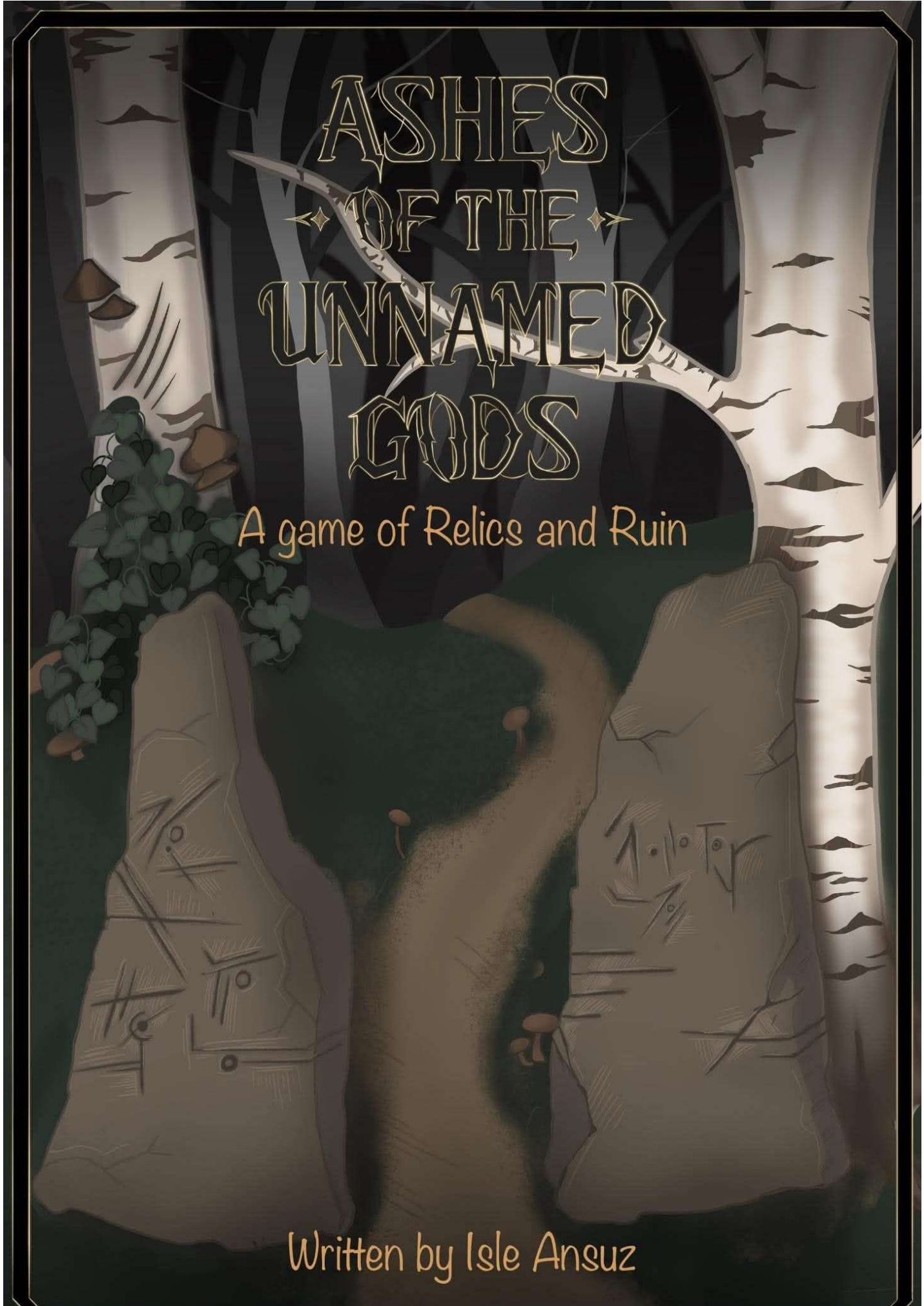




ASHES OF THE UNNAMED GODS

A game of Relics and Ruin

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Ashes of the Unnamed Gods Quick Play Guide

Introduction	3
The World	4
Heritages of Seyloth	5
Attributes, Traits & Skills	9
Action Checks	10
Initiative	11
Combat	12
Magic	12
A Quick Adventure	13
Characters	22
Acknowledgments	26

The Quick Play Guide

The Quick Play Guide gives you everything you need to start exploring the dark and fantastical setting of Ashes of the Unnamed Gods.

It covers the dice you need, the cultures you will encounter, the enemies you may face, and a streamlined set of rules that captures the essence of the full game. Everything you need to get you and your players straight into the action is here.

This guide will prepare you for the full version of the game, or give you everything you need to run one-shot adventures for friends who are not yet sure if they want to commit to a new setting.

What You Need

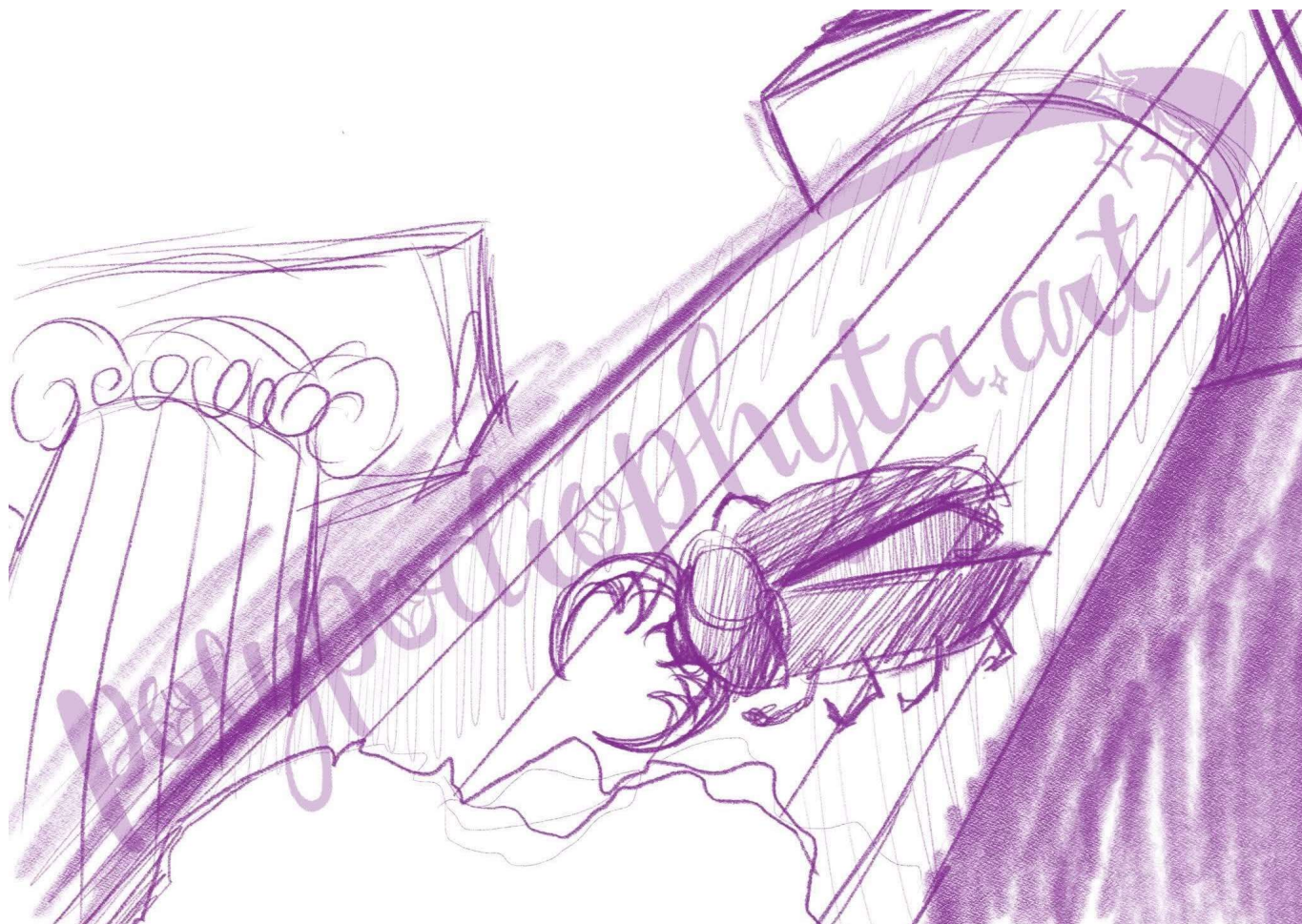
First and foremost, you will need two or three friends to tell a story with.

You will also need something to write and draw with, and something to write and draw on.

Finally, you will need a set of standard polyhedral dice:

D4, D6, D8, D10 and D12

Normally one of each is all you need to get started, but for this quick play you'll only need a D4, D6 and a D8.



The World

The world of Seyloth is relatively young. Perhaps only twenty thousand years old.

It was formed by entities that once drifted through space as little more than thought, observing other worlds through the eternal currents and whims of the cosmic winds. In time, these entities became aware enough to understand boredom, and they longed for something less and something more than what they were.

So, through magic and thought, they created a world of their own.

For a time, they dwelt there unchallenged. Seyloth was a lush world, and its creators ruled it entirely.

Then came the desire for something more. Animals were created, filling the world with life. From among these creatures, the gods chose some to elevate, granting them sentience and new forms.

These became the first peoples of Seyloth.

The Ailithin were one with nature. The Brualdar were like the bones of the planet itself. The Lycari were savagery given form. The Tavari were luxurious pets and servants, attending to the gods' every need in a semi-symbiotic relationship.

And then the Humans arrived.

No one truly understood where they came from. None of the beings who had created Seyloth claimed responsibility for them. These creators, the Seshekh, could offer no explanation.

Humans bred and spread quickly, and in an astonishingly short time became the dominant force across the world.

Where the Humans went, tyrants fell. Slaves were freed and brought into the fold. Alliances were formed, and for a time it seemed that a new age of prosperity might have begun.

Then the demonic looking Selari arrived.

These outsiders brought war with them. Now Seyloth hangs in the balance as treaties are tested, alliances shift and borders are redrawn once again.

Other Unnamed Gods remain in the darkness of space, watching what unfolds upon the world. Occasionally, they answer the pleas and prayers of those trapped in mortal flesh.

They watch as rifts form between the peoples of Seyloth, and as even their own flesh-bound kin struggle against mortality—and against things far worse than death.

Heritages of Seyloth

The Ailithin

The Ailithin are an ancient people closely connected to nature, but they are not elves.

They live in small, independent communities with no kings or queens. Most villages are largely self-sufficient, growing their own food, making their own tools and relying on their neighbours. Ailithin tend to be proud of their traditions and suspicious of outsiders.

The Ailithin were once the custodians of the Waygates, ancient portals that allowed almost instantaneous travel across Seyloth. Over the centuries, however, their understanding of the Waygates was lost. The people who once connected the world have become some of its most isolated.

Ailithin remember that their ancestors were once greater than they are today, but nobody knows exactly what was lost or why.

As an Ailithin, you might be:

A village herbalist, hunter, craftsperson, farmer, traveller or someone simply curious about the world beyond your home.

The Brualdar

The Brualdar are a sturdy, mountain-dwelling people known for their craftsmanship, knowledge and extraordinary attention to detail. They are shorter than Humans, with rough, stone-like patches of skin, and almost all Brualdar maintain a carefully groomed beard.

Brualdar culture is built around order and control.

They keep vast libraries and meticulously record history, important events, discoveries and agreements. Their buildings, clothing, weapons and armour often feature precise geometric designs.

There is a reason for this. Long ago, the Brualdar suffered a terrible loss of control, and they have never forgotten how far things can fall when everything comes apart. Their obsession with preparation, organisation and record-keeping is partly an attempt to ensure it never happens again.

Brualdar can be found far beyond the mountains. They live in forests, cities and even aboard ships, taking their traditions and craftsmanship with them.

As a Brualdar, you might be:

A scholar, historian, craftsman, engineer, merchant, soldier or explorer — and you probably have a very strong opinion about how things should be organised.

The Lycari

The Lycari were created by the Seshekh to be hunters and weapons. They were bred to pursue the Tavari and Ailithin, and were taught that pain and hardship would make them stronger.

For generations, the Lycari did exactly what they were created to do.

But hunting gave them something their creators never intended to give them: time to observe.

They watched the peoples they hunted. They learned how they lived, how they thought and how they understood the natural world. Slowly, the Lycari developed ideas that had never been taught to them.

Patience. Peace.

Lycari are skilled hunters and formidable warriors, but they understand that violence is only one part of nature. They know when to pursue, when to wait and when to simply let the world unfold.

They are closely connected to the wilderness and often spend long periods in silence, observing their surroundings rather than immediately acting.

The Lycari were created to be weapons.

They taught themselves to become something more.

As a Lycari, you might be:

A hunter, tracker, warrior, scout, guide or guardian — comfortable in the wilderness and willing to wait as long as necessary for the right moment.

The Selari

The Selari are travellers with no homeland of their own. They first appeared through a Waygate in the Brualdar mountains, looking like creatures from a nightmare — with colourful skin, horns, tails, unusual ears and other strange features.

After early conflicts with the Brualdar, Ailithin and Lycari, the Humans helped establish peace. Since then, Selari have travelled throughout Seyloth, settling wherever they are welcomed.

Selari families live in wagons and travelling communities, carrying their traditions with them. They are renowned as entertainers, storytellers, traders and tinkers, and their culture is full of games, gambling, music, stories and celebration.

They are also exceptionally powerful practitioners of magic.

The oldest and wisest women of Selari clans are known as Great Mothers. They are respected as leaders, teachers and keepers of their people's traditions and secrets.

Selari are passionate, expressive and rarely afraid to make themselves heard. They celebrate loudly, argue passionately and treat even ordinary gatherings as an opportunity for music, laughter and competition.

As a Selari, you might be:

A traveller, entertainer, storyteller, gambler, trader, tinkerer or magician — and you probably know how to enjoy yourself wherever the road takes you.

The Seshekh

The Seshekh are the oldest people of Seyloth — and, in a very real sense, they were once gods.

The Unnamed Gods who became the Seshekh descended into the world because they wanted to experience the things they had created. They shaped lizard-like bodies for themselves and made their homes in the great deserts, which reminded them of the emptiness of the stars.

The Seshekh are curious, intelligent and deeply comfortable with solitude. They created many of the wonders that still exist across Seyloth, including the Waygates.

But the ancient Seshekh did not think like mortal peoples. They often failed to understand that their creations could suffer, and their curiosity sometimes resulted in terrible consequences.

Modern Seshekh still carry that sense of curiosity. Younger Seshekh in particular are often fascinated by the world beyond their own traditions, asking questions that their ancestors never thought to ask.

They may seem strange to other peoples.

They probably think the same about everyone else.

As a Seshekh, you might be:

A scholar, explorer, historian, inventor, mystic or traveller — fascinated by the world and always wondering what might happen if you tried something new.

The Seyloth/Humans

Humans are found throughout Seyloth, living in cities, towns, villages and settlements across the world. They are so widespread that they have even been called the Seyloth by the Seshekh, giving them some level of legitimacy on the Unnamed Gods world of the very same name.

Their origins, however, are a mystery.

Even the Brualdar, whose ancient records preserve much of Seyloth's history, cannot explain where Humans came from. Their earliest records simply suggest that, suddenly, Humans were there as if they had always been.

Human civilisation is strongly influenced by the Roman Empire. They value law, military organisation, engineering, roads, trade and the idea that civilisation can be built through order and ambition.

Humans are builders and explorers. They establish settlements, connect distant regions through roads and trade routes, and are rarely content to leave the unknown unexplored.

They have also interfered with almost every other culture in Seyloth. They have fought wars, forged alliances, traded goods, adopted foreign ideas and introduced their own in return.

Humans are not necessarily the strongest or oldest people of Seyloth. They are simply very good at changing the world around them.

As a Human, you might be:

A soldier, merchant, scholar, politician, engineer, farmer, explorer or adventurer with a natural curiosity about what lies beyond the next road.

The Tavari

The Tavari are a proud, expressive people with a natural talent for trade, politics and intrigue. They are cat-like in appearance and temperament, but there is far more to them than that.

Tavari culture draws heavily from the Italian Renaissance and the tales of One Thousand and One Nights: wealthy merchant families, extravagant courts, bustling ports, beautiful cities, desert oases and politics where a smile can hide a dozen different intentions.

The Tavari were created by the Seshekh as treasured companions and possessions. They were eventually freed by the Humans, and the memory of that freedom remains an important part of Tavari history.

Tavari society is built around bustling cities, trading ports, oasis settlements and merchant communities. They are natural sailors and traders, and many Tavari fortunes have been built through commerce.

They are also masters of reputation, favour and deception. A Tavari may be warm and affectionate one moment and thoroughly offended the next. Pride matters, and a careless insult can turn a friendship into a feud remarkably quickly.

Tavari understand that information can be more valuable than gold. A secret, a rumour or a well-placed favour can bring down an entire trading empire.

They enjoy wealth, beautiful things and extravagant displays, but above all they value their freedom.

As a Tavari, you might be:

A merchant, sailor, trader, storyteller, noble, politician, gambler or adventurer and you probably know at least one secret that someone would pay very well to learn.



Attributes, Traits and Skills

Characters in Ashes of the Unnamed Gods are defined by several factors that describe who they are, what they can do and where they come from.

Culture

A character's culture represents the people and lands they were born into.

Culture provides both mechanical benefits and story-driven drawbacks, while establishing a character's identity and giving a baseline for how others may perceive them.

Attributes

Every character has three core Attributes:

Body, Mind and Psyche.

- Body governs physical actions and abilities.
- Mind governs knowledge, reasoning and perception.
- Psyche governs emotions, presence and social interaction.

Each Attribute is further defined by three Traits, allowing characters to be shaped without requiring a long list of separate statistics.

Body: Brawn, Dexterity, Fortitude

Mind: Comprehension, Focus, Intuition

Psyche: Composure, Anima, Demeanour

For quick play, characters begin with each attribute at D8. Traits provide a positive or negative modifier to this die.

Skills

Skills represent a character's training and experience. When a character attempts something covered by a skill, that skill can improve the result of the relevant attribute check. Skills provide a positive bonus to a dice check.

Together, attributes, traits and skills allow characters with the same basic capabilities to feel very different in play.

The full rules expand this system further, giving characters additional ways to specialise and develop as they grow.

Action Checks

When to Roll

Dice are only rolled when a character faces duress, danger or a meaningful challenge.

If a character has sufficient time, preparation or a calm environment, they succeed automatically. However, automatic success does not provide any additional benefits or advantages that might have been gained through a successful roll.

Rolling the dice means that something is at stake: risk, consequence or escalation. If failure would not meaningfully change the story, there is no need to roll.

Making an Action Check

When a character attempts an action that requires a roll, the narrator determines which attribute applies and sets a target number (TN).

The player rolls the appropriate attribute die, then applies any relevant trait and skill modifiers to the result.

Attribute Die + Trait + Skill = Action Check Result

The final result is compared against the target number. If the result meets or exceeds the TN, the action succeeds. If it falls below the TN, the action fails.

TN	Difficulty
5	Easy
7	Average
9	Challenging
12	Difficult
15	Very Difficult
20	Almost Impossible

The Narrator should choose a TN based on the circumstances, opposition and narrative importance of the action, rather than simply judging how difficult the action would be in isolation and then applying additional modifiers.

Action checks are used throughout the game including; skill use, investigation, combat and other challenges.

Additional Successes

Beating the TN by a significant margin can produce additional successes.

For every 2 points above the TN, the character gains an additional success. These additional successes allow the narrator to introduce greater effects or benefits from the action.

For example, during an investigation, additional successes might reveal further information or unexpected insights. During combat, they might allow a character to inflict additional damage, disarm an opponent or otherwise gain an advantage.

Unskilled Checks

A character can attempt an action for which they have no relevant skill, but doing so is more difficult.

For an unskilled check, roll the appropriate attribute die, apply the relevant trait modifier, and then apply a –3 penalty for being unskilled.

Attribute Die +/- Trait Modifier – 3 = Action Check Result

The final result is compared against the target number as normal. Unskilled checks cannot be automatically successful under any circumstances.

Initiative

Combat—or any situation where someone attempts to prevent a character or NPC from taking an action—begins with initiative, which determines the order in which characters act.

Initiative Check

Roll the character's mind die and apply their Intuition modifier.

The storyteller may also determine that a relevant skill applies to the situation. If so, its modifier is added to the roll. For example: during a cave in situation, a Brualdar with crafts (mining) could add their craft skill as a modifier as they have a better understanding of the situation.

Mind Die + Intuition + Relevant Skill (if applicable) = Initiative Result

The character with the highest result acts first. In the event of a tie, make a secondary roll or allow the storyteller to determine the order.

Initiative can also be influenced by actions taken during the previous round. Additional successes may provide an advantage when determining Initiative in the following round.

Players are encouraged to describe fast, clever or tactical manoeuvres. Where appropriate, the storyteller may allow these actions to provide minor positioning or cover advantages.

Turn Structure

Each character's turn follows these steps:

1. **Declare Action**
Choose what your character will do: attack, defend, move, cast magic or attempt a special manoeuvre.
2. **Make an Action Check**
Roll the appropriate Attribute Die and apply the relevant Trait and Skill modifiers.
3. **Resolve the Result**
A successful action achieves its intended effect. Additional successes may provide bonus damage, tactical advantages or other special effects.
4. **Apply Damage or Effects**
Resolve any damage, conditions or other effects caused by the action.
5. **End Turn**
Play passes to the next character according to the Initiative order.

Combat

All combat follows the rules established in the action checks section.

When a character successfully attacks, the attack deals its listed damage. Armour can reduce this damage before it is applied.

Damage Mitigation

Characters without armour receive no damage mitigation.

Light armour provides a D6 damage mitigation against each attack. Roll the D6 and reduce the incoming damage by the result, to a minimum of 0 damage.

The full rules contain additional armour types, armour rules and shields, providing greater variety and protection.

Additional Successes

When a character scores additional successes on an action check, with each additional success being achieved for every 2 points above the Target Number, they gain an advantage.

Players should be encouraged to describe the advantage they want. This can include doing an additional die of damage as a follow up attack, knocking an opponent prone, or disarming them.

Magic

Magic is an important part of Ashes of the Unnamed Gods, with several different forms and ways in which it can be used.

For the purposes of quick play, however, magic is not covered in this guide.

The full rules explain how magic is performed, the different forms it can take, and how characters can develop their magical abilities.

To explore the full magical system of Ashes of the Unnamed Gods, see the main rulebook.

A Quick Adventure

The characters have been hired to guard a merchant caravan travelling to the Human city of Seyloth. On the road, they are attacked by brigands. Once they reach the city, they must solve the mystery of their missing employer—or risk losing their payment.

This introductory adventure gives players a chance to experience several aspects of Ashes of the Unnamed Gods, including combat, investigation and social encounters, while introducing them to the strange and often distrustful city of Seyloth.

The adventure begins on the road, three days from the city. The characters are travelling with the merchant Augustus Armindus and his wagon driver.

The Ambush

Read Aloud

For the past three days, you've been employed by a Human named Augustus Armindus. The contract is simple: protect his wagons from raids along the roads through Lycari-controlled territories. For each of you, it is the perfect opportunity to earn some coin while travelling towards wherever you were headed.

Everything is going well. Perhaps too well.

The quiet roads and small woodland paths have lulled you into a half-slumber when the ambush comes.

With a creak and a crash, a tree falls across the road twenty metres ahead of your wagon.

Two Humans step from the woods.

"Step down from the wagons and hand them over to us," one calls, a small hunting bow in his hands.

His companion holds a spear in what you assume is a threatening manner.

Thankfully, you're not ordinary travellers. You're paid guards.

Give the players a few moments to respond. The brigands have no intention of taking no for an answer, so unless the characters find another way to resolve the situation, roll Initiative. For the purposes of this quick play, NPCs do not have the full list of skills. They get to use their attributes and traits only. Named NPCs can use skills, however.

Brigands ×2

Attribute Die

Body D8

Mind D6

Psyche D6

Traits

Body: Brawn +1, Dexterity +1, Fortitude 0

Mind: Comprehension 0, Focus -1, Intuition -1

Psyche: Composure +1, Anima 0, Demeanour -1

Equipment

Each brigand carries a Dagger (D4 damage).

One brigand also carries a Spear (D6 damage).

The other carries a Hunting Bow (D6 damage, 6 arrows).

These are poor-quality weapons and deal -1 damage, to a minimum of 1.

Armour: None

Health: 10 each

The brigands are tough, but they are also starving. Life is not easy for those living on the run from the law.

Clearing the Road

Once the brigands have been dealt with, the characters must find a way to clear the road.

They can spend time using axes to cut the fallen tree apart, or they can unhitch the horses from the wagon and use them to drag the tree clear.

Allow the players to decide how they want to solve the problem. There is no need for an action check unless failure would create a meaningful complication.

Read Aloud

Augustus turns to you as you consider what to do about the tree.

"I've lost enough time with this. I'll make directly for the city. Come and find me at the warehouse, the wagon driver will show you the way."

With that, he takes a horse and sets off before you can ask much else.

Travelling alone and without the wagons slowing him down, he should reach the city by nightfall.

The wagon driver sighs.

"Not the first time he's done this. Always in a rush, that one."

The Journey to Seyloth

The next couple of days pass without further incident. During the journey, the characters have an opportunity to talk with the wagon driver about the merchant who hired them.

A successful Psyche (Demeanour) + Persuasion TN 7 check allows the characters to learn information about Augustus Armindus. The characters can do one check each per day of travel.

Reveal one piece of information for each success:

1. **The Armindus Family**

Augustus is part of a small merchant family specialising in herbs and plants. They purchase their goods from the Ailithin and sell them to apothecaries in Seyloth.

2. **Ailithin Blood**

It is rumoured that Augustus has Ailithin blood somewhere in his family line. He is sixty years old yet looks barely thirty.

3. **His Family**

Augustus is married. His second wife has been ill since suffering complications during childbirth earlier this year.

4. **A Possible Mistress**

The wagon driver has heard rumours that Augustus may have a mistress somewhere in the city.

The wagon driver does not know whether the rumours are true.

Arrival at Seyloth

Read Aloud

As you consider what the wagon driver has told you, the gates of the West Quarter come into view.

Large and imposing, they were built to resist invaders and have been repaired many times over the years.

The wagon driver stops at the gate checkpoint and speaks to a bored-looking guardsman.

"Delivery for Armindus Apothecaries. I'm to take it directly to their warehouse."

"Armindus? Yes, Augustus came through two nights ago in a rush. Said you'd be coming along behind with some delicate supplies. Anything else to report?"

The wagon driver turns towards you.

This gives the characters an opportunity to tell the guard about the ambush and explain what they had to do to survive it.

If any of the characters were injured during the journey, the guard examines their wounds and directs them to a nearby healer named Cankerwright, located a few streets beyond the gate. He then waves the wagon through.

Read Aloud

As you pass beneath the gates, you look up at the heavy portcullis, wondering just how the Humans could ever raise it. It looks heavier than a Bloodhorn, one of the monstrous Lycari plains grazers capable of trampling entire villages in a rage.

The wagon driver stops outside a red-and-white chequered storefront.

"Once you're patched up, come to the warehouse down the road. I'll make sure there's a bed and a hot meal waiting for you tonight. Tomorrow, we can all get paid."

With that, he drives the wagon away down the busy street.

The healer's shop stinks of blood and sawdust. It is little more than a large room, with a single locked door at the back. A bloodstained bed sits empty in one corner. In another stands a surgical table, made from an old door with various belts nailed across it.

Beside a warm stove sits a thin woman, heavily cloaked and holding a steaming mug of something sweet-smelling. What little flesh is visible is heavily scarred and burned.

Her eyes, however, are clear and piercing as she looks over the group.

"Well now. You don't look like Seyloth Scouts here to get patched up before reporting for duty. How did you come to my door?"

Cankerwright

If the characters explain that they are working for Augustus Armindus, Cankerwright will treat their injuries for free.

Otherwise, she charges 3 coins per character for healing.

Once payment has been made, or if the characters are being treated for free, Cankerwright instructs each injured character to lie on the bloodstained bed. She begins chanting and moves her hands in a strange, deliberate fashion.

Slowly, the wounds knit themselves back together until the character is fully healed.

"Tell Augustus I'll take it out of what he owes me when he next comes by. Now then, off you go."

She waves the characters out of the shop before returning to her drink, looking considerably more exhausted than when they arrived.

If the characters escaped the ambush without significant harm, they can proceed directly to the next encounter.

This is the characters' first experience with magic. It should be completely alien to them, powerful but taking its toll on the caster.

The Warehouse

Read Aloud

You arrive at the small warehouse owned by Augustus. The wagon driver is already unloading the goods, and you spend a few minutes helping him check off the various boxes and small barrels of pungent herbs.

"Now then, food and board are in order. Augustus will come by tomorrow morning to pay us all, and none too soon, I tell you."

With that, he leads you into another room, where several simple beds are soon made ready. The stove is loaded with wood, and a hearty stew filled with herbs is prepared.

It is simple, but filling.

You spend the evening chatting amongst yourselves before finally retiring to clean beds—the first you've had in a week.

This gives the players an opportunity to talk amongst themselves and share their characters' backgrounds, if they wish.

If the characters would like to go to the warehouse later and pursue their other goals and motives from their backgrounds, feel free to adlib. Make sure you are well versed on their character backgrounds.

The Missing Merchant

Read Aloud

The next morning, the wagon driver is the first to wake. He prepares a brew of herbal tea for everyone before tending to the horses and waiting for Augustus to arrive.

It's gone noon, and there is still no sign of your employer or your payment.

The wagon driver tells the characters that he will head to Augustus's home to find out what has happened. He promises to return within the hour.

Just over an hour later, he returns.

"Oh, it's terrible news! Terrible! Augustus was taken in the night, and a note was left in cryptic writing. I can't make it out, and neither can his wife. Can you read it?"

He thrusts the note towards you.

A successful **Mind (Comprehension) + Lore TN 7** check will eventually allow the characters to decipher the writing.

The Letter

Matilde Araminde,

Thee goode Gentleman-Merchant, Augustus, is myne. He shoulde never had married you.

Do not come looking for himm or I shall summon up the Misbegotten Ones to haunt you agayn!

A fine childe he has given me already and many more I shall has from him.

Send no one. Warn no guards. Mourn him as loste in the raide apon his wagonne.

It is clear that whoever wrote the letter is unfamiliar with the written Human language. However, the deliberate mistakes appear to have been made to make the writer seem merely poorly educated rather than unfamiliar with the language itself.

The characters should now have enough information to realise that the ambush was a set-up.

Looking back, Augustus was never in any real danger. He did everything he could to make the characters feel safe and keep them from questioning what was happening.

They have been duped by Augustus, who now appears to have no intention of paying them for their work.

The Wagon Driver's Proposal

"Sirs, could you find him? I don't know about you, but I need the money I'm owed. I was promised double the usual fee I'd charge. Find him and get us all what we're owed. After that, his wife can tell the authorities."

The characters now have a choice: pursue Augustus themselves or leave the matter to the authorities.

If they agree to investigate, there is one more clue they can uncover.

If they choose not to investigate, that is the end of the adventure and they are free to explore the city.

The Herbal Clue

Any character who handled the letter may attempt a Mind (Intuition) + Perception TN 7 check.

This check is different from a normal Action Check. The characters are working together to identify a subtle clue, so successes are accumulated across the group.

Once the characters have accumulated 3 successes, read the following:

There is a certain smell to the paper. Bitter and herby, like some of the leaves you helped unload yesterday.

The wagon driver quickly fetches the ledger and begins searching through the merchant's records. After some time spent deciphering the merchant's handwriting and unusual ledger system, he is able to narrow it down to a single name.

Cankerwright.

A herbalist by the Western Gate.

The characters might have already met her.

Cankerwright

Read Aloud

A short while later, you find yourselves standing outside the red-and-white chequered shop.

You push open the door to find Cankerwright, the thin woman you met earlier, heavily robed and wrapped in bandages. She is extracting a tooth from someone wearing the livery of the local guards.

"Take a seat. I'll be with you shortly," she says, barely acknowledging you as she gives the guardsman advice on which oils and herbs to purchase to keep the wound clean and help it heal.

If the characters have already met Cankerwright, amend the following as appropriate:

"Well now, you're back again, what can I do for you? None of you look injured. Headache? Mild blindness? Something one of you would rather not discuss due to the delicate nature of the problem? How can I help?"

Questioning Cankerwright

If the characters simply demand to know where Augustus is, they may make a Psyche (Demeanour) + Intimidation TN 5 check.

Cankerwright knows nothing about Augustus's disappearance and has no reason to lie about it. She is very easy to intimidate.

If the characters mention the herbal smell found on the letter, however, Cankerwright immediately recognises it. She knows exactly who has been using it.

The person responsible is a patient of hers: a Tavari named Meridith Blacktail, who owns a gambling den near the East Gate.

Cankerwright is more than happy to pass this information on.

Additional Information

Additional successes during the conversation can reveal the following information, one piece for each additional success:

1. **Meridith's Child**

Meridith had a baby five months ago—the same time that Matilde's pregnancy failed.

2. **The Herb**

Meridith is addicted to the herb the characters detected on the letter. It affects her vision, and she is almost blind in her right eye. Any actions taken on this side of her will be easier.

3. **Ryn Blacktail**

Meridith has a brother named Ryn, who is known to be something of a brawler.

4. **The Gambling Den**

The gambling den is almost always busy, regardless of the time of day. Meridith has a private residence above the den and could potentially be ambushed there if the characters are willing to wait a few hours.

What Next?

Allow the characters to decide how they want to proceed.

They could wait and ambush Meridith at her home above the gambling den, or they could enter the gambling den and confront her directly.

Either approach can lead to the next encounter.

The Gambling Den

If the characters choose to enter the gambling den and make demands, they will have to fight Meredith Blacktail, her brother Ryn, and a handful of gamblers.

If they choose to wait in ambush, they will first need to break into the house above the den. They will then face Meredith alone.

By this point, the players should have a good understanding of how action checks work and what attributes, traits and skills their characters might use. Allow them to decide how they approach the situation, and use the established rules to resolve their actions.

The Fight

Ryn Blacktail

- **Body:** D8
- **Mind:** D6
- **Psyche:** D6
- **Brawn:** +2
- **Dexterity:** +1
- **Fortitude:** +1
- **Comprehension:** 0
- **Focus:** 0
- **Intuition:** +1
- **Composure:** +1
- **Anima:** 0
- **Demeanour:** -1
- **Damage:** D4 — fists
- **Armour:** Light Armour
- **Health:** 12

Ryn is a large and capable brawler. He prefers to fight with his fists rather than using a weapon. He will not move far away from the bar as behind it, there is a small crib with a baby Tavari tucked inside of it.

Meredith Blacktail

- **Body:** D8
- **Mind:** D8
- **Psyche:** D10
- **Brawn:** 0
- **Dexterity:** +2
- **Fortitude:** 0
- **Comprehension:** +1
- **Focus:** +1
- **Intuition:** +2
- **Composure:** +2
- **Anima:** +2
- **Demeanour:** +1
- **Damage:** D6 — dagger
- **Armour:** Light Armour
- **Health:** 10

Meredith is no warrior, but she is quick, determined and used to surviving difficult situations.

Gamblers

Use these statistics for each gambler involved in the fight:

- **Body:** D6
- **Mind:** D6
- **Psyche:** D6
- **Brawn:** 0
- **Dexterity:** 0
- **Fortitude:** 0
- **Comprehension:** 0
- **Focus:** 0
- **Intuition:** 0
- **Composure:** 0
- **Anima:** 0
- **Demeanour:** 0
- **Damage:** D4–1 — improvised weapons or fists
- **Armour:** None
- **Health:** 6

The gamblers are not trained fighters. Some are exhausted, others are drunk, and most would rather not be involved. Their attacks deal D4–1 damage, to a minimum of 1.

The Storyteller should feel free to have gamblers flee, surrender or become more interested in protecting themselves than fighting if the battle turns against them.

The Truth

The characters can eventually question Meridith, who will tell them the truth about what has been happening.

Read Aloud

"Cankerwright, bloody woman set me up! She used some kind of mind magic on Augustus and me one time and has been bribing us both since. I mean, yeah i have feelings for him, but I don't know if they're my own or what she's gone and put in my head. And she keeps me quiet by giving me the leaf I like. My little one is down in the bar, Ryns a good uncle to him, cutest little thing he is. But I aint seen Augustus since last night. He drops in, lets me know he's going away for a little while but he'll be back and then he was gone. Down to a Selari trade city for a few months. Just like that."

The characters have been hoodwinked by the mysterious Cankerwright.

If they return to her hovel, they find that she is long gone. She has disappeared without a trace, taking with her any immediate answers about Augustus.

The End of the Adventure

After a short while, there is some good news.

Read Aloud

A familiar face comes running up the road. It is the wagon driver.

"Sirs... sirs... oh, there you are! I've been looking all round for you, so I have! Matilde has given me what I was due, and given me yours too, should I have found you."

"Not only that, but she's making me foreman of the warehouse. Seeing as I know the plants, the sellers and the travel routes and all."

He hands each of you a small velvet pouch. A quick check shows that it contains what you were owed, and a little extra besides.

"For the troubles you've had," he tells you.

This brings the adventure to a close. The characters have uncovered the truth behind Augustus's disappearance, survived being manipulated by Cankerwright, and received the payment they were promised.

More importantly, they are now free to explore the city of Seyloth and begin pursuing the jobs, goals and personal stories established in their character briefs, if they have not already done so.

The road has brought them to the city.

What they do there is up to them.

And far above, beyond the skies of Seyloth, the Unnamed Gods look down upon the world below and ponder. "What next...?"

Characters

Ro Arisk

Ro is a young Lycari hunter travelling far from their tribal lands. Their tribe has tasked them with taking a collection of pelts to a specialist collector in Seyloth, but the journey would be expensive if they travelled alone.

When the merchant Augustus offers them a place guarding a wagon from Bannerpoint to Seyloth, Ro readily accepts. Six days of guard duty seems a small price to pay for a free ride, and they see little reason to complain about travelling with strangers.

Ro is practical, observant and accustomed to the wilderness. They know how to hunt, track and survive, but the busy roads and crowded settlements of Human lands are considerably less familiar.

Parivalle Ellesse

Parivalle Ellesse is a Selari with a habit of falling foul of the law. Their difficulty lies less in malice than in their understanding of personal boundaries, particularly where other people's possessions are concerned. To Parivalle, the distinction between *borrowing*, *taking* and *stealing* is rather less obvious than it is to most people.

They are not a bad person; they simply have a rather different idea of morality.

Now hoping to disappear into the crowds of Seyloth, Parivalle has taken work with Augustus's caravan. With so many people in the capital, surely it will be harder for anyone to find them.

Eleth Rosegift

Eleth Rosegift is an Ailithin herbalist, more comfortable beneath the forest canopy than amongst people. Their village has entrusted them with a rare herb to be sold in Seyloth, where it should fetch a considerable price.

Serious and reserved, Eleth does not make friends easily and is perfectly content to spend weeks wandering through the wilderness, soaked, muddy and entirely unconcerned by the discomfort. Cities, crowds and small talk are far less appealing, but the journey to Seyloth is a duty that must be fulfilled.

Bastior Vreft

Bastior Vreft is a gifted Tavari storyteller and entertainer, blessed with a quick wit and an almost unwavering ability to see the good in everyone. They would much rather defuse a dangerous situation with a well-timed joke than draw a blade.

The offer of a place on Augustus's wagon to Seyloth is exactly the opportunity Bastior has been waiting for. After one particularly jealous husband took exception to Bastior making their wife laugh a little too much, a change of scenery seemed like an excellent idea.

Ashes of the Unnamed Gods

Character Name Parivalle Ellesse

Player _____

Heritage Selari

Concept Rogue

XP Available _____

Attributes

Body D8

Brawn +2

Dexterity +1

Fortitude +1

Mind D10

Comprehension +1

Focus +1

Intuition +2

Psyche D8

Anima +0

Composure -1

Demeanour +1

Skills

Acrobatics +1

Athletics +1

Endurance

Marksmanship +1

Melee +1

Might

Resistance +1

Stealth +1

Survival

Specialities

Flaws

Arcana

Concentration

Craft

Insight +1

Lore +1

Perception +1

Streetwise +1

Tactics

Flaws

Specialities

Flaws

Channelling

Deception +2

Discipline

Intimidation

Persuasion

Resolve

Ritual

Spell-Casting

Stoicism

Specialities

Flaws

Combat

Weapon Info

Spear D8

Dagger D6

Sling D6

None

Armour Info

Starting Health 21

Current Health

Initiative: D10+1

Notes

☐ 15+ Healthy

☐ 14-8 Wounded

☐ 7-1 Critical

☐ 0 or Less Incapacitated / Dying

Rope & Grapple

Sling Pellets x8

Coins 7

Ashes of the Unnamed Gods

Character Name Eleth Rosegift Player
 Heritage Ailithin Concept Herbalist
 XP Available

Attributes

Body D8	Mind D10	Psyche D8
Brawn -1	Comprehension +2	Anima +1
Dexterity +0	Focus +0	Composure +0
Fortitude +2	Intuition +2	Demeanour +1

Skills

Acrobatics	Arcana	Channelling
Athletics	Concentration	Deception
Endurance +1	Craft Herbalism +2	Discipline
Marksmanship +1	Insight	Intimidation
Melee +1	Lore +1	Persuasion +2
Might	Perception	Resolve
Resistance	Streetwise	Ritual
Stealth	Tactics	Spell-Casting
Survival +3	Flaws	Stoicism
Specialities	Specialities	Specialities
Flaws	Flaws	Flaws

Combat

Weapon Info	Armour Info
Staff D8 Dagger D6	None
Starting Health <u>22</u>	Initiative D10+2
Current Health <u> </u>	

Notes

- ☐ 15+ Healthy
- ☐ 14-8 Wounded
- ☐ 7-1 Critical
- ☐ 0 or Less Incapacitated / Dying

Pouch of Healing Herbs (2 uses: D4 per use)
Packet of Sacred Herbs
6 Coins

Ashes of the Unnamed Gods

Character Name Bastior Urëst Player _____
 Heritage Tavari Concept Story Teller
 XP Available _____

Attributes

Body D8	Mind D8	Psyche D10
Brawn +0	Comprehension +1	Anima +1
Dexterity +1	Focus +1	Composure +0
Fortitude +0	Intuition +1	Demeanour +2

Skills

Acrobatics +1	Arcana	Channelling
Athletics	Concentration	Deception +1
Endurance	Craft	Discipline
Marksmanship	Insight +1	Intimidation
Melee +1	Lore +1	Persuasion +1
Might	Perception +1	Resolve
Resistance	Streetwise +3	Ritual
Stealth +2	Tactics	Spell-Casting
Survival	Flaws	Stoicism
Specialities	Specialities	Specialities
Flaws	Flaws	Flaws

Combat

Weapon Info	Armour Info
<u>Dolëdhë D8</u> <u>Wrist Blade D6</u>	<u>Light D6</u> <u>Colourful Silken Flowing Robes</u>
Starting Health <u>20</u>	Initiative <u>D8+1</u>
Current Health _____	

Notes

- ☐ 15+ Healthy
- ☐ 14-8 Wounded
- ☐ 7-1 Critical
- ☐ 0 or Less Incapacitated / Dying

Coins 10
Book of 1001 Tavari Tales
Wrist Blade is concealed unless attacking.

Thank you for downloading and hopefully supporting this Kick Starter when it fully releases at the end of September 2027.

It would not have been possible without the aid of two magnificent people.

My Editor and Wife!

She's a bigger nerd than me, and great with how words are meant to look & sound on paper!

Her skills remove the mess that my dyslexia makes!

Sarah Nova

Facebook: Sarah Nova, Norse Witch

Website: www.atru.co.uk

The Artist

Polypodiophyta Art managed to understand the things I was describing, and finesses them into something more than I could have thought possible.

The art in the book is just some of the "In Progress" work, find more on their social media.

Polypodiophyta Art

Instagram: [@polypodiophyta.art](https://www.instagram.com/polypodiophyta.art)

Facebook: [polypodiophyta.art](https://www.facebook.com/polypodiophyta.art)