



The Errand: What We Do For Love

"Look me in the eye and tell me that you believe in love that overthrows reason. Tell me that you know what it is to crumble at the mere mention of your lover's name. Now tell me again that you cannot help me!"

—PAGE, on the verge of tears.

It is not an unfamiliar tale in Ilrien. In this city of masks and misadventure, eyes meet across a crowded plaza and hearts catch fire. Families with their machinations cross the stars of young lovers, and it falls to the Lady's double-edged favor to ease the sorrow or else be the architect of tales of love against impossible odds. The Lady's favor, and perhaps the thumb of canny retainers on the scales of Fate.

THE BIND

◇ **FAMILY TROUBLES.** The only thing standing in the way of true love is an entire family. A wedding is already arranged, and the only way true love will triumph is down to you. *Who is your friend's paramour arranged to wed? Where will your friend and their paramour be free to follow their heart, and how will you get them there?*

◇ **THE RACE OF ANTLERS.** The object of your friend's affections will be running in the Race of Antlers. Should they be caught, tradition demands a proposal of marriage. *What tradition of the Race of Antlers will prove troublesome? Who else is chasing your friend's paramour with the exact same goal?*

◇ **COME AS YOU AREN'T.** Your friend has a canny plan. If their paramour's family does not approve of them, then they shall have to be someone else entirely. *What role is your friend taking on? What support can you provide to this plan?*

LOVE CONQUERS ALL

YOUR FRIEND is sick at heart. Theirs is a love that can never be. The object of their affection, their paramour, is beyond their grasp. Their love is true, but the world conspires against them. Their family would never see them wed to someone so uncouth. And so, they come to you. If you ever held them close to heart, you will help them just this once...



HOUSE BASTIEN

THE ANGLE

◇ **PAGE, A BUSKIN.** Page believes, as do all Buskins, in Truth and Beauty. But Love is nearest and dearest to their heart. But can their paramour ever throw in with a poor poet?

What reputation does Page hold among the nobles? What does Page offer in return for your help?

◇ **CAMARA, A BLUE DEVIL.** Camara is a noble by birth, and a Blue Devil by choice. The love of their paramour tempts them to set down their devil's mask for good.

What happens when a Blue Devil leaves the organization? Does Camara's paramour know that Camara is a Blue Devil?

◇ **ASHLAIN, AN UNBURNT.** The life of a mercenary in Ilrien is toilsome, treacherous, and often short. Can a hired sword leave a life of violence in pursuit of love? Ashlain has held the line against worse odds. *What is supernatural or strange about Ashlain? How were the Unburnt wronged by Ashlain's paramour's family?*

THE COUP

◇ **THE INTEREST OF THE BRIZOLATTO.** Apollo has been watching with care. *How was Apollo connected to the affair? What asset does he put at your disposal to further meddle with the affairs of nobles?*

◇ **A FAVOR FROM THE LOVE-LORN FACTION.** Blue Devils, Unburnt or Buskin. *Why aren't they cross with you? What assistance do they owe you now?*

◇ **A MEMENTO THEY WON'T NEED ANYMORE!** weighs too heavily to make for a happy marriage. *What were they doing with a relic of the Dread Empire? What strange powers does this object possess?*

FOUR-PART CLOCKS

- ◇ The Paramour is moved somewhere "safe."
- ◇ The press of the crowd is too thick. Find another way!
- ◇ Your friend is a terrible liar.

SIX-PART CLOCKS

- ◇ The family learns of your plot.
- ◇ The Paramour takes an unexpected turn. They're getting away!
- ◇ An acquaintance of your friend arrives; they'll spoil everything!

EIGHT-PART CLOCKS

- ◇ The jilted would-be lover arrives, sword in hand.
- ◇ The other racer catches the Paramour first!
- ◇ Your friend is unmasked.



Court of Blades

COTERIE NAME

Transport & Intelligence

STRENGTHS Intelligence, Magic, Wealth, Force, or Supply

HEALER Type: Grace

REPUTATIONS

Ambitious, Brutal, Daring, Honorable, Subtle, Arcane,
Loyal, Reliable, Uncouth, Respectable, Dangerous

INFLUENCE



EXPOSURE



SHAME



Favored Contact

SPHERES OF INFLUENCE

the Plaza, the Banks, the Theatre, the Arsenal, the Twist, the Grand Gate, the Docks,
the Granary, the Artist's Quarter, the Traitor's Gate, the Arbor, the Necropolitan Hill,
the Silk, the Palace, the University, the Market, the Foreign Quarter, the Watch,
the Canals, the Temples, the Garden

The Theatre

SPHERE OF INFLUENCE

Giorgio, a Playwright

CONTACT

+1d to Deception Engagements

PERK

SPHERE OF INFLUENCE

PERK

CONTACT

SPHERE OF INFLUENCE

PERK

CONTACT

SPHERE OF INFLUENCE

PERK

CONTACT

SPHERE OF INFLUENCE

PERK

CONTACT

House Bastien

House Words: "Yet We Rise"

SPECIAL FEATURE

- **POPULAR HOUSE:** begin with +1 clock tick on your **House Advancement** Clock and +1 favor with the Citizenry faction group

SPECIAL ABILITIES

- **CARE AND PATIENCE:** Each PC adds +1 **action** rating to either **Tinker** or **Study**.
- **MINDFUL:** Each PC takes +1d to **Mind resist** rolls.
- **WELL-EARNED ACCLAIM:** Whenever you gain **favor**, take one additional point of **favor**.
- **A MATTER OF CHARITY:** You are friendly with the beggars and down-trodden of Ilrien. You may use them as a source of information. Pay 1 **influence** for a 4/5 result on any **Gather Information** question or 2 **influence** for a 6.
- **THE WATERS IN WHICH WE SWIM:** Gain +1d to **Engagement Rolls** involving the Ilrienne citizenry as cover or support. Gain additional **coterie xp trigger**: *Did we look out for the little guy?*
- **STRONGER TOGETHER:** Multiple 6s rolled during a **group action** are counted as a **critical success**.
- **NOT ME, US:** You always count the Dockers, Gondoliers, and Bakers as allied factions for the purpose of negotiations.

XP TRIGGERS

At the end of each session, for each item below, mark 1 xp (on your house sheet), for a maximum of 4 xp.

- ◆ You overcame an obstacle with Audacity or Unorthodoxy.
- ◆ You contended with challenges above your current station.
- ◆ You bolstered your coterie's reputation or developed a new one.
- ◆ You expressed the goals, drives, inner conflict, or essential nature of the Coterie.
- *Additional XP Trigger:*

RETINUES AND COLLEAGUES

COTERIE XP



UNIQUE UPGRADES

- **THE LADY'S BLESSING:** The coterie gains one additional die to roll at any time during an **engagement**. You may choose to use this to improve your engagement roll itself, if you like.
- **EXTENDED FAMILY:** When you hire a retinue of *Wayfinders* it functions as 1 **tier** higher.
- **THE LEDGER:** The coterie gains access to the house's ledgers of good turns and kindly deals. *When you consult the ledger about a House Minor roll 1d.*
1-3: Whatever good turns you find are paid in full or woefully antiquated.
4/5: They will try and help you, but they probably won't go out of their way.
6: They are obliged to help. Take +1d to an **engagement role** with their assistance.
- **OPEN HEARTS TO OPEN EYES:** When you serve the people of Ilrien, you take -2 **Exposure** on any **Engagement** or an additional point of **favor**.

UNIVERSAL UPGRADES

Quality:

- Documents ○ Gear
- Tools ○ Implements
- Supplies ○ Weapons

Training:

- **Mind** ○ **Body** ○ **Spirit**
- **Retinues and Colleagues-**
The coterie hires a retinue or colleague. Retinues are groups of trained professionals that work in unison. Colleagues are experts with a specific area of mastery.

- **Private Apartments**
- **Hidden Exit**
- **Workspace**
- **Ritual Space**
- **Private Library**
- **Arcane Wards**
- **Dedicated Transportation**



The Factions of

TIER	Houses Major	STATUS
VI	THE GRAND COUNCIL FAVOR	
V	HOUSE BATTALIA FAVOR	
IV	HOUSE CORVETTO FAVOR	
IV	HOUSE ELANDA FAVOR	
III	HOUSE LOVELL FAVOR	
III	HOUSE AL-MARI FAVOR	
II	HOUSE BASTIEN FAVOR	

TIER	Houses Minor	STATUS
	FAVOR ◆◆◆◆◆	
V	THE BANK OF BRASS AND BONE	
IV	THE FORTUNATO TRADE FEDERATION	
IV	THE FIRST COURT	
III	THE SCHOLAM NATURALIS	
III	THE GRACES	+1
III	THE GONDOLIERS	-1
III	THE SIGNORA	-1
III	THE CITY WATCH	
III	THE DOCKERS	
II	THE BAKERS GUILD	
II	THE ARBORIST GUILD	
II	THE BROADSHEETS	
II	THE IRONMONGERS	+1

T I E R		S T A T U S	
The Outsiders			
FAVOR			
IV	THE SEVENFOLD VEILS		
III	THE MERCIES		
II	THE DEAD WATCHERS		
II	THE COLLEGE OF SATIRE	+1	
II	THE BUSKIN	+1	
I	THE TRAMPS		
I	SORAYA		

T I E R	<i>The Uncouth</i>	S T A T U S
	FAVOR ◆◆◆◆◆	
IV	THE PRINCE OF TATTERS	
IV	THE BRIZOLATTO FAMILY	
III	RIGNOLLE'S ROVERS	
III	THE TEN HAMMER REGULARS	
III	THE FOUNDER	
II	THE UNBURNT	
II	THE BLUE DEVILS	-1
II	THE TWISTJACKS	
I	THE MOTLEY	

[illegible]

STATUS KEY

+3: Allies. This faction will help you even if it is not in their best interest to do so. They expect you to do the same for them.

+2: Friendly. This faction will help you if it does not create serious problems for them. They expect you to do the same.

+1: Helpful. This faction will help you if it causes no problems or significant cost for them. They expect the same from you.

0: Neutral

-1: Interfering. This faction will look for opportunities to cause trouble for you (or profit from your misfortune) so long as it causes no problems or significant cost for them. They expect the same from you.

-2: Hostile. This faction will look for opportunities to hurt you so long as it does not create serious problems for them. They expect you to do the same and take precautions against you.

-3: War. This faction will go out of its way to hurt you even if it's not in their best interest to do so. They expect you to do the same and take precautions against you. When you are at war with any number of factions, your crew suffers +1 exposure from errands, and PCs get only one downtime action rather than two. You can end a war by eliminating your enemy or by negotiating a mutual agreement to establish a new status rating.