

## Introduction

This is a different world. Here, the Witch of the Moon and the Prince of the Sun are locked in eternal, cyclical struggle, each alternately triumphant and embarrassed. Here, the cycles of the day, the seasons and the years are shaped by the relative strengths of the Witch and the Prince. Locked as they are on opposite sides of the celestial cycle, they cannot affect each other directly. Rather, they call upon certain mortal champions as their proxies in their unending conflict.

Those who serve the Witch of the Moon are the Whisperers of the Witch. When the Whisperers have served their mistress well, the world grows cold and dark. Nights are dark and deep, with a bright shining moon. Winter is bitter, cold and lengthy, driving people indoors. This time is used to study and reflect. Old knowledge is rediscovered, and new wisdom is added to it. The art of Witchcraft is advanced, and many girls are born during the time of the Moon. Without the Witch of the Moon, wisdom would be forgotten and culture would never advance. The Whisperers are quiet, secretive and clandestine.

Those who serve the Prince of the Sun are the Knights of the Morning. When the Knights have championed their Prince well, the world grows light and warm. The days are long and fruitful under the blazing sun. Summer is hot and fierce, well-suited for time spent tilling the fields and traveling to new lands. This time is used to settle grievances, make war, expand holdings and advance the martial arts. Society expands and many boys are born during the time of the Sun. Without the Prince of the Sun, the people's lands would never expand and the people would grow weak and listless. The Knights are bold, honorable and public.

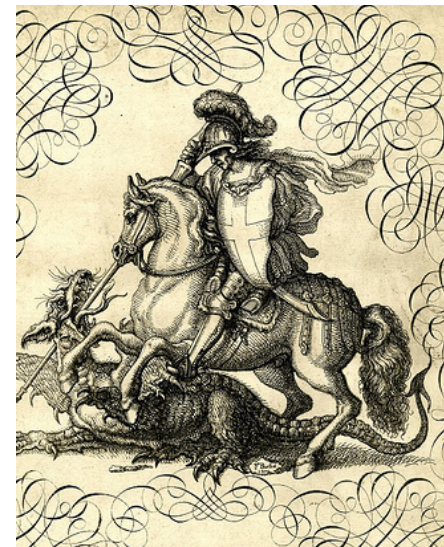
## Overview

This game is a curious blend of old-school adventure and new-school structure. It concerns the perpetual struggle of the Whisperers of the Witch against the Knights of the Morning in their efforts to bring their respective masters to ascendance. The game is structured in a series of Seasons, which each represents a period of ascendancy for or another of the celestial dieties. During each Season, the players will take on the roles of the opposition in their efforts to bring about the turn of the

This is an entry for the February 2011 Ronnies. The two words selected are “Whisper” and “Morning”. This game was written in 24 hours between 1/3/11 and 1/4/11 by Nathan D. Paoletta.



A Whisperer of the Witch (credit: Bibliodysey)



A Knight of the Morning (credit: Bibliodysey)

season. That is, during the Summer, the players will be a group of Whisperers, and during the Winter, they will be a group of Knights. One player will take on the role of Game Master, referred to as the Witch during the Winter, and the Prince during the Summer. This is important, as the Witch and the Prince are actually governed by different rules by which they try to keep the players from bringing about the turn of the season, and perhaps even bring the characters around to their side...

A season, then, can be thought of as a traditional “campaign,” with each season consisting of multiple sessions of play (though a one-session Season should be possible). Seasons can be played one after another, with the players taking on the roles of Whisperers and Knights in turn. Each session of play consists of multiple scenes, containing the actual action of play.

During each session, the GM (whether Witch or Prince) will describe the world around the characters, detail and play NPCs, and create situations meant to entice the characters over the the currently dominant side. The players, on the other hand, will attempt to bring about the change of the seasons by undercutting dominant NPCs, targeting the strengths of the current ascendent faction, and generally acting in the interests of their patron.

This game uses polyhedral dice of varying sized (4, 6, 8 and 10) as well as some kind of tokens or counters, paper and pencils.

### Characters

There are two kinds of characters in this game: Whisperers of the Witch, and Knights of the Sun. Much like the Witch and the Prince, they reflect each other in some ways, and differ from each other in others. Once you have chosen whether your group will play a Coven of Whisperers or a Lance of Knights, you do not necessarily need to know anything about the other kind of character (that is, if you are playing a Whisperers game, there is no need to read over how to make a Knights character in order to start playing.)

Knights and Whisperers are seperate characters - that is, each player will have two seperate characters to play in the game, if the game cycles through multiple Seasons. There are circumstances under which one character can be turned from Whisperer to Knight and vice-versa, which are detailed in the GMs sections. In addition, players can have their characters have children, and play the children as characters for a more epic generational game. See the section on Death and Aging for details on that.

There are a number of different kinds of tokens needed for this game. Each player needs a seperate color to use as Goal Tokens (see The Cycle of the Seasons section); each player needs a pool of Conviction tokens; the GM needs a pool of Season tokens; and the GM needs a pool of Conviction tokens to use for NPCs and Monsters.

## Whisperers of the Witch

Whisperers tend to be women, but do not have to be. These servants of the Moon can:

- § do witchcraft
- § change people's minds
- § seduce people
- § preserve knowledge
- § hide in darkness

In order to create your Whisperer:

- § choose a first name and family name
- § choose how old your character is
- § decide on a particular strength of your character
- § decide on a particular weakness of your character
- § choose on which path of Witchcraft she walks
- § choose your characters Bloodline

Once every player has created their Whisperer:

- § your character starts with a d10 in their particular strength and a d4 in their particular weakness.
- § the oldest character has a d10 for Age. The next oldest has a d8, the next oldest d6, and the next oldest (and any additional characters) d4. If any characters are the same age, they each have the appropriate Age die (so if two characters are tied for second-oldest, they each have a d8).
- § Each character starts with 5 Conviction tokens.
- § The player of the oldest character describes the manner in which she runs the Coven that all of the characters are in. This should segue into a conversations where each player describes their characters role in the Coven, and how they generally operate.

Paths of Witchcraft

Path of Darkness – witchcraft that concerns creating, controlling and channeling shadows and darkness

Path of Curses – witchcraft that concerns bringing misfortune upon others

Path of Secrets – witchcraft that concerns discovering and hiding secrets

Path of Wisdom – witchcraft that concerns enhancing and sharing wisdom

Path of Monsters – witchcraft that concerns creating and controlling non-human creatures

See the Bloodlines section for more about names

Whisperers can start their service as soon as puberty, and the older a Whisperer is, the more powerful they tend to be.

A particular strength can be anything from a propensity to glean secrets, to a striking beauty, to a way with animals.

A particular weakness can be anything from an avarice for riches, to a dirty secret in her past, to an inability to cook.

Witchcraft concerns what kind of supernatural power your Whisperer has (the Paths of Witchcraft are listed above, and fully described in their own section).

Bloodline concerns how your character gains more Conviction, and places your character in a particular social sphere. Bloodlines are described in their own section.

### Knights of the Morning

Knights tend to be men, but do not have to be. These servants of the Sun can:

- § fight
- § demand succor
- § travel
- § lead groups of people
- § take things by force

In order to create your Knight:

- § choose a first name and family name
- § choose how old your character is
- § decide on a particular strength of your character
- § decide on a particular weakness of your character
- § choose which Art of Arms he specialize in (the Arts of Arms concern your prowess on the battlefield)
- § choose your characters Bloodline

Once every player has created their Knight:

- § your character starts with a d10 in their particular strength and a d4 in their particular weakness.
- § the youngest character has a d10 for Age. The next youngest has a d8, the next youngest d6, and the next youngest (and any additional characters) d4. If any characters are the same age, they each have the appropriate Age die (so if two characters are tied for second-youngest, they each have a d8).
- § Each character starts with 5 Conviction token.
- § The player of the youngest character describes the manner in which he joined the Lance that all the characters are in. The player of the youngest character may name the Lance as well. This should lead into a conversation of how the Lance formed and what the role of each character in it is.

### Arts of Arms

Art of the Sword – this Art concerns hand-to-hand combat and swordplay

Art of the Lance – this Art concerns tournament combat and charges

Art of the Horse – this Art concerns horsemanship and travel

Art of the Shield – this Art concerns protecting others and survival

Art of the Bow – this Art concerns long-range combat and archery

See the Bloodlines section for more about names

Knights can start their service as soon as they prove themselves, and the younger a Whisperer is, the stronger they tend to be.

A particular strength can be anything from a particular way of fighting, to having ancestral lands, to being able to read.

A particular weakness can be anything from a lack of respect for your betters, to ignoring your people, to being clumsy.

The Arts of Arms concerns your prowess on the battlefield. The Arts of Arms are listed above, and fully described in their own section.

Bloodline concerns how your character gains more Conviction, and places your character in a particular social sphere. Bloodlines are described in their own section.

## Bloodlines

Bloodlines represent the ancient lineage that your character was born into. All Bloodlines can produce both Whisperers and Knights, though some tend more strongly towards one than the other. There are some people who either do not know their parentage, or who's parents were themselves of unknown Bloodline. They all take the last name "Gray," and tend to be regarded with suspicion by those who care about such things. Bloodlines are generally much more important in noble and learned circles, and less important for common folk. In addition to Bloodline, you will have a family name – each Bloodline has splintered into innumerable families over time.

All of the same Bloodline refer to each other as "cousin," though they may technically be un-related. Marriages tend to be within Bloodline (especially for the Arriania and Oradia), but inter-Bloodline marriage is not uncommon. The Season dictates which Bloodline is passed onto the children; during the Winter, children inherit their mothers Bloodline, and during the Summer, their fathers. Thus, there are blood relatives who have different Bloodlines, and keeping track of family trees can get hideously complicated.

In game terms, your Bloodline tells you under which conditions you gain new Conviction. If none of the Bloodlines provided are satisfactory, feel free to name and invent a new one, and define the conditions under which those of that Bloodline gain Conviction. From then on, any new character may be of any Bloodline that has been invented. Traditional Bloodlines end with "ia" and have more syllables the older they are.

- § Arriania – Many of the rulers of the fractured realms are derived from this Bloodline. High cheekbones, green or blue eyes and golden hair mark you, and you have a reputation for haughtiness, whether wicked or honorable. Gain one Conviction when another character bows to your authority.
- § Sherafia – Many of those who seek after the strange, hidden and supernatural are derived from this Bloodline. Long fingers, black hair and eyes and an ability to keep your emotions from your face mark you. People do not seek to be your friend unless they need something. Gain one Conviction when another character fears your magical power.

Characters names go by this rule: "First Name" "Bloodline" d'/de "Family Name" (for example: Julian Arriania d'Abo, or Kothar Pogia De Juk) Those who take the name of Gray do not have a Family Name (for example, Vlad Gray)

Whisperer of the Witch

Name: *Kira Oradia d'Estree*

Age: *37*

Age Die: *d4* *d6* *d8* *d10*

Bloodline: *Oradia*

I regain Conviction when:

*another character is intimidated by me.*

Conviction Tokens

Particular Strengths

*I have access to a great library*

d10

d8

d6

d4

Particular Weaknesses

*My family doesn't trust me*

d4

d6

d8

d10

Path of Witchcraft *Path of Curses*

Rituals

*Curse of Pain* *Curse of Love*

A filled-out starting character sheet.

- § Oradia – Many of the storied knights and warlords are derived from this Bloodline. Strong muscles, blue eyes and a hot temper mark you. You are assumed to be a warrior regardless of your path in life. Gain one Conviction when another character is intimidated by you.
- § Luscia – Many of the most successful merchants and traders are derived from this Bloodline – not to mention those who practice the oldest profession. An attractive physique, lithe movements and green eyes mark you, and most assume that you are willing to sell anything to get what you want. Gain one Conviction when another character lusts after you.
- § Pogia – Many smiths, farmers and those who make things with their hands are derived from this Bloodline. Gray eyes, powerful hands and an even temper mark you, and most others assume that they can take advantage of you. Gain one Conviction when another character depends on you.
- § Gray – Those who do not know their parents go by this name, and are marked by it and it alone. Most others would prefer not to associate with you if they can avoid it. Gain one Conviction when another character treats you with contempt.

## Resolution

When you want your character to do something in the game, and that action is opposed by another character (played or NPC), or is against the interests of the GM, you have to make a roll for it. In order to roll, you pick up a number of dice and roll them. Each die that rolls a 4 or better counts as a success. You spend successes to gain certain things, as will be explained. If your action is opposed by another player's character, they roll dice as well. If the roll is opposed by an NPC or something in the world around you, the GM rolls dice as well.

First, in order to determine which dice you roll:

- § you always roll your Age die
- § if the situation falls under “what Whisperers/Knights can do” add 1d6
- § if the situation falls under your particular strength, add that die. Check off that die size.

## The Cycle Of The Seasons

- § if the situation falls under your particular weakness, add that die. Check off that die size. The GM gains a Season token.
- § if the situation involves another character that shares your Bloodline, add 1d6
- § if you are using Witchcraft or an Art of Arms, add the relevant dice (see those sections for details)
- § you may spend a Conviction to add 1d8

Once you roll, you count each die that shows 4 or better. Each of those is a success. If you have 0 successes, you fail in that thing you were attempting, and the GM gets a Season token (see the GM section for details on Season tokens). If you have the same number of successes as your opposition, you simply fail. If you have more successes than your opposition, you can spend those successes on the following:

- § spend successes equal to the next empty spot on the Cycle of the Seasons in order to place your change token on that spot (see the Cycle of the Seasons section)
- § spend 1 success to uncheck the highest check on your particular weakness
- § spend 1 success to narrate a favorable change into the fiction
- § spend 1 success to take a Conviction out of your opponents pool
- § spend 1 success to gain 1 Conviction in your pool
- § spend 2 successes to uncheck the highest check on your particular strength

See the GM section to determine how the GM rolls dice.

## The Cycle of the Seasons

The overall flow of the game is governed by the Cycle of the Seasons. Each season consists of 9 months, with the early and late months being shorter, as measured by spaces on the Cycle, than the heart of each season.

When beginning the game, decide at which month in the season you wish to begin. The longest-term play should start at the first month, medium-term should start at the fourth or fifth month, and short-term on either the sixth and seventh month.

## The Cycle of the Seasons

Particular Strengths				
<i>I have access to a great library</i>	d10	d8	d6	d4
	d10	d8	d6	d4
	d10	d8	d6	d4

This character hasn't used her Particular Strength yet.

Particular Strengths				
<i>I have access to a great library</i>	d10	d8	d6	d4
	d10	d8	d6	d4
	d10	d8	d6	d4

She uses it, gaining a d10 to her roll. She checks it off.

Next time that she wants to use it, she will get a d8 to her roll. Once the last die is checked off, she will no longer be able to use her Particular Strength.



## The Cycle Of The Seasons

Through their efforts in the game, the characters are trying to advance the season in order to bring around the next one. In order to do this, the players must spend successes from their rolls to place Change tokens on each space available in each month in sequence. Once all of the spaces are filled, it is time for the season to change.

The game starts with the starting month being empty of tokens. When a player gets the requisite number of successes on a roll, they place their Change token on the empty space closest to the center of the cycle. The next time a player gets enough successes, they place a token on the next closest, and so on. Players cannot skip empty spaces. Each player should have a unique color (or other feature) of their tokens; this will matter at the end of the season.

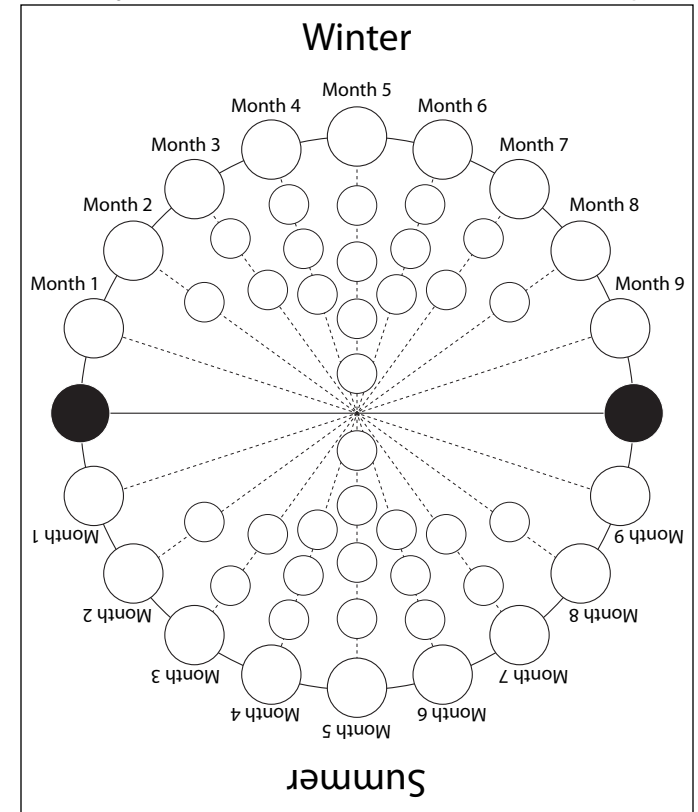
When the last space on the last month of the season is filled, it is time for the change of the seasons! The GM narrates the retreat of the Witch or the Prince and the advance of the other. For each Change token that a player has on the Cycle, they get one Advance. You may use an Advance to:

- § 1 advance - Add a new Particular Strength
- § 1 advance - Remove a Particular Weakness
- § 1 advance – gain 2 Conviction
- § 2 advances - Gain a new Ritual in Witchcraft
- § 2 advances - Gain a new Move in Art of Arms
- § 2 advances – have a child
- § 3 advances – Gain a new Path of Witchcraft (and choose 1 Ritual)
- § 3 advances – Gain a new Art of Arms (and choose 1 Move)

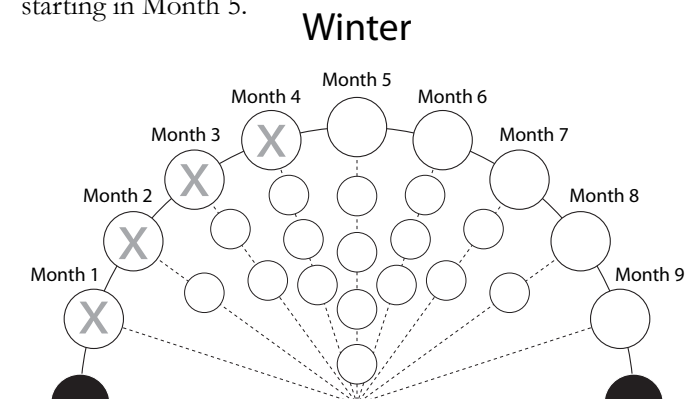
See the next page for additional diagrams illustrating Change tokens.

## The Cycle of the Seasons

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The Cycle of the Seasons, blank and ready for play. This game will take place during Winter, so that side is placed in the center of the table so the players can read it. The GM marks out the first four months, as this game will be starting in Month 5.





# The Cycle Of The Seasons

## The Witch

If the players are Knights of the Morning, than the GM is the Witch of the Moon and the game takes place during Winter. The Witch begins the game with a number of Season Tokens equal to the number of months left in the Cycle of the Seasons.

The Witch is primarily concerned with the following:

- § controlling minds
- § creating darkness
- § bestowing witchcraft
- § protecting dark things and monsters
- § creating knowledge

Because it's Winter, these things are generally what the Knights are fighting against, and the Witch should seek to create scenarios centered around one or more of them. Whenever one of the Knights takes an action that concerns one of those things, however, the Witch gains a Season Token immediately. In addition, whenever a Knight gets no successes on a roll, the Witch gains a Season Token.

When the Witch needs to roll dice:

- § she gets a die that corresponds to the current season (no die for 1 and 9, 1d4 for 2 and 8, 1d6 for 3 and 7, 1d8 for 4 and 6, 1d10 for 5)
- § she gets a die if the situation concerns any of the domains listed above
- § she gains a die equal to an NPC or monsters Particular Strength if that NPC or monster is involved (see "Making NPCs and Monsters" below)
- § she can spend a Season token to gain 1d8

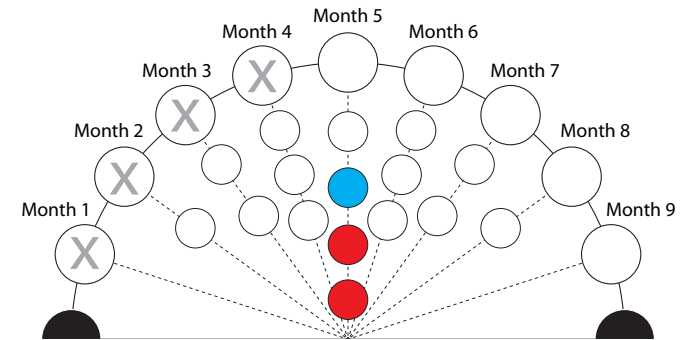
The Witch can spend Season Tokens to do the following:

- § a number of tokens equal to the current month in order to clear the Change tokens from the month (thereby extended the length of the game)
- § a number of tokens to create an NPC or Monster (see below)

## GM - The Witch

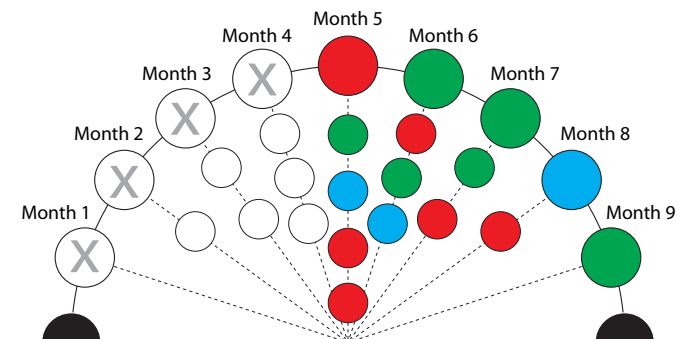
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### Winter



The red player gained spent one success from a roll in order to place a Change token on the empty space closest to the center. The red player had another roll where he got two successes, spent to place his token on the next empty space. The blue player won a roll with three extra successes, which he spent to place his token on the next space in sequence. The next one to fill will require four extra successes, and so on.

### Winter



Winter has ended! Due to the change tokens, the red player gets 6 advances, the blue player gets 3, and the green player gets 6 as well.

- § 1 token to gain 1d8 on a roll
- § 1 token to Whisper at a Knight. A Whisper is a secret note, written by the Witch and handed to the player of the Knight, that offers some kind of bargain - “Do not attack this Coven and I will no longer threaten your characters sister,” for example. The Knight may accept or reject the Whisper. If they accept it, they keep the slip of paper. If they reject it, they hand it back to the Witch. When the season turns, if a Knight has more accepted Whispers than they have Conviction, then the Knight falls and becomes a Whisperer. The Knight’s player is under no obligation to reveal the Whispers that they have been offered or accepted (though the other players can obviously see how many they have at a given time).

### The Prince

If the players are Whisperers of the Witch, than the GM is the Prince of the Sun and the game takes place during Summer. The Prince begins the game with a number of Season Tokens equal to the number of months left in the Cycle of the Seasons.

The Prince is primarily concerned with the following:

- § making war
- § creating light
- § growing crops
- § creating weapons
- § protecting normal people

Because it’s Summer, these things are generally what the Whisperers are plotting against, and the Prince should seek to create scenarios centered around one or more of them. Whenever one of the Whisperers takes an action that concerns one of those things, however, the Prince gains a Season Token immediately. In addition, whenever a Whisperer gets no successes on a roll, the Prince gains a Season Token.

When the Prince needs to roll dice:

- § he gets a die that corresponds to the current season (no die for 1 and 9, 1d4 for 2

and 8, 1d6 for 3 and 7, 1d8 for 4 and 6, 1d10 for 5)

- § he gets a die if the situation concerns any of the domains listed above
- § he gains a die equal to an NPC or monsters Particular Strength if that NPC or monster is involved (see “Making NPCs and Monsters” below)
- § he can spend a Season token to gain 1d8

The Prince can spend Season Tokens to do the following:

- § a number of tokens equal to the current month in order to clear the Change tokens from the month (thereby extended the length of the game)
- § 1 token to gain 1d8 on a roll
- § 1 token per character to declare a scene a Morning scene. A spectacularly brilliant dawn burns away any chance of obfuscation or trickery. During a Morning scene, the Whisperers may not use any Witchcraft or their Particular Strengths, nor gain any Conviction. If a Whisperer has no Conviction during a Morning scene, she renounces her dark vows to the Witch and will become a Knight of the Morning at the turn of the next season.

### Creating NPCs and Monsters

If the GM wishes to create a recurring character, he or she may pay a number of Season tokens to do so. An NPC is a human character controlled by the GM, while a monster is a non-human character.

If the GM is making a recurring character:

- § name the character and state whether it's an NPC or a Monster
- § spend a number of Season tokens equal to the number of Particular Strengths you wish the character to have, and describe each
- § spend 2 Season tokens to give the character a Witchcraft or a Art of Arms. Monsters can only have Art of the Sword, Art of the Horse and Art of the Shield. NPCs can only walk the Path of Secrets, the Path of Curses and the Path of Darkness.
- § All NPCs and Monsters start with Conviction of 1, and you may spend

additional Season tokens to increase it by the amount you spend.

### Witchcraft

Witchcraft is all about enacting mystical rituals in order to guide fate towards getting the results that you want. Each Path consists of a number of Rituals. A starting character chooses two Rituals under their Path, and may gain more as the seasons turn. Players are encouraged to detail exactly what their individual ritual trappings entail.

Path of Darkness – witchcraft that concerns creating, controlling and channeling shadows and darkness

- § Create Darkness. Spend 1 Conviction. The area around you is enshrouded in darkness for the remainder of the scene. If this would help you on a roll, add 1d8.
- § Control Darkness. Spend 1 Conviction. Narrate how the darkness around you shifts to obscure and reveal whatever you wish. If this would help you on a roll, add 1d8.
- § Question Darkness. Spend 1 Conviction. You question the darkness, attempting to discover information that it would know. The GM must answer you in a way that helps you.
- § Become Darkness. Spend 1 Conviction. You bring the darkness into yourself, becoming a being of shadow. You may travel through any shadows without detection, though at your normal walking pace (so the rising sun, for example, would cut short your journey eventually).
- § Servant of Darkness. Spend 1 Conviction. A shadow creature forms, ready to do your bidding. It counts as a Monster with the Particular Strength of “Made of Shadow” and Conviction of 1.

Path of Curses – witchcraft that concerns bringing misfortune upon others

- § Curse of Age. Spend 1 Conviction and roll 1d6. The target of your Curse ages that many years overnight. You age half of that amount (rounded down).
- § Curse of Pain. Spend 1 Conviction. Your target gains the Particular Weakness

“Wracked by Pain” until the end of the current month.

- § Curse of Poverty. Spend 1 Conviction. Your target gains the Particular Weakness “Perpetually Poor” until the end of the current month.
- § Curse of Weakness. Spend 1 Conviction. On your targets next roll, take the highest number they roll out of the pool before counting successes.
- § Curse of Love. Spend 1 Conviction. Your target will fall in love with the next person that treats them with kindness.

Path of Secrets – witchcraft that concerns discovering and hiding secrets

- § Hear Secrets – Spend 1 Conviction. You pick up all the rumors around you. If knowing these would help you on a roll in this scene, add 1d8
- § Hide Secret – Spend 1 Conviction. You can bury a secret so deep even it’s holder won’t remember it. Another player writes a secret that their character knows on a slip of paper and hands it to you; that character forgets they know the secret, and must come back to you and pay you 1 Conviction to recover it. You may Hide your own Secret, but must spend another Conviction to “remember” it.
- § Misdirect Seekers – Spend 1 Conviction. Anyone in the same scene that is trying to discover a secret removes the highest die that they roll before counting successes.
- § Reveal Secret – Spend 1 Conviction. Your target must reveal a secret to your character the next time that they interact.
- § Destroy Secret – Spend 1 Conviction. Destroy any slip of paper that you have. That secret can never be recovered.

Path of Wisdom – witchcraft that concerns enhancing and sharing wisdom

- § Conceal Thoughts – Spend 1 Conviction. If another tries to determine what you are thinking during this scene, add 1d8 to your roll against them.
- § Wise Counsel – Spend 1 Conviction. The person you are counseling must spend 1 Conviction to act contrary to your advised course of action.
- § Pooled Wisdom – Spend 1 Conviction. Every player with a character in the scene may check off their Particular Strength in order for you to add the appropriate

die to your next roll in the scene.

- § Read Thoughts – Spend 1 Conviction. If you attempt to determine what another is thinking in this scene, you gain 1d8 to your roll.
- § Steal Wisdom – Spend 1 Conviction. Your target must check off their Particular Strength, and you gain that die for your next roll.

Path of Monsters – witchcraft that concerns creating and controlling non-human creatures

- § Summon Monster – Spend 1 Conviction and describe what kind of monster you wish to appear. The GM must create a monster (by spending Season Tokens) and narrate how they arrive.
- § Dismiss Monster – Spend 1 Conviction. When you make a roll to drive a monster away, add 1d8 to the roll.
- § Control Monster – Spend 1 Conviction. A monster in the scene must do the next thing that you command.
- § Become Monster – Spend 1 Conviction. Describe the manner of your transformation. You gain the Particular Strength “Monster-Like” and count as a Monster for the rest of the scene.
- § Create Monster – Describe the monster that you wish to create. Create it in the manner the GM creates monsters, using your Conviction in the place of Season Tokens.

## Arts of Arms

The Arts of Arms concern the sharpening of martial skill to the pinnacle of human perfection. Each Art has a series of Moves, which must be taken in sequence. When you begin play, you know the first two Moves of your chosen Art.

Art of the Sword – this Art concerns hand-to-hand combat and swordplay

- § First Move – Spend 1 Conviction. Roll an additional 1d8 when engaged in swordplay.
- § Second Move – Spend 1 Conviction. Your opponent in fight must discard their



highest die result before counting successes.

- § Third Move – Spend 1 Conviction. Roll an additional 1d10 when engaged in swordplay.
- § Fourth Move – Spend 1 Conviction. Roll an addition 1d8 on any roll that involves your sword, not just combat.
- § Fifth Move – Spend 1 Conviction. If your roll is successful, your opponent loses a Conviction on top of any successes you spend.

Art of the Lance – this Art concerns tournament combat and charges

- § First Move – Spend 1 Conviction. Roll an additional 1d8 when charging your opponent.
- § Second Move – Spend 1 Conviction. Your opponent in fight must discard their highest die result before counting successes.
- § Third Move – Spend 1 Conviction. Roll an additional 1d10 when charging your opponent.
- § Fourth Move – Spend 1 Conviction. If you are facing multiple opponents, you roll against one of them as normal, but you may spend successes against any of them as you wish.
- § Fifth Move – Spend 1 Conviction. If your roll is successful, your opponent loses a Conviction on top of any successes you spend.

Art of the Horse – this Art concerns horsemanship and travel

- § First Move – Spend 1 Conviction. Roll an additional 1d8 on any roll involving your horse.
- § Second Move – Spend 1 Conviction. If you are seeking to evade or outrace your opponent, you do so.
- § Third Move – Spend 1 Conviction. Roll an additional 1d10 on any roll involving your horse.
- § Fourth Move – Spend 1 Conviction. You choose the correct path.
- § Fifth Move – Spend 1 Conviction. You may frame the next scene as long as it

involves you arriving in a new location.

Art of the Shield – this Art concerns protecting others and survival

- § First Move – Spend 1 Conviction. Roll an additional 1d8 when protecting yourself or another.
- § Second Move – Spend 1 Conviction. If someone is attacking you, they must discard their highest die result before counting successes.
- § Third Move – Spend 1 Conviction. Roll an additional 1d10 when protecting yourself or another.
- § Fourth Move – Spend 1 Conviction. Roll an additional 1d8 on any roll that involves your survival.
- § Fifth Move – Spend 1 Conviction. Opponents may not make you lose Conviction for the rest of the scene.

Art of the Bow – this Art concerns long-range combat and archery

- § First Move – Spend 1 Conviction. Roll an additional 1d8 when engaging in archery.
- § Second Move – Spend 1 Conviction. Your opponent in a fight must discard their highest die result before counting successes.
- § Third Move – Spend 1 Conviction. Roll an additional 1d10 when engaging in archery.
- § Fourth Move – Spend 1 Conviction. Roll an additional 1d8 on any roll that involves your bow or shooting an arrow.
- § Fifth Move – Spend 1 Conviction. If your roll is successful, your opponent loses a Conviction on top of any successes you spend.

## Death and Birth

If a Whisperer or Knight loses all of their Conviction, the door to death has been opened. If they lose a roll while having no Conviction, and the circumstances of the game demand it, the character dies.

If an NPC or Monster loses all of their Conviction, they are defeated (whether killed,

driven away, or convinced to no longer stand in the way of the characters). They are no longer a threat.

When the season turns, a character may spend 2 advances to have a child. Name the child and choose the gender. The child is the Bloodline of the parents, if they are the same; if they are different, it is the Bloodline of the father if the season is turning from Winter to Summer, and the Bloodline of the mother if the season is turning from Summer to Winter. If only one Bloodline is known, the child is that Bloodline. If neither are known, or if either are Gray, then the child is Gray.

If a character dies and there is a child, that player may take on the role of the child to continue the game. At the next turn of the season, flesh out the child as a full character. The new character has one of the Particular Strengths of the original character, and the player chooses a new one; the new character may have the same Particular Weakness, if the player wishes. It is recommended that the players advance the timeline as necessary to make sure the new character is of age.

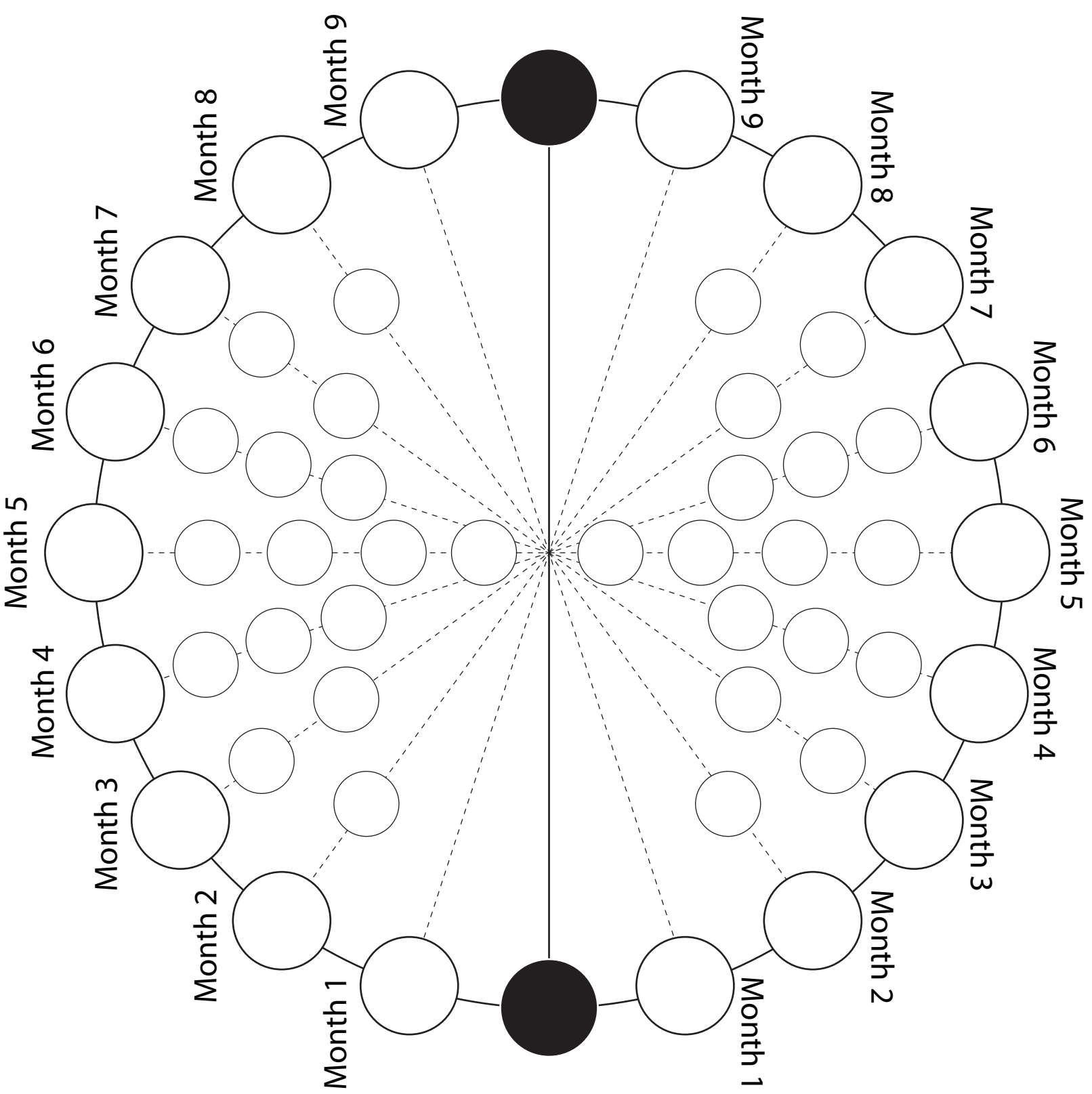
### Time

Age matters in this world. Due to the struggle of human proxies, the seasons don't necessarily take the same amount of actual time to pass. Absent any other effects (such as the use of certain Witchcraft and in-fiction effects), each character should age 1 year between each season that they are in – the easiest way to keep track is simply add 1 to each character's age at the end of the season. This does mean that a character that changes from Whisperer or Knight or vice versa will age faster than other characters.

In addition, if the GM or the group as a whole wishes, you can simply declare that a certain amount of time has passed and adjust each character's age accordingly.

This may mean that a certain Coven or Lance will see different characters ageing at different rates, which means that the Age dice involved may change from season to season. This is to be expected and encouraged to help long-term play stay dynamic.

# Summer



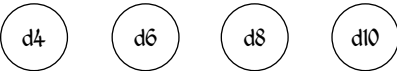
# Winter

Whisperer of the Witch

Name:

Age:

Age Die:

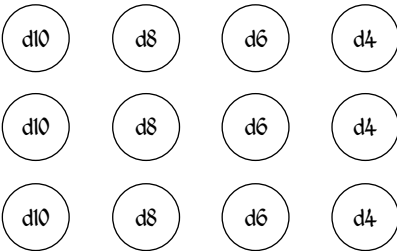


Bloodline:

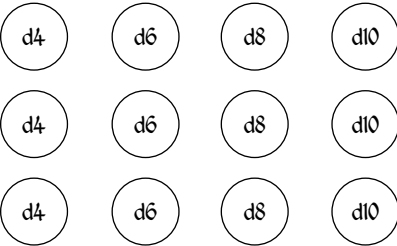
I regain Conviction when:



Particular Strengths



Particular Weaknesses



Path of Witchcraft

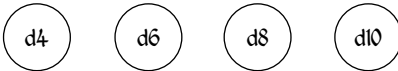
Rituals

Knight of the Morning

Name:

Age:

Age Die:

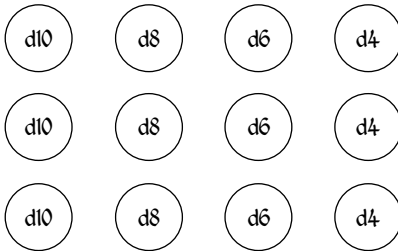


Bloodline:

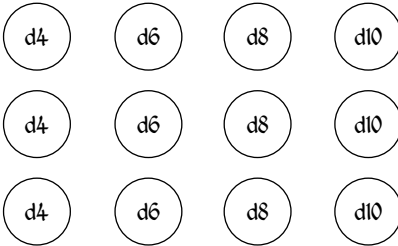
I regain Conviction when:



Particular Strengths



Particular Weaknesses



Art of Arms

Moves