



# Rights: the LAND itself

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Special: **Add 1 to your Strong**, to a maximum of +3.

Special: **Add 1 to your Wary**, to a maximum of +3.

— You have the right to **confront your betters for justice**. When you do, treat it as winning them over, but roll Strong instead of Good.

— You have the right to **due respect**, from bound, free, noble and royal alike.

— You have the right to **find your way by road or trail** to your destination. When you undertake to do so, roll Wary. **On 10+**, all three of the following are true. **On 7–9**, choose 2; the third is false.

- *You find your way at once, without much casting about for it.*
- *The way is direct, with little meandering or backtracking.*
- *The way is safe, and does not bring you near your enemies.*

**On a miss**, choose 1; the other 2 are false.

— You have the right to the **fruits of your labor** and the increase of your household.

— You have the right to **keep acquaintance with the people you've met** in your travels. When you come to a place where you think you might already know someone, you have the right to describe them briefly to the MC and say that you will meet with them.

— You have the right to **keep yourself and those in your charge safe** in hostile or enemy territory. When you need to do so, roll Wary.

— You have the right to **marry**, with the approval of your intended spouse's family and an appropriate exchange of gifts.

— You have the right to **observe the landscape unnoticed**. When you try to do so, roll Wary. **On 10+**, you're able to watch as long as you choose. Ask the MC what you see, and tell the MC when you slip away. **On 7–9**, you're able to watch for a time. Ask the MC what you see and when you must slip away to avoid discovery. **On a miss**, choose:

- *Slip away now, having seen only what you've seen.*
- *Stay and watch. Ask the MC what you see before you're noticed, and then whether you have the chance to flee.*

— You have the right to **offer hospitality and protection** to those under your roof.

— When you **rally warriors from among your peers** for a common defense, you have the right to roll Strong instead of Bold.

— You have the right to **ready your household** for what's coming, as you see best.

— You have the right to **receive gifts and offerings** on behalf of the summer, the earth, or the river.

— You have the right to **rule your holdings** as you see fit.

— When you **travel into a region** where you think you should already have friends, allies, or acquaintances, you have the right to roll Good. **On 10+**, the MC must ask you 3 of the following. **On 7–9**, the MC must ask you 2. **On a miss**, the MC must ask you 1. The MC is responsible for creating these people and their situation, so can ask you followup questions or correct you if you misapprehend a fact or circumstance.

- *Does someone here owe you a favor? Who is it?*
- *Is someone here in love with you? Who is it?*
- *Has someone here fought by your side? Who is it?*
- *Has someone here thrown their fortune in with yours? Who is it?*
- *Has someone here served as your agent or representative? Who is it?*
- *Does someone here hold fond memories of you? Who is it?*
- *Is someone here your enemy? Who is it?*
- *Is someone here your blood relative, or your foster relative? Who is it?*

— You have the right to **treat and contract** with your neighbors.



# Rights: The New Nobility

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Special: **Add 1 to your Good**, to a maximum of +3.

Special: **Add 1 to your Strong**, to a maximum of +3.

— You have the **ancestral right and title** to rule a stronghold.  
Create it now.

— You are the **apparent or anointed heir to a crown**. You have the right to inherit the crown upon its fall.

— You have the right to **arrange marriages** for all in your vassalage.

— You have the right to **demand and require someone to bring themselves forth** to appear before you.

— You have the right to **hold others in vassal** to you; to receive their rents, muster, and tribute; and to command their hospitality.

— You have the right to **give justice** to the people within your holding and your protection.

— You have the right to **impose law** on the villages under your stronghold's protection.

— You are a **legal heir to a crown**. Upon its fall, you have the right to contend with your fellow heirs to claim it.

— When you **muster warriors** to fight for you, you have the right to roll Strong instead of Bold.

— You are **of noble blood, but a lesser descendant**; you have not inherited. You have the right to call upon your propertied relatives for assistance and protection.

— You have the right to **own a trained warhorse**, a lance (3 *Harm mounted*), and a kite shield (+1 *Armor*, +1 *Harm*), in addition to your other arms. Add them to your belongings now.

— You have the right to **reward someone for their service** to you, in whatever manner you judge fit.

— You have the right to **treat with ally and enemy** as you see fit.

— You have the right to **treat with neighboring powers**. If, in the course of doing so, you must win someone over, roll Strong instead of Good.

— You have the right to **write your betters for aid**. When you do, treat it as mustering warriors from among them, but roll Good instead of Bold.

# Rights: The Old Ways

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Special: **Add 1 to your Bold**, to a maximum of +3.

Special: **Add 1 to your Good**, to a maximum of +3.

— You have the right to **appoint a girl to be your acolyte** and take her into your care.

— You have the right to **blood recompense** when you are wronged, and to muster champions thereto.

— You have the right to a **boon granted**, unbegrudged, within your hostess' power and honor.

— You have the right to a **bounty of mead and meat** at each year's harvest.

— You have the right to **chant the history and genealogy** of your people.

— You have the right to **command others' assistance**, at your word, wherever you go.

— You have the right to the **hospitality of hall, hearth, and board**, wherever you go.

— You have the right to **keep and tend a sacred site**. Create it now as a shrine.

— You have the right to **lead worshipers** in rites and ceremonies.

— You have the right to **offer sacrifice for luck, harvest, or victory**. When you do, sacrifice a bounty of goods and roll Weird. **On 10+**, the MC chooses 3 of the following. **On 7–9**, the MC chooses 2.

• *You have the right to luck, harvest, or victory, and if you do not receive it, you can consider it a right denied you.*

• *On one future roll of your choice, you have the help of your god or gods.*

• *On one future roll of the MC's choice, you have the help of your god or gods.*

• *The gods reject your sacrifice. Do not expect luck, harvest, or victory; it is too much to ask.*

**On a miss**, the MC chooses 1.

— You have the right to the **offerings, service and tribute** of all who come to you to worship.

— You have the right to **one life at midwinter**, sacrificed by those of ancient faith.

— Your foremothers were **queens of the Old Blood**. You have these rights:

• *To fitting tribute and recognition from all your neighboring queens.*

• *To bind warriors and sages to your service by oaths and blood rites.*

• *To solemnize the turnings of the seasons and the bonds between the the Human World, the Natural World, and the Other World.*

— You have the right to **seek initiation** of the gods. When you do so, answer the MC's questions about your initiation and roll Weird. **On 10+**, assume the mantle the MC has the gods give you. **On 7–9**, mark 2 experience toward assuming a mantle. **On a miss**, mark 2 experience toward awakening something terrible.

— You have the right to **slay whom you must** for the protection of all.

— You have the right to **spill the blood** of whom the old gods choose.

— When you spend the rest of the season in **worship and celebration**, you have the right to a bounty of goods in offering.



# Rights: The Other World

Special: **Add 1 to your Weird**, to a maximum of +3.

— You have the right to **call others to repentance** and confession. When you do, roll Good. **On 10+**, ask them 2 of the following questions. **On 7–9**, ask them 1. They must answer truthfully and aloud. Before they answer, they can ask for privacy, which you may grant but need not.

- *Did you do \_\_\_?*
- *Whom have you killed?*
- *What is your greatest sin?*
- *Whom have you wronged?*
- *When death comes to you, what torment will you deserve?*

**On a miss**, ask 1, but they need not answer. Still, if they do not answer, they are denying you your right.

— You have the right to **enchant someone or something**. When you do so, choose your enchantment and make the requisite sacrifices.

— When you **encounter something unnatural**, you have the right to roll your Wary. **On 10+**, ask the MC 2 of the following. **On 7–9**, ask 1.

- *Is this a thing of old ways, new ways, or ways unknown to me?*
- *What manner of person made this thing, or is it its own?*
- *For what does this thing hunger, or by what has it sated itself?*
- *What would this thing make the world into, if it only could?*

**On a miss**, ask 1, but the thing may ask a question of you in return, from this list or of its own devising. Answer truthfully.

— Your **genealogy includes someone inhuman**. You have these rights:

- *To enter into and depart society as you choose.*
- *To call upon birds, cats, beasts, and vermin to serve and attend you.*
- *To live to be 100, or perhaps never to die.*

— You have the right to **give someone the healing of your god or gods**. When you hope to do so, roll Good. **On 10+**, they heal 1 now. **On 7–9**, if they spend the rest of the season in rest and recovery, they heal 2 instead of healing 1. **On a miss**, God has judged their injuries due, and offers no healing.

— You have the right to **hospitality from all**, even your enemies.

— When you **know that you are in a troll's territory**, and you take stock, you have the right to roll Bold instead of Wary.

— When you **look closely at another person**, you have the right to see them truly. Roll Weird. **On any hit**, ask their player one of the following questions about them; their player must answer it truthfully. **On 7–9**, in addition, their soul recognizes your scrutiny.

- *For whom will you weep when death finds you?*
- *How have you failed to deserve what fortune has given you?*
- *Of what are you most deeply afraid?*
- *For what are you most deeply grateful?*
- *What is your soul's greatest sin?*
- *What would make you welcome death?*

**On a miss**, their soul recognizes your scrutiny and rebuffs you unanswered.

— When you **muster warriors to fight for your vision**, you have the right to roll Weird instead of Bold.

— Once per session, at any moment, you have the right to **overcome by an oracular vision**. Choose 1 of the following.

- *Ask the MC what storm is gathering, what is stirring in its sleep, or what is waiting to be born.*
  - *Name a person. Ask the MC which gods or dead things attend them.*
  - *Name a place or a thing. Ask the MC who loves it, and who hungers for it.*
- The MC must answer truthfully.

— You have the right to **own an enchanted weapon**. Ask the MC now what it is. The MC might give you a choice; make it.

— When you **pray to the spirits or the ghosts of your murdered parents**, treat it as consulting with the other world, but you have the right to roll Strong instead of Weird.

— You have the right to the **protection of the dragons in the earth**. Count this as 2 armor if you are unarmored, and 1 additional armor otherwise.

— You have the right to the **protection of your god or gods**. Add 1 to your armor.

— When you **provoke a troll** to see what it will do, you have the right to treat it as sizing the troll up, but roll Bold instead of Wary.

— You have the right to **solemnize a marriage**. When you do, roll Weird. **On 10+**, all of the following are true, for as long as they both shall live. **On 7–9**, all of the following are true, provided that they both keep their wedding vows.

- *They are spiritually bound to one another, and can aid one another no matter how far apart.*
- *They have the right to have no earthly force ever separate them for long.*
- *They have the right to peace between them and good fortune to their household.*

**On a miss**, the ceremony fails, though only you know it.

— You have the right to **solemnize the funerals of the dead**. When you do so, roll Weird. **On 10+**, choose 1 of the following; it is true. **On 7–9**, choose 1; we will suppose it to be true.

- *You ban their soul never to be reborn into earthly life.*
- *You bind their soul into the grave, to remain imprisoned there until their body falls to decay.*
- *You speed their soul to its fate, sweeping aside all obstacles.*
- *When their soul is reborn into earthly life, you will recognize them.*

**On a miss**, the funeral rites fail, and what will become of the dead then, the MC chooses.

— You have the right to **step out of your earthly life** and journey in other places. When you choose to do so, roll your Weird. **On 10+**, you choose your destination, and you have both wits and strength therein. **On 7–9**, you choose your destination, but the first time you miss a roll in that other world, you return at once to earthly life. **On a miss**, the MC chooses your destination.

— You have the right to **throw down demons** and lawless spirits. When you try to do so, roll Weird. **On 10+**, choose 2 of the following. **On 7–9**, choose 1.

- *The demon or spirit must name itself to you.*
- *The demon or spirit must depart.*
- *The demon or spirit must hereafter leave \_\_\_ alone and in peace.*
- *The demon or spirit must reveal its shape to you.*

**On a miss**, the demon or spirit is beyond your command, and will remain so until you somehow gain strength over it.

— When you **whisper to ghosts**, spirits, or other otherworldly creatures, you have the right to win them over, but roll Weird instead of Good.

— You are **wise in poison-craft**. When you choose, you have the right to name someone who might conceivably eat, drink, or handle something that was in your care. Roll Weird. **On 10+**, you've poisoned them, and during the next half-day they suffer 4 Harm, from which no mortal armor can protect them. **On 7–9**, it's 2 Harm. **On a miss**, you've poisoned someone nearby instead, of the MC's choice, for 3 Harm.



# Rights: Personal Prowess

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Special: **Add 1 to your Bold**, to a maximum of +3.

Special: **Add 1 to your Strong**, to a maximum of +3.

— When you **appear on the battlefield**, you are breathtaking and fell. You have the right to declare to your enemy a number from 2 to 12, and there is no reason why you should not declare a 12. Should your enemy attack you, when you come under attack, use the number you've declared instead of rolling the dice.

— You are **beautiful and doomed**. When you enter into a new social setting, you have the right to roll Bold. **On 10+**, choose 2 of the following. **On 7–9**, choose 1.

- *Someone here falls in love with you.*
- *Someone here is afraid of you.*
- *Someone here must meet you.*
- *Someone here is a friend of your family.*

**On a miss**, choose 1 of the above, and in addition:

- *Someone here will try to kill you.*

— You have the right to **be known by reputation**. When you meet someone who should know your reputation, in your own estimation, roll Bold. **On 10+**, they've heard of you, and you declare now what they've heard. **On 7–9**, they've heard of you, but only that you're admired or feared. **On a miss**, they've heard of you, and the MC declares now what they've heard.

— When you **confront someone**, you are beautiful, poised, and hard as steel. You have the right to declare to them a number from 2 to 12, and there is no reason why you should not declare a 12. Should it come to single combat between you, use the number you've declared instead of rolling the dice.

— You are **exhilarating, intoxicating**, when you choose to be. When you win someone over, instead of asking your last question, you have the right to choose 1 of the following.

- *Warmth returns to them: hope, kindness, love, mercy, or faith.*
- *Ask them a boon. If they can do it, they must. If they cannot do it, they must break themselves upon the task.*
- *Treat them cruelly. You leave them in despair, longing, and regret.*

— As a baby you **received the blessing of the beautiful evening star**. You have the right to be loved and never forsaken.

— In **single combat**, you have the right to spend 1 more than your roll alone would allow.

— When you **speak truth to a crowd**, you have the right to roll

Weird. **On 10+**, mark 3. **On 7–9**, mark 2. **Marks:** ○○○

Spend your marks 1 for 1 to compel the crowd to:

- *Bring a person or some people forward and deliver them to you.*
- *Bring forward their precious things and deliver them to you.*
- *Unite and fight for you as warriors.*
- *Cast aside reason and law to give full expression to their pain, joy, hunger, grief, rage, or passion.*
- *Disperse quietly and return peacefully to their lives.*

**On a miss**, the crowd turns on you.

— You have the right to **speak wisdom in counsel**. When someone comes to you for counsel, tell them honestly what you think is their best course of action. If they decide to pursue that course, they can count it as your help, one time in the future, no matter how far from you they are. (Recommend to them that they note this.)

— When you **strike a quarry's trail**, you have the right to roll Wary. **On 10+**, all of the following are possible; choose 1 to do. **On 7–9**, only one is possible; ask the MC which, and then choose whether to do it.

• *You can follow the trail forward. Ask the MC where it takes you and by what route. If you choose to follow it all the way, you've caught up with your quarry. Tell the MC whether you intend to approach it directly or creep up on it.*

• *You can follow the trail back. Ask the MC where it takes you and by what route. If you choose to follow it all the way, you've come to your quarry's lair.*

• *You can study the trail for insight. Ask the MC where your quarry is likely to go, and what it is likely to do next.*

**On a miss**, you follow the trail to a place of your quarry's choosing. Ask the MC where.

— You have the right to **take a student**.

— You are **tall and stunning**. When you make an entrance, you have the right to roll Bold. **On 10+**, choose 2 of the following. **On 7–9**, choose 1.

- *Someone here sees your power.*
- *Someone here is afraid of you.*
- *Someone here must come to know you.*
- *Someone here craves your counsel.*

**On a miss**, choose 1 of the above, and in addition:

- *Someone here becomes infatuated with you.*

# Rights: WAR

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Special: **Add 1 to your Bold**, to a maximum of +3.

Special: **Add 1 to your Strong**, to a maximum of +3.

— **At the beginning of the session**, you have the right to roll your company's War. **On 10+**, mark 3. **On 7-9**, mark 2. **On a miss**, mark 1.

**Marks:** ○○○

During the session, whenever you do battle or take stock, you can choose to spend a mark. If you do, choose 1 more attack option, defense option, or question than your roll alone would allow.

— You have the right to **commit or withhold the stronghold's resources**.

— When you **draw your enemy out** before joining battle with them, you have the right to treat it as sizing the enemy force up.

— You have the right to **feel the pulse of the stronghold's walls and stones**. When you think you might do so, roll Weird. **On 10+**, ask 2 of the following. **On 7-9**, ask 1.

- *Of what or whom does the stronghold dream?*
- *Who in the stronghold is fouling its rhythms?*
- *What makes the stronghold cold with fear, or cold with rage?*
- *To whom does the stronghold call, and to whom does it whisper?*
- *For whom will the stronghold sigh and open?*

**On a miss**, ask 1, but the stronghold may ask a question of you in return, from this list or of its own devising. Answer truthfully.

— You have the right to the **first share** of your raiding band's spoils.

— When you **give someone an order or a warning**, you have the right to roll Strong / Wary. **On 10+**, they choose 1 of these:

- *They follow your order or heed your warning.*
- *They freeze or back slowly away.*
- *They attack you.*

**On 7-9**, they choose 1 of the above, or else 1 of these:

- *They scoff, but hesitate.*
- *They demand proof, an assurance, or an explanation.*

**On a miss**, they dismiss your words and continue on their course.

— When you **have your scouts observe** and report your enemy force's movements, you have the right to treat it as sizing your enemy up, but to roll your company's War instead of your Wary.

— When you **inflict harm**, or lead warriors who inflict harm, you have the right to inflict 1 additional Harm.

— When you **judge someone strong or weak**, enemy or ally, you have the right to treat it as sizing them up, but roll Strong instead of Wary.

— You have the right to **lead a raiding band**. Create it now. You have the right to choose where and when to raid.

— When you **lead warriors in defense and counterattack**, you have the right to roll Wary instead of Bold.

— You have the right to **muster laborers** and oversee the improvement of the stronghold's defense. When you do, roll Wary. **On 10+**, mark 2 toward the stronghold's improvement. **On 7-9**, mark 1.

**On a miss**, you may choose to mark 1, but if you do, the stronghold accrues Want.

— When you **muster warriors to the stronghold's defense**, you have the right to roll Wary instead of Bold.

— When you spend the rest of the season **raiding**, you have the right to begin the new season with a bounty of stolen goods, but roll your raiding band's War. **On 10+**, your raiding band is strong and whole.

**On 7-9**, it is bloody; count your fallen. **On a miss**, it is limping; count your fallen.

— You have the right to **seize authority over a counsel of war**.

— You have the right to **sit in counsel with the liege**.

— When you **supplicate the gods of war**, you have the right to treat it as consulting with the other world, but roll Strong instead of Weird.

— When you **take stock on the battlefield**, you have the right to roll Strong instead of Wary.

— You have the right to **wage war as you see fit**, committing the stronghold's company to action or inaction without the liege's direct order.



# Rights: The Wider World

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Special: **Add 1 to your Bold**, to a maximum of +3.

Special: **Add 1 to your Wary**, to a maximum of +3.

— You have the right to **abandon your relationships and endeavors** here in this land and depart for your own.

— You have the right to the **blessings of the Sun, the Moon, and the Stones of Mountains**. When you call upon them to bless your endeavors, roll Bold. **On 10+**, mark 2. **On 7–9**, mark 1. **Marks:** ○○○ Provided that you are pursuing your blessed endeavor, and that you are under the open sky or standing with your feet on the earth, you may spend a mark to receive Their aid. **On a miss**, They have lost you in this distant land. You may not call upon them again until you have performed the proper rites to honor them.

— You have the right to **call upon the god or gods of your people**, though you are far from them. When you do, treat it as giving yourself over to the other world, but roll Bold instead of Weird.

— You are **descended from a local governor** of the Empire of Eagles. You have these rights:

- *To govern a municipality of 100 Hearths, seeing to its order, taxation, administration, and defense.*
- *To dispose of your belongings and holdings as you will.*
- *To the protection and judgment of the Law of Eagles in all matters.*

— You are **descended from a general** of the Legion of Eagles. You have these rights:

- *To serve the greatest crowned heads as war-captain or general.*
- *To the due respect of all warriors, ally and enemy, at war or peace.*
- *To the protection and judgment of the Law of Eagles in all matters.*

— When you try to **explain to someone** your foreign way of thinking, you have the right to treat it as winning them over, but roll Bold instead of Good.

— You have **good investments** in trade and luxury goods. At the beginning of every season, you have the right to a bounty of coin.

— When you **go to someone for advice**, they must tell you honestly what they think you should best do. If you agree to follow the course they suggest, you have the right to treat it as their aid, one time in the future, no matter how far from them you are. (Note this.)

— You have the right to the **guidance and protection of your guardian soul**, your soul's twin, who accompanies you wherever you go. At the beginning of every session, roll Weird. **On 10+**, mark 2. **On 7–9**, mark 2. **Marks:** ○○○ Any time during the session, you may spend your marks to receive your guardian soul's aid. **On a miss**, mark 1, but throughout the session, your guardian soul is vulnerable to other magics.

— You have the right to **insist upon your own customs** in your own home.

— You are **literate** in Arabic / Greek / Hebrew / Latin / Persian (circle 1, 2, or 3). You have the right to own and read books, including religious, legal, historical, and administrative texts, and to conduct written correspondence beyond simple message-passing and note-leaving.

— You have the right to **marry whom you choose**, consulting only your intended spouse.

— You have the right to **rest and relief from all labor** and strife, one day out of every seven.

— You have the right to **ride any horse you see**, unless you hold its owner to be your better.

— You have the right to **seek the truth** in any troubling situation, unhindered by any.

— You have the right to **victory in every righteous battle** and success in every righteous undertaking.

— You have the right to **write to your distant allies for aid**. When you do, treat it as mustering warriors from among them.