



The Errand: Enemies at the Gates

"Who authorized this?"

—BENEDICTO BATTALIA, Captain of the Guard

The Battalia are often seen as a relic of a bygone day. Once, there was a time when the city of Ilrien needed the readied sword of the Old House of Martial Valor held forth like a ward against fresh treachery. But the Dread Emperor was dethroned centuries ago, and the wars of Succession are at a seeming end. And so, for the people of Ilrien, it seems that the old sword is hung above the mantle and rusts in its scabbard. Battalia does not rust. Battalia must always be sharp, for trouble is always on the brew.

THE ANGLE

◆ **LIAM, FORMER WATCHMAN OF THE TRAMPS.** Liam keeps his ear to the ground and has never lost the suspicious mind of a Watchman. Something is coming, and the old street monster can't stop it on his own. *What tipped Liam off? What weakness in their plan does he know?*

◆ **AUSTELL, A TWISTJACK.** Austell beat the plot out of a low-level thug. The Twistjacks protect the Twist, but Battalia protects the city. *How was the Blue Devil thug connected? What evidence does Austell provide you?*

◆ **CRISTOFANO BATTALIA, SECRETARY OF THE FIRST COURT.** Intelligence has reached the First Court and in their typical fashion, they are keeping quiet to avoid a general riot. Cristofano is still a Battalia, and will not keep silent. *Who was the loudest voice calling for silence among the Court? What does Cristofano suspect will happen?*

UPON OUR SHIELDS

THE FIRST WORD of fresh treachery arrived today. Ilrien is under siege and she does not yet know it. As always, we are the sword and the shield and the readied fist of our city. As always, it falls to us to keep her safe.

Ready yourself, Retainer. There are enemies among us, swords smoking with bloody execution in our streets. Whether from afar or from within, Battalia will stand against this new threat and root it out stem and branch.



HOUSE BATTALIA

THE BIND

◆ **AN ADVANCE PARTY.** A small contingent of mercenaries or brigands has infiltrated the city to prepare the way for an assault. *Where is their base of operation? What signal will bring the main invasion?*

◆ **A GUNPOWDER PLOT.** A cache of gunpowder from the Arsenal has turned up missing. It's only a matter of time before something goes up in flames. *Who is the target of the plot? How deep does this treachery run?*

◆ **IN OUR COLORS.** A wave of violence has broken out in the lower wards of the city. Witnesses say that the villains were dressed in the uniforms of House Battalia. *Who has recently gone missing from House Battalia? Who stands to gain from Battalia's fall?*

THE COUP

◆ **THE FAVOR OF THE FIRST COURT.** A willingness to trust that you are on the side of right. *Who is embarrassed by your rise? Who draws you into their confidence?*

◆ **THE LOVE OF THE PEOPLE.** A resurgence of popularity for the House among the citizenry. *What gift arrives following your escapades? What does House Bastien ask of you?*

◆ **THE EYE OF THE PRINCE.** A measure of trust and influence from on high. *What is the nature of the Audience with the Prince? Who among the Prince's retinue strikes you as suspicious?*



FOUR-PART CLOCKS

- ◆ Defenses are found sabotaged.
- ◆ A test charge explodes in the Arbor.
- ◆ A rival of the House is found murdered.



SIX-PART CLOCKS

- ◆ The Traitor's Gate will not close.
- ◆ A list of demands is delivered to the Prince.
- ◆ A survivor identifies you as the murderers.



EIGHT-PART CLOCKS

- ◆ The Invasion Force appears.
- ◆ The Grand Council Chambers explode.
- ◆ The Watch arrives to arrest you.

Court of Blades

COTERIE NAME

Force & Transport

STRENGTHS Intelligence, Magic, Wealth, Transport, or Supply HEALER Type: Physician

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 Arsenal

Blades Retinues & Colleagues gain +1 tier.

SPHERE OF INFLUENCE

PERK

Lucreze, a Quartermaster

CONTACT

SPHERE OF INFLUENCE

PERK

CONTACT

SPHERE OF INFLUENCE

PERK

CONTACT

SPHERE OF INFLUENCE

PERK

CONTACT

SPHERE OF INFLUENCE

PERK

CONTACT

House Battalia

House Words: "Upon Our Shields"

SPECIAL FEATURE

- **DUTY FIRST:** Your **retinues** heal at double the normal speed.

SPECIAL ABILITIES

- **DETERRENCE:** Each PC adds +1 **action** rating to **Command** or **Maneuver**.
- **FORTIFIED:** Each PC gains +1 **load** when going *discrete*, before they are considered *loaded*.
- **IRONCLAD:** Each PC gains +1d to all **Body resist** rolls.
- **JUST CAUSE:** The House trusts your intuition. When the coterie does the right thing at a cost to themselves, everyone mark 1 **PC xp**, and take 1 less **exposure** per errand.
- **THE OLD GUARD:** People are inclined to believe you are acting in the best interest of Ilrien, and rarely question your motives.
Gain additional **xp trigger**: "Did we protect Ilrien or her interests?"
- **CHOOSE YOUR GROUND:** When you prepare for battle you may pay 1 **influence** for each of the following: *The ground does not allow ambush - You are difficult to reach - You are surrounded by friends.*
- **UPON OUR HONOR:** All deals you make are public knowledge and inviolate. Gain +1 **influence** when you keep your word. If another house goes back on a deal with you, they lose face (*remove a clock tick on their House Advancement clock*).

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 Honor or Tradition.
- ◆ 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

A Retinue of Blades

COTERIE XP



UNIQUE UPGRADES

- **VIGILANT:** The coterie gains access to detailed maps of old smugglers tunnels and catacombs. You know every avenue of entry into the city, and how best to defend them.
- **INCORRUPTIBLE:** Your **retinues** and **colleagues** all gain the *loyal* trait. They will never take a bribe; they will never turn on you. They will accept death before dishonor.
- **TO THE LAST MAN:** When you hire a **retinue** of *Blades* it functions as 1 **tier** higher.
- **THOROUGHBREDS:** You are granted access to the house's stables. *You can get anywhere in the city much faster than your rivals, and few will stand against a charge of Battalia chevaliers.*

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 CORVETTO FAVOR 	
IV	HOUSE ELANDA FAVOR 	
IV	HOUSE LOVELL FAVOR 	
III	HOUSE AL-MARI FAVOR 	
III	HOUSE BASTIEN FAVOR 	
II	HOUSE BATTALIA 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	
III	THE GONDOLIERS	
III	THE SIGNORA	
III	THE CITY WATCH	+1
III	THE DOCKERS	
II	THE BAKERS GUILD	
II	THE ARBORIST GUILD	
II	THE BROADSHEETS	-1
II	THE IRONMONGERS	+1

<div> <div>T I E R</div> <div> <div><i>The Outsiders</i></div> <div>FAVOR</div> <div>◆◆◆◆</div> </div> </div>		S T A T U S
IV	THE SEVENFOLD VEILS	
III	THE MERCIES	
II	THE DEAD WATCHERS	
II	THE COLLEGE OF SATIRE	
II	THE BUSKIN	
I	THE TRAMPS	+1
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	-1
III	THE FOUNDER	
II	THE UNBURNT	
II	THE BLUE DEVILS	
II	THE TWISTJACKS	+1
I	THE MOTLEY	-1

[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.