covers two adjacent areas.



SHADOWBORN

100 pts · Scouting

Between the Bastion Inn and Terra Sotto. Knows every alley in the Kereskedo. Charges reasonable rates for unreasonable errands.

SHT	FGT	CRF	OBS	NRV	MOB
4+	4+	2+	4+	4+	7 "

AR 1 (Shadow Coat) · 3 FW / 2 MW

SIGNATURE - GHOST

Stealth persists when using muffled weapons. A loud shot or obvious working breaks Stealth. Re-entering Stealth from cover costs 1 action if already in cover and outside every enemy sightline.

SPECIALIZATIONS

- Cutthroat. +1 FIGHT against an unaware mark.
- Catlike. Move through difficult terrain without MOBI penalty.
- Cipher. +1 OBSERVE on investigation, document-reading, or code-breaking rolls.
- Vanishing Act. At assignment end, ignore one pursuit, witness, or loose-end complication.



SECRET

110 pts · Fighting

Reads the seal before the door. Knows what shouldn't be in the wall. Carries chalk, salt, and a coat with the marks sewn into the lining.

SHT	FGT	CRF	OBS	NRV	MOB
4+	2+	2+	5+	2+	6"

AR 3 (Warded Coat) · 3 FW / 2 MW

SIGNATURE - VEIL TOUCH

1 action. Roll CRAFT 4+. Interact with a ward, locked passage, spiritual binding, necromantic construct, or sealed mechanism. Hardened ward or fortified seal: +1 to the threshold.

SPECIALIZATIONS

- Ward Smasher. Veil Touch against warded wall or sealed barrier creates a 2" opening. 1 action.
- Blood Rune. Mark a foe (1 action, touch / adjacent). Next friendly Shoot or Fight gains +1.
- Threshold Ward. Set a triggered ward across doorway, arch, alley mouth, or breach point (2 actions). First enemy across takes 1 FW.
- Stone Skin. +1 AR adjacent to a structural element (wall, pillar, arch, doorframe).



PHYSICIAN

90 pts · Aid

Knows what the Hallaset flowers smell like from the inside, and why that matters. Carries a satchel, herbs, and considered opinions about everyone's wound management.

SHT	FGT	CRF	OBS	NRV	MOB
5+	5+	4+	2+	2+	6"

AR 1 (Physician's Coat): 3 FW / 2 MW

SIGNATURE - BATTLEFIELD SURGERY

1 action. Adjacent ally at 1+ MW. Roll OBSERVE 4+. Success: remove 1 MW. Cannot self-treat. Non-Physician using a satchel rolls at -1.

SPECIALIZATIONS

- Wake-Draught. Dose adjacent ally: their next Shoot or Fight gains +1. 1 action, once per ally.
- Sure Surgeon. Battlefield Surgery on OBSERVE 3+.
- Sawbones Calm. Physician ignores Pinned once per assignment.
- Preserve Life. When an ally would go Out of Action, spend 1 Pressure Token: keep them at 0 FW / 1

MW.



ARTIFICEER

100 pts · Aid

Reads a lock the way a physician reads a wound. Knows which Terrassian mechanisms are sleeping, and which are listening.

SHT	FGT	CRF	OBS	NRV	MOB
5+	5+	2+	4+	4+	5"

AR 1 (Leather Vest) · 3 FW / 2 MW

SIGNATURE - TINKERER'S KEY

1 action. Roll CRAFT 4+. Interact with a clockwork lock, trap, contrivance, automaton, or lockwork ward. Hardened contrivance:

+1 to the threshold.

SPECIALIZATIONS

- Clockwork Familiar. Release a clockwork scout (1 action).

The

scout acts on your turns as a separate 1-action element - it observes, listens, and returns with signs.

- Long Key. Tinkerer's Key works within 12" through a thrown wire, hooked rod, or prepared charm.
- False Trail. Once per assignment, cancel one enemy Suspicion Level tick.
- Wide Flask. Alchemical flask burst radius = 6" not 3".



Doctrine Bonuses

THE REWARD FOR SIGNATURE WORK

Each calling has a Doctrine Bonus — a reward triggered by successful use of the calling's signature ability. Doctrine Bonuses are always active and do not need to be chosen.

CALLING	BONUS	EFFECT
SOLDIER	<i>Forward Momentum</i>	Both actions on Shoot or Fight: next turn ignores the wound-state action penalty (act with 2 actions regardless of wound state).
SHARP-SHOOTER	<i>Sightline Discipline</i>	On a successful ranged attack beyond 18", the mark is pushed 2" in a direction you choose (no Reaction), OR your next Hold Watch this assignment triggers on 2 marks instead of 1.
SHADOW-BORN	<i>Alley Discipline</i>	Kill from Stealth: re-enter Stealth without a CRAFT check.
OCCULTIST	<i>Hinge Point</i>	Veil Touch action within 3" of a structural or warded element: +2 to the CRAFT roll.
PHYSICIAN	<i>Triage</i>	When you treat an agent at 2 MW, their next turn gets 2 actions regardless of wound state.
ARTIFICER	<i>Clean Break</i>	On a successful Tinkerer's Key, move up to 3" free (no action cost).



IX

Building Your Party

THE THREE STATIONS · THE CARRIED TOOLS

FORMAT	POINTS	MIN.	RESTRICTION
STANDARD PLAY	1,000	3	Must include 1 Fighting, 1 Scouting, 1 Aid.
INVESTIGATION	400	2	No composition requirement.
ADVANCED PLAY	1,200	3	Max 3 of any single calling.
SOLO PLAY	400	2	No composition requirement.

THE THREE STATIONS

STATION	CALLINGS	WHAT THEY DO
FIGHT- ING	Soldier, Oc- cultist	Close with the enemy. Hold ground. Force doors. Break wards. Create openings.
SCOUT- ING	Sharpshoot- er, Shadow- born	Shape the approach. Control sightlines. Get the party through the city before anyone knows they are there.
AID	Physician, Artificer	Keep the company alive and moving. Without a Physician, wounds become doom. Without an Arti- ficer, every locked mechanism is a wall.

**CARRIED TOOLS**

Each agent carries 1 main weapon, 1 sidearm, and up to 4 useful tools or parcels. Alchemical flasks and blades do not count against this limit.



Pressure Tokens

EARNED IN RISK · SPENT IN THE HOUR THAT MATTERS

Pressure tokens are earned through risk and spent for advantage. They carry between rounds but reset at assignment end. No GM approval needed – only choices count, not forced actions.

EARN A TOKEN WHEN YOU...

Push voluntarily into necromantic terrain.

Use your last expendable.

Make a Pressed Shot while at 1 MW.

Complete a crucial Interact action while at 2 MW.

End your turn inside an enemy's declared Hold Watch arc and survive.

Make an honest call that costs the agent something (narrative, GM-granted).

SPEND A TOKEN TO...

Re-roll any die.

Auto-pass a NERVE check.

Recover 1 FW at the start of your next turn.

Delay a consequence by one round.



CAP

Each agent caps at 3 Pressure Tokens in their own hand per assignment. Pressure is earned by leaning into danger. Hold it for the moments that matter most.

MECH · MAX 3 IN HAND · RESET AT ASSIGNMENT END



Patron State

WHAT THE COMPANY CAN AFFORD TO BRING

Before each assignment, check the party's Patron State. This determines what expendables agents carry and how Battlefield Surgery works.

STATE	EXPENDABLES	BATTLEFIELD SURGERY
WELL SUPPLIED	Full satchels, clean bandages, paid informants.	Unlimited uses.
PINCHED	Max 1 flask or artifice + 1 healer's satchel per agent.	Once per agent per assignment.
DESPERATE	Nothing reliable at assignment start; acquire or improvise in play.	CRAFT 4+ to improvise a healer's bundle, then OBSERVE 4+ to treat.

Patron State shifts with *Patron Loyalty*. Patron Loyalty -1 or below drops Patron State one step. Exceptional success, useful leverage, or a pleased patron may raise it one step.



Turn Sequence

FOUR PHASES PER ROUND · NO MORE

PHASE	WHAT HAPPENS
1. INITIATIVE CHECK	Both sides roll D6. High roll picks first or second. Ties reroll. Lost Initiative: the loser's first agent to act this round gets 1 action instead of 2.
2. COMPANY PHASE	Players alternate acting with one agent at a time. Each agent gets 2 actions (except the first agent who lost initiative). Choose agents in any order.
3. OPPOSITION PHASE	GM acts for NPCs, patrols, reinforcements, and environmental effects. Each NPC unit acts once.
4. CLOSE PHASE	Resolve ongoing effects. Check tasks. Remove expired Sustain effects. Start a new round.



Actions

TWO PER AGENT · ONE FLOOR

Each agent gets 2 actions per turn. No combination of penalties can reduce you below 1 action.

ACTION	COST	EFFECT
MOVE	1	Walk up to your MOBI value in inches. Movement can be split around another action.
SPRINT	2	Move up to MOBI × 2 inches. No other actions this turn.
SHOOT	1	Make a ranged attack against a mark in sightline within weapon range.
FIGHT	1	Move into contact (base-to-base, or within 1") and make a melee attack. Fight triggers immediately.
HOLD WATCH	2	Hold position. Make one free ranged attack against the first enemy that moves into your sightline.
ABILITY	var.	Use your calling's signature ability or Specialization. Cost listed on your agent card.
INTERACT	1	Work a task, pick a lock, plant an artifice, lift a seal, search a desk, or disarm a trap. Usually CRAFT or OBSERVE.
BATTLE-FIELD SURGERY	1	Adjacent ally at 1+ MW. Cannot self-treat. Roll OBSERVE 4+. Success: remove 1 MW.
HIDE	1	Roll CRAFT 4+. Must be in cover and outside all enemy sightline. Success: enter Stealth.
TAKE THE MEASURE	1	Roll OBSERVE or CRAFT 4+. Choose: <i>Find the Weakness</i> , <i>Name the Mark</i> , or <i>Read the Street</i> . Nat 6: two benefits. Nat 1: a misleading sign.

ACTION	COST	EFFECT
PRESSED SHOT	2	A second SHOOT attack at -2. Nat 1 on the second shot misfires, jams, or fouls the string (1 action to clear).
SUSTAIN	ongoing	Hold a door, rope, ritual circle, signal, or mechanism. Half MOBI. Take a wound while Sustaining: NERVE 4+ or Sustain breaks.
STAND UP	1	You are Prone. Stand up at the end of this action.



Reactions

DECLARED BEFORE THE DIE FALLS

When marked by a SHOOT attack, declare your reaction before the attacker rolls. Cost: lose 1 action on your next turn. One reaction per agent per round.

REACTION	TRIGGER	EFFECT
ANSWER SHOT	You're shot at	Immediately make a ranged attack against the shooter. Normal modifiers. Cannot Answer Shot if Pinned.
TAKE COVER	You're shot at	Reposition up to 3" into the nearest cover. The triggering shot resolves against the new position.
DUCK DOWN	You're shot at	Go Prone. The attacker takes -1 on the triggering shot. Standing is a normal action.
BODY SHIELD	Adjacent friendly marked is	An adjacent agent or NPC becomes the mark instead. Resolve as if they were the mark.



Ranged Attacks

STEP BY STEP · ONE DIE

1. Declare a mark within sightline and weapon range.
2. Set threshold from SHOOT proficiency: Good 2+ / Ordinary 4+ / Bad 5+.
3. Add defender's AR to the threshold. *AR never modifies the die roll.*
4. Apply all die modifiers. Stack them, then roll.
5. Meet or beat threshold to hit. Hit = Flesh Wound. Natural 6 = Mortal Wound.

MODIFIERS (TO DIE ROLL)

CONDITION	MODIFIER
Mark in Light Cover (low walls, stalls, foliage)	-1
Mark in Heavy Cover (stone, wagons, iron gates)	-2
Long range (beyond half weapon's max range)	-1
Close Quarters weapon within 6"	+1
Mark Prone	-1
Attacker has 3 FW	-1
Attacker Pinned	-1
Elevation advantage	+1
Assisting agent in sightline of same mark	+1
Surprise Attack (first shot from Stealth)	+2
Shooting into a fight	-2
Pressed Shot (second shot)	-2
Sharpshooter's Still Hand active	+2



STACKING LIMIT

No single ranged attack may benefit from more than +2 total from calling abilities.

SPECIAL CASES

Shooting Into a Melee. Roll SHOOT at -2. Modified result of 1 or 2 hits your ally instead. Natural 1 always hits your ally.

Threshold Above 6. Heavy armour can push the threshold beyond 6. Only a natural 6 wounds, dealing Flesh Wound only – armour absorbed the penetration.



FIGHT

Fight (Melee)

BLADE · BRAWL · POLEARM

1. Move into contact – base-to-base, or within 1” if either model uses a separate base. This is your first action. Fight triggers immediately.
2. Both models roll D6. Add +1 if armed with a melee weapon. High total wins. Attacker wins ties.
3. Armour check: roll D6. If result exceeds the loser’s AR, the wound lands. Equal or less: armour absorbs. Natural 6 always penetrates. Natural 1 never penetrates (unless AR is 0).
4. Winner deals a wound: any winning roll = FW. Natural 6 from winner = MW.
5. Loser stays in contact. CRAFT 4+ at start of next turn to break free (move 3” clear). Fail: take 1 FW, try again next turn.



MULTIPLE ATTACKERS

Each additional friendly in contact grants +1 to Fight roll. Maximum +2 from allies.



Alchemical Contrivances

FLASK · FUSE · WICKED LITTLE THINGS

Throwing an alchemical flask or small artifice costs 1 action. Declare a mark point in sightline within range. Roll CRAFT 4+. Burst radius: 3". These effects ignore cover modifiers.

ROLL	RESULT
Natural 6	Perfect throw. Lands exactly on mark. All marks in 3" suffer maximum effect.
4-5	Contrivance lands on mark. Apply normal effect.
2-3	Contrivance scatters D3" in a random direction.
Natural 1	Contrivance scatters D6" in a random direction. May endanger friendly agents.

Scatter Direction. Opposing player nominates direction, or roll D6: 1 = toward thrower, 2 = left, 3 = right, 4 = long left, 5 = long right, 6 = away from thrower.

CONTRIVANCE	EFFECT
ALCHEMICAL FIRE VIAL	All marks in the burst take 1 FW. Terrain in the burst counts as Difficult and forces NERVE 4+ each round spent in it.
SMOKE VIAL	3" radius cloud of acrid smoke. Blocks all sightlines through it. Lasts until Close Phase.
CONCUSSIVE VIAL	All marks in the burst: NERVE 4+ or Pinned until start of next turn.
WARD-BREAK COMPOUND	Breaks one ward, seal, or minor necromantic construct within 3". Roll CRAFT 4+ to apply without backlash.

CAPITULUM · XVIII



Æ B G G G

Movement & Terrain

COBBLE · RUBBLE · CLIMB

TERRAIN	MOVE- MENT	COVER	NOTES
OPEN GROUND	Full	None	You are exposed.
LIGHT COVER	Full	-1	Low walls, market stalls, foliage, fences.
HEAVY COVER	Half (difficult)	-2	Stone barriers, wagons, iron gates, sandbags.
DIFFICULT	Half (2" per 1")	None	Rubble, mud, cobblestones, crowd, dense vegetation.
ELEVATED	Full	-1 from below	Rooftops, balconies. See over Light Cover.
IMPASS- ABLE	Blocked	Blocks sightline	Solid walls, locked gates, deep water, cliffs.

SIGHTLINE

Draw a line from the centre of your base to the centre of the mark's base. If solid terrain blocks it, there is no sightline. Elevated agents can see over Light Cover. Heavy Cover still blocks.

⊕ NECROMANTIC TERRAIN

Any terrain can carry the Necromantic tag – the GM marks this before play. *Hal-laset Fields*, Terra Sotto passages, the castle's lower levels, and active ritual sites commonly carry this tag.

If you end your turn in Necromantic terrain: baseline – NERVE 4+ or take 1 FW; Old World ancestry (Physician or Occultist with the trait) – NERVE 3+; Undead or Construct – ignore the effect entirely. Passing through without ending there has no effect. Salvage looted from Necromantic terrain always arrives Stressed (-1 on first use).

MECH · END TURN · NERVE 4+ · FAIL = 1 FW

SPECIAL MOVEMENT

CLIMBING	Costs 2" per 1" vertical. Ladders/stairs: 1" per 1". No clear handhold: CRAFT 4+ or no progress, action spent.
FALLING	1 FW per full 3" fallen.
UNLOCKED DOORS	Costs 1" of movement to pass through.
LOCKED DOORS	Requires Veil Touch (Occultist) or Tinkerer's Key (Artificer) to open.
WINDOWS	Sightline as Light Cover. Entering costs 2" of movement.



FXIX

Visibility Conditions

SMOKE · LANTERN · LONG DARK

CONDITION	EFFECT
FULL DAY- LIGHT	No penalties. Standard rules.
OVERCAST FOG · RAIN	All ranged attacks beyond 12" at -1. Stealth detection reduced to 6".
DARKNESS	All ranged attacks at -1. Max Shoot range 12". Stealth detection 4". Without a lantern: -1 to CRAFT and OBSERVE.
LANTERN	Illuminate a 6" cone. Negates darkness penalties in cone. Reveals Stealthed enemies inside it.
ELEVATED POSITION	See over Light Cover within sightline. Heavy Cover still blocks.



Suspicion Levels

FROM UNAWARE TO HUE AND CRY

Track where the Red Guard, Gatekeepers, and useful witnesses are on the attention scale. Most assignments start at Level 0. The company wants to keep it there – or survive what follows when they cannot.

LVL	STATUS	DESCRIPTION
0	UNAWARE	Normal patrol. No active searching. Agents can move freely in non-sightline areas.
1	SUSPICIOUS	One guard investigates. Others continue patrol. Something seemed wrong. No confirmation yet.
2	ALERTED	All guards move to search posture. No one leaves their post. They know something is here.
3	SEALED GATES	Gates close. Red Guard reinforcements summoned. Every exit has eyes on it.
4	HUE AND CRY	Bells, boots, shouted warrants, and no hesitation. You are no longer hidden.

WHAT RAISES SUSPICION

Loud pistol, musket, or blunderbuss shot nearby	+1 / +2
Guard finds evidence of intrusion	+1
Guard goes missing from patrol (after 2 rounds)	+1
Failed CRAFT check in enemy sightline	GM call
Supernatural creature publicly revealed	+2

 WHAT HOLDS OR LOWERS SUSPICION

Create Distraction (CRAFT 4+)

Redirects one guard for 2 rounds. No change.

 Artificer Tinkerer's Key at lockwork ward

Hold or reduce by 1.

 Silent takedown + body hidden

No change.

 Gatekeeper bribed (5-10 Krone minimum)

Hold at current level for 2 rounds.



FXS

The Wound Track

FW · MW · OUT OF ACTION

STATUS	WOUNDS	PENALTIES	ACTIONS
CLEAN	None	None	2
WOUNDED	1-2 FW	None	2
HURT	3 FW	-1 all rolls	2
DESPERATE	1 MW	-1 all rolls	1
FAILING	2 MW	-2 all rolls	1
DOWN	+1 hit at 2 MW	Out of Action	Removed

⚔ WOUND CLARITY

When you take a MW (conversion or direct hit), clear all current FW. MW penalties replace FW penalties – they don't stack.

3 *FW + hit*. Converts to 1 MW. All FW cleared. The wound track resets to the MW state.

Mortal Wound removal. Physician Battlefield Surgery (OBSERVE 4+, 1 action, adjacent) removes 1 MW on success. Apply updated wound state after treatment.



Nerve Checks

YOU HOLD · OR YOU DO NOT

Roll NERVE vs. 4+. Success: you hold. Failure: lose 1 action on your next turn.

MAKE A NERVE CHECK WHEN...

A friendly agent in your sightline goes Out of Action.

You take your first Mortal Wound this assignment.

You begin your turn with 3 Flesh Wounds.

You are the last active agent on your side.

You witness an active necromantic working – corpses moving, trellis frameworks, ritual animation (GM call).



HORROR THRESHOLD

In assignments with a declared supernatural danger (Necrotic Bulk, Vampire Spawn, Lich Cult Necromancer mid-ritual), the GM may declare a Horror Threshold for the assignment. Agents must pass an additional NERVE 5+ check when first encountering these entities. Failure = Pinned until next turn. Applies once per entity per assignment.

MECH · FIRST SIGHT · NERVE 5+ · FAIL = PINNED



ÆÆƆƆƆ

Adversaries of Kormor Kirak

FOR THE GAME-MASTER · USE WITH CARE

These are the enemies agents are likely to face in Kormor Kirak. All NPCs follow the same D6 rules – they have proficiency thresholds, AR, and wound tracks just like player agents.



MARKS RUFFIAN

Street enforcement

Pickpockets and hired muscle. Work in pairs.

SHT 5+ · FGT 5+ · CRF 5+ · OBS 5+ · NRV 5+ · MOB 5"

AR 0 · 1 FW / 1 MW

Pack Fighters: when two or more ruffians engage the same mark, one may re-roll a failed attack die. Flee when outnumbered or at 1 FW if an exit is clear.

**WANGSTEN RUFFIANS***Criminal boss*

Commands 3-6 ruffians. Smarter and more dangerous than common thugs.

SHT 4+ · FGT 4+ · CRF 4+ · OBS 4+ · NRV 4+ · MOB 5"

AR 2 (Studded Leather) · 2 FW / 1 MW

Flanker: when an ally is in base contact with the same mark, +1 to Fight and Shoot. Will negotiate if cornered with an escape way available.

**RED GUARD***The Queen's standing military*

Crimson uniform. Disciplined, loyal, trained for human dangers.

SHT 4+ · FGT 4+ · CRF 4+ · OBS 4+ · NRV 2+ · MOB 5"

AR 2 (Chain Mail) · 2 FW / 1 MW

Formation: when two or more Red Guards are in base contact with the same mark, +1 to Fight. Will not negotiate. Will not retreat.

**RED GUARD CAP-
TAIN***Commands squads & key installations*

Crimson cloak over plate.

SHT 4+ · FGT 2+ · CRF 4+ · OBS 2+ · NRV 2+ · MOB 5"

AR 3 (Plate) · 3 FW / 2 MW

Leadership: friendly Red Guards within 6" may re-roll one die on failed Nerve checks.

Parry: once per round, +1 AR against a single melee attack (declared before roll).

**GAUWERNY GEDDGER***Gate & road postings*

Mounted at gate positions and along the Queen's Road. Devastating on horseback.

SHT 5+ · FGT 4+ · CRF 4+ · OBS 4+ · NRV 4+ · MOB 4" (10" mounted)
 AR 2 (Chain + Shield) · 2 FW / 1 MW
 Mounted Charge: on the first Fight action against an unmounted mark, +2 to Fight. On foot: no bonus. Dismount: 1 action.

**LEDERBONN
MSEUAR****SPY-FU-** *Spy-bird · brass
server-rat*

Crystal-lens eyes carry impressions back to the keeper.

MOB 5" (climb 5") · 0 FW / 0 MW (any hit destroys it)
 A pure spy-contrivance – it does not fight. When destroyed, its keeper is immediately alerted and Suspicion rises by +1.
 Springburst: on destruction in melee contact, all models within 2" roll CRAFT 4+ or take 1 FW.

**EGES GALT AEDDYTE***Fanatic · ritual blade*

Carries a ritual dagger and the cult symbol.

SHT 5+ · FGT 5+ · CRF 4+ · OBS 4+ · NRV 2+ · MOB 5"
 AR 0 · 1 FW / 1 MW
 Fanaticism: NERVE 2+ – they do not fear death. Will not flee.
 Dark Knowledge: on Nat 6 CRAFT: places a Blood Rune on an adjacent surface – next enemy who crosses within 1" takes 1 FW.



EGES CULT NECROMAN- CER

*Trellis-master · rune-
carver*

True power of the Lich Cult. Masters of rune-carving and the trellis framework.

SHT 4+ · FGT 5+ · CRF 2+ · OBS 4+ · NRV 2+ · MOB 4"

AR 1 · 2 FW / 2 MW

Animate Dead: 2 actions, adjacent corpse. Creates one Undead Shambler (max 2 active). Losing the Necromancer removes all their Shamblers and collapses any Necrotic Bulk they control.



UNDEAD SHAMBLER

Reanimated corpse · mindless

Slow. Difficult to stop.

SHT - · FGT 5+ · CRF - · OBS - · NRV - · MOB 3"

AR 0 · 2 FW / 0 MW

Mindless: always moves toward the nearest living mark. Cannot use Reactions. Cannot be Pinned.

Undead Fortitude: the first time reduced to 0 FW, roll D6 - on 4+ stays at 1 FW. Not against fire or holy water.

**NECROTIC AURA***A reaching mass of dead flesh**Multiple corpse-parts animated into a single mass of reaching dead flesh.*

SHT - · FGT 2+ · CRF 2+ · OBS - · NRV - · MOB 5"

AR 2 · Immune to FW (takes MW only) / 4 MW

Cannot be killed through wounds alone - it is already dead.

Defeat: disrupt the animating working (Occultist Veil Touch CRAFT 4+, adjacent, 2 actions) OR remove the Necromancer controlling it.

Regeneration: while in Hallaset Fields, recovers 1 MW per Close Phase unless it took fire or consecrated damage this round.**Horror Threshold:** NERVE 5+ on first sight. Failure = Pinned.**TERRASIAN CONSTRUCT -
EGN***Terrasian construct · bellows-
crossbow**Brass-jointed limbs. Relentless.*

SHT 2+ · FGT 2+ · CRF 2+ · OBS 4+ · NRV - · MOB 7" (climb 5")

AR 3 (Clockwork Frame) · 4 FW / 3 MW

Immune to Nerve checks - cannot be intimidated, threatened, or broken.

Unwinding Pursuit: after damaging a model, +1 die on its next attack against that model.**Iron Shoulders:** ignores locked doors and light barricades as a free action. At 2 MW, still takes 2 actions - does not stop until 3 MW.



BUMPER SPIDER

Bound to the Queen · wears a face

Former human, bound to the Queen. Faster than it should be.

SHT - · FGT 2+ · CRF 2+ · OBS 2+ · NRV - · MOB 8" (climb)

AR 1 · 3 FW / 2 MW

Spider Climb: ignores all vertical terrain costs.

Regeneration: recovers 1 FW per Close Phase unless in direct sunlight this round.

Life Drain: Fight results that cause a Mortal Wound also reduce the mark's maximum FW by 1 until treated by Battlefield Surgery (min 1 FW max).

Weakness: holy water counts as a Nat 6 wound result. Direct sunlight: -2 to all rolls.

Horror Threshold: NERVE 4+ on first encounter. Failure = Pinned.



MOUNTAIN WOLF

Videk grey wolf

Larger and more aggressive than lowland breeds.

SHT - · FGT 4+ · CRF - · OBS 4+ · NRV 4+ · MOB 7"

AR 0 · 1 FW / 1 MW

Pack Tactics: two or more on the same mark may re-roll a failed attack die.

Knockdown: on a Fight Nat 6, mark is Prone.



ALPHA WOLF

Pack leader · scarred · cunning

Tests defences before committing.

SHT - · FGT 2+ · CRF - · OBS 2+ · NRV 4+ · MOB 9"

AR 1 · 2 FW / 1 MW

Pack Leader: all wolves within 6" add +1 to Fight rolls.

Howl (1×/assignment): all enemy agents within 8" must pass

NERVE 4+ or be Pinned until their next turn.



The First Shadows Affair

A STARTER ASSIGNMENT · ONE EVENING'S PLAY

Everything you need to get four agents on the table and the city running. A meat vendor named Istor Keln was found dead at his stall in the *Kereskedo Market* at dawn. No witnesses. No obvious motive. The Red Guard wrote it off as a district dispute and moved on.

Your patron says it wasn't.

Three days ago, Keln told his neighbour he had found something beneath the market — a passage, recently cleared, leading somewhere he wouldn't describe. Yesterday he tried to reach Red Guard Captain Harrow with a word. Harrow never received it.

By sundown tonight, someone is going to kill Captain Harrow. Your errand: find who, stop it, and learn what is under the market.

The Brief

Bastion

DAWN PAPER · KORMOR KIRAK · ROUND
I

Table Terms. Agents: 3-4. Length: one evening's play. Starting Suspicion: 0. Patron State: Well Supplied.

The Clock. Captain Harrow keeps court at the market watch platform until sundown. The killer makes his move 6 rounds after the party enters the market — unless the party spoils the arrangement. GM counts from Round 1.

MARKET AREAS

Set up a 3 × 3 table representing the Kereskedo Market. Three main areas:

- **AREA A · GRAND SQUARE (CENTRE).** Open cobblestone around a dry stone fountain. Open ground except for the fountain (Light Cover). Bella's Sausage Cart is here.
- **AREA B · MARKET STALLS (NORTH AND EAST).** Dense rows of canvas and timber stalls. Light Cover throughout. Keln's sealed stall is in the northeast corner.
- **AREA C · SOUTH PASSAGE (BELOW MARKET LEVEL).** Accessed via a drainage grate in the south cellar behind the wine merchant's. Necromantic terrain once agents reach the staging area (mark before play).

Additional terrain: 8-10 pieces. Include the Red Guard Watch Platform (elevated, Area A south), at least 4 Heavy Cover pieces (stone barriers, iron gates, stacked goods), and the wine merchant's cellar door as an Impassable entry point to Area C.

ACT ONE · THE SCENE (ROUNDS 1-2)

The party arrives at the Kereskedo Market. Keln's stall is marked with a Red Guard seal.



KELN'S STALL · INVESTIGATION TASK

A locked tin box is hidden under the counter. It contains Keln's notes — a rough grease-pencil sketch of a passage entrance behind the drainage grate in the south cellar.

Find the box: OBSERVE 4+. *Open it quietly:* CRAFT 4+. *Read the sketch:* automatic (no roll).



BELLA'S SAUSAGE CART · GOSSIP

Bella has been standing at her cart for 20 years. She saw Keln arguing with a spice merchant named Vadim Solh two nights ago. Solh threatened him. Bella will share this freely if anyone asks — she's been waiting for someone to ask.

No roll required. She volunteers it.



RED GUARD WATCH PLATFORM · AUTHORITY

Captain Harrow is here. He received no message from Keln. He is dismissive but not corrupt — he writes off the vendor's death as a market dispute. He does not know he is the mark. He will become a reluctant ally if the party warns him credibly (OBSERVE 4+ to read the room correctly before approaching; failure means he treats the warning as street superstition).

**ROZITO'S STALL · OPTIONAL**

Rozito knows Solh works for someone above him. He won't say who. **OBSERVE 4+** to read that he is scared – not angry, scared. He will not help further and will be gone if the party returns in the same session.

ACT TWO · THE PASSAGE (ROUNDS 3-4)

The drainage grate opens to a narrow stone passage, recently cleared. It was cleared from *both ends* – Keln cleared it from the market side. Someone else cleared it from the castle side.

- *Signs of use:* boot prints, torch soot, dropped Lich Cult pendant – a carved bone disk with a Blood Rune (**OBSERVE 4+** to identify as occult in nature).
- *A staging area:* ritual chalk marks, a trellis framework of two corpses in a deliberate 88-wound pattern. Necromantic terrain begins here (**NERVE 4+** for all baseline agents entering).
- *A locked iron door* at the far end. Not on any city plan. Through the keyhole: cold air, faint violet luminescence, and the sound of something breathing slowly.

**THE DOOR**

Cannot be opened with available tools in this assignment. The Occultist's Veil Touch will confirm it is sealed with something significantly older than standard ward-work. This is a campaign hook.

MECH · NOT OPENABLE · ART. SEALED



ENCOUNTER · LICH CULT ACOLYTES (2)

Two Acolytes guard the staging area. Their orders are to protect the secret, not to fight a war – they will attempt to silence the party and flee if a third agent is still standing. They fight with NERVE 2+.

Place the Acolytes at the far end of the staging area, one on each side of the trellis framework. The trellis framework is Horror Threshold terrain. First time any agent sees it: NERVE 4+ or Pinned. *Tell the players plainly: whatever made this is not a person.*

ACT THREE · VADIM SOLH (ROUNDS 5-6)

Vadim Solh is the killer. He serves the Lich Cult. His charge: keep Captain Harrow from asking what lies below the market. Keln was killed because he found the passage. Harrow is next because he might follow.

Solh's plan: a concealed crossbow, a perch on the market's upper walkway above Area B, and a prepared rooftop way out. He acts on Round 6 (or when alerted by a loud shot, screams, or obvious fighting in the passage).



WADJAN SOLH

Cult Knife · rooftop assassin

A merchant's mask, a Lich Cult fidelity. He has prepared this for two weeks.

SHT	FGT	CRF	OBS	NRV	MOB
2+	4+	2+	4+	4+	6"

AR 1 · 3 FW / 1 MW

Alley Discipline: when Stealthed, re-enter Stealth after Shoot without a CRAFT check (as Shadowborn Doctrine).

If Suspicion reaches 3+: Solh abandons the assignment and flees by a prepared rooftop way.

Capturing him is CRAFT 4+ once Out of Action – he carries papers

proving Lich Cult activity and naming his patron.

OUTCOMES

- *Solh killed or captured.* Harrow lives. He owes the party a debt – reluctant, official, real. The papers on Solh are evidence of Lich Cult activity in the market.
- *Solh escapes.* Harrow lives (the party warned him or he was moved). Solh's patrons know someone is investigating. Suspicion starts at 1 next assignment.
- *Harrow killed.* Red Guard bells sound across the district. Suspicion jumps to 3 citywide. The Lich Cult continues its work beneath the market.



CAMPAIGN HOOK

In all three outcomes: the passage exists. Someone cleared it from the castle side. The pendant points to the Lich Cult. And the violet light behind the locked iron door is still there, pulsing faintly, like something breathing. *The passage leads toward Castle Torony Piros.*

MECH · CAMPAIGN HOOK · CARRY FORWARD



Pre-Made Agents

FOUR HANDS READY FOR THE FIRST SHADOWS

Four ready-to-play agents for The First Shadows Affair.



MIRA BOGE

Soldier · Terrassian veteran

Fifteen years of the Century War. Uses a halberd and a heavy horse pistol. Left the front three years ago because she stopped believing in the cause. Now she takes paid work and trusts outcomes over intentions.

SHT	FGT	CRF	OBS	NRV	MOB
4+	2+	4+	5+	4+	6"

AR 2 (Military Coat) · 3 FW / 2 MW

Signature: Relentless Specialization: Breach Captain

Tools: Halberd (melee, +1 Fight die), heavy horse pistol
(range 12"), 2× Alchemical Fire Vials

Pressure: 0 / 3

Tell me the errand. I'll tell you if it's real.



ALDORGE FERN

Sharpshooter · Albion attaché

Attached to the Albion Embassy, officially. Unofficially: he watches, notes, and passes sealed messages through the wrong hands. Precise with a crossbow, precise with words, and deeply unsure whether the empire he serves deserves to win the peace it is negotiating.

SHT	FGT	CRF	OBS	NRV	MOB
2+	5+	4+	4+	4+	5"

AR 1 (Dark Vest) · 3 FW / 2 MW
 Signature: Still Hand Specialization: Dead-Eye
 Tools: Embassy crossbow (range 24"), short blade (melee),
 1× Smoke Vial
 Pressure: 0 / 3

I loose only when I understand the room. I am working on the exceptions.



ZARU RREGE

Shadowborn · the Kereskedo alleys

Grew up between the Bastion Inn and Terra Sotto. Knows every alley in the Kereskedo district. Charges reasonable rates for unreasonable errands. Not loyal to either empire. Loyal to whoever has a plan that isn't obviously a death sentence.

SHT	FGT	CRF	OBS	NRV	MOB
4+	4+	2+	4+	4+	7"

AR 1 (Shadow Coat) · 3 FW / 2 MW

Signature: Ghost Specialization: Cutthroat

Tools: Muffled hand-crossbow (range 8", does not break Stealth), pair of fighting knives (melee),
1× Ward-Break Compound

Pressure: 0 / 3

I've been in that cellar. There's something behind that door. That's all I'm saying.



EPPEY FLINDER

Physician · the Old World, kept quiet

Eppy Flinder's niece. Slightly pointed ears she keeps covered with her hat. Knows what the Hallaset flowers smell like from the inside and why that matters. Carries a physician's bag, herbs most pharmacists wouldn't recognize, and considered opinions about everyone's wound management.

SHT	FGT	CRF	OBS	NRV	MOB
5+	5+	4+	2+	2+	6"

AR 1 (Physician's Coat) · 3 FW / 2 MW

Signature: Battlefield Surgery

Specialization: Sure Surgeon

Tools: Physician's bag (Surgery satchel), short crossbow (range 10"), Theriac of Kormor Kirak (universal antidote, 3 doses), 1× Concussive Vial

Pressure: 0 / 3

If you let me examine the framework in that cellar, I can tell you when it was made. I'm not happy about knowing how to do that.



The World at a Glance

FACTIONS · LOCATIONS · COIN · COMET

KEY FACTIONS

ALBION EMPIRE

Industrial, parliamentary, sent a peace delegation that may not want peace.

KINGDOM OF TERRASSIA

Ancient bloodlines, clockwork technology, fighting the same hundred-year war.

QUEEN
KIRALINE'S
COURT

Vampire ruler, absolute authority — *Torony Piros* is her body and she is its disease.

THE LICH CULT

Operating in catacombs and the city underground, wants the power the Queen monopolises.

THE RED GUARD

The Queen's crimson garrison — loyal to her absolutely, not to either empire.

THE GATEKEEPERS

Ancient supernatural enforcement, answerable to no one, bribable but never reliable.

THE OLD WORLD

Pre-human peoples living in the margins — they understand what the newcomers don't.

KEY LOCATIONS

THE BASTION INN	Party home base. Violence prohibited inside. Eppy Flinder knows more than she says.
KERESKEDO MARKET	The city's commercial heart. Bella knows everything. Red Guard watches everything.
TERRA SOTTO	Underground market. Lich Cult stages here. No law. Things worse than criminals.
CASTLE TORONY PIROS	The Queen's keep. The Blood Gate. The Comet Chamber somewhere in the deep.
HALLASET FIELDS	Sky burial cemetery. Necromantically saturated. The Hallaset flowers smell wrong.
GILLIKOI WOODS	Secret meetings. Dangerous after dark. Ancient things in the deep trees.
ERDO POOLS	Healing hot springs. All weapons surrendered at the entrance by tradition.
KOSS'S CURIOSITIES	A clockwork shop and Terrassian message-house. Things not on the city plan in the back.



THE CURRENCY

Krone (silver, bears Kiraline's profile) – standard. *Groats* (copper) – everyday commerce. *Gold Imperials* – rare, command premiums, used by empires.

Bribery: minor official 5-10 Krone. Red Guard 100+ Krone. Audience with the Queen: 600+ gold.



THE COMET

It is approaching. **THE QUEEN** is building toward something in the castle's deepest level. The ward symbols on the doorframes of Kormor Kirak are starting to fail.

The party doesn't need to know what that means yet.

They will.

MECH · CAMPAIGN CLOCK · SEE ESCALATION TRACK



GM Quick Reference

RUNNING THE CITY AT THE TABLE

RUNNING NPCS

NPCs follow the same D6 rules as player agents. When in doubt: *Good* (2+) for their specialty, *Ordinary* (4+) for their calling, *Bad* (5+) for everything outside their competence. NERVE reflects institutional loyalty and battle hardening.

⊕ OPPOSITION PHASE

Each NPC unit acts once. Give them clear practical goals:

- *Red Guard*: keep sightlines, call the bell if at 1 FW, never break formation willingly.
- *Lich Cult Acolytes*: protect the ritual, prefer silence, flee when outnumbered.
- *Clockwork Assassins*: pursue their named mark relentlessly, ignoring all other dangers unless blocked.

SUSPICION & NPC BEHAVIOUR

At Level 0-1, NPCs patrol fixed routes. At Level 2, they converge on the last known disturbance. At Level 3+, they seal exits and ring for reinforcements. Track Suspicion openly – let the party know when it rises.

THE ESCALATION TRACK

The campaign runs on a five-phase timeline. Time is a resource.

PHASE	VISIBLE SIGN	GM TRUTH
1 · QUIET	Normal city. Ward symbols intact.	The Comet Chamber is under construction.
2 · TENSE	Ward symbols fading. Guards doubled.	43 prisoners in the castle. Bone preparation underway.
3 · ALERTED	Public arrests. Curfew declared.	Musicians coerced into the ceremony composition. Szeret imprisoned.
4 · SEALED	Castle closed to visitors. Red Guard city-wide.	The ritual framework is complete. The eclipse approaches.
5 · THE CEREMONY	The comet is overhead. The city goes silent.	What comes through the door is not Queen Kiraline.

Every week of party inactivity advances the phase. Specific player actions can delay it: preventing a public execution drops to Phase 1; fouling the Comet Chamber drops to Phase 2.



What comes through the door is not Queen Kiraline.

– FIVE PHASES · ONE CITY

EC · RPG QUICK START · EDITION 01 · MDCCXCIII
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