

TWIN MASK RULEBOOK APPENDICES

Rulebook version 6.0

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Table of Contents:

<i>Introduction</i>	2
<i>Appendix 1: Influence</i>	3
<i>Letters and the Postal System</i>	6
<i>Academic Influence</i>	7
<i>Economic Influence</i>	16
<i>Political Influence</i>	26
<i>Underworld Influence</i>	45
<i>Military Influence</i>	58
<i>Battle Rules</i>	65
<i>Appendix 2: Character Odysseys</i>	70
<i>Explanation</i>	70
<i>Step-by-Step Walkthrough</i>	72
<i>Legendary Skill List</i>	73
<i>Legendary Skill Descriptions</i>	75
6-Point Skills 75	7-Point Skills 78
8-Point Skills 84	9 & 10-Point Skills 92
“Odyssey Notes”	95
<i>Appendix 3: Death Benefits</i>	96
<i>Explanation</i>	96
<i>Benefits Table</i>	97

INTRODUCTION

This collection of systems, tables, and explanations is meant to be supplementary to the main Twin Mask rulebook. To put it simply: it just was *not* necessary to include all of this stuff in the rulebook, which is designed to be (relatively) accessible and simple to use. As Twin Mask has grown over the last decade, it has naturally expanded the scope of its rules: at first, when there were only a few players, there was no need for mechanics to track all of the modern game's complexities. Indeed, for new players who are just starting out, that "early game" experience can be much the same. The game can be all about the people you meet, the world immediately around you, the fights you win (or lose), and so on. It is only once you become more firmly established in Adelfrune that you will see any need to concern yourself with influencing or traveling to the farther-flung locations of this large and mysterious world.

The material in these Appendices generally extends beyond the "normal" scope of Twin Mask gameplay in this way.

- **Appendix 1: Influence** is a large-scale system for making use of the Influence cards provided by the "Influence" or STANDING skills (such as ACADEMIC STANDING: RANK 1) from the main rulebook. It is, therefore, quite relevant reading for any players who want to take those skills and make use of them! It explains the **Postal System**, which allows players to send letters to NPCs between Twin Mask game events. Additionally, it explains the **Battle System**, which is a kind of "mini-game" that allows players to command battlefields full of troops, mages, and ships.

- **Appendix 2: Character Odysseys** is intended for long-term players who have been playing the same character for years. As a way of thanking them for their dedication, and to enable those players to "take a break" from piloting their longstanding (and, often, *highly-entangled-with-responsibilities*) characters, this system allows you to send your character on extended adventures into the lands beyond Port Frey and Solace... and then to return with one amazing new skill that goes beyond anything possible in the main rulebook.

- **Appendix 3: Death Benefits** is a small system that allows players to gain additional capabilities for a *new* character when one of their established characters permanently dies. As such, it should not be relevant to new players for a good long while... unless they happen to be particularly foolish and/or unlucky.

APPENDIX 1: INFLUENCE

“I am no stranger to magic. Part of the first generation born inside the city walls of Ad Decimum, I have developed the skill and scholarship needed to be called an Archmage. My theories and discoveries have been quoted across Adlrun, wherever wizards value productive research—but you know what? There is a deeper and more powerful magic underlying all of that: influence. I talk to people, I support others, and I organize cooperative efforts. It is exactly what I learned as a diplomat, and it’s how all of the really important work of life gets done. I don’t spend much time in battle... because I am smart enough to work behind the scenes, trying to stop battles before they start. Before you learn how to fight with the strength of ten men, or cast spells with the power of ten mages, you should learn how to build a team and do the work of ten people... with ten actual people. Indeed, my personal theory is that Ad Decimum gets its name and its strength from exactly this principle...”

—Kenrin Arakai, Governor of Solace and Rector of the Guild of Academics

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THE INFLUENCE SYSTEM

Twin Mask, as a LARP, obviously cannot simulate every aspect of life in Adlrun. After your character Returns to life and begins to find their place in the world, the scope of their interests may extend far beyond the other Returned and the NPCs that you see around you, no matter how action-packed each game may be. Certain skills can do a

limited job of representing players’ activities between games (for instance, the “Gathering” skills such as MINING, ENTREPRENEUR, or BLACK MARKET), but none of them fulfill this role as thoroughly as the “Influence” or STANDING skills. As explained briefly in chapter 3 of the main rulebook, this set of five skill types based on Influence—ACADEMIC STANDING, ECONOMIC STANDING, POLITICAL STANDING, UNDERWORLD STANDING, and MILITARY STANDING—allow you to shape the world on a larger scale.

These skills provide you with Influence Cards of five different types. You can spend those cards to produce all kinds of valuable effects, largely by hiring people to work for you and then directing them toward the projects that you think are most important. Once you have spent Influence Cards to build up a team of NPCs, you can use any further cards to acquire items and resources, conduct



research, shape the actions of notable NPCs in game, gather information, conduct warfare, and so on.

The Types of Influence				
Academic	Economic	Political	Underworld	Military

In the world of Adetrune, Influence Cards are an accepted and unremarkable way for people to acquire, trade, and spend interpersonal favors. The cards are in-character items: they can be damaged, lost, or stolen, just like silver pieces or anything else. That is, these are not just a LARP's way of quantifying and tracking something abstract, like Item Tags or Health Points. They are a native and natural part of Adetrune, and they can therefore be acknowledged and discussed in-character just like money or food. Of course, though, they are not the end-all or be-all of trading favors with one another. Twin Mask players, and their Returned characters, can (and probably *should*) also deal with one another in more casual ways, exchanging promises and hospitality in a traditional web of mutual support. You *could* trade Influence Cards for help from other Player Characters (PCs)... but, most of the time, you will want to save these cards for dealing with NPCs.

If you have STANDING skills, you will be able to report to Logistics at some point during each Twin Mask game session to receive Influence Cards. It is easy to spend those cards during a game: just walk into the Logistics building, show that you have hired any necessary **Ally** NPCs, and then hand in the Influence Cards needed to perform one of the Actions listed below. Hiring different Allies and using them to perform Actions have pre-set, specific costs in Influence, as detailed on the following pages. These Allies are "off-camera" NPCs, people in the world of Adetrune who are friendly to your character and interested in working with you... and, as such, whenever you spend Influence to hire a High-Rank Ally, you should choose a name for that individual.

(Technically, at Twin Mask Staff discretion, one or more such High-Rank Allies could, one day, actually come into game as embodied and fully-fledged NPCs, even if only briefly. As such, you are encouraged to not only name them... but also develop a bit of personality for them, including a note on their history with your character. Please do not name your Allies in ways that could break players' immersion, of course: avoid puns and references to real-world people.)

Before we get to the full lists, there is one particular Action involving Influence that is always available to you, even without any specific Allies or any particular type of Influence Cards. Additionally, **this Action is *not* used during a Twin Mask game session, like all others are.**

<i>Allied Instruction</i>	Required Allies: —
	Activation Cost: 1 of any Influence Card
	Risk Chance: 0%
<p>Knowing people has its benefits. Rather than having to spend precious time and effort tracking down a fellow Returned to teach you a particular skill during a Gathering, you can arrange for training from an expert during your “down time.” Unlike most Actions, using this Action does not require you to notify a Logistics Staff member during game. Instead, you write the skill you are picking up on the back of your character sheet, as normal—but you simply write “1 Political Influence” (<i>or</i> whichever Influence Card type you want to spend) next to it, where your trainer’s signature would normally go. You must then attach the relevant Influence Card to your character sheet as you turn it in. You cannot use this Action to learn any LORE skills.</p> <p><i>Note—the kind of Influence Card spent to use this Action has no bearing on the skill you are learning; for example, even an Academic Influence Card could get you training in the BERSERKER skill.</i></p>	

All Actions, like the one above, have 1) a minimum number of involved Ally cards, 2) an activation cost that (almost always) consists of Influence Cards, and 3) a Risk Chance.

The “**Risk Chance**” needs some explanation. Every time you use an Action with a Risk Chance above 0%, it is possible for things to go wrong. When you use such an Action, you also roll percentile dice... and if your roll falls within the listed percentage, you will have to go through a **Loss Check**. A Loss Check can be terrible or very mild, depending on your luck: it consists of flipping a coin (or rolling dice with a 50% chance) for every Ally card that was involved in the Action, then destroying the involved Allies on every card that lost its flip. Roughly speaking, then, each Loss Check means you lose half of the involved people... but you could instead lose all of them, or none at all, depending on your coin flips (or dice rolls).

To explain Loss Checks further with an example: if you want to perform the *Trade Caravan* Economic Action, you need to commit 10 Merchants, 5 Soldiers, and 4 Animals to the Action. The cards for all of these Allies (Merchants and Animals from Economic, Soldiers from Military) contain 5 individuals per card. If you roll below the 40% Risk Chance of *Trade Caravan*, then, and have to face a Loss Check...

Let’s say that you had 2 Ally Cards of Merchants, each fully stocked with 5 Merchants per card. You flip a coin for the first one, and you win! You don’t lose any of those 5 Merchants. You flip a coin for the second one, and you lose... so you lose all 5 Merchants on that second card, since they were all involved in the *Trade Caravan*. Next, let’s say that you have 2 Ally Cards of Soldiers... one partially filled with 4 Soldiers, and one partially filled with 3 Soldiers. To get up to the necessary 5 Soldiers, you committed the card of 4 and ONE of the Soldiers from the card of 3. You flip a coin for the card of 4 Soldiers, and you win, so you don’t lose any of them. Then you flip a coin for the card of 3 Soldiers, and you lose... so the 1 involved Soldier on that card is lost, leaving 2 on the card. You have one full card of 5 Animals, with 4 of them committed to the Action, and you lose the flip... so 4 of those Animals are lost, leaving just 1 Animal on that card to be used later.

It is worth noting that **Story Staff may sometimes announce other ways to spend your influence, beyond the Actions listed below.** At the beginning of each game session, if any such options are available, Story Staff will let you know.

IMPORTANT DISCLAIMER

Influence Actions often involve interacting with, and gathering information from, Twin Mask’s Story Staff (or Logistical Staff) members. Unfortunately, those people are also *very* busy during game. This means that you may not get the information or the attention that you need—or at least not immediately. Particularly if your query is complicated or dependent on larger plot concerns, we reserve the right to deal with it by **contacting you between Twin Mask game sessions.** Sometimes, too, your Influence Actions may interact in unpredictable ways with the current shape of the game’s various plotlines. When this happens, **Twin Mask Staff can temporarily change how any given Influence Action works: modifying its costs, its Risk Chance, or even declaring that it will not function under the current circumstances.** (When an Action is modified in this way, you will receive all appropriate refunds of Influence or Ally Cards.)

Finally, too, it is important to note that during a Twin Mask game, all Influence Actions must be initiated while Logistics is *still open*. Past a certain point on Saturday night (or the “wee hours” of Sunday morning), there simply won’t be anyone who can properly handle your requests. Also, any Action that requires Staff to send an NPC into game must be initiated **before sundown on Saturday.**

LETTERS AND THE POSTAL SYSTEM

As you will see below, various Influence Actions can send messages to NPCs—*during* a Twin Mask game session. If you want to send a letter to somebody **between game sessions**, you will have to use the postal system of Adelrune. In general, letters must be sent **no later than the Sunday before each Twin Mask game, at noon.** (You can also use the postal system *during* game, by turning letters and postage in to Logistics.)

There are two kinds of postage: 1) Local / Domestic (which can send a letter to someone on Tear) and 2) Overseas (which can send a letter to anyone in Adelrune). You may purchase postage from NPCs during game, or through the MERCANTILE skill at check-in; then, to use it between games, you will need to “bank” some (or all) of it **by attaching it to your character sheet** at the end of a game. To send a letter using such “banked postage,” simply follow this link to the [In-Character Letter Form](#) and select the appropriate kind of postage. Along with the “NPC Letter Recipient,” you will need to provide something like an address or location for the delivery; mail couriers cannot track people down for you. Once you have done so, your message is guaranteed to be delivered safely, in all but the *most* extreme situations. While there is always a chance that a message will “slip through the cracks,” such failures are kept at an absolute minimum.

ACADEMIC INFLUENCE

Once you have made a few connections to friendly scholars, wizards, libraries, and institutions of learning, you will start to realize that Adetrune hosts a thriving network of informational exchange. From the towers of Ad Decimum to the Library of Alexander in Cestral, from the Loremasters of the Celestine Empire to the deep archives of the Amalgamation's Church of Chorus, from the mercantile records of Dace to the far-flung Solace Guild of Academics... if you know the right people, letters and books and ideas are constantly streaming from one scholar to another. For anyone interested in research, archaeology, ancient languages, the magical arts, or developing new crafting techniques, there is much to be gained by tapping into this invisible web of knowledge.

ACADEMIC ALLIES

	<i>Cost</i>	<i>Card Received</i>
Low Rank	1 Academic Influence	5 Students
Middle Rank	3 Academic Influence	5 Scholars
	3 Academic Influence	5 Healers
High Rank	3 Academic Influence	1 Professor
	4 Academic Influence + 1 Economic Influence	1 Mage

At any point, you can approach Twin Mask Logistics and spend Influence Cards to buy Academic Allies, as shown above. Once you have some allies with knowledge and talents you can draw on, the world of scholarship opens up to you: with the right team, you can do anything from gathering background information to researching new spells or magical items.

ACADEMIC ACTIONS QUICK REFERENCE:

Academic Action	Activation Cost	Required Allies	Risk
Student's Punishment	0 Influence Cards	1 Student	100%
Due Diligence	1 Academic	0 Ally Cards	0%
Second Opinion	1 Academic	Any 1 Ally Card	0%
Messenger Bird	1 Academic	1 Animal	10%
Channel Life Energy	1 Academic	1 Healer	0%
Bone Setting	1 Academic	1 Healer	0%
Archival Backup	1 Academic	5 Scholars	0%
Channel Mana	1 Academic	1 Mage	0%
Trace Magical Energy	1 Academic	1 Mage	0%

Detect Poison	1 Academic	1 Mage	0%
Destroy Corpse	1 Academic	1 Mage	0%
Communications Ritual	1 Academic	1 Mage	20%
Background Research	2 Academic	0 Ally Cards	0%
Limb Regeneration	2 Academic	1 Healer	0%
Consult an Expert	2 Academic	1 Professor	0%
Investigate History	2 Academic	15 Students, 2 Scholars, 1 Professor	0%
“I’ve Read About It!”	2 Academic	20 Scholars, 1 Professor	0%
Bestiary Analysis	2 Academic	10 Scholars, 1 Professor, 1 Mage	10%
Arcane Proclamation	3 Academic	1 Mage	20%
One-Word Translation	3 Academic	3 Scholars, 1 Professor	0%
Contact Scholars	4 Academic, 1 Political	0 Ally Cards	0%
Spell Research Team	5 Academic	20 Students, 10 Scholars, 1 Professor	25%
Craft Research Team	5 Academic	20 Workers, 10 Scholars, 5 Craftsmen	25%
Authorial Intent	10 Academic, 1 Economic	0 Ally Cards	0%

ACADEMIC ACTIONS

<i>Student’s Punishment</i>	Required Allies: 1 Student
	Activation Cost: —
	Risk Chance: 100%
<p>Sometimes, you need a letter delivered with greater speed and security than the standard postal service can provide... and you can think of the perfect student who could really use the disciplinary action of having to work as a courier. This Action allows you to send a paper letter to anyone in Adelfrune during a Twin Mask game session, without having to use any postage (or expose that letter to any potential problems with the security of the postal service). Considering the 100% Risk Chance, though, it’s basically a coin flip whether you will see that student again.</p> <p><i>Note—there is no need to assume that the chosen student will die. Unless they were sent somewhere dangerous, they will likely live... but will simply not be counted among your active students any more.</i></p>	

<i>Due Diligence</i>	Required Allies: —
	Activation Cost: 1 Academic Influence
	Risk Chance: 0%
<p>Sometimes, spending just a little extra time on thinking things through can save a lot of trouble down the line. When used in conjunction with another Academic Action, <i>Due Diligence</i> reduces that Action’s “Risk Chance” by 10%. <i>Due Diligence</i> can only be used once per Action, and it cannot be used in conjunction with any other way to reduce Risk Chance.</p>	

<i>Second Opinion</i>	Required Allies: Any 1 Ally Card
	Activation Cost: 1 Academic Influence
	Risk Chance: 0%
<p>You may be confident in your opinions... but you know that, as a Returned, you may sometimes live in a bit of a “bubble,” without a good way to see the perspective of the common people. By handing off a bit of Academic Influence to a particular Ally, you can learn that person’s opinion on any subject of your choice. Generally speaking, the higher the rank of the Ally, the more educated the opinion it will provide.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Messenger Bird</i>	Required Allies: 1 Animal
	Activation Cost: 1 Academic Influence
	Risk Chance: 10%
<p>Sometimes, you need a letter delivered with greater speed and security than the standard postal service can provide... and you have invested in some homing birds that can perform that service for you. This Action allows you to send a paper letter to anyone in Adelfrune during a Twin Mask game session, without having to use any postage (or expose that letter to any potential problems with the security of the postal service).</p>	

<i>Channel Life Energy</i>	Required Allies: 1 Healer
	Activation Cost: 1 Academic Influence
	Risk Chance: 0%
<p>Sometimes—particularly on Tear—field research can get dangerous, and you just need somebody to patch you up. When you use this Action, one of your Healer Allies will help you by using whatever “Mending” spells are necessary to restore you or another person you designate to your full complement of Health Points. If you use this Action to aid somebody other than yourself, that person must join you in visiting Logistics.</p>	

<i>Bone Setting</i>	Required Allies: 1 Healer
	Activation Cost: 1 Academic Influence
	Risk Chance: 0%
<p>Magic can reveal and re-shape the underlying structures of things... including people’s bodies. When you use this Action, one of your Healer Allies will go through the painful ordeal of casting the “Mend Bone” spell to set a broken limb for you or for another person you designate. If you use this Action to aid somebody other than yourself, that person must join you in visiting Logistics.</p>	

<i>Archival Backup</i>	Required Allies: 5 Scholars
	Activation Cost: 1 Academic Influence
	Risk Chance: 0%
<p>A single document, no matter how well-guarded, can always be the target of malicious efforts to destroy the truth it holds. When you use this Action, choose a nation of Adetrune; <i>Archival Backup</i> will send that nation’s record-keepers a perfect copy of any one document for safekeeping, so that the loss of a single book or scroll can be remedied by re-copying it. (In order to do so, you must send a copy of the document—whether as a photo, as a scan, or as text—to Twin Mask Staff, probably between this game session and the next.) Unfortunately, this Action cannot be used to make copies of any spell scrolls, rituals, or other inherently magical text: arcane energy cannot be copied, and without it, such transcriptions would be garbled and useless. <i>Note—this Action is dependent on the specific circumstances of the text, it and might work differently in different situations; see the Disclaimer earlier in this appendix.</i></p>	

<i>Channel Mana</i>	Required Allies: 1 Mage
	Activation Cost: 1 Academic Influence
	Risk Chance: 0%
<p>Many scholars, given the opportunity, will pick up a bit of the magical art of Channeling, even if only to better understand the flow of magical energy. When you use this Action, one of your Mage Allies will helpfully use the “Transfer Magic” spell to give you, or another person you designate, a refill of up to 5 mana (limited, of course, by the recipient’s maximum mana reserves). If you use this Action to aid somebody other than yourself, that person must join you in visiting Logistics.</p>	

<i>Trace Magical Energy</i>	Required Allies: 1 Mage
	Activation Cost: 1 Academic Influence
	Risk Chance: 0%
<p>Research into the nature of magic—along with addressing the various, mysterious emergencies that frequently seem to befall the Returned—often requires the ability to see the patterns of magical energy. When you use this Action, one of your Mage Allies will use the “Sense the Arcane” spell to attempt to track the nature and the flow of whatever kinds of magical effects might be influencing, or inherent within, a person or thing. To use this Action, you must be able to move the person or thing you wish to investigate to Logistics.</p>	

<i>Detect Poison</i>	Required Allies: 1 Mage
	Activation Cost: 1 Academic Influence
	Risk Chance: 0%
<p>Competition can be venomous in academic circles, but <i>usually</i> not to the point of using actual poison... right? When you use this Action, one of your Mage Allies will take the time to use the “Detect Poison” spell to determine if something or somebody is poisoned. To use this Action, you must be able to move the person or thing you wish to investigate to Logistics.</p>	

<i>Destroy Corpse</i>	Required Allies: 1 Mage
	Activation Cost: 1 Academic Influence
	Risk Chance: 0%
<p>Some scholars believe that, when an experiment has the wrong outcome, you might want to conveniently remove a few “data points” to smooth out your results. When you use this Action, one of your Mage Allies will helpfully use the “Decay Corpse” spell to destroy any one dead body. To use this Action, you must be able to carry or otherwise move the corpse to Logistics.</p>	

<i>Communications Ritual</i>	Required Allies: 1 Mage
	Activation Cost: 1 Academic Influence
	Risk Chance: 20%
<p>Sometimes, the speed and security of a normal letter is just not enough, no matter its courier... but you have the magical connections needed to bypass all of that and transmit information more directly. This Action allows you to magically send a paper letter to anyone in Adelrune during a Twin Mask game session, without having to use any postage. Your letter will appear instantaneously out of nowhere, in midair, wherever that person happens to be. (Of course, in order to narrow down the magical energy involved, you will need to know the person’s name or title and have a general sense of where they are.)</p> <p><i>Note—the Risk Chance of this Action represents the possibility of a magical backlash that hurts or kills the Mage performing the ritual. In the case of such a backlash, though, the message will still be sent.</i></p>	

<i>Background Research</i>	Required Allies: —
	Activation Cost: 2 Academic Influence
	Risk Chance: 0%
<p>With all the letters and papers that authors, professors, and researchers exchange, you can glean a lot of information about particular groups if you know the right ways to ask and follow paper trails. This Action lets you choose any one faction, even if it is not primarily academic in nature, and learn about its connections to the realm of knowledge: you gain insight into its research, connections to particular scholars, most-viewed books, and place in the international world of academics.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Limb Regeneration</i>	Required Allies: 1 Healer
	Activation Cost: 2 Academic Influence
	Risk Chance: 0%
<p>Studying the flow of life energy can be fascinating—and sometimes essential to saving life and limb. When you use this Action, one of your Healer Allies will go through the painful ordeal of casting the “Regenerate Limb” spell to re-grow a severed limb for you or for another person you designate. If you use this Action to aid somebody other than yourself, that person must join you in visiting Logistics.</p>	

<i>Consult an Expert</i>	Required Allies: 1 Professor
	Activation Cost: 2 Academic Influence
	Risk Chance: 0%
<p>When you are delving into particularly abstruse subjects, sometimes you need to bring in an expert who has devoted more time to it than you have. Using this Action allows you to use the RESEARCH skill as though you had an in-depth Research Tag for any one LORE skill that a scholar could reasonably be expected to know.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Investigate History</i>	Required Allies: 15 Students, 2 Scholars, and 1 Professor
	Activation Cost: 2 Academic Influence
	Risk Chance: 0%
<p>You direct your allies to hit the history books, digging for general information on any historical person, place, or thing that you propose. Of course, your allies do not have access to sources that contain any secrets or insights beyond what a well-stocked library can deliver; they will deliver whatever information is represented in the historical record, which may not necessarily be the absolute truth.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>“I’ve Read About It!”</i>	Required Allies: 20 Scholars and 1 Professor
	Activation Cost: 2 Academic Influence
	Risk Chance: 0%
<p>While some people may laugh at a tendency to spend more time reading and learning than actually applying your knowledge to the real world, there is no denying that a well-stocked mind can lead, in a pinch, to all kinds of creative solutions to problems. When you use this Action, you immediately gain 1 Influence Card of any type. (Essentially, this lets you trade 2 Academic Influence for 1 of another type.)</p>	

<i>Bestiary Analysis</i>	Required Allies: 10 Scholars, 1 Professor, and 1 Mage
	Activation Cost: 2 Academic Influence
	Risk Chance: 10%
<p>Many strange and dangerous creatures roam across the dark corners of Adelrune... but that does not mean they are necessarily unknown to scholars. Some researchers dedicate their lives to cataloging such terrors, and a good academic network can allow you to find the books, scrolls, and bard’s tales that speak of them. <i>Bestiary Analysis</i> allows you to identify the proper name (if any) generally used by scholars for a particular creature or monster you have captured or seen, along with two randomly-chosen facts about its habits, strengths, weaknesses, origins, or ecological niche. In order to use this Action, you must be able to bring a specimen (generally restrained or dead) to Logistics—<i>or</i> you may bring to Logistics three different people willing to give accurate, first-hand accounts of the creature you wish to investigate.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Arcane Proclamation</i>	Required Allies: 1 Mage
	Activation Cost: 3 Academic Influence
	Risk Chance: 20%
<p>On Adelrune, communication can be slow and unreliable... unless you happen to be friends with a mage who has mastered the art of instantaneously transmitting your words across any distance. This Action allows you to magically send a verbal message during a Twin Mask game session to any person or location, where your words will immediately be spoken in a relatively loud and public way. If you choose to center your proclamation on a person’s location, this Action will unerringly transmit your words to wherever they are, as long as they are not protected from Divination magic. If you choose to specify a particular place (instead of a person) for your proclamation, you can fine-tune the positioning and location of your message a bit if you know the layout and details of the chosen place. Your message cannot exceed 1 minute in length. (Because Staff members need to be able to respond as though they had actively heard the message, you will also need to write down your message for later reference.)</p> <p><i>Note—the Risk Chance of this Action represents the possibility of a magical backlash that hurts or kills the Mage performing the ritual. In the case of such a backlash, though, the message will still be sent.</i></p>	

<i>One-Word Translation</i>	Required Allies: 3 Scholars and 1 Professor
	Activation Cost: 3 Academic Influence
	Risk Chance: 0%
<p>Some languages, especially in the absence of a dictionary, can be incredibly difficult to translate and understand, often requiring a team of experts to work out all the factors behind the meaning of any of its words. This Action allows you to translate any one word of a Demonic, Celestial, Draconic, or Fae language into the common tongue.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Contact Scholars</i>	Required Allies: —
	Activation Cost: 4 Academic Influence + 1 Political Influence
	Risk Chance: 0%
<p>When your own team of researchers is not enough to answer a complicated question or break through to the next level of insight, sometimes you must seek expertise among other groups. This Action allows you to contact a group of scholars and arrange for a meeting with a representative of their choice within the next 12 hours. If they are based in a location too far away to make such a meeting feasible, they will instead contact you by letter or by magical ritual. Note that this Action only establishes contact: if you wish to ask for certain information or actions from the group of scholars, you may need to negotiate some kind of mutually-beneficial exchange.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Spell Research Team</i>	Required Allies: 20 Students, 10 Scholars, and 1 Professor
	Activation Cost: 5 Academic Influence
	Risk Chance: 25%
<p>The spells known to mages and arcanists have long and complicated histories. Many magical practices have been lost to time, their discoverers dying alone with their secrets. In this new Age, however, you have the chance to unlock new potential in the twisting magical energies flowing through the world... and you are going to make sure that your arts do not perish with you, for your research is a team effort, drawn from many insights. This Action counts as one additional RESEARCH action toward completing new-spell research, as detailed in the “Researching New Spells” section of chapter 4.</p>	

<i>Craft Research Team</i>	Required Allies: 20 Workers, 10 Scholars, and 5 Craftsmen
	Activation Cost: 5 Academic Influence
	Risk Chance: 25%
<p>Considering the dizzying variety of extraordinary and magical items that can be found in lost crypts and ancient hoards, it can be saddening to think of the limited options available to modern mages and craftspeople. You see that lack as a challenge rather than a tragedy, though, and have put together a team dedicated to working out the specifics of new kinds of crafted items. This Action counts as one additional RESEARCH action toward completing new-item research, as detailed in the “Researching New Craft Items” subsection of chapter 4.</p>	

<i>Authorial Intent</i>	Required Allies: —
	Activation Cost: 10 Academic Influence + 1 Economic Influence
	Risk Chance: 0%
<p>Sometimes, the library just doesn’t have enough information on a particular subject. As a scholar and an adventurer of sorts, though, you might have access to a lot of knowledge that hasn’t been written down—<i>yet</i>. With this Action, you can create a book that serves as an in-depth Research Item Tag for any LORE skill that you possess. (The book will allow people to use the RESEARCH skill to answer in-depth questions on that particular subject.) Of course, you will need to provide some kind of physical book (or scroll) to represent the Research Tag... which means that you will have to write down some actual information on the subject. If you don’t feel that you can provide enough canonical insight to put together a book (even a very short one), you can collaborate with Twin Mask players who have been involved in the game for longer than you have, or you can ask Twin Mask Staff members for basic information that can serve as the basis of the book.</p>	

[\[Return to Beginning of This Appendix\]](#)

ECONOMIC INFLUENCE

Trade is the lifeblood of Adetrune. Each nation, city-state, and bloodline needs different things, produces different goods, and has its own specialties. These differences produce a complex map of disparate surpluses and shortages all over the world. Merchants' ships, wagon caravans, and small-scale peddlers go from city to town to village, riding the contours of that map to supply people's needs... and line their own pockets in the process. From the lavish merchant ships of Dace (with the Silver Fleet backing them) to the yak-pelt weavers of the northernmost Wilds, from the silks of Mandala to the musical instruments of Cestral... there is always a better price to be found for whatever you might want, and somebody will be happy to arrange for such a sale. If you are looking to get your hands on raw materials, crafted goods, effective labor, or even just a pile of money, the best plan is always to make contact with the networks that merchants have built all over the world. After all, as a Returned on Tear, you are fortuitously situated in the grandest "melting pot" in history, where many different cultures interact. There has *got* to be a way to make some good money from that.

ECONOMIC ALLIES

	<i>Cost</i>	<i>Card Received</i>
Low Rank	1 Economic Influence	5 Animals
	1 Economic Influence	5 Workers
Middle Rank	3 Economic Influence	5 Craftsmen
	3 Economic Influence	5 Merchants
High Rank	3 Economic Influence	1 Foreman

At any point, you can approach Twin Mask Logistics and spend Influence Cards to buy Economic Allies, as shown above. Once you have some allies with connections to the world's mercantile concerns, a whole realm of economic advantage opens up to you: with the right team, you can collect materials, craft finished products, increase the value of your business, make use of livestock, or accrue any number of other benefits.

ECONOMIC ACTIONS QUICK REFERENCE:

Economic Action	Activation Cost	Required Allies	Risk
Budget Courier	0 Influence Cards	1 Worker	100%
Creative Accounting	0 Influence Cards	1 Foreman	30%
Trade Caravan	0 Influence Cards	10 Merchants, 5 Soldiers, 4 Animals	40%

Well-Paid Messenger	1 Economic	1 Worker	10%
War Animals	1 Economic	5 Animals, 1 Worker	0%
Hunting Dogs	1 Economic	10 Animals	75%
Armor Repair	1 Economic	1 Craftsman	0%
Shield Repair	1 Economic	1 Craftsman	0%
Preserve Perishables	1 Economic	10 Workers, 5 Craftsmen	0%
Appraisal	1 Economic	1 Craftsman, 1 Merchant	0%
Mundane Craftsmanship	1 Economic	10 Workers, 5 Craftsmen, 1 Foreman	0%
Magical Craftsmanship	1 Economic	10 Workers, 5 Craftsmen, 1 Mage	0%
Slaughter Livestock	1 Economic, lose 1 Animal	0 Ally Cards	0%
Exotic Gift	1 Economic, lose 1 Animal	1 Ambassador	0%
Follow the Money	2 Economic	0 Ally Cards	0%
Bribery	2 Economic	1 Merchant	0%
Investigate Object	2 Economic	15 Workers, 2 Craftsmen, 1 Merchant	0%
Apprentice Deals	2 Economic	5 Workers, 5 Merchants	0%
Speaking Fees	4 Economic	0 Ally Cards	0%
Journeyman Deals	4 Economic	10 Workers, 5 Merchants, 1 Foreman	0%
Focused Foraging	4 Economic	10 Workers, 5 Merchants, 1 Foreman	0%
Contact Merchants	4 Economic, 1 Academic	0 Ally Cards	0%
Structure Repair	5 Economic	20 Workers, 10 Craftsmen, 1 Foreman	25%
Give Me the Goods!	12 Economic	10 Workers, 5 Merchants, 1 Ambassador	0%

ECONOMIC ACTIONS

<i>Budget Courier</i>	Required Allies: 1 Worker
	Activation Cost: —
	Risk Chance: 100%
<p>There are official, fancy ways to send letters... but those take postage, which is an expense, and you can never be entirely sure if anyone is snooping on your letters. Sometimes, it is just wiser to send a person to deliver your letter directly. This Action allows you to send a paper letter to anyone in Adelfrune during a Twin Mask game session, without having to use any postage (or expose that letter to any potential problems with the security of the postal service). Considering the 100% Risk Chance, though, it is entirely possible that you will not retain the services of the worker you send.</p> <p><i>Note—there is no need to assume that the chosen worker will die. Unless they were sent somewhere dangerous, they will likely live... but will simply not be counted among your active employees any more.</i></p>	

<i>Creative Accounting</i>	Required Allies: 1 Foreman
	Activation Cost: —
	Risk Chance: 30%
<p>If you can hire some smart people, there is always a better way to go about doing business. No matter what kind of mercantile venture you may be involved in, ordering an experienced manager into the thick of things will make losses much less likely. When used in conjunction with another Economic Action, <i>Creative Accounting</i> reduces that Action’s “Risk Chance” by 10%. <i>Creative Accounting</i> can only be used once per Action, and it cannot be used in conjunction with any other way to reduce Risk Chance.</p>	

<i>Trade Caravan</i>	Required Allies: 10 Merchants, 5 Soldiers, and 4 Animals
	Activation Cost: —
	Risk Chance: 40%
<p>You already have a business that makes you a tidy profit... but you aren’t the type to settle for just a “tidy” profit. If you can put together enough merchants and protection for them, you know that a traveling group of wagons can take your business to the next level. This Action can only be used at check-in, at the same time that you are receiving money from the ENTREPRENEUR skill; <i>Trade Caravan</i> doubles the amount of money that you receive from that particular source. You can only use <i>Trade Caravan</i> once per game.</p>	

<i>Well-Paid Messenger</i>	Required Allies: 1 Worker
	Activation Cost: 1 Economic Influence
	Risk Chance: 10%
<p>Quite a few steps up from throwing a letter at an employee and pushing them out the door... if you retain the services of a professional messenger, you can ensure the speed and security of your missives. This Action allows you to send a paper letter to anyone in Adelfrune during a Twin Mask game session, without having to use any postage (or expose that letter to any potential problems with the security of the postal service).</p>	

<i>War Animals</i>	Required Allies: 5 Animals and 1 Worker
	Activation Cost: 1 Economic Influence
	Risk Chance: 0%
<p>Animals can be immensely useful in war, as long as you can devote the workers needed to train and manage them. This Action is a bit different from the others in this list: it is intended to be used multiple times at once. Essentially, for every Economic Influence you spend and every Worker you commit to the effort, you may field 5 Animals to a particular military encounter. For the duration of the encounter, those Animals count as Soldiers, providing 2 Battle Points per card. (Consult the Battle section for more information.)</p> <p><i>Note—although this Action has a Risk Chance of 0%, the lives of any Animals sent into war will naturally be at risk, just as Soldiers' would be.</i></p>	

<i>Hunting Dogs</i>	Required Allies: 10 Animals
	Activation Cost: 1 Economic Influence
	Risk Chance: 75%
<p>Whenever you send out a hunting party, it is wise to make sure that the individuals with the sharpest senses and swiftest legs are at the front... and that often means <i>loosing the hounds</i>. Although hunting on Tear can be fairly dangerous, there is sometimes no substitute for the skills of hunting dogs. When you use this Action, you immediately gain 2 food item tags, each with a 1-month expiration.</p>	

<i>Armor Repair</i>	Required Allies: 1 Craftsman
	Activation Cost: 1 Economic Influence
	Risk Chance: 0%
<p>Particularly in a place like Tear, you might need armor patched up quickly so you can get back to the fight; fortunately, you happen to know a friendly armorsmith down an out-of-the-way alley. This Action allows you to restore the Armor Value of a suit of armor (or clothing) to its full, maximum total, exactly as though you had used the FIELD REPAIR skill on it. To use this Action, you must bring the suit of armor (or clothing)—and the item tag representing it—to Logistics. This Action can still be used even if the armor is currently being worn by yourself or somebody else.</p>	

<i>Shield Repair</i>	Required Allies: 1 Craftsman
	Activation Cost: 1 Economic Influence
	Risk Chance: 0%
<p>With people swinging huge, ridiculous weapons around, sometimes your shield isn't entirely up to the challenge; fortunately, you are friends with a smith who can help you with that, as long as you track him down at the edges of the city. This Action allows you to restore the full functionality of a shield that has been damaged, exactly as though you had used the REPAIR SHIELD skill on it. (Generally, this means reversing the effect of the BREAK SHIELD skill.) To use this Action, you must bring the shield—and the item tag representing it—to Logistics.</p>	

<i>Preserve Perishables</i>	Required Allies: 10 Workers and 5 Craftsmen
	Activation Cost: 1 Economic Influence
	Risk Chance: 0%
<p>It can be hard to keep things fresh, especially when ice and other preservatives are a luxury beyond the common people's reach. Fortunately, you are not a common person, and you are in contact with the kind of people who can keep food from spoiling. When you use this Action, up to 3 perishable food tags will have their expiration dates extended by 6 months each. Note that this does not work on any crafted items, including those produced by COOKING.</p>	

<i>Appraisal</i>	Required Allies: 1 Craftsman and 1 Merchant
	Activation Cost: 1 Economic Influence
	Risk Chance: 0%
<p>Everything is worth something to somebody. Determining exactly how much, though, can be a problem... so, when you have a strange coin, or a jewel-encrusted skull, or the rare antler of a mythical beast, you want to get your very best people to help in determining its market value. When you use this Action, you gain information about a particular object's value, exactly as if you had used the APPRAISE skill. Additionally, though, your allies can tell you what they personally think of the likely value of rarer and more mysterious items, which APPRAISE wouldn't tell you anything about. (Of course, the information you get regarding unique and truly unusual items might be extremely varied, considering the viewpoints of your Allies.) To use this Action, you must bring the item to be appraised—and the item tag representing it, if it has one—to Logistics.</p>	

<i>Mundane Craftsmanship</i>	Required Allies: 10 Workers, 5 Craftsmen, and 1 Foreman
	Activation Cost: 1 Economic Influence
	Risk Chance: 0%
<p>Adelrune is a complex and often dangerous place, and being able to acquire the right tools can be essential to surviving and thriving: it's fortunate, then, that you have established contact with a friendly consortium of artisans that can help build all kinds of things for you. The idea behind this Action is that you can use your allies and merchant contracts to get a custom Craft item made. Essentially, you get to choose any item that could be constructed by a Journeyman-level practitioner of a mundane Crafting skill—that is, BLACKSMITHING, WEAPONSMITHING, ARMORSMITHING, SHIELDSMITHING, LOCKSMITHING, COOKING, TAILORING, FLETCHING, or ENGINEERING—and immediately acquire a single copy of that item. Importantly, though, you will still have to spend the materials that would be needed to craft that item.</p> <p><i>Note—if you are requesting an item whose recipe is not included in this rulebook (such as, for instance, a special kind of sword that has been researched by a player), you will need to present an official copy of that recipe in order to get that item made.</i></p>	

<i>Magical Craftsmanship</i>	Required Allies: 10 Workers, 5 Craftsmen, and 1 Mage
	Activation Cost: 1 Economic Influence
	Risk Chance: 0%
<p>Adelrune is a magical place, where having the right potion, spell, or glowing bauble might be the key to surviving and thriving when things get weird; it's fortunate, then, that you are in contact with a friendly consortium of magical artisans that can help you build or acquire the necessary mystic items. The idea behind this Action is that you can use your mercantile allies and contacts with arcane craftspeople to get a custom Craft item made. Essentially, you get to choose any item that could be constructed by a Journeyman-level practitioner of a magical Crafting skill—that is, ENCHANTING, SCROLL SCRIBING, ARTIFICER, and STABLE ALCHEMY—and immediately acquire a single copy of that item. Importantly, though, you will still have to spend the materials that would be needed to craft that item... and if you are copying a spell scroll, you will also need to present a copy of that scroll.</p> <p><i>Note—if you are requesting an item whose recipe is not included in this rulebook (which includes, most notably, any Stable Alchemy potions), you will need to present an official copy of that recipe or scroll in order to get that item made.</i></p>	

<i>Slaughter Livestock</i>	Required Allies: —
	Activation Cost: 1 Economic Influence, plus lose 1 Animal
	Risk Chance: 0%
<p>Herd animals have been an important part of society since time immemorial; sometimes, when people are going hungry, it is time to slaughter some of your livestock for meat. This Action allows you to feed the entire family of a chosen NPC until the next Twin Mask game session. Doing so does not provide you with any direct, mechanical benefit—for instance, it does not provide you with any food item tags—but it can earn you a great deal of goodwill.</p>	

<i>Exotic Gift</i>	Required Allies: 1 Ambassador
	Activation Cost: 1 Economic Influence, plus lose 1 Animal
	Risk Chance: 0%
<p>The Isles of Tear were separated from the mainland of the Expanse for hundreds of years, with connection and commerce only becoming possible again quite recently. As long as you can put the right political spin on it, the gift of an animal from this “exotic land” can be worth some serious political capital. This Action allows you to spend 1 Economic Influence and give 1 Animal away to gain 1 Political Influence Card. This Action can only be used once per Twin Mask game session.</p>	

<i>Follow the Money</i>	Required Allies: —
	Activation Cost: 2 Economic Influence
	Risk Chance: 0%
<p>Merchants tend to keep good records, which means that a lot of information is tied up in shipping ledgers and balanced budget-books, if you know how to read them. Even very secretive groups might display more information than they want to, for anyone who goes digging into their finances. This Action lets you choose any one faction, even if it is not primarily economic in nature, and learn about its connections to the realm of money and trade: you gain insight into its sources of funding, spending habits, noteworthy expenditures, connections to merchants’ guilds, possible debts, and so on.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Bribery</i>	Required Allies: 1 Merchant
	Activation Cost: 2 Economic Influence
	Risk Chance: 0%
<p>Money makes the world go round, if you can get it to the right places at the right times. Sometimes, that means appealing to people’s entirely natural sense of self-interest. When you use this Action, you immediately gain 1 Influence Card of any type. (Essentially, this lets you trade 2 Economic Influence for 1 of another type.)</p>	

<i>Investigate Object</i>	Required Allies: 15 Workers, 2 Craftsmen, and 1 Merchant
	Activation Cost: 2 Economic Influence
	Risk Chance: 0%
<p>The web of merchants' caravans crisscrossing Adetrune is, of course, incredibly valuable for generating wealth ... but it's also worth noting that most merchants keep very careful records. By tapping into the shipping manifests and research of your merchant allies, you can begin to uncover some of the history of a particular object that has found its way to you. Of course, your merchant allies may not be able to provide a complete backstory for particularly rare and unusual things, but you might be surprised at how much information they can splice together. The information gained this way is not guaranteed to be absolutely true, though: it will be a combination of verifiable information and "what people say." To use this Action, you must bring the item to be appraised—and the item tag representing it, if it has one—to Logistics.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Apprentice Deals</i>	Required Allies: 5 Workers and 5 Merchants
	Activation Cost: 2 Economic Influence
	Risk Chance: 0%
<p>There is a constant flow of raw materials all around you: basic shops have to be supplied, after all, and many apprentice merchants busily work to meet those needs. With the right connections to some of those apprentice merchants, you can quickly get some useful materials. When you use this Action, you immediately gain a single 1-Point item that could be acquired through any of the Gathering skills: MINING, HERBALISM, WOODCUTTING, HUNTING, MERCANTILE, or BLACK MARKET. Note that if you choose to gain herbs or lumber, you will receive 1 <i>random</i> appropriate item tag, just as though you were of Apprentice level in HERBALISM or WOODCUTTING.</p>	

<i>Speaking Fees</i>	Required Allies: —
	Activation Cost: 4 Economic Influence
	Risk Chance: 0%
<p>The individuals who populate cults, shady merchant guilds, criminal syndicates, smuggling rings, and other antagonistic groups are generally pretty tight-lipped, since their interests are directly opposed to your own... but money talks, and it can often convince such people to talk as well. When you use this Action, you have managed to successfully bribe a rank-and-file member of any (relatively) nearby faction to voluntarily show up and tell you information about the faction they work for. While there is no guarantee that you will get all the information you want, you have made it worth this person's while to answer your questions.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Journeyman Deals</i>	Required Allies: 10 Workers, 5 Merchants, and 1 Foreman
	Activation Cost: 4 Economic Influence
	Risk Chance: 0%
<p>There is a constant flow of valuable raw materials all around you: fancy shops and artisans have to be supplied, after all, and many merchants busily work to meet those needs. With the right connections to some of those merchants, you can quickly get some higher-value materials. When you use this Action, you immediately gain a single 2-Point item that could be acquired through any of the non-random Gathering skills: MINING, HUNTING, MERCANTILE, or BLACK MARKET.</p>	

<i>Focused Foraging</i>	Required Allies: 10 Workers, 5 Merchants, and 1 Foreman
	Activation Cost: 4 Economic Influence
	Risk Chance: 0%
<p>Whether they are free agents supporting themselves or representatives of trading companies, some people spend long periods away from towns and cities, making a living by gathering herbs and valuable lumber. With enough mercantile connections, you can contact such people and request particular kinds of plants, for a price. When you use this Action, you choose a single WOODCUTTING property (<i>Dense, Durable, Flexible, Lightweight, or Strong</i>) or a single HERBALISM property (<i>Enchantment, Enhancement, Entropic, Hallucination, Healing, Poisonous, Purification, Sedative, Spiritual, Stimulant, or Rejuvenation</i>)... and immediately gain a single, randomly-determined HERBALISM or WOODCUTTING item tag that includes that property.</p> <p><i>Note—keep in mind that HERBALISM tags contain 5 uses each, so if you choose to get herbs with this Action, you are getting at least 5 uses of the chosen property.</i></p>	

<i>Contact Merchants</i>	Required Allies: —
	Activation Cost: 4 Economic Influence, 1 Academic Influence
	Risk Chance: 0%
<p>When you want to buy something, you may have connections with some of the local merchants, or even some overseas shipping organizations... but there is always value in widening your network of connections. Sometimes, you want to reach outside of your own sphere of influence and talk to some other “movers and shakers.” This Action allows you to contact a group of merchants—usually a trading company or Guild—and arrange for a meeting with a representative of their choice within the next 12 hours. If they are based in a location too far away to make such a meeting feasible, they will instead contact you by letter or by magical ritual. Note that this Action does not guarantee that you can buy particular items: if you wish for the merchants to bring any specific goods to your meeting, you may request a general class of purchasable objects, but there is no guarantee that you will get exactly what you want. Indeed, some types of goods might be impossible for a given group to procure, considering its contacts and mercantile focus.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Structure Repair</i>	Required Allies: 20 Workers, 10 Craftsmen, and 1 Foreman
	Activation Cost: 5 Economic Influence
	Risk Chance: 25%
<p>On Tear, there are a lot of troubles that can befall your home, whether it happens to be a building or a ship. With enormous monsters stomping around, magical explosions, pirates, waves of Dream energy, the possibility of war... it's hard to know the right kind of insurance to get. Fortunately, if you have connections to the right kind of masons and shipwrights, with a good team of contractors, you can always rebuild. This Action allows you to choose any local building, structure, or ship that has been damaged and repair it to full functionality.</p>	

<i>Give Me the Goods!</i>	Required Allies: 10 Workers, 5 Merchants, and 1 Ambassador
	Activation Cost: 12 Economic Influence
	Risk Chance: 0%
<p>Sometimes, there just isn't time to wait for the normal mercantile process; sometimes, you just absolutely need a particular material in hand <i>right now</i>, and you are willing to pay your economic and political contacts extra for an immediate response. When you use this skill, you immediately gain ANY single resource item that could be acquired through any of the Gathering skills: MINING, HERBALISM, WOODCUTTING, HUNTING, MERCANTILE, or BLACK MARKET. Note that if you choose to gain herbs or lumber, you may specify one exact kind of tag, including any existing combination of properties, and you will get it.</p> <p><i>Note—any HERBALISM or WOODCUTTING tags that are restricted by Story Staff for plot purposes (such as, for instance, the bark of some particular, miraculous tree) may still be inaccessible with this Action.</i></p>	

[\[Return to Beginning of This Appendix\]](#)

POLITICAL INFLUENCE

Once you have begun to make connections with local government officials, courtiers in various courts, ambassadors, and nobles, you start to see *just how much* the political connections between people (and among organizations) actually shape the way that everyone lives their lives. The decisions made at such levels of authority are hugely important, and so it is wise to begin to shape those decisions yourself, if you can. From the shining court of the Queen of the Celestine Empire to the byzantine halls and customs of Mandala, from the formal meritocracy of the Effendal Houses to the “Great Game” of the playing-card Kings and Queens of Cole, from the centralized tyranny of the Nadine Empire to the sprawling “melting pot” of Solace and Unity... if you can prove that you are capable of handling the reins of power, you can start to make important things happen. For anyone interested in sending messages, understanding different cultures, investigating prominent figures, delaying important events, or even just throwing really good parties, a position of political influence is exactly where you want to be.

POLITICAL ALLIES

	<i>Cost</i>	<i>Card Received</i>
Low Rank	1 Political Influence	5 Servants
Middle Rank	3 Political Influence	5 Courtiers
	3 Political Influence	5 Bards
High Rank	3 Political Influence	1 Seneschal
	4 Political Influence + 1 Underworld Influence	1 Ambassador

At any point, you can approach Twin Mask Logistics and spend Influence Cards to buy Political Allies, as shown above. Once you have some allies who can use their social skills, musical skills, and personal connections to further your agendas, a lot of options open up to you: with the right team, you can do anything from gathering background information to actually elevating your family line to nobility.

POLITICAL ACTIONS QUICK REFERENCE:

Political Action	Activation Cost	Required Allies	Risk
Errand Boy	0 Influence Cards	1 Servant	50%
Gather Leverage	0 Influence Cards	5 Bards	30%
Fashion First	1 Political	0 Ally Cards	0%
Gourmet Food	1 Political	1 Servant	0%
Food Taster	1 Political	1 Servant	?

Musical Message	1 Political	1 Bard	20%
Bardic Tidings	1 Political	1 Bard	0%
Etiquette	1 Political	3 Courtiers	0%
Legal Code	1 Political	1 Seneschal	0%
Noble Missive	1 Political	1 Ambassador	0%
Political Insight	2 Political	0 Ally Cards	0%
Safe Passage	2 Political	0 Ally Cards	0%
Eavesdrop	2 Political	5 Servants	30%
State of the Court	2 Political	5 Servants, 1 Courtier	20%
Spread through Song	2 Political	5 Bards	10%
Friends in High Places	2 Political	1 Ambassador	0%
Royal Message	2 Political	1 Bard, 1 Ambassador	0%
Cultural Understanding	2 Political	5 Courtiers, 1 Ambassador	25%
Investigate Alliances	2 Political	5 Courtiers, 1 Ambassador	25%
Investigate Rivals	2 Political	5 Courtiers, 1 Ambassador	30%
Investigate Scandals	2 Political	10 Servants, 5 Courtiers, 3 Bards	60%
Investigate Wealth	2 Political	10 Servants, 10 Courtiers	40%
Investigate Fame	2 Political	10 Courtiers, 5 Bards	10%
Investigate Noble Lineage	2 Political	10 Courtiers, 1 Bard, 1 Ambassador	20%
Investigate Prominent Figures	3 Political	20 Servants, 5 Courtiers, 1 Ambassador	0%
Investigate Prominent Groups	3 Political	20 Servants, 5 Courtiers, 1 Ambassadors	0%
Public Announcement	4 Political	1 Ambassador	0%
Contact the Influential	4 Political, 1 Military	0 Ally Cards	0%
Run Interference	10 Political	20 Courtiers, 3 Seneschals, 1 Ambassador	50%
Well-Planned Event	10 Political	0 Ally Cards	0%
Ploy: Guest List	2 Political	0 Ally Cards	0%
Ploy: Scholastic Invitation	2 Political, 1 Academic	0 Ally Cards	0%
Ploy: Common Invitation	2 Political, 1 Economic	0 Ally Cards	0%
Ploy: Underworld Invitation	2 Political, 1 Underworld	0 Ally Cards	0%
Ploy: Military Invitation	2 Political, 1 Military	0 Ally Cards	0%
Ploy: High-Class Invitation	3 Political	0 Ally Cards	0%
Ploy: Ply with Gifts	2 Economic	1 Servant	20%

Ploy: Ply with Drinks	4 Economic	1 Servant	20%
Ploy: Ply with... Severed Heads	2 Underworld	1 Assassin	50%
Ploy: Ply with a Beating	3 Underworld	5 Thugs	75%
Ploy: Hired Help	5 Political	0 Ally Cards	0%
Ploy: Planted Guest	5 Political	0 Ally Cards	0%
Found Noble House	60 Political, 20 Academic, 20 Economic, 20 Underworld, 20 Military	0 Ally Cards	0%

POLITICAL ACTIONS

<i>Errand Boy</i>	Required Allies: 1 Servant
	Activation Cost: —
	Risk Chance: 50%
<p>Politics is built on information: where it is, who knows it, and what can be done with it. The common thread in all successful politics, then, is swift and sure communication. This Action allows you to send a paper letter to anyone in Adelrune during a Twin Mask game session, without having to use any postage (or expose that letter to any potential problems with the security of the postal service). Considering the relatively high Risk Chance, though, it is entirely possible that you will not retain the services of the servant you send.</p> <p><i>Note—there is no need to assume that the chosen servant will die. Unless they were sent somewhere dangerous, they will likely live... but will simply not be counted among your active servants any more.</i></p>	

<i>Gather Leverage</i>	Required Allies: 5 Bards
	Activation Cost: —
	Risk Chance: 30%
<p>Bards are known for a lot of things: song, silliness, self-confidence, seduction... and secrets. With a few connections to friendly bards, you can get some privileged information that might grease the right palms or smooth things over in exactly the direction you want them to go. When used in conjunction with another Political Action, <i>Gather Leverage</i> reduces that Action's "Risk Chance" by 10%. <i>Gather Leverage</i> can only be used once per Action, and it cannot be used in conjunction with any other way to reduce Risk Chance.</p>	

<i>Fashion First</i>	Required Allies: —
	Activation Cost: 1 Political Influence
	Risk Chance: 0%
<p>Presenting the right kind of “look” is an important part of being a political figure, whether one is dealing with one’s subordinates or one’s betters. This action allows you to present a single crafted item tag at Logistics... and have it changed into a “fancy” version of the same item. For instance, a “Blood Iron Sword” might become a “<i>Ceremonial</i> Blood Iron Sword,” or a “Fortified Shirt” might become a “<i>Fashionably Tailored</i> Fortified Shirt.” You may make suggestions regarding the particular way that your item is upgraded. Keep in mind that this enhancement does not have any mechanical effect, in strict game terms: “<i>Ornately Decorated</i> Life-Bonded Armor” does not protect you any better than a normal suit of Life-Bonded armor.</p>	

<i>Gourmet Food</i>	Required Allies: 1 Servant
	Activation Cost: 1 Political Influence
	Risk Chance: 0%
<p>As a political figure, you understand that having the very finest foods available can be important not only for your digestion but also for the appearances you must maintain. This action allows you to present up to 5 food item tags at Logistics... and have them changed into “fancy” versions of the same items. For instance, a “Cake” food item tag might become “Fancy Cake,” or a “Honey” food item tag might become “Pure Clover Honey.” You may make suggestions regarding the particular ways that your food tags are upgraded. Keep in mind that this enhancement does not have any mechanical effect, in strict game terms: a Fancy Cake does not feed any more people, or last any longer, than a normal Cake.</p>	

<i>Food Taster</i>	Required Allies: 1 Servant
	Activation Cost: 1 Political Influence
	Risk Chance: Special (See Below)
<p>Servants, by definition, do things for you: laundry, cleaning, running errands, and so on. Sadly, if you are a high-profile target for possible assassination, that job-description list can include <i>dying</i> for you. When you use this Action, you can immediately discern if a food or drink item is poisoned in any way... since your Servant has tasted it. This effect is generally identical to the Channeling spell “Detect Poison,” except that you also gain some clues regarding the function of the poison by watching its effects on your Servant. Normal rules for Risk Chance and Loss Checks do not apply to this Action: if the food or drink was poisoned, you lose your Servant immediately, with no coin flips. (If the food or drink was not poisoned, your Servant faces no risk.) Generally, this Action requires you to move the food or drink to Logistics... but, if you have 1 Political Influence Card on your person and there is a Staff member nearby, that Staff member may sometimes decide to allow you to use this Action without leaving the meal.</p>	

<i>Musical Message</i>	Required Allies: 1 Bard
	Activation Cost: 1 Political Influence
	Risk Chance: 20%
<p>Some messages—perhaps because of their contents, or perhaps because of their intended recipient—take a little extra <i>handling</i> to ensure that they will be received in the proper spirit. This is where the creativity of a bard can be invaluable. This Action allows you to send a paper letter to anyone in Adetrune during a Twin Mask game session, without having to use any postage (or expose that letter to any potential problems with the security of the postal service). Additionally, the letter’s contents will be performed as a song in a style that you choose.</p> <p><i>Note—if you use this Action to send a letter during a Gathering to a player character, the performance of the song (and the style) you chose must necessarily be limited by the people available on NPC shift.</i></p>	

<i>Bardic Tidings</i>	Required Allies: 1 Bard
	Activation Cost: 1 Political Influence
	Risk Chance: 0%
<p>In addition to their obvious musical talents, Bards can be incredibly valuable to have around, as their travels and their collections of historical (or not-so-historical) stories are basically treasure troves of information. This Action can serve as a single use of the BARDIC KNOWLEDGE skill, allowing you to pick up various kinds of information, a bit unpredictably, about legends, customs, or history regarding a particular subject.</p>	

<i>Etiquette</i>	Required Allies: 3 Courtiers
	Activation Cost: 1 Political Influence
	Risk Chance: 0%
<p>What might be considered standard procedure in the Nadine Empire could be incredibly rude in any Celestine Empire court; as a politician, it is essential to know the mores and norms that are expected in any given political arena. This Action allows you to get detailed information about the appropriateness of a certain action, or <i>type</i> of action, in a specific nation.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Legal Code</i>	Required Allies: 1 Seneschal
	Activation Cost: 1 Political Influence
	Risk Chance: 0%
<p>Considering the many nations of Adetrune, it can be hard to remember the specifics of each court’s legal distinctions. What is illegal in Mandala might be actively encouraged in Cestrals... so it is often worthwhile to check on certain laws ahead of time. This Action allows you to get detailed information about the legality of a certain action, or <i>type</i> of action, in a specific nation.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Noble Missive</i>	Required Allies: 1 Ambassador
	Activation Cost: 1 Political Influence
	Risk Chance: 0%
<p>For nobles who are used to a certain standard of treatment, simply being handed a piece of paper might not even register as a message... you are going to have to try a little harder to give them a letter in a way befitting their station, and you fortunately have the people to do so. This Action allows you to send a paper letter to anyone in Adelrune during a Twin Mask game session, without having to use any postage (or expose that letter to any potential problems with the security of the postal service). Additionally, the letter will be delivered with full, courtly etiquette: all the proper respect will be shown, according to the culture of the recipient.</p>	

<i>Political Insight</i>	Required Allies: —
	Activation Cost: 2 Political Influence
	Risk Chance: 0%
<p>Sometimes, in order to start moving your game pieces on the table, you need to have a good sense of where your opponents' pieces are. This Action provides you with the basic facts, known rumors, and a significant amount of contextual insight regarding the political position of a chosen individual or group. As part of this fundamental endowment of knowledge, you learn about their approach to politics, political leanings, partisan actions, diplomatic presence, and general involvement in the world of governance.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Safe Passage</i>	Required Allies: —
	Activation Cost: 2 Political Influence
	Risk Chance: 0%
<p>Even when things seem very grim, some standards need to be maintained: for instance, if you do not allow for the safe travel of diplomats, there is no chance for tension and trouble ever to be eased, except through total and devastating war. This Action arranges for the right of safe passage for up to 5 individuals through a civilized nation (that is, one that follows the Rules of Society). The person activating this Action must currently be on good, or at least passable, terms with the chosen nation. <i>Safe Passage</i> does not work when applied to nations that are currently in a state of war; the protections it grants are only applicable during the current Gathering of the Returned; and some bandits may choose to ignore those protections (although, of course, soldiers will typically abide by the terms of your agreement).</p>	

<i>Eavesdrop</i>	Required Allies: 5 Servants
	Activation Cost: 2 Political Influence
	Risk Chance: 30%
<p>In great houses, servants are like ghosts: constantly floating at the edges of one’s vision, silently moving things when you turn away, or invisibly whispering somewhere in the walls or cellar or attic. Fortunately for one’s political opponents, though, servants also love to talk once their day’s duties are over. This Action allows you to dig up whatever rumors are circulating about an NPC political figure or prominent person. Notably, though, <i>Eavesdrop</i> does not work if the chosen person does not employ any servants themselves.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>State of the Court</i>	Required Allies: 5 Servants and 1 Courtier
	Activation Cost: 2 Political Influence
	Risk Chance: 20%
<p>Political courts are hotbeds of rumor, trending subjects, and vital intelligence; you can gain a lot of information about a nation’s current concerns by knowing what its courtiers talk about. When you use this Action, choose a non-savage nation (that is, one that adheres to the Rules of Society). You immediately gain basic knowledge about the current topics of conversation in that nation’s courts.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Spread through Song</i>	Required Allies: 5 Bards
	Activation Cost: 2 Political Influence
	Risk Chance: 10%
<p>Rhythm and rhyme are the most effective ways to make something memorable—something that you might just happen to hum to yourself without thinking about it, while going about your day. Bards, of course, are the perfect people to translate a story into music in this way... and then to saturate a city with it, popularizing that music and that story through focused performance. This Action allows you to choose a particular story and make it well-known and relatively popular (in musical form) in a region roughly the size of a large city. In general, this process will take at least a month.</p>	

<i>Friends in High Places</i>	Required Allies: 1 Ambassador
	Activation Cost: 2 Political Influence
	Risk Chance: 0%
<p>With connections in various organizations and political courts, you can usually find somebody who is willing to scratch your back, as long as you are willing to scratch theirs. When you use this Action, you immediately gain 1 Influence Card of any type. (Essentially, this lets you trade 2 Political Influence for 1 of another type.)</p>	

<i>Royal Message</i>	Required Allies: 1 Bard and 1 Ambassador
	Activation Cost: 2 Political Influence
	Risk Chance: 0%
<p>One does not simply send letters to monarchs, as one would send a letter to a grocer or a mercenary. To draw the eye of a royal figure to one’s message, and to honor that ruler properly with the manner of one’s address, one must go a bit above and beyond. This Action allows you to send a paper letter to anyone in Adelrune during a Twin Mask game session, without having to use any postage (or expose that letter to any potential problems with the security of the postal service). Additionally, the letter will be delivered with truly splendid pomp and circumstance, in the grandest and most impressive style, literally fit for a king.</p>	

<i>Cultural Understanding</i>	Required Allies: 5 Courtiers and 1 Ambassador
	Activation Cost: 2 Political Influence
	Risk Chance: 25%
<p>Sometimes, you have questions about a culture that would simply be too rude, too far-reaching, or too ridiculous to ask an acquaintance from that culture. With this Action, you can get an accurate answer to any one question about a foreign nation or culture, no matter how sensitive the subject may be. Of course, too, there are certain top-secret topics that you may not be able to get definitive information on.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Investigate Alliances</i>	Required Allies: 5 Courtiers and 1 Ambassador
	Activation Cost: 2 Political Influence
	Risk Chance: 25%
<p>The web of international relations that links the various nations of Adelrune can be very complex, based on factors both public and hidden. With this Action, you can get a generally-accurate sense of any one nation’s alliances, connections, and other relationships with various other nations. The information you receive, of course, may omit certain secrets: you will learn what is “generally accepted” as the truth, which might leave certain top-secret facts out of the reckoning.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Investigate Rivals</i>	Required Allies: 5 Courtiers and 1 Ambassador
	Activation Cost: 2 Political Influence
	Risk Chance: 30%
<p>In the great game of politics, it is always good to try to make friends... but there is no avoiding making enemies, for the very nature of the competition pushes people to work against one another's interests. With this Action, you can get a generally-accurate sense of any one individual's (or group's) enemies and rivals. This information will likely go a bit beyond what is "generally known," but there may be some enemies or secrets that cannot be revealed with <i>Investigate Rivals</i>.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Investigate Scandals</i>	Required Allies: 10 Servants, 5 Courtiers, and 3 Bards
	Activation Cost: 2 Political Influence
	Risk Chance: 60%
<p>Anyone who lives for a significant amount of time in an elevated position will accumulate some parts of their history that they would prefer to keep quiet. With this Action, you can get a generally-accurate sense of any one individual's (or group's) scandals and embarrassments, both current and historical. Considering the Risk Chance and the sensitive nature of the information you are seeking, <i>Investigate Scandals</i> will generally be able to dig a bit deeper than the most public information, but it will still focus primarily on more widely-known information. Particularly well-hidden scandals may not be uncovered by this Action.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Investigate Wealth</i>	Required Allies: 10 Servants and 10 Courtiers
	Activation Cost: 2 Political Influence
	Risk Chance: 40%
<p>Maintaining certain lifestyles takes a lot of money, but it can also be considered "vulgar" for prominent people to openly discuss the sources of their wealth. Indeed, quite a few wealthy people benefit directly from this cultural norm... since they have something to hide. With this Action, you can get a generally-accurate sense of any one individual's (or group's) current amount of wealth, and you may also learn something about how exactly they make their money. Note that <i>particularly</i> secretive revenue streams may not be revealed by <i>Investigate Wealth</i>.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Investigate Fame</i>	Required Allies: 10 Courtiers and 5 Bards
	Activation Cost: 2 Political Influence
	Risk Chance: 10%
<p>With bards and troubadours going from town to town, Adelfrune hosts a thriving trade in hero stories and gossip about famous people. You may recognize certain names from somewhere, but it can be hard to track down exactly why they are so well known. With this Action, you can get a generally-accurate description of the circumstances and actions that caused any one individual's (or group's) rise to fame. Additionally, you will get a sense of what actions they have done in the public's eye since then, to maintain their relevance and importance.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Investigate Political Stance</i>	Required Allies: 10 Courtiers and 1 Ambassador
	Activation Cost: 2 Political Influence
	Risk Chance: 20%
<p>Many political figures play their Influence Cards close to their chests, supporting various movements in quiet ways rather than definitively announcing their support or condemnation—commitment, after all, can make life difficult later on. With this Action, you can get a generally-accurate sense of any one individual's stance on a particular topic. You will primarily gain insight into the person's official views; they might have private opinions they have not shared with others, and <i>Investigate Political Stance</i> obviously cannot reveal such opinions.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Investigate Noble Lineage</i>	Required Allies: 10 Courtiers, 1 Bard, and 1 Ambassador
	Activation Cost: 2 Political Influence
	Risk Chance: 20%
<p>In the Rules of Society, the punishments for impersonating an individual of higher caste are so severe because the entire system hinges on the clear understanding of people's roles: when a person claims nobility or royalty, it is imperative that they be telling the truth. With this Action, you can choose a single person and get a simple yes-or-no answer to one question: is this person of at least the Noble caste? (That is, of Noble or Royal caste?) <i>Investigate Noble Lineage</i> does not give you any information about the particular line of descent of the person, but it can answer its single question with unerring accuracy.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Investigate Prominent Figures</i>	Required Allies: 20 Servants, 5 Courtiers, and 1 Ambassador
	Activation Cost: 3 Political Influence
	Risk Chance: 0%
<p>Unless you are a bureaucrat or courtier in a particular nation, it can be incredibly difficult to keep all of the important people straight. Even if you are originally from that nation, political appointments can always shift and change, which can make it frustrating to try to address letters and appeals to the right names. This Action allows you to choose a civilized nation (that is, one that abides by the Rules of Society) and then provides you with a list of the 10 most prominent people of that nation, filling these particular roles: Ruler, Spouse of Ruler, Heir Apparent, Head of Military, Head of the Arcane, Head of Religion, Head of Finances, Head of the Law, Spymaster, and Royal Seneschal.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Investigate Prominent Groups</i>	Required Allies: 20 Servants, 5 Courtiers, and 1 Ambassador
	Activation Cost: 3 Political Influence
	Risk Chance: 0%
<p>Governments, as anyone who actually lives in the world can tell you, are not the only—or even the primary—powers in many nations. Whenever people collect their talents and efforts into groups, they can have enormous significance for the functioning of a civilization. This Action allows you to choose a civilized nation (that is, one that abides by the Rules of Society) and then provides you with a list of the 10 most prominent organized groups of that nation. These are the guilds, mercenary companies, arcane colleges, bureaucratic offices, military branches, civic leagues, mercantile and shipping concerns, theater groups, advisors’ councils, <i>etc.</i> that do the most to shape the perspective and the influence of that nation.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Public Announcements</i>	Required Allies: 1 Ambassador
	Activation Cost: 4 Political Influence
	Risk Chance: 0%
<p>During the Gatherings of the Returned, it can be hard to make sure that everyone is on the same page. One of the few focal points that can help build consensus is the Court session at sundown on Saturday, where the highest-profile political events often take place. This Action allows you to arrange for a courier/herald NPC to make an announcement at the Court session during a Gathering of the Returned. You must provide the announcement ahead of time as a written document no longer than 1 page.</p> <p><i>Note—it is very wise to remind Story Staff, shortly before Court begins, of the fact that you have paid for a Public Announcement. And, of course, this Action must necessarily be limited by current Twin Mask Staff-member availability; if it is not possible to send an NPC to Court, you will be informed and the Influence spent on this Action will be refunded.</i></p>	

<i>Contact the Influential</i>	Required Allies: —
	Activation Cost: 4 Political Influence, 1 Military Influence
	Risk Chance: 0%
<p>When it comes to dealing with “movers and shakers,” there is sometimes no substitute for sitting down at a table and talking through your differing perspectives and options. This Action allows you to contact a specific, important person—perhaps the leader of an organization or an influential politician—and arrange for a meeting with a person representing that individual’s interests (or, if you are lucky, the person themselves) within the next 12 hours. Since the most common result of this Action is to sit down with a servant or representative of the chosen person, this Action only works if that person is influential enough to have such underlings. If the person’s organization is based in a location too far away to make such a meeting feasible, they will instead contact you by letter or by magical ritual. Note that this Action does not guarantee any particular outcome or agreement as a result of your meeting; it just sets up a point of contact, and what you do with that contact is up to you.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Run Interference</i>	Required Allies: 20 Courtiers, 3 Seneschals, and 1 Ambassador
	Activation Cost: 10 Political Influence
	Risk Chance: 50%
<p>During the Gatherings of the Returned, a LOT can happen in the political arena, often too fast for anyone to be able to think things through and arrange for a measured response. This Action allows you to temporarily delay a political action or decision (such as a declaration of war, a planned execution, the signing of a treaty, the formation of a new alliance, etc.) for a month or so: as long as the political event has not already progressed too far to be delayed, <i>Run Interference</i> will push it back to the next Gathering. Any particular political action can never be delayed more than 1 Gathering through the use of this Action.</p> <p><i>Note—of course, some events are too profoundly tied into the workings of Twin Mask’s plot to be delayed with this Action, but such events will be very few and far between.</i></p>	

<i>Well-Planned Event</i>	Required Allies: —
	Activation Cost: 10 Political Influence
	Risk Chance: 0%
<p>A lot tends to happen during Gatherings... but, when you are well-connected and enthusiastic about interpersonal plans, you can always make room for a get-together of influential people anyway, as long as you have the wherewithal to plan it properly ahead of time. This Action allows you to transform an event that you are organizing (with at least 3 other players) into a more formal affair that will be embraced and planned around by Twin Mask’s Story Staff. As soon as you apply this Action to a planned event, all lawful guests who attend are automatically protected under the rules of hospitality: if any undue harm comes to them, your reputation will suffer commensurately. There are two primary benefits of <i>Well-Planned Event</i>. First, any NPCs that attend the event will accept Political Influence Cards as though they were Influence Cards of any type; for instance, an NPC military leader can allow you to recruit Soldiers (a Military Ally)</p>	

with Political Influence rather than Military Influence. Second, a *Well-Planned Event* allows you to use any of the various Economic “Ploy” Actions listed below to modify the way that NPC guests are invited and managed during the social gathering. When you use this Action, you must inform Twin Mask Staff whether the event will be open to the public or invitation-only.

Note—to make proper use of this Action, it is HIGHLY recommended that you inform Twin Mask Staff ahead of time, ideally during the period between game sessions. You can always run events without using this Action, too!

<i>Ploy: Guest List</i>	Required Allies: —
	Activation Cost: 2 Political Influence
	Risk Chance: 0%

This Ploy Action can only be used in conjunction with Well-Planned Event.

Party-crashers become more and more of a problem as your events become more appealing, influential, and high-profile. At a certain point, you have to take some kind of action to ensure that the “wrong sort” of person doesn’t slip into your *soirees*. When you use this Action as part of a *Well-Planned Event*, you gain the ability to use the DETECT DISGUISE skill as often as you wish over the duration of your event (up to a maximum limit of 3 hours), as long as you are actually on the event’s premises. When the event ends, you immediately lose access to this bestowed skill. (See “Bestowed Effects” in chapter 5 for more information.)

<i>Ploy: Scholastic Invitation</i>	Required Allies: —
	Activation Cost: 2 Political Influence, 1 Academic Influence
	Risk Chance: 0%

This Ploy Action can only be used in conjunction with Well-Planned Event.

Sometimes, you want to invite some people to your party who are more “smart” than “smartly dressed.” This Ploy will attract the attention of a randomly-determined, influential person from the world of academia, who will decide to attend your *Well-Planned Event*. You may not request a particular individual. The academic NPC who responds to your *Scholastic Invitation* will stay for roughly 1–3 hours. If you use this Action multiple times, it will stack with itself to successfully invite multiple people of academic importance.

Note—if you use this Action, you must remind Story Staff roughly 1 hour before your event... and, of course, use of this Action is necessarily limited by current Twin Mask NPC availability. If it isn’t possible to send an NPC, the Influence spent on this Action will be refunded. The earlier that you use this Action, and the more warning you give Staff members (particularly if you can avoid scheduling your party at often-busy times), the better the chance that it will work.

Ploy: Common Invitation	Required Allies: —
	Activation Cost: 2 Political Influence, 1 Economic Influence
	Risk Chance: 0%
<p><i>This Ploy Action can only be used in conjunction with Well-Planned Event.</i></p> <p>Sometimes, it is important to invite people of the peasant caste to your party, either to make a point, get a “ground-level” perspective, or hear some legitimately funny jokes. This Ploy will attract the attention of a randomly-determined, influential person from the common world of everyday work, who will decide to attend your <i>Well-Planned Event</i>. You may not request a particular individual. The NPC who responds to your <i>Common Invitation</i> will stay for roughly 1–3 hours. If you use this Action multiple times, it will stack with itself to successfully invite multiple people of everyday prominence.</p> <p><i>Note—if you use this Action, you must remind Story Staff roughly 1 hour before your event... and, of course, use of this Action is necessarily limited by current Twin Mask NPC availability. If it isn’t possible to send an NPC, the Influence spent on this Action will be refunded. The earlier that you use this Action, and the more warning you give Staff members (particularly if you can avoid scheduling your party at often-busy times), the better the chance that it will work.</i></p>	

Ploy: Underworld Invitation	Required Allies: —
	Activation Cost: 2 Political Influence, 1 Underworld Influence
	Risk Chance: 0%
<p><i>This Ploy Action can only be used in conjunction with Well-Planned Event.</i></p> <p>Sometimes, you want to invite some dangerous people to your party, either to make a deal... or just to add a little “spice” to the guest list. This Ploy will attract the attention of a randomly-determined, influential person from the underworld, who will decide to attend your <i>Well-Planned Event</i>. You may not request a particular individual. The shady NPC who responds to your <i>Underworld Invitation</i> will stay for roughly 1–3 hours. If you use this Action multiple times, it will stack with itself to successfully invite multiple people of importance in the underworld.</p> <p><i>Note—if you use this Action, you must remind Story Staff roughly 1 hour before your event... and, of course, use of this Action is necessarily limited by current Twin Mask NPC availability. If it isn’t possible to send an NPC, the Influence spent on this Action will be refunded. The earlier that you use this Action, and the more warning you give Staff members (particularly if you can avoid scheduling your party at often-busy times), the better the chance that it will work.</i></p>	

Ploy: Military Invitation	Required Allies: —
	Activation Cost: 2 Political Influence, 1 Military Influence
	Risk Chance: 0%
<p><i>This Ploy Action can only be used in conjunction with Well-Planned Event.</i></p> <p>Sometimes, it is very wise to invite generals, commanders, and other powerful people in uniform to your party. This Ploy will attract the attention of a randomly-determined, influential person from the world of the military, who will decide to attend your <i>Well-Planned Event</i>. You may not request a particular individual. The military NPC who responds to your <i>Military Invitation</i> will</p>	

stay for roughly 1–3 hours. If you use this Action multiple times, it will stack with itself to successfully invite multiple people of military importance.

Note—if you use this Action, you must remind Story Staff roughly 1 hour before your event... and, of course, use of this Action is necessarily limited by current Twin Mask NPC availability. If it isn't possible to send an NPC, the Influence spent on this Action will be refunded. The earlier that you use this Action, and the more warning you give Staff members (particularly if you can avoid scheduling your party at often-busy times), the better the chance that it will work.

Ploy: High-Class Invitation	Required Allies: —
	Activation Cost: 3 Political Influence
	Risk Chance: 0%
<p><i>This Ploy Action can only be used in conjunction with Well-Planned Event.</i></p> <p>Sometimes, the entire point of a party is to get high-profile political figures mingling with one another. This Ploy will attract the attention of a randomly-determined, influential person from the world of politics, who will decide to attend your <i>Well-Planned Event</i>. You may not request a particular individual. The influential NPC who responds to your <i>High-Class Invitation</i> will stay for roughly 1–3 hours. If you use this Action multiple times, it will stack with itself to successfully invite multiple people of political importance.</p> <p><i>Note—if you use this Action, you must remind Story Staff roughly 1 hour before your event... and, of course, use of this Action is necessarily limited by current Twin Mask NPC availability. If it isn't possible to send an NPC, the Influence spent on this Action will be refunded. The earlier that you use this Action, and the more warning you give Staff members (particularly if you can avoid scheduling your party at often-busy times), the better the chance that it will work.</i></p>	

Ploy: Formal Invitation	Required Allies: —
	Activation Cost: 5 Political Influence
	Risk Chance: 0%
<p><i>This Ploy Action can only be used in conjunction with Well-Planned Event.</i></p> <p>You want your parties to be appealing enough to be popular... but, more important than popularity, you want to make sure that the <i>right</i> people attend. This Ploy is used to invite a specific, prominent person who lives (or is visiting) nearby enough to reasonably consider attending your event. If your event is of a sort that would be appealing to that particular NPC, there is a much higher chance that they will actually decide to show up.</p> <p><i>Note—if you use this Action, you must remind Story Staff roughly 1 hour before your event... and, of course, use of this Action is necessarily limited by current Twin Mask NPC availability. If it isn't possible or practical to send the chosen NPC, the Influence spent on this Action will be refunded. The earlier that you use this Action, and the more warning you give Staff members (particularly if you can avoid scheduling your party at often-busy times), the better the chance that it will work.</i></p>	

<i>Ploy: Ply with Gifts</i>	Required Allies: 1 Servant
	Activation Cost: 2 Economic Influence
	Risk Chance: 20%
<p><i>This Ploy Action can only be used in conjunction with Well-Planned Event.</i></p> <p>Sometimes, good old-fashioned generosity is the best way to make a positive impression. This Ploy arranges for a gift to be sent to a particular person who means to attend your <i>Well-Planned Event</i>, with excellent timing: that person will receive your gift immediately before they arrive. The default gift is a beautifully-presented basket full of fruits and delicacies; you may customize the gift, though, to match the individual, as long as the value is roughly equivalent to the default. This Ploy can be applied to any NPC (or type of NPC) that you know will attend; as such, it is generally used in conjunction with <i>Formal Invitation</i>, but it can also work with <i>Scholastic</i>, <i>Common</i>, <i>High-Class</i>, <i>Underworld</i>, or <i>Military Invitation(s)</i>, even though those Ploys do not give you advance warning of the exact person whom you have invited: the person attracted by one of those Ploys—whoever he or she happens to be—will get the gift.</p> <p><i>Note—since this Action works in combination with Ploys that are dependent on NPC availability, you may end up getting the Influence spent on this Action refunded, if it turns out that the NPC cannot show up to your Event.</i></p>	

<i>Ploy: Ply with Drinks</i>	Required Allies: 1 Servant
	Activation Cost: 4 Economic Influence
	Risk Chance: 20%
<p><i>This Ploy Action can only be used in conjunction with Well-Planned Event.</i></p> <p>Making sure that your guests have a few beverages is one of the best ways to make absolutely sure that they enjoy their time at your event... and, perhaps, lower their social defenses a little. This Ploy arranges for a particular person who means to attend your <i>Well-Planned Event</i> to be offered quite a few alcoholic drinks right before arriving, with the goal of getting that person quite drunk. This does not always work, of course. If the person is not the sort that would ever choose to drink alcohol to excess, then <i>Ply with Drinks</i> will have no effect. This Ploy can be applied to any NPC (or type of NPC) that you know will attend; as such, it is generally used in conjunction with <i>Formal Invitation</i>, but it can also work with <i>Scholastic</i>, <i>Common</i>, <i>High-Class</i>, <i>Underworld</i>, or <i>Military Invitation(s)</i>, even though those Ploys do not give you advance warning of the exact person whom you have invited: the person attracted by one of those Ploys—whoever he or she happens to be—will be offered a lot of drinks in a very convivial atmosphere.</p> <p><i>Note—since this Action works in combination with Ploys that are dependent on NPC availability, you may end up getting the Influence spent on this Action refunded, if it turns out that the NPC cannot show up to your Event.</i></p>	

<i>Ploy: Ply with... Severed Heads</i>	Required Allies: 1 Assassin
	Activation Cost: 2 Underworld Influence
	Risk Chance: 50%
<p><i>This Ploy Action can only be used in conjunction with Well-Planned Event.</i></p> <p>Not everyone who comes to an event is there for fun and games. Sometimes, you want to make a truly unmistakable point. This Ploy arranges for the murder of one of the low-status servants, guards, or minions of a particular person who means to attend your <i>Well-Planned Event...</i> and then for that servant's severed head to be presented to the person just as they arrive. This intimidating Ploy can be applied to any NPC (or type of NPC) that you know will attend; as such, it is generally used in conjunction with <i>Formal Invitation</i>, but it can also work with <i>Scholastic</i>, <i>Common</i>, <i>High-Class</i>, <i>Underworld</i>, or <i>Military Invitation(s)</i>, even though those Ploys do not give you advance warning of the exact person whom you have invited: the person attracted by one of those Ploys—whoever he or she happens to be—will be presented with the head of their servant as they arrive.</p> <p><i>Note—since this Action works in combination with Ploys that are dependent on NPC availability, you may end up getting the Influence spent on this Action refunded, if it turns out that the NPC cannot show up to your Event.</i></p>	

<i>Ploy: Ply with a Beating</i>	Required Allies: 5 Thugs
	Activation Cost: 3 Underworld Influence
	Risk Chance: 75%
<p><i>This Ploy Action can only be used in conjunction with Well-Planned Event.</i></p> <p>Some people don't respond to drinks or fun or honeyed words: some people only respond to violence. This Ploy arranges for a person who means to attend your <i>Well-Planned Event</i> to be beaten with clubs and fists immediately before they arrive. This Ploy has some restrictions on whom it can be applied to: it will only work on "lesser NPCs," so (generally speaking) any NPC who is already named—and therefore known to the Twin Mask player base—is off-limits for <i>Ply with a Beating</i>. As such, it is often used in conjunction with <i>Scholastic</i>, <i>Common</i>, <i>High-Class</i>, <i>Underworld</i>, or <i>Military Invitation(s)</i>, rather than <i>Formal Invitation</i> (which, of course, invites specific people by name). You can also use this Ploy on somebody who has been invited more casually (that is, simply by word of mouth rather than through Influence), as long as you can confirm that they are intending to attend.</p> <p><i>Note—since this Action works in combination with Ploys that are dependent on NPC availability, you may end up getting the Influence spent on this Action refunded, if it turns out that a certain kind of NPC cannot show up to your Event.</i></p>	

<i>Ploy: Hired Help</i>	Required Allies: —
	Activation Cost: 5 Political Influence
	Risk Chance: 0%
<p><i>This Ploy Action can only be used in conjunction with Well-Planned Event.</i></p> <p>Whether you are hosting or attending a social event, you are likely important enough that there are better things for you to do than making sure people’s drinks are full and their coats are properly hung. This Ploy allows you to hire a servant NPC to arrive at a social event of your choice and tend to the needs of the guests. You may request a certain kind of person or personality, although there is no true guarantee that such requests will be fulfilled. Actually, there is one exception: if you request that your hired servant be literate, they will be skilled in reading and writing. Generally, though, your servant will be relatively unremarkable, without any pins of status. They will stay in play for 1–3 hours, depending on the event.</p> <p><i>Note—if you use this Action, you must remind Story Staff roughly 1 hour before the NPC is intended to arrive in game; and, of course, use of this Action must necessarily be limited by current Twin Mask NPC availability. If it is not possible to send an NPC, the Influence spent on this Action will be refunded.</i></p>	

<i>Ploy: Planted Guest</i>	Required Allies: —
	Activation Cost: 5 Political Influence
	Risk Chance: 0%
<p><i>This Ploy Action can only be used in conjunction with Well-Planned Event.</i></p> <p>When you are the host of an event, or even when you are just attending one, you generally hope that things will go in a certain way: that particular individuals will talk to each other, that a subject will be discussed, <i>etc.</i> This Ploy allows you to hire an NPC (a commoner) to arrive at a social event of your choice and exert a bit of pressure on the guests, as a way of pushing for things to go the way you want them to. Although you may request certain traits in your chosen NPC, there are only 2 particular requests that will definitely be honored: 1) the NPC will be trained in LITERACY if you request it, and 2) the NPC will perform a specific, non-illegal task (that does not threaten their life) at some point during the event. For example, your <i>Planted Guest</i> could raise a controversial topic with a particular party-goer, or they could cause a distraction when you give them a signal. They will stay in play for 1–3 hours, depending on the event, or until they have completed their task (whichever is shorter).</p> <p><i>Note—if you use this Action, you must remind Story Staff roughly 1 hour before the NPC is intended to arrive in game; and, of course, use of this Action is necessarily limited by current Twin Mask NPC availability. If it isn’t possible to send an NPC, the Influence spent on this Action will be refunded.</i></p>	

<i>Found Noble House</i>	Required Allies: —
	Activation Cost: 60 Political Influence, 20 Academic Influence, 20 Economic Influence, 20 Underworld Influence, and 20 Military Influence
	Risk Chance: 0%
<p>Although it may often seem that Adelerune's caste system of royalty, nobility, and peasantry is eternal and inflexible, such an assumption is often the product of a limited perspective. Seen from a wider viewpoint, different nations' noble houses are constantly shifting, like the gradual drift of the seasons or of the stars... and your own house is definitely on the <i>rise</i>. This Action allows you to permanently elevate your family to become a lesser Noble House of a particular nation. In order to successfully pursue this Action, you must have the express approval of the chosen nation, along with the recommendation and support of an already-established Noble House of that nation. You automatically gain the NOBILITY Background Feature when you take this Action.</p>	

[\[Return to Beginning of This Appendix\]](#)

UNDERWORLD INFLUENCE

The worlds of academia, economics, politics, and the military are grand and globe-spanning in their own ways, featuring all kinds of busy people doing what is, no doubt, very important work. Underlying all of them, though, there are the sewers: conduits for the filthy realities that most people are happy to ignore. When you are willing to get your hands dirty, you can explore exactly where those conduits go, and you can get things done that would never be possible for people who slavishly follow the rules. From the assassins and necromancers of the Nadine Empire to the “gray markets” of Dace, from the Churchwood’s bandits to the smugglers of Cestral, from the crime lords of Edge to the pirates of Cole... once you can establish contact with the right kind of unsavory individuals, you have access to a whole world of secret trade and “problem solving.” For anyone interested in thievery, chaos, assassination, or spycraft, a connection to the underworld is indispensable.

UNDERWORLD ALLIES

	<i>Cost</i>	<i>Card Received</i>
Low Rank	1 Underworld Influence	5 Thugs
Middle Rank	3 Underworld Influence	5 Thieves
	3 Underworld Influence	5 Spies
High Rank	3 Underworld Influence	1 Gang Boss
	4 Underworld Influence + 1 Military Influence	1 Assassin

At any point, you can approach Twin Mask Logistics and spend Influence Cards to buy Underworld Allies, as shown above. Once you are connected to some allies that know how to pull the invisible strings of the underworld, you can get up to all kinds of shenanigans: with the right team, you can do anything from gathering hidden information about people, extorting money from people, wreaking havoc on various places, or setting up just the *perfect* assassination.

UNDERWORLD ACTIONS QUICK REFERENCE:

Underworld Action	Activation Cost	Required Allies	Risk
Distract the Mark	0 Influence Cards	5 Thieves	25%
Healthy Paranoia	1 Underworld	0 Ally Cards	0%
Gang War	1 Underworld	5 Thugs	0%
Mysterious Messenger	1 Underworld	1 Thief	10%
Dispose of the Body	1 Underworld	1 Spy	10%

Unseen Messenger	1 Underworld	1 Spy	10%
Post a Lookout	1 Underworld	10 Thugs, 1 Spy	40%
Bring the Pain	1 Underworld	1 Gang Boss	0%
Thug's Message	1 Underworld	5 Thugs, 1 Gang Boss	20%
Safehouse	1 Underworld	10 Thugs, 1 Gang Boss	15%
Vandal's Message	1 Underworld	5 Thieves, 1 Gang Boss	40%
Road Tax	1 Underworld	20 Thugs, 1 Gang Boss	75%
Assassin's Message	1 Underworld	1 Assassin	20%
Underworld Insight	2 Underworld	0 Ally Cards	0%
Investigate Rumors	2 Underworld	1 Spy	10%
Blackmail	2 Underworld	1 Spy	0%
Black Market Contact	2 Underworld	10 Thugs, 5 Thieves	25%
Abduction	2 Underworld	20 Thugs, 1 Gang Boss	60%
Investigate Loved Ones	3 Underworld	5 Spies	75%
Investigate Enemies	3 Underworld	5 Spies	75%
Investigate Criminal History	3 Underworld	5 Spies	75%
Investigate Vices and Routine	3 Underworld	5 Spies	75%
Contact the Underworld	4 Underworld, 1 Economic	0 Ally Cards	0%
Civil Disobedience	5 Underworld	20 Thugs, 1 Gang Boss	100%
Anarchy	5 Underworld	20 Thugs, 1 Gang Boss	100%
If You Can't Buy It, Steal It	8 Underworld	20 Thieves, 5 Spies, 1 Gang Boss	50%
Assassination Plot	10 Underworld	10 Spies, 1 Assassin	75%
Ploy: Killing Time	6 Underworld	10 Spies, 1 Assassin	75%
Ploy: On Your Mark	6 Underworld	10 Spies, 1 Assassin	75%
Ploy: Assassin's Arrow	3 Underworld	1 Assassin	75%
Ploy: Clear the Way	6 Underworld	10 Spies, 1 Assassin	75%

UNDERWORLD ACTIONS

<i>Distract the Mark</i>	Required Allies: 5 Thieves
	Activation Cost: —
	Risk Chance: 25%
<p>Odds are good that, if you are making contact with the underworld, you don't really want anybody to see what you're up to. It turns out that the best way to ensure that people don't look at you... is to make them look the other way, right into a distraction that you have arranged. When used in conjunction with another Underworld Action, <i>Distract the Mark</i> reduces that Action's "Risk Chance" by 10%. <i>Distract the Mark</i> can only be used once per Action, and it cannot be used in conjunction with any other way to reduce Risk Chance.</p>	

<i>Healthy Paranoia</i>	Required Allies: —
	Activation Cost: 1 Underworld Influence
	Risk Chance: 0%
<p>While notoriety and infamy can make your name into a legend that haunts people's nightmares... honestly, it's a bit amateurish to let anyone know you have ties to the underworld at all. It's generally more effective and safe to be as unobtrusive as possible. When used in conjunction with another Underworld Action, <i>Healthy Paranoia</i> makes it impossible for other people to discover that you were responsible for ordering that Action. This includes any efforts to use Divination spells to attempt to trace your involvement.</p>	

<i>Gang War</i>	Required Allies: 5 Thugs
	Activation Cost: 1 Underworld Influence
	Risk Chance: 0%
<p>Times of war are usually when a city's criminals and thugs slink into the background, ready to profit from whatever they can and to pick up as many pieces as possible once the fighting stops. In truly important conflicts, though, you might decide that some of your hired muscle might be needed on the field, with some proper weapons and the zeal of the newly-conscripted. This Action is a bit different from the others in this list: it is intended to be used multiple times at once. Essentially, for every Underworld Influence you spend, you may field 5 Thugs to a particular military encounter. For the duration of the encounter, those Thugs count as Soldiers, providing 2 Battle Points per card. (Consult the Battle section for more information.)</p> <p><i>Note—although this Action has a Risk Chance of 0%, the lives of any Thugs sent into war will naturally be at risk, just as Soldiers' would be.</i></p>	

<i>Mysterious Messenger</i>	Required Allies: 1 Thief
	Activation Cost: 1 Underworld Influence
	Risk Chance: 10%
<p>Communication is the lifeblood of a lot of behind-the-scenes actions: sometimes, you just have to make sure that the right people have the right information, and it is worth sending a messenger who has practice at, say, getting through windows. This Action allows you to send a paper letter to anyone in Adelfrune during a Twin Mask game session, without having to use any postage (or expose that letter to any potential problems with the security of the postal service). The letter will reach its destination even if its delivery means reaching a relatively private or moderately guarded location.</p>	

<i>Dispose of the Body</i>	Required Allies: 1 Spy
	Activation Cost: 1 Underworld Influence
	Risk Chance: 10%
<p>In a lot of ways, Divination and Necromancy make getting away with murder more awkward than you would like... it is fortunate, then, that you know people who are good at completely eliminating the physical remains that <i>some</i> people might consider evidence of a crime. In order to use this Action, you must be able to transport a corpse to Logistics; once it is there, this Action will hand off that body to one of your Spies, who will immediately reduce those remains into fertilizer by using non-magical methods.</p>	

<i>Unseen Messenger</i>	Required Allies: 1 Spy
	Activation Cost: 1 Underworld Influence
	Risk Chance: 10%
<p>In the underworld, there are very few proclamations; most of the time, information passes from individual to individual, with secrecy and caution making sure that certain ideas are limited to those who "need to know." This Action allows you to send a paper letter to anyone in Adelfrune during a Twin Mask game session, without having to use any postage (or expose that letter to any potential problems with the security of the postal service). The letter will be folded to take up very little space, and it will be delivered in a way that emphasizes secrecy. As such, your message will be placed in a private location that would generally only be seen by whomever your message is intended for: it might appear beneath their pillow, for instance, or be tucked within a book that they are reading.</p>	

<i>Post a Lookout</i>	Required Allies: 10 Thugs and 1 Spy
	Activation Cost: 1 Underworld Influence
	Risk Chance: 40%
<p>One of the first rules of “getting away with it” is simple: make sure to notice other people, particularly if they wish you harm, before they notice you. By posting a couple of lookouts who can scan for trouble around the city center, you can get advance warning before combat comes knocking on your door. When you use this Action, you get to ask Twin Mask Staff members in Logistics whether or not any dangerous threats (assassins, cultists, demons, major antagonist NPCs, etc. etc.) are likely to enter the main Twin Mask game space within the next 30 minutes. They may have to consult with Story Staff members, but they will get you an answer. Additionally, if the answer is “yes,” you may ask a single yes-or-no question about the nature of that threat. Keep in mind that any information you gain from this Action will be limited to whatever a well-placed lookout could reasonably figure out.</p> <p><i>Note—Staff members will answer your question as well as they can, but you should keep in mind that the ever-changing nature of Twin Mask can eventually make that answer less than 100% accurate.</i></p>	

<i>Bring the Pain</i>	Required Allies: 1 Gang Boss
	Activation Cost: 1 Underworld Influence
	Risk Chance: 0%
<p>From your enemies’ perspective, it is totally reasonable to hide information from you. It is important to let your enemies know, though, that it is ALSO quite reasonable for them to spill everything they know... because that will make the intense pain stop, while they can still eat food without assistance. This Action allow you to have a Gang Boss in your employ use the TORTURE skill once on a captured person. To use this Action, you must be able to move the person you wish to torture to Logistics.</p>	

<i>Thug’s Message</i>	Required Allies: 5 Thugs and 1 Gang Boss
	Activation Cost: 1 Underworld Influence
	Risk Chance: 20%
<p>Sometimes, you don’t want to merely send a message—you really want to <i>send a message</i>. This Action allows you to send a paper letter to a particular group of people anywhere in Adetrune during a Twin Mask game session. It only works if that group of people has a fairly large number of members, hirelings, or associates, though... because your message will actually be delivered by a low-ranking member of that group, after your Thugs have savagely beaten that person. Obviously, this Action is mostly used to deliver threats, ultimatums, warnings, or messages associated with violence, for the “messenger” will have broken joints, a damaged face, or some other stark reminder of the damage you are willing to inflict on members of the chosen group.</p>	

<i>Safehouse</i>	Required Allies: 10 Thugs and 1 Gang Boss
	Activation Cost: 1 Underworld Influence
	Risk Chance: 15%
<p>Since the underworld can reach its fingers into every nook and cranny of Adelfrune, there is no such thing as a truly safe place: any fortress can be infiltrated, if you try hard enough. In order to keep a person safe, then, it is wise to work <i>with</i> the underworld instead of against it. This Action allows you to establish a safe, hidden place for an NPC to hide out during the next 3 days, sheltered from the investigatory efforts of both law-abiding and lawless people. Since this “safehouse” is outside of the normal Twin Mask game space, you will need to escort the NPC to Logistics in order to send them there, and PCs cannot join them at that location. Note that this Action does <i>not</i> prevent the NPC from being successfully investigated with Divination spells.</p>	

<i>Vandal’s Message</i>	Required Allies: 5 Thieves and 1 Gang Boss
	Activation Cost: 1 Underworld Influence
	Risk Chance: 40%
<p>When you want to make a public statement, there is no better way to get people’s attention than to write on something that is already in the public eye. This Action lets you send out a team of vandals to emblazon a one-sentence message onto some prominent landmark or building, anywhere in Adelfrune, during a Twin Mask game session. The message will generally be painted (in a color that you choose) onto the surface of that landmark or building, but if you can come up with other, creative ways to write the message, your vandals can follow any instructions that do not require too much expenditure of time or money. (For instance, they could smash windows in a pattern that spells out “DIE,” if a building has enough windows for such a plan to be feasible.) When you use this Action, you can choose whether your vandals will actively damage their target; their default, of course, is to cause a bit of destruction to go along with their painting.</p>	

<i>Road Tax</i>	Required Allies: 20 Thugs and 1 Gang Boss
	Activation Cost: 1 Underworld Influence
	Risk Chance: 75%
<p>Among the sort of people you generally deal with, money is the universal language that allows things to <i>get done</i>. To be effective, then, you need to get your hands on some silver pieces... and, in a pinch, there is no faster way to do so than simply taking it from people. When you use this Action, you order a local road to be blocked by your Thugs, who will only allow people to pass if they pay a toll. As a result, you gain a randomized amount of silver pieces from 1 to 10 as your “cut” of the extortion. This Action can only be used once per Twin Mask game session.</p> <p><i>Note—when you use this Action, you cannot choose which road will be “taxed”; additionally, the blockade and extortion will typically happen “off camera,” outside the Twin Mask game space. As such, this Action cannot be used to direct or hamper street traffic in a relevant way. Also, of course, this Action qualifies as illegal banditry, and if it is traced back to you, you may face in-game legal consequences.</i></p>	

<i>Assassin's Message</i>	Required Allies: 1 Assassin
	Activation Cost: 1 Underworld Influence
	Risk Chance: 20%
<p>Some messages are so important that you need to make <i>dead sure</i> that they are delivered in the proper fashion. This Action allows you to send a paper letter to an individual—or a particular group of people—anywhere in Adelrune during a Twin Mask game session. Just as with <i>Thug's Message</i>, though, it only works if that person or group has a fairly large number of hirelings or associates... because your message will actually be found (by its intended recipient) pinned with a knife to an assassinated, low-ranking member of the targeted organization. Your Assassin will identify, hunt down, kill, and arrange the body of the underling so that the target will generally be the first to see the corpse and the message. Such efforts, obviously enough, lend themselves to sending messages that are threatening in some way.</p>	

<i>Underworld Insight</i>	Required Allies: —
	Activation Cost: 2 Underworld Influence
	Risk Chance: 0%
<p>When you deal with matters that are often cloaked in shadow and secrecy, it can be hard to choose the right moves to get exactly what you want; by using some of your influence, though, you can shed some light on the shady dealings you need to meddle with. This Action provides you with the basic facts, known rumors, and a significant amount of contextual insight regarding the position and goals of a chosen individual or group that is active in the underworld. As part of this fundamental endowment of knowledge, you learn about their general place in the network of illegal activity around them, their reputation for honesty (or lack thereof), any locations associated with them, the general area and extent of their influence, and so on.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Investigate Rumors</i>	Required Allies: 1 Spy
	Activation Cost: 2 Underworld Influence
	Risk Chance: 10%
<p>The underworld is built on secrecy, but it is also built on trust: you keep quiet about all kinds of skullduggery, but you also go out of your way to share hot tips and necessary warnings with your cronies and friends. As it turns out, these are optimal conditions for brewing up a cauldron full of swirling rumors. This Action allows you to choose a particular person or organization and learn more about any rumors that people are sharing about them. When you use this Action, you must choose one of two options: 1) you can ask your underworld contacts to collect any and <i>all</i> available rumors about your target, or 2) you can ask them to dig deeper into a <i>particular</i> rumor that has already reached your ears. Keep in mind that any information you gain is not guaranteed to be true; it will be based on what is generally believed, which could be inaccurate if the people you are investigating have invested very heavily into secrecy or misdirection.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Blackmail</i>	Required Allies: 1 Spy
	Activation Cost: 2 Underworld Influence
	Risk Chance: 0%
<p>Everyone has secrets, but not everyone knows that you have eyes and ears at every wall and window, looking to collect those secrets. Once your spies have done their work, it is simply a matter of gently reminding powerful people what a <i>good friend</i> you are for keeping things quiet... and you can collect and exert all kinds of influence. When you use this Action, you immediately gain 1 Influence Card of any type. (Essentially, this lets you trade 2 Underworld Influence for 1 of another type.)</p>	

<i>Black Market Contact</i>	Required Allies: 10 Thugs and 5 Thieves
	Activation Cost: 2 Underworld Influence
	Risk Chance: 25%
<p>People in the underworld have embraced the true ideal of a mercantile system: if something has value, that means that people want it and are willing to pay for it... so why <i>shouldn't</i> somebody step in and arrange for goods to end up where they are valued most? When you use this Action, you immediately gain a single 1-Point item that could be acquired through the BLACK MARKET Gathering skill. Importantly, though, you can combine multiple, consecutive uses of this Action to acquire BLACK MARKET items with higher Point values. For instance, if you use this Action three times in a row, you could get a “Zye Scarab” (a 3-Point item) rather than three copies of the “Bone” item.</p>	

<i>Abduction</i>	Required Allies: 20 Thugs and 1 Gang Boss
	Activation Cost: 2 Underworld Influence
	Risk Chance: 60%
<p>Trying to approach matters second-hand or remotely is often not going to get things done to your satisfaction: it is generally a good idea to reach out and make personal contact with a representative of an organization, to see some real results. When you use this Action, you choose a person or group that you know to be active in a relatively nearby area... and you send your Thugs to capture a person associated with them. Of course, this only works if that person or group has a fairly large number of hirelings or associates, since your Thugs will not have access to anyone more important than the “rank and file.” Additionally, this Action may take a while to carry out (while Twin Mask Staff members arrange for an NPC to play the captured underling)... but once the job is done, you will be alerted and will have the opportunity to interrogate the unfortunate underling directly. Of course, you are not limited to merely interrogating them: you can use your imagination to determine the best course, once you are face to face with them.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix. Also, this Action cannot be used on Player Characters or named NPCs.</i></p>	

<i>Investigate Loved Ones</i>	Required Allies: 5 Spies
	Activation Cost: 3 Underworld Influence
	Risk Chance: 75%
<p>Sometimes, a person is so cautious that there is almost no way to get leverage over them... but, if you look very closely, almost every castle has a heart-shaped hole in it somewhere. One way or another, we all crave contact with other people, and that craving can be made to betray us. By using this Action, you can get a generally-accurate sense of any one individual's family life, love life, and romantic interests: you will learn whom this person cares about, why, and the overall shape of each such relationship. This Action cannot provide you with information that is extremely well-guarded, but it can give you a good starting-point for deeper investigation.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix. Also, this Action cannot be used on Player Characters.</i></p>	

<i>Investigate Enemies</i>	Required Allies: 5 Spies
	Activation Cost: 3 Underworld Influence
	Risk Chance: 75%
<p>People in the underworld (and, perhaps, other people too) might have all kinds of supporters and acquaintances, convenient alliances and fair-weather friends... but they are truly defined by their enemies. By using this Action, you can get a generally-accurate sense of any one individual's enemies and outstanding grudges. You will get the names and the motivations of any particular groups or people who have affronted, harmed, or betrayed the person—or, conversely, that the person has wronged in similar ways. This Action cannot provide you with information that is extremely well-guarded, but it can give you a good starting-point for deeper investigation.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix. Also, this Action cannot be used on Player Characters.</i></p>	

<i>Investigate Criminal History</i>	Required Allies: 5 Spies
	Activation Cost: 3 Underworld Influence
	Risk Chance: 75%
<p>We have all done things that we are not proud of—and when one's enemies have widespread contacts in the underworld, such “skeletons in the closet” can end up hurting much more than one's pride. By using this Action, you can get a generally-accurate sense of any one individual's past illegal actions and associations. You will get a fairly complete list of any underworld groups they have been a part of, along with any illicit trades, rumored (and confirmed) murders, swindles, misdemeanors (and so on) that are generally believed to be associated with the person. This Action cannot provide you with information that is extremely well-guarded, but it can give you a good starting-point for deeper investigation.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix. Also, this Action cannot be used on Player Characters.</i></p>	

<i>Investigate Vices and Routine</i>	Required Allies: 5 Spies
	Activation Cost: 3 Underworld Influence
	Risk Chance: 75%
<p>When you are considering espionage, assassination, blackmail, or any number of other ways of coercing other people, it makes a world of difference to know as many details as you can about your target's life. By using this Action, you can get a generally-accurate sense of any one individual's current routine, habits, and personality traits. In addition to the target's run-of-the-mill and repeated behavior, the information provided by this Action will naturally center on the most negative, exploitable parts of their conduct: their guilty pleasures, addictions, sexual predilections, and deplorable personality traits. This Action cannot provide you with information that is extremely well-guarded, but it can give you a good starting-point for deeper investigation.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix. Also, this Action cannot be used on Player Characters.</i></p>	

<i>Contact the Underworld</i>	Required Allies: —
	Activation Cost: 4 Underworld Influence, 1 Economic Influence
	Risk Chance: 0%
<p>It can certainly be fun to play with shadow puppets, feinting and dodging in the twisted politics of the underworld... but often, to really get things done, you need to drop the charade and actually meet with somebody face to face. This Action allows you to contact a known group in the underworld—such as an assassins' guild or a smuggler's operation—and arrange for a meeting with a representative of their choice within the next 12 hours. If they are based in a location too far away to make such a meeting feasible, they will instead contact you by letter or by magical ritual. Note that this Action does not guarantee that you can arrange for any particular goods or services: if you wish to do business, you can indicate the general terms of your interest ahead of time, but there is no guarantee that the group is willing or able to get you what you want.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Civil Disobedience</i>	Required Allies: 20 Thugs and 1 Gang Boss
	Activation Cost: 5 Underworld Influence
	Risk Chance: 100%
<p>A city or a town is a delicate machine, with a lot of moving parts that are required to interact smoothly in order to keep people's lives on track. Often, then, the best way to bring attention to a problem, create a distraction, or just piss people off... is to throw a wrench into that delicate machine. This Action allows you to create some chaos in a settlement of your choice (anywhere in Adelfrune) by getting people to disrupt the normal order and refuse to cooperate with authorities. This can involve shouting at nobles or dignitaries, blocking off essential roads, engaging in some light vandalism, noisily occupying important buildings, and so on. These actions will be mostly harmless, although of course some people can accidentally be hurt. The Risk Chance associated with this Action largely represents the fact that anyone participating in such <i>Civil Disobedience</i> can expect to be arrested by morning, thus ending the disruption.</p>	

<i>Anarchy</i>	Required Allies: 20 Thugs and 1 Gang Boss
	Activation Cost: 5 Underworld Influence
	Risk Chance: 100%
<p>Any kind of settlement is a labor of love: it takes a lot of time, effort, and planning to grow a village up from the bare dirt and turn it into a hub of civilization. It would be a shame if something were to <i>happen to it</i>. This Action allows you to create a lot of chaos in a settlement of your choice (anywhere in Adelfrune) by producing a random and significant act of destruction. Your Thugs will target a part of the city or town basically at random (although you can specify a few structures for them to avoid)... and they will wreak havoc on it. This often means that a random building will get severely damaged or destroyed, but sometimes the destruction might take a different turn, like the flooding of a road or the burning of a field of crops. In any case, the destruction is sure to capture the attention of all the settlement's authorities and directly inspire fear and anger among the common people.</p>	

<i>If You Can't Buy It, Steal It</i>	Required Allies: 20 Thieves, 5 Spies, and 1 Gang Boss
	Activation Cost: 8 Underworld Influence
	Risk Chance: 50%
<p>The rich, influential, and powerful people around you own a staggering variety of important and valuable things, from soul gems to troll hides to ritual components. It is fortunate, then, that those people's possessions can be transferred to <i>your</i> pockets at a moment's notice. When you use this skill, you immediately gain ANY single resource item that could be acquired through any of the Gathering skills: MINING, HERBALISM, WOODCUTTING, HUNTING, MERCANTILE, or BLACK MARKET. Note that if you choose to gain herbs or lumber, you may specify one exact kind of tag, including any existing combination of properties, and you will get it.</p> <p><i>Note—any HERBALISM or WOODCUTTING tags that are restricted by Story Staff for plot purposes (such as, for instance, the bark of some particular, miraculous tree) may still be inaccessible with this Action.</i></p>	

<i>Assassination Plot</i>	Required Allies: 10 Spies and 1 Assassin
	Activation Cost: 10 Underworld Influence
	Risk Chance: 75%
<p>There are some situations so troublesome, some problems so direly persistent, that the normal ways of handling them—with politics, money, information, or soldiers—simply do not work. This is where your spies and assassins come in: very often, a single person is the crux of the problem, and their removal will let everything else begin to drift back toward its proper course. This Action allows you to set up an opportunity to assassinate a prominent NPC. You will still have to muster enough force to successfully attack and kill the targeted person, whether by stealth, combat prowess, or sheer numbers... but you can use this Action to draw out that NPC, to push them to make an appearance in a local and relatively low-security setting. You must use this Action between Twin Mask events, or during the first night of such an event. Once you do, the targeted NPC will make an appearance, somewhere within the main Twin Mask game area, during that following game session (or during the remainder of the current game session).</p>	

Naturally, this will only work if the NPC is fairly close to the in-character location of that Gathering: it would simply take too long for somebody in the Amalgamation, for example, to travel to Tear. The targeted NPC will generally believe that they are attending the Gathering for some *other* reason, as established by your Spies and Assassins.

Additionally, one of the primary functions of *Assassination Plot* is to allow you to use any of the various Underworld “Ploy” actions listed below to modify the way that the targeted NPC will appear during the game session. If the 10 Spies and 1 Assassin you used to activate this Action survive the Risk Chance, you may use those same Allies on any Ploys you combine with this.

Note—if it is not possible to have the targeted NPC appear in game (perhaps because the Staff member who plays that character is unavailable), any Influence you spent (and/or Losses you incurred) to activate this Action and associated Ploys will be refunded. Of course, too, this Action cannot be used on Player Characters.

<i>Ploy: Killing Time</i>	Required Allies: 10 Spies and 1 Assassin
	Activation Cost: 6 Underworld Influence
	Risk Chance: 75%

This Ploy Action can only be used in conjunction with Assassination Plot.

Just because you have drawn your quarry onto your home turf doesn’t mean that you can easily strike at them. You know that they will make an appearance at *some* point... but you can’t realistically have all of your forces on full alert for the next 3 days. This Ploy, then, allows you to dictate the time that the targeted NPC will appear in the Twin Mask game space—or, if that is not possible, to learn roughly when the NPC will make an appearance. (When you use this Ploy, you will coordinate with Twin Mask Story Staff to find a time for the NPC’s appearance that works both for them and for you. While the Staff member will have the final say, they will try to cooperate with your needs or desires. Keep in mind that, since Twin Mask game sessions are ever-changing in nature, there may need to be some flexibility on when, exactly, the NPC arrives.)

Note—if you use this Ploy as part of an Assassination Plot, you must remind Story Staff on the same day that the NPC’s arrival is planned, at least 1 hour before it is supposed to happen.

<i>Ploy: On Your Mark</i>	Required Allies: 10 Spies and 1 Assassin
	Activation Cost: 6 Underworld Influence
	Risk Chance: 75%

This Ploy Action can only be used in conjunction with Assassination Plot.

Assassination is, when done correctly, a very clean and surgical operation: find the one person whose death would benefit you most, then take them out with no collateral damage. A city is a big place, though, and sometimes it can be very hard to spot your target among a sea of innocent bystanders. This Ploy, then, allows you to dictate the place that the targeted NPC will appear in the Twin Mask game space—or, if that is not possible, to at least learn the rough area where the NPC will make an appearance. (When you use this Ploy, you will coordinate with Twin Mask Story Staff to choose a place for the NPC’s appearance. While the Staff member will have the final say, they will try to cooperate with your needs or desires.)

<i>Ploy: Assassin's Arrow</i>	Required Allies: 1 Assassin
	Activation Cost: 3 Underworld Influence
	Risk Chance: 75%
<p><i>This Ploy Action can only be used in conjunction with Assassination Plot AND Ploy: Killing Time AND Ploy: On Your Mark. All 3 of these Actions need to be involved before you can use Ploy: Assassin's Arrow. This Ploy can only be used once per Assassination Plot.</i></p> <p>Once you have your target out in the open, it is time to bring your strongest friends' attacks to bear on them... which can include, of course, deadly bow-fire from an assassin you have concealed in exactly the right spot. Assuming that you know the time and the location that your target will appear, this Ploy allows you to arrange for an assassin with a powerful, long-range bow to take a sniper-style shot at the targeted NPC during an <i>Assassination Plot</i>. The target will be struck by an arrow that deals "stealth 5" in damage. This attack will be made at the beginning of any encounter with the targeted NPC at the chosen location; alternatively, however, you may specify certain cues that your Assassin should follow in deciding when to take their shot. You may indicate that the shot should happen when you snap your fingers, for instance, or when the targeted NPC draws their weapon. Such cues must be based on observable phenomena that a concealed assassin could realistically see. When using this Ploy Action, you must specify a feasible hiding spot with line of sight to the planned location of the assassination.</p>	

<i>Ploy: Clear the Way</i>	Required Allies: 10 Spies and 1 Assassin
	Activation Cost: 6 Underworld Influence
	Risk Chance: 75%
<p><i>This Ploy Action can only be used in conjunction with Assassination Plot, and only once per use of that Action.</i></p> <p>Any one person, when caught alone, has limited resources with which to defend themselves. When a person actively fears attack, though, they can use money and contacts to surround themselves with walls of plate mail and swords, keeping a perimeter of guards around them wherever they go. This Ploy, then, allows you to lull the targeted NPC into a false sense of security, or at least to distract many of their guards toward what might seem like some other pressing problem. As a result, the targeted NPC's retinue of guards will be roughly halved, in either strength or numbers, in comparison to the security that they would normally have.</p>	

[\[Return to Beginning of This Appendix\]](#)

MILITARY INFLUENCE

Once you have established that you can command troops and officers in a martial setting, the wider world of military organization starts to become much more comprehensible. From the Rose Knights of the Celestine Empire to the undead shock-troops of the Nadine Empire, from the berserkers of the Gael to the Silver Fleet of Dace, from the demon-hunters of Castle Thorn to the raiding ships of the Vicaul... if you are capable and respected enough to make good use of military command, you can change the world. For anyone interested in fighting wars or conflicts of any scale, or even just in arranging for scouts to gather information in dangerous areas or situations, there is much to be gained by making connections to the fighting men and women of Adelrune's military organizations.

MILITARY ALLIES	<i>Cost</i>	<i>Card Received</i>
Low Rank	1 Military Influence	5 Recruits
Middle Rank	3 Military Influence	5 Soldiers
	3 Military Influence	5 Scouts
High Rank	3 Military Influence	1 Officer
	4 Military Influence + 1 Political Influence	1 Knight*

(*See "[Absorbing Damage](#)," near the end of this appendix, for more on Knights' properties in [Battle](#))

At any point, you can approach Twin Mask Logistics and spend Influence Cards to buy Military Allies, as shown above. Once you have some troops to organize and command, whether on a battlefield or just to maintain standard peacekeeping operations, a world of military options opens up to you: with the right people, you can do anything from scouting a field of engagement, coordinating naval attacks, using siege weapons or blasts of magic to defeat your foes, and so on.

MILITARY ACTIONS QUICK REFERENCE:

Military Action	Activation Cost	Required Allies	Risk
Distraction	0 Influence Cards	5 Recruits	75%
Elaborate Distraction	0 Influence Cards	20 Recruits	100%
Tactical Oversight	0 Influence Cards	1 Officer	0%
Basic Scouting	0 Influence Cards	5 Scouts, 1 Officer	40%
Release the Hounds	1 Military	10 Animals	30%
Guard Duty	1 Military	(Variable)	?

Dispatch Orders	1 Military	1 Scout	10%
Urgent Message	1 Military	1 Scout, 1 Animal	25%
Capture Mission	1 Military	5 Scouts, 1 Officer	50%
Peasant Levy	1 Military	Any 1–5 Ally Cards	0%
Investigate Region	1 Economic	10 Scouts, 1 Officer, (1 Ship)	40%
Military Insight	2 Military	0 Ally Cards	0%
Sole Survivor	2 Military	1 Soldier (with restrictions)	?
Show of Force	2 Military	20 Soldiers, 1 Officer	0%
Contact Soldiers	4 Military, 1 Underworld	0 Ally Cards	0%

(Also note that there are various *other* Military Actions called “**maneuvers**” that can only be used during battle. They will be listed and discussed at the end of the “**Battle**” section later in this appendix.)

MILITARY ACTIONS

<i>Distraction</i>	Required Allies: 5 Recruits
	Activation Cost: —
	Risk Chance: 75%
<p>Warfare is a shifting, fluid thing that often hinges on local, tactical imbalances of power that can spiral outward to affect the larger conflict... which means that drawing the enemy’s attention to the wrong place at the right time can be invaluable. When used in conjunction with another Military Action, <i>Distraction</i> reduces that Action’s “Risk Chance” by 10%. <i>Distraction</i> can only be used once per Action, and it cannot be used in conjunction with any other way to reduce Risk Chance.</p>	

<i>Elaborate Distraction</i>	Required Allies: 20 Recruits
	Activation Cost: —
	Risk Chance: 100%
<p>In war, a distraction can sometimes be absolutely crucial: sometimes, keeping your true plans hidden is so important that it can be worth risking serious losses to achieve effective misdirection. When used in conjunction with another Military Action, <i>Elaborate Distraction</i> reduces that Action’s “Risk Chance” by 20%. <i>Elaborate Distraction</i> can only be used once per Action, and it cannot be used in conjunction with any other way to reduce Risk Chance.</p>	

<i>Tactical Oversight</i>	Required Allies: 1 Officer
	Activation Cost: —
	Risk Chance: 0%
<p>In many ways, warfare is the “purest” test of management and coordination, as large numbers of people must be quickly, successfully organized to meet complex and multi-step objectives. This Action allows you to attach a supervisory Officer to a Military Action you are attempting. This reduces that Action’s “Risk Chance” by 10%—but it also includes the Officer in any potential Loss Checks that the Action will incur if things still manage to go wrong. <i>Tactical Oversight</i> can only be used once per Action, and it cannot be used in conjunction with any other way to reduce Risk Chance.</p>	

<i>Basic Scouting</i>	Required Allies: 5 Scouts and 1 Officer
	Activation Cost: —
	Risk Chance: 40%
<p>The more information you have in a fight, the better. Before you start investigating trivial things, though, it is wise to start with broader strokes, to get a good general idea of what you are facing. When you use this Action, choose one nearby region or one nearby group of people such as a military force, town, or guard post. This Action allows you to ask one yes-or-no question about that area or group, and Twin Mask Staff will do their best to answer the question accurately. Keep in mind, though, that the information you gain with this Action is limited to whatever a capable group of Scouts would reasonably be able to discern.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Release the Hounds</i>	Required Allies: 10 Animals
	Activation Cost: 1 Military Influence
	Risk Chance: 30%
<p>Since most people are so overwhelmingly <i>visual</i> in the way they perceive the world, it can be very easy to lose track of one’s friends or foes when they are out of sight. Fortunately, you have some canine allies that can help with that. When you use this Action, you may use your trained dogs (Animals) to aid you in tracking somebody by following their scent. (This means that you must have the HUNTING skill in order to benefit from <i>Release the Hounds</i>; Twin Mask Staff will alert you once your dogs have “picked up the scent” of your quarry, allowing you to take over with the “tracking” function of HUNTING.) One major benefit of tracking by scent is that, except in extraordinary circumstances, there is no way for your target to erase or mask their tracks. This Action’s effect will continue for a single HUNTING effort, within reason: after anything more than a couple of hours, you will lose the services of the tracking dogs. Additionally, they will not be able to follow an individual’s scent over water or through particularly civilized / populated areas.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Guard Duty</i>	Required Allies: (Variable)
	Activation Cost: 1 Military Influence
	Risk Chance: Special (See Below)
<p>Assassins, hostile military forces, cultists, undead, demons... there are a lot of threats that can endanger the people who are central to your plans' success, especially when those people are moving from one safe location to another. This Action allows you to choose any number of Military Allies and order them to accompany a particular person as they travel to a relatively nearby location. Since your Military Allies are not represented in the main Twin Mask game space, this Action can only be used to protect people who are <i>outside</i> of that space. The Risk Chance will depend on the actual threats encountered during the trip: if nothing attacks the group, the Risk Chance will be 0%. If your guards are attacked by a force that is weaker than them, the Risk Chance will be 25%. If your guards are attacked by a <i>stronger</i> force, then the Risk Chance jumps to 100%. These numbers may be adjusted by Staff based on the specific scenario that your guards face... including, of course, playing out an actual Battle, which would mean deciding losses through that system rather than using a standard Risk Chance at all.</p>	

<i>Dispatch Orders</i>	Required Allies: 1 Scout
	Activation Cost: 1 Military Influence
	Risk Chance: 10%
<p>At a strategic level, information is crucial: without being able to communicate effectively with others, your overall plans can fall apart quickly. This Action allows you to send a paper letter to anyone in Adelfrune during a Twin Mask game session, without having to use any postage (or expose that letter to any potential problems with the security of the postal service).</p>	

<i>Urgent Message</i>	Required Allies: 1 Scout and 1 Animal
	Activation Cost: 1 Military Influence
	Risk Chance: 25%
<p>At a tactical level, information is more crucial than anything: when time is of the essence, you need to be able to see and communicate any momentary opportunities without fail. This Action allows you to send a paper letter during a Twin Mask game session to a person in any nearby region, without having to use any postage (or expose that letter to any potential problems with the security of the postal service). Additionally, it ensures that the letter will reach its destination as quickly as possible.</p>	

<i>Capture Mission</i>	Required Allies: 5 Scouts and 1 Officer
	Activation Cost: 1 Military Influence
	Risk Chance: 50%
<p>From the outside, it can be hard to get an accurate sense of the inner workings of an enemy military operation... but, if you think about it, each enemy foot-soldier walking around is like a little knowledge bank, if you know the trick of extracting that information from them. When you use this Action, you send some of your Scouts to capture a low-level member of a relatively local fighting force. This only works if that force has a large number of members—but, assuming that it does, your Scouts will have captured one within the day. The standard approach to such a captured soldier is to interrogate them, but you could theoretically put them to other uses, as well.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Peasant Levy</i>	Required Allies: Any 1–5 Ally Cards
	Activation Cost: 1 Military Influence
	Risk Chance: 0%
<p>Sometimes, training and equipment and strategy are the most important factors in a battle, the things that turn the tide in your favor... but, a lot of the time, you just need a bunch of bodies on the battlefield instead. When you use this Action, you can choose any 5 Ally cards (or fewer) and field them in a Battle as though they were Recruits. For the duration of the encounter, those Allies will act exactly as though they were Recruits—which means they will have a BP value of 0 and contribute by (hopefully) taking hits that might otherwise eliminate your Soldiers and Knights. (Consult the Battle section for more information.) Of course, this means that it is wise to field the least valuable units you can, like Workers or Students. In fact, high-rank Allies will serve this role <i>less</i> effectively: a Mage or an Assassin would only be able to take 1 damage, whereas a card of Thugs can take up to 5.</p> <p><i>Note—although this Action has a Risk Chance of 0%, the lives of any Allies sent into war will naturally be at risk, just as Recruits' would be.</i></p>	

<i>Investigate Region</i>	Required Allies: 10 Scouts, 1 Officer, (and 1 Ship)
	Activation Cost: 1 Economic Influence
	Risk Chance: 40%
<p>Whenever you must consider military operations in an unfamiliar place, you will probably run into a lot of unnecessary trouble if you have not gathered enough information ahead of time. Fortunately, that is exactly why you have scouts. This Action can only be used at the very beginning of a Twin Mask game session, to represent the time needed for your Scouts to travel “off-camera” between games to whatever place they will be investigating. When you use this Action, choose one region or one large group of people such as a military force, town, or guard post. There are no limitations on how far away this area or group can be, but this Action will require a Ship (an ENGINEERING craft item) if you are sending your Scouts across any oceans. Each time you use <i>Investigate Region</i>, it will allow you to ask one yes-or-no question about that area or group, and Twin Mask Staff will do their best to answer the question accurately. Keep in mind, though, that the information you gain with this Action is limited to whatever a capable group of Scouts would reasonably be able to discern.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Military Insight</i>	Required Allies: —
	Activation Cost: 2 Military Influence
	Risk Chance: 0%
<p>Adelrune is not a place of black-and-white conflicts, with two opposing sides lined up cleanly opposite each other on a chessboard. There are innumerable fighting forces around the world, each with its own history, goals, methods, strengths, and weaknesses. This Action provides you with the basic facts, known rumors, and a significant amount of contextual insight regarding the features and goals of a chosen military faction. As part of this fundamental endowment of knowledge, you learn about the faction’s overall fighting strength, numbers, command structure, fortified positions, special units, logistical supply chains, and so on.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

<i>Sole Survivor</i>	Required Allies: 1 Soldier (with restrictions)
	Activation Cost: 2 Military Influence
	Risk Chance: Special (See Below)
<p>Becoming an effective military officer generally takes a mixture of different traits, from charisma to organizational skills to confidence, but the one thing that is absolutely necessary is <i>experience</i>. This Action allows you to use a Soldier’s experience—of surviving an active battlefield or an Action gone wrong—to upgrade that Soldier to an Officer. This Action only works if the chosen Soldier is the last remaining individual on their Military Ally card. That is, whenever you acquire new Soldiers, they will be on Ally cards comprised of five Soldiers... and if four of those Soldiers have been lost, for whatever reason, then you can promote the final one. This Action cannot be used during a Battle. Risk Chance does not apply to this Action, since the involved Soldier will automatically be replaced with an Officer card.</p>	

<i>Show of Force</i>	Required Allies: 20 Soldiers and 1 Officer
	Activation Cost: 2 Military Influence
	Risk Chance: 0%
<p>Military force, just like wealth or reputation or knowledge, is a kind of power, and it would be profoundly foolish to disregard the effects that it can have. When necessary, then, it can stand in for other kinds of influence. When you use this Action, you immediately gain 1 Influence Card of any type. (Essentially, this lets you trade 2 Military Influence for 1 of another type.)</p>	

<i>Contact Combatants</i>	Required Allies: —
	Activation Cost: 4 Military Influence + 1 Underworld Influence
	Risk Chance: 0%
<p>In any military conflict, the majority of one's time is not actually spent swinging one's sword: nearly all of the advantages that help to determine a war's outcome happen in quieter moments, in the scouting, espionage, planning, and negotiations that shape a conflict. This Action allows you to contact a military group such as an army, navy, or mercenary company and arrange for a meeting with a representative of their choice within the next 12 hours. If they are based in a location too far away to make such a meeting feasible, they will instead contact you by letter or by magical ritual. Note that this Action only establishes contact: if you wish to ask for certain concessions or agreements, you may need to negotiate some kind of mutually-beneficial exchange.</p> <p><i>Note—this Action involves Story Staff, so it may be delayed; see the Disclaimer earlier in this appendix.</i></p>	

[\[Return to Beginning of This Appendix\]](#)

BATTLE

The Military Actions listed above are centered on minimizing risks, gathering information, and performing other tasks that generally happen *before* a fight. As for actually deciding the results and the casualties of any large-scale combat, though... that is what Twin Mask's Battle rules are for. This is essentially a kind of "mini game" within Twin Mask, designed to allow players to shape the semi-random course of a battle through the intelligent use of their Military Allies. When the situation calls for Battle, you will gather your troops in the form of cards, deploy them (and re-deploy them) from your hand to a battlefield consisting of various fronts, and roll dice to determine exactly how successful they are during each Round of combat.

First, we should explain some terms. Your "reserve" is your hand of cards, full of Allies ready to be deployed to the battlefield. The "battlefield" is the overall arena of the conflict, generally consisting of multiple fronts. A "front" is a particular location, a subsection of the battlefield, to which you can actually deploy your troops. Both sides of the conflict will field various Military Allies at each front; the collection of your troops (or your enemy's troops) at any single front is called a "company." In general, direct interaction in a Battle will be between the two opposing companies at each front.

Battle Points (BP) are the key measure of your military might. Battles will involve directly comparing the BP of your company to the BP of your opponent's company at each front. It is worth noting, though, that very few Allies actually contribute to your BP total. **Only the following Allies can be fielded in a Battle...** and one of them doesn't even provide any BP!

- A **Recruits** card is worth **0 BP**... but it can be very useful to stack some of them with your more valuable troops, so that the Recruits can take some damage without dropping your overall BP!
- A **Soldiers** card is worth **2 BP**, even if it only has 1 individual left on it.
- A **Knight** is worth **3 BP**, even if it is wounded.*
- The *War Animals* and *Gang War* Actions can allow you to field Animals and Thugs, respectively, as though they were Soldiers (for 2 BP per card), as long as you pay extra Economic or Underworld Influence in the process. These Allies will be treated, and will interact with [maneuvers](#), exactly as though they were Soldiers for the duration of a single Battle.
- Any **upgraded Ship** (from the ENGINEERING skill)—that is, a Cargo Ship, Fishing Ship, Smuggler's Skiff, or Luxury Ship—is worth **2 BP**, even if it is damaged,* but can only be used in naval Battles.
- A **Warship** (from the ENGINEERING skill) is worth **3 BP**, even if it is damaged,* but can only be used in naval Battles.

(* See "[Absorbing Damage](#)," below, for more on how these combatants work.)

This means that everything else *does not contribute* to your BP totals. A few particular Allies—such as your Scouts, Officers, Mages, Assassins, *etc.*—can be used in various ways to support your core troops, but they do not contribute to your fundamental presence in Battle. See the [Maneuvers](#) section, at the end of this appendix, to see how other Allies can help swing a Battle in your favor.

Battle is fought in a series of “rounds,” with each round consisting of 5 phases. Until one side of a Battle flees, surrenders, or is defeated, you automatically start a new round when the previous one is completed.

Battle Round Phases
Phase 1: Scouting
Phase 2: Deployment
Phase 3: Withdrawal
Phase 4: Reveal Strength
Phase 5: Dice and Damage

Phase 1: Scouting

This phase allows you to gather information about the battlefield or the enemies you are facing. It does not have any particular mechanics associated with it; your options will vary widely with the specifics of each individual Battle, at the discretion of the Twin Mask Staff member adjudicating it. This is when you can send your Scouts to investigate things, and it is when you can use the “Discover Enemies” maneuver.

(Note that, since this phase comes before Deployment, the “Discover Enemies” maneuver can only gain information about enemy Ally cards that were already in place at the beginning of the round.)

Phase 2: Deployment

In this phase, you may take any number of Allies from your hand (that is, your reserve) and place them on the various fronts of the battlefield to form companies. (Remember that a “company” is the stack of troops at any given front.) Distance does not matter: as long as you have an Ally card in your hand, you can place it on any available front. Importantly, your cards (and those of your foes) are stacked face-down and placed simultaneously, so you will not be able to see your enemy’s full strength or new troop placements when you make your choices. Similarly, any Maneuvers used in this phase (such as “Flank” or “Cavalry Charge”) will be revealed at the same time that your enemy reveals their choices.

Phase 3: Withdrawal

In this phase, you may take any number of Allies from the various fronts on the battlefield and return them to your reserve (that is, your hand), either to protect them or to get them ready for re-deployment somewhere else on the following turn. During this phase, you will know the *number* of cards stacked up in each enemy company, but you may not know each company’s actual strength, since the newly-played cards will be face-down.

Phase 4: Reveal Strength

At this point, the face-down Ally cards at each front will be revealed, so that you can add up the strength (in Battle Points) of each allied and opposing company. This phase is also when the mechanical effects of any battlefield variables will be revealed—for instance, you will learn exactly how much benefit a certain company will get for having the high ground. After the cards and numbers are revealed, you and your foe will both have the chance to use Phase-Four maneuvers, such as “Tactical Reposition,” to shift the allocation of troops.

First, the enemy (that is, the Twin Mask Staff member who is making decisions for the opposition) gets a chance to either use a single maneuver or “pass.” Then, you will get the same choice. If both you and your enemy “pass” consecutively—at any point in this process—then you immediately move to Phase 5. Whenever either of you uses a maneuver, though, that person’s foe always gets a chance to follow up with a maneuver of their own (or, of course, to “pass”). Do not move on until both parties have consecutively chosen to “pass.”

Phase 5: Dice and Damage

In this phase, each company will roll dice to determine how much damage it deals to its opposition (that is, the enemy company at its front), then inflict and suffer the appropriate losses. This happens in three steps:

- Step 1—Officially determine how many dice to roll for a company’s damage. A company gets **one six-sided die (1d6) for every 10 BP, rounded up**. Additionally, the company with the **higher BP at that front gets one extra die**, and it gets an **additional die if it has double** (or more) its opponent’s BP.

(For instance: a company with BP 12 would deal a base of 2d6 damage... but if it is facing a BP 4 foe at its particular front, it would get +1d6 for having the higher BP, and an additional +1d6 [to a total of 4d6] for having double [or more] the BP of its enemy.)

- Step 2—Roll the appropriate number of dice for each company, then note the totals.
(Certain maneuvers can be used immediately after Step 2; they will note this Step in their descriptions.)
- Step 3—Each company deals the noted amount of damage to the company opposing it. When your company takes damage, you take losses randomly: pick up the stack of cards that represents your company, shuffle it, and then reveal the top card. Each point of damage will eliminate one of the boxes on that card (typically, each box represents an individual Soldier). If a card suffers enough damage to run through all of its boxes, then it is destroyed, and you move on to the next card in the stack, continuing until you have taken the appropriate amount of damage. If there is still remaining damage after you have run through *all* the cards in your company, shuffle any Ally cards at that front that just Absorbed damage, then apply the remaining damage to them. See “[Absorbing Damage](#),” below, for more information about this process, particularly regarding Knights and Ships.
(Certain maneuvers can be used immediately after Step 3; they will note this Step in their descriptions.)

ABSORBING DAMAGE

Knights and all kinds of Ships have the ability to Absorb a chunk of damage, which makes them more resilient—in a complicated way—than Soldiers or Recruits. **Knights and Ships can each take up to 5 damage**, just as though they were fully-stocked “Soldiers” cards (which have 5 boxes), soaking up that much damage before you move onto the next card in a stack. Because these special Allies do not have “boxes” to divide each of them into multiple individuals, however, they can take *up to 5* damage but **will be destroyed by any damage...** unless they can Absorb the hit.

That is, as long as Knights and Ships are unwounded (undamaged), they get a free instance of “Damage Absorption” when they take damage. Again, note that any damage is enough to trigger the Absorption effect: even if an unwounded Knight takes only 1 or 2 damage, it will still have to go through the entire Absorption process.

To Absorb damage on an Ally card, perform the following steps:

- 1) Remove it from the stack of cards currently receiving damage and set it aside. It still takes the damage, but it does not get destroyed (Knights & Ships) or lose individual boxes (Soldiers & Recruits). It remains at its current front, with the rest of its company... but (as noted in Phase 5 Step 3, above), an Ally that has Absorbed damage in a round will only come back “into the line of fire” after all other Allies at that front have taken damage. In other words, damage must march sequentially through all of the Allies at a front... and only *afterward* can it circle back around to hurt Allies that Absorbed damage during that same round.
- 2) If the Absorbing card has a reverse side that designates it as “Wounded” or “Damaged,” flip it to that reverse side. For Knights and Ships, this means that they will no longer have access to their free instance of Damage Absorption, so they are back to their base state of “take *up to 5* damage but destroyed by *any* damage.” Soldiers and Recruits, notably, do not have “Wounded” reverse sides to their cards, but they might still benefit from a Damage Absorption effect through the use of the *Bodyguard* maneuver (below) or the “Arsenal: Full Armor” ARMORSMITHING item.

MILITARY SUPPORT MANEUVERS:

Maneuver	Usable in Phase	Activation Cost	Effect
Discover Enemies	1	Exhaust 1 “Scouts” Card	Choose a single front—for each individual Scout on the card you exhausted, reveal 1 previously-unknown enemy card that is already deployed there
Flank	2	Exhaust 1 Officer	Attach the exhausted Officer to a single deployed Ally; until the end of this round, that Ally provides 5 additional BP
Cavalry Charge	2	Exhaust 1 “Animals” Card	Attach the exhausted Animals to a single deployed Ally (with no animals already attached to it); until the end of this round, that Ally provides additional BP equal to the number of individual Animals that were exhausted; use this Maneuver only during the first round of a Battle

Mend Wounds	2	Exhaust 1 “Healers” Card	Choose a single wounded Knight in your reserve and clear their wounds, flipping them to “Undamaged” again
Tactical Reposition	4	Exhaust 1 Officer	Move any willing Allies from one front to another; attach the exhausted Officer to one of the Allies that moved
Forced March	4	Exhaust 1 Officer	Immediately deploy any number of willing Allies from your reserve to a single front; attach the exhausted Officer to one of the newly-deployed Allies
Naval Transport	4	Exhaust 1 Ship of any type	Move any number of willing Allies from one front to another, as long as both fronts are near navigable waters
Sabotage	4	Exhaust 1 “Spies” Card	Choose a single enemy company; this round, it will roll one less six-sided die when determining its damage
Rapid Healing	5	Exhaust 1 “Healers” Card	Prevent 1 damage that a single enemy company would deal this round for each individual Healer on the exhausted card (<i>Step 2</i>)
Strategy Shift	5	Exhaust 1 Officer	Reroll all damage dice you have rolled during this phase (<i>Step 2</i>)
Bodyguard	5	Sacrifice 1 “Soldiers” Card from Reserve	When an Ally takes damage, you can use this maneuver in the middle of Step 3 to grant that Ally one instance of Damage Absorption
Magical Blast	5	Exhaust 1 Mage	Deal 1d6 damage to a single company (<i>Step 3</i>)
Ballista Shot	5	Exhaust 1 Ballista	Deal 3d6 damage to a single company (<i>Step 3</i>)
Naval Bombardment	5	Exhaust 1 Warship	Deal 3d6 damage to a single company; can only be used near navigable waters (<i>Step 3</i>)
Assassin’s Strike	5	Exhaust 1 Assassin	“Finish off” an enemy Ally card that already suffered at least 1 damage this round; can only be used once per round (<i>Step 3</i>)

To “**exhaust**” an Ally means that you have used up its ability to contribute to the current fight. Exhausted Allies are removed from your reserve (or the battlefield) and put into a separate discard pile exclusively for exhausted Allies. They will be refreshed and returned to you when the current series of Battles (usually a full “mod”) ends.

To “**attach**” an Ally to another means that you have bound it to the second Ally; if the “host” Ally is lost, then the attached Ally will be lost as well. This is generally signified by slipping the attached Ally into the card-sleeve of the host Ally (in a way that does not obscure the statistics of the host Ally). Note: if a maneuver calls for exhausting an Ally *and* attaching it to another Ally, the exhausted Ally stays wherever the host Ally is, rather than going to a discard pile, and is therefore likely to still be in danger.

ARSENALS

Each of these items (which are made with the BLACKSMITHING, WEAPONSMITHING, and ARMORSMITHING skills) can be attached to any Recruit, Soldier, or Knight Ally card to give a constant bonus in Battle. Each Ally card can hold a maximum of one “Equipment” tag, one “Weapons” tag, and one “Armor” tag... and if the Ally is destroyed, any Arsenal items it was carrying are lost with it. These items can be moved freely outside of Battle, but are “locked in” during each series of Battles.

APPENDIX 2:

CHARACTER ODYSSEYS

“In the last few years since Returning, it feels like I’ve lived multiple lifetimes. I’ve been connected to so many grand and sweeping events, above and beyond finding a ‘new normal’ in daily life and governance. Politics, war, rituals, magical theory, unraveling metaphysics, publishing, fighting, building up the Guild... it’s a lot. Maybe too much, honestly. And, now that I’m strong enough to survive traveling away from Tear, I might just do exactly that. There are things happening in Ad Decimum that need my attention, and some of my research can only proceed if I visit the libraries of the Celestine Loremasters. In the process... who knows? I might even take a few days for myself. In one way, life on Tear has been a dream come true... but too much of a dream can become a bad thing, and the world always needs to be held together at the seams. I’m not sure that other people can understand—”

“.....”

“Right. Sorry. Forgot who I was talking to.”

—Kenrin Arakai and King Shakes, in conversation near Port Frey

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THE CHARACTER ODYSSEY SYSTEM

Twin Mask, perhaps even more than most LARP games, can be a very consuming experience. When you are attending an event, it is easy to be swept up by the narrative and characters around you, making choices and friends that you might never have predicted. That’s a huge part of the fun. In fact, for some people, Twin Mask can become almost a lifestyle: even in the months between game events, they spend a lot of time chatting or roleplaying online (or during meet-ups) with their Twin Mask friends. They spend extra hours in the world of Adalrune, seeing through the eyes of one particular character.

After a while, though—because your character has acquired a lot of responsibilities, or simply because you start to feel “stuck in a rut,” or for any other reason—it can be healthy to **step away from your character temporarily**. And, of course, sometimes you need to take a break from LARP games in general, as your life changes and restricts the spare energy and attention you can spend on your hobbies. While this appendix cannot fully address the need to disengage with LARP entirely, the system explained here *will* let you shift the way that you interact with Twin Mask by letting you take an “extended vacation” from playing a particular character. With the Character Odyssey System, you can seek a different experience from the game without entirely abandoning a character

you may have spent years building. And then, one day, that character can return to the game, stronger than ever.

The Staff members of Twin Mask are volunteers and enthusiasts, with a passion for the game and for the people who are drawn to it. We love to help you tell stories. Encouraging players to change their approach to the game is not always the most profitable business decision—but profit is not our motive, here. We want you to enjoy Twin Mask... and also to avoid feeling trapped by the chains (of plot development, character connection, and continuity) that you have helped to forge.

Indeed, we can use some of those connections to help **weave your odyssey into the world of Adelrune**. Twin Mask’s game events generally take place in the city of Port Frey, in the southern region of the Isle of Tear (and previously in Solace, the capital to the west). There are a lot of places and people beyond that narrow scope, though, and by the time you may be considering an Odyssey, it’s likely that your character has developed a desire to see some far-flung locations. They can travel to their homeland, take part in some event of historical importance happening elsewhere, or simply roam the world while seeking to answer some question that is fundamental to their motivations.

Your character is only eligible for an Odyssey once they have **acquired 150 CP**. It usually takes about 2 years of play to reach the 150-CP threshold; after all, these Odysseys are meant to encourage you to take a break from a character you have played a lot. And, of course, the “Legendary Skills” that Odysseys grant are really only *fitting* on individuals who have had the time to make a profound mark on the game! For every **additional 100 CP** after the 150-point mark, too, your character is eligible for *another* Odyssey. If you have enough CP, you can go on multiple of those Odysseys in a row, leading to a particularly long journey for your character and the opportunity to eventually return to game with more than one Legendary Skill. (Keep in mind, though, that you cannot acquire more than 1 Legendary Skill per Odyssey that you “use,” even if your character stays away for extra time.)

There are two final eligibility restrictions for Character Odysseys:

- 1) the character cannot carry any **red-tagged “plot items”** away from game.
- 2) only **one of your characters** can be on an Odyssey at once.

If you meet these requirements, then your character can embark on a journey!

CHARACTER ODYSSEYS, STEP BY STEP

Follow these steps, if you wish to send your character on an Odyssey—

- 1) **Decide on the nature and destination(s)** of your character’s “quest” or “grand tour.” If you have any doubts, you can confer with a Staff member ahead of time to determine if your general plan is realistic.
- 2) **Officially submit a request** to the Logistics Staff team to start a Character Odyssey. You will need to describe the proposed journey or goal for your character’s leave of absence.
- 3) Continue to **attend Twin Mask game events!** The departed character will not be considered an “Alt” (so you don’t have to pay the appropriate fees), and will therefore not receive any CP from this attendance. Generally, you will simply play a different character during these game events. Alternatively, you could work as an NPC (without having to pay attendance fees at all), or perhaps work with Staff to find some other way to contribute to the game. At the end of every such event, you will need to fill out a short [Odyssey Note](#) and drop it into the Character Sheet Box (with your other character sheet(s), if you have any).*
- 4) For **every such game** that you attend without playing the departed character, you will **receive 1 Legend Point (LP)**.
- 5) When you finally decide to bring your character back, you will need to go through the normal process for updating your character sheet, removing the “Odyssey” tag before Twin Mask Staff members begin to print character sheets for the next game. As part of this process, you should spend Legend Points to **choose a Legendary Skill** for your character from the list below. Once you have acquired one such Skill (for each Odyssey you went on), any excess Legend Points will be cleared from your sheet, and you will be ready to make a triumphant return!

* We have chosen to make an exception to Rule 3 (“you must attend game events”) for active-duty members of the armed forces who have been deployed. As a way of thanking them for their service, such players will receive 1 Legend Point (LP) for their character during each Twin Mask game event that they miss while deployed. If they have more than one character, they will need to choose which of them receives the point. In order to gain this benefit, those players will need to email Characters@TwinMask.com before leaving to explain the length of their absence, which of their characters they wish to receive the LP, and the general in-game “quest” that the chosen character will be undertaking.

LEGENDARY SKILLS

While your character is away on a journey, they will receive 1 Legend Point (LP) for every Twin Mask game event that they miss. Right before that character returns to game, you will get to spend those LP to buy a Legendary Skill from the list below, to represent the power they gained while traveling. (You cannot buy more than 1 Legendary Skill per Odyssey.) These skills are meant to show the ways that your character has transcended the normal boundaries of mortals: they generally expand your abilities slightly beyond anything that a “standard” character from the Twin Mask rulebook could achieve. Legendary Skills cannot be acquired in any way other than going on Odysseys, for they require the Fate-bending uniqueness possessed by the Returned, combined with the world-spanning travel and experience that a long quest can provide.

The Legendary Skill you choose must thematically match the journey your character undertook. If you spent your time reading in the libraries of Ad Decimum, you cannot pick up the MASTER ASSASSIN skill! Try to choose something impressive, epic, and unique for your character to do; part of the goal of this system is to bring brilliant flashes of the world beyond Port Frey into the game’s space, where newer players can see the larger scope of Adlrun. Other characters will undoubtedly ask you for details of your journey—choose to do something that will let you tell spellbinding stories to friends around a fire!

It is important to understand that **Legendary Skills are not meant primarily to be powerful**. Your character would have gained more “raw power” by simply continuing to attend game events as normal, accruing the standard amount of Character Points over the course of 6-10 sessions. Legendary Skills are meant to be *unique* and *flavorful*: something that will make your longstanding character stand out from the background in a fun and dynamic way. If some of the skills listed here seem “underwhelming,” then, please keep in mind that this system is meant to **support and encourage players who need to take a break**, not reward min-maxing “power gamers.”

REFERENCE LIST OF LEGENDARY SKILLS

LP Cost	Skill Name	Prerequisite(s)
6	TRAVELER’S PRIZE	None
6	ILL-GOTTEN GAINS	None
6	MAGICAL AWAKENING	None
6	BARDIC JOURNEY	None
6	MILITARY SERVICE	None
6	BOUNDLESS ZEAL	SOVEREIGN ZEAL, NATIVE LORE [Chosen Culture]

7	MASTER OF SACRIFICE	PRIESTHOOD: RANK 4
7	WANDERING PROPHET	PRIESTHOOD: RANK 4
7	TRAVELING ARTISAN: (Specify Crafting Skill)	The same Crafting skill at GRANDMASTER level
7	RENOWNED PATRON	Any Influence (“STANDING”) skill at RANK 4
7	RENOWNED CAPTAIN	Must own a “Ship” item (from ENGINEERING)
7	MYSTICAL MENTOR	GRANDMASTER MAGIC: [Any Magical Art]
7	DEFIANT	Must be Human, WILLPOWER
7	HARMONIOUS	Must be Effendal, WILLPOWER
7	FAE OATHBINDER	Must be Fae-Blooded
7	VOICE OF THE CHOIR	Must be Celestial-Blooded
7	EMBRACE THE ABYSS	Must be Demon-Blooded
7	WALL BREAKER	Must be Dragon-Blooded, SUPERNATURAL STRENGTH
8	RAGE OVERFLOWING	BERSERKER
8	MASTER ASSASSIN	STEALTH ATTACK, 10-DAMAGE STRIKE
8	SLAYER OF THE UNDEAD	LORE: UNDEAD, 5-DAMAGE STRIKE
8	SHIPWRIGHT	ENGINEERING: GRANDMASTER
8	ARCANE TATTOO	Must own a spell scroll of the Ward to be tattooed
8	SIGNATURE SPELL	GRANDMASTER MAGIC: (Magical Art of the chosen spell), must own a spell scroll of the chosen spell
8	FOUNTAIN OF LIFE	GRANDMASTER MAGIC: ALCHEMY
8	SHARE THE LOAD	GRANDMASTER MAGIC: CHANNELING
8	RUNEMASTER	GRANDMASTER MAGIC: warding
8	MAGICAL DUELIST	GRANDMASTER MAGIC: SORCERY
8	CONFER WISDOM	GRANDMASTER MAGIC: DIVINATION
8	SANGUINE SACRIFICE	GRANDMASTER MAGIC: BLOOD
8	PERFECT VESSEL	GRANDMASTER MAGIC: SUMMONING
8	AFTER LIFE	GRANDMASTER MAGIC: NECROMANCY
8	SANDS OF SORROW	GRANDMASTER MAGIC: DREAM
9	ARCHIVIST	RESEARCH, Any [Non-NATIVE] LORE skill
10	PEERLESS ARTISAN: (Specify Crafting Skill)	The same Crafting skill at GRANDMASTER level
10	THE FIFTH CIRCLE: (Specify Magical Art)	GRANDMASTER MAGIC: [Same Magical Art]

LEGENDARY SKILL DESCRIPTIONS

<p style="text-align: center;">TRAVELER’S PRIZE</p> <p style="text-align: center;">Cost: 6 LP</p>	<p>Prerequisite: —</p>
<p>Many of your fellow Returned put a lot of emphasis on building their innate abilities up to astounding heights. That’s all quite reasonable—but don’t they remember what separates us from the animals? Sometimes, heroes just need the perfect tool in order to change the world.</p> <p>When you choose this Legendary Skill, you get to design any item that could be built by using any single Crafting skill <i>at level 5</i>. (See the description of the Legendary Skill PEERLESS ARTISAN, below, for more details on 5th-level crafted items.) You will choose a fittingly epic name for that item, then carry it into game without having to expend any materials for its creation. It will expire as usual as time passes. If you choose to duplicate a scroll (through SCROLL SCRIBING) or acquire a STABLE ALCHEMY item, you will need to present a copy of the appropriate scroll during the character’s first game back. If you choose an ENGINEERING structure, the logic of your acquisition will be that you have “acquired its deed.”</p> <p>This Legendary Skill is very flexible, since the item could come from a treasure hoard, an ancient archaeological site, or even just a modern craftsman of superlative skill. It could be an heirloom of your ancestors, a reward for a job well done, or something you labored for long months to build for yourself.</p>	

<p style="text-align: center;">ILL-GOTTEN GAINS</p> <p style="text-align: center;">Cost: 6 LP</p>	<p>Prerequisite: —</p>
<p>Plenty of people pick up souvenirs on their travels! Just because some people might accuse you of shady behavior... doesn’t necessarily mean that your recent acquisition is <i>anything</i> but legitimate.</p> <p>When you choose this Legendary Skill, you get to design any item that could be built by using any single GRANDMASTER-level Crafting skill. In addition to naming that item and carrying it into game without spending any materials for its creation, you will receive 15 silver pieces. The item will expire as usual as time passes... and, unfortunately, its tag will be marked as “Stolen.” If you choose to acquire a magical scroll or a STABLE ALCHEMY item, you do <i>not</i> need to already have a matching scroll, but you also cannot request anything that is plot-restricted or vanishingly rare. If you choose an ENGINEERING structure, the logic of your acquisition will be that you have “acquired its deed.”</p> <p>This Legendary Skill is a good fit for characters who are engaged in any kind of illegal or suspicious activity, from smuggling to piracy to an epic heist. Alternatively, of course, there could be a slightly more honorable story behind the theft of the item: your character could be completely unaware that the item is stolen, it could be a trophy taken in war, or it could be a token of victory over a hated political enemy. In any case, though, there is a small chance that its former owners might come to Tear in search of it, and so it is wise for players considering this Skill to discuss with Story Staff who exactly those former owners might be.</p>	

MAGICAL AWAKENING Cost: 6 LP	Prerequisite: —	
<p>During your time as a Returned, you have often wondered exactly what the mages and healers around you could see when they looked at the world. They were clearly tapping into something, or perhaps reaching behind a veil, that wasn't even perceptible to you, no matter how hard you looked. Now, though, your inner eyes have been opened, and you can begin to reach past that veil yourself.</p> <p>This Legendary Skill functions exactly like the MAGICAL APTITUDE background feature skill, except that it is available long after character creation. It fulfills the MAGICAL APTITUDE requirement in the prerequisites of the MANA FOCUS, WEAPON CASTING, and ARMORED CASTING skills, thereby unlocking the path toward any and all spellcasting.</p> <p>This Legendary Skill is designed for nonmagical characters who have finally decided that they want to progress in the Magical Arts. The trigger for this “awakening” could have been a magical ritual, a traumatic moment, an inspiring experience, some kind of interplanar travel, philosophical instruction from a mystic, or nearly anything else. Importantly, the metaphysics of Adetrune draw a hard distinction between mortals that can tap into mana and those who cannot. Therefore, MAGICAL AWAKENING represents a property that is unique to the Returned: since all Returned are draped in some amount of mystery and destiny when they come back to life, they have the ability to develop newfound spellcasting abilities in ways that “normal” people cannot.</p>		

BARDIC JOURNEY Cost: 6 LP	Prerequisite: —	
		Call: “Bid – Bardic Knowledge”
<p>After breaking away from Tear and the life you had known as a Returned, you began to travel—and it seemed like your mind was absolutely ravenous for new sights, new places, new acquaintances, and new stories. More than ever before in your life, your travels have resulted in a fresh storehouse of memories, a collection of legends and references that might come in handy at some point.</p> <p>This Legendary Skill functions exactly like the BARDIC KNOWLEDGE background feature skill, except that it is available long after character creation. Just like that skill, it allows you to bid “Bardic Knowledge” when you are presented with a situation, object, or person that could possibly be mentioned in legends or stories from around the world. At Staff member discretion, your character might recall something relevant and/or useful from your travels.</p> <p>This Legendary Skill is a good fit for travelers, for characters who are not necessarily engaged in any one particular “grand effort” (such as fighting a war or researching a single topic) but rather are simply exploring what secrets and experiences Adetrune can provide.</p>		

MILITARY SERVICE: (Specify Military) Cost: 6 LP	Prerequisite: —	
		Call: “Bid – Military Experience”
<p>You’re not just a traveler looking for a vacation—you left Tear for a particular reason, and that reason is war of one kind or another. During your time away from Port Frey, you dedicated yourself to serving as part of a military or peacekeeping force. Whether as a soldier or a general, you have acquitted yourself with some distinction.</p> <p>This Legendary Skill functions exactly like the MILITARY EXPERIENCE background feature skill, except that it is available long after character creation. Just like that skill, it allows you to bid “Military Experience” when you are presented with a situation, object, or person that might be related to the military organization that you served with during your Odyssey. When you take this skill, choose a nation or culture that you worked with; every time you ask a Staff member to provide your character’s recollections regarding a military subject, that information will be specific to the particular organization that you worked with.</p> <p>This Legendary Skill is obviously most relevant for characters with military skills and inclinations, although it is not limited to warriors: many military forces would be happy to make use of a wizard, healer, scout, or logistical officer. Additionally, although you must choose a single military organization for this skill, you are not necessarily bound to have fought in only a single conflict or location—your character might have been able to work with various causes over the course of your Odyssey.</p>		

BOUNDLESS ZEAL Cost: 6 LP	Prerequisite: SOVEREIGN ZEAL, NATIVE LORE [Chosen Culture]	
	Usable: Once Per Game	Call: “Bestow Cultural Zeal”
<p>As a Returned on Tear, you were always proud of your original culture, always quick to stand up for its virtues and its way of life among a plethora of other voices. Now that you have had a chance to visit it again, though, you have gone well beyond just “enthusiastic.” Now, your embodiment of your culture’s strengths is able to inspire the other Returned around you.</p> <p>This Legendary Skill allows you to infuse a “cultural meeting” with energy and power, bestowing increased strength on the people who attend. Once per game, you can spend 30 minutes role-playing a gathering that is attended by any number of Returned (and others) who belong to your culture. (Individuals of other cultures can attend, as long as people of your culture are consistently in the majority.) The meeting must include some discussion of subjects that are immediately relevant to the traditions, political standing, current events, representation, or art of your culture. If the meeting is interrupted by unplanned combat, it does not need to restart—as long as you return to the meeting with a gap of no more than 3 minutes after the end of combat, you can resume where you left off. As long as these requirements are met, at the end of the 30 minutes you may call “Bestow Cultural Zeal” to affect all characters that 1) attended the full duration of the meeting, and 2) are of your same culture (i.e. have the NATIVE LORE that matches your own). The Bestow effect lasts for 3 days. During that time, anyone with this granted power may loudly pronounce a battle cry appropriate to their culture—such as “for the Queen!”, “by the green fields of Cestral!”, or “dragons watch over me!”—in order to gain enhanced damage for the following 10 seconds. For those 10 seconds, all of their attacks will do a base amount of 3 damage. This Bestowed ability has the “Returns With: Sunrise and Sunset” property.</p>		

Generally speaking, this Legendary Skill is meant for characters who spend a significant amount of their Odyssey visiting their homeland. In the case of cultures that do not currently have a central location—such as the Trahazi or the Eirie—such a trip would only need to include some element of its diaspora.

MASTER OF SACRIFICE Cost: 7 LP	Prerequisite: PRIESTHOOD, RANK 4	
<p>The religious practices of Port Frey have a rough-hewn, frontier-town power to them... but in other parts of Adelrune, one can find devotional knowledge that is built on many, many years of effective worship of the gods. Even powerful rituals such as sacrifice can be handled in more effective ways, if you can learn from practitioners elsewhere.</p> <p>This Legendary Skill allows you to gain the benefits of sacrifice (as detailed on the second page of the “Divine Magic” section of Chapter 4) by sacrificing an animal rather than a person. Up to once per Rite, you may use destroy a single animal (generally, this means one fifth of an Economic Influence “Animals” Ally card) to increase the possible level of that Rite by one. Although only a single animal can be sacrificed in this way, it is possible to use the standard type of sacrifice in combination with it, to artificially increase the Rite’s power as desired.</p> <p>Gaining this Legendary Skill will often be tied to religious pilgrimage, as your character takes the opportunity to visit sites and people that are central to their religious tradition. Alternatively, any journey your character makes into a nation that embraces their religion could serve as an opportunity to pick up this skill, even if such a goal is not the primary focus of the Odyssey.</p>		

WANDERING PROPHET Cost: 7 LP	Prerequisite: PRIESTHOOD, RANK 4	
<p>All across Adelrune, one can find shrines and temples where the faithful worship their gods. In your travels, though, you have learned one powerful truth: if you have sufficient strength of will, you can make yourself heard by the gods wherever you happen to be.</p> <p>This Legendary Skill allows you to use your PRIESTHOOD skill to perform Rites anywhere within the Twin Mask game space, rather than having to focus your worship on a Shrine. Despite this freedom, though, any Rites that specifically enchant or center on a Shrine cannot be performed in this way. (Specifically, this means that Protection’s “Invocation of the Temple” and “Sacrament of Refuge,” along with Sanctity’s “Rite of Consecration” and “Sacrament of Desecration,” cannot be made “free-range” with this skill.)</p> <p>Much like MASTER OF SACRIFICE, this Legendary Skill will often be tied to religious pilgrimage, as your character takes the opportunity to visit sites and people that are central to their religious tradition. Alternatively, though, this Skill could be awakened almost anywhere, since a pious character facing a dire threat or momentous occasion might try—and unexpectedly succeed at—calling on their god for aid.</p>		

<p>TRAVELING ARTISAN: (Specify Crafting Skill) Cost: 7 LP</p>	<p>Prerequisite: The same Crafting skill at GRANDMASTER level</p>	
<p>As a craftsman, you were taught how to use the tools of your trade in a workroom. You had gotten used to that process, with all the stability and consistency it offered. After traveling the world, though, you have found the tools and the techniques needed to practice your trade even while on a rolling ship's deck, in a lean-to in the woods, or among windswept grasses.</p> <p>This Legendary Skill allows you to use one particular Crafting skill without needing the ENGINEERING item that the Craft normally requires. Specifically, this means that you no longer need a Forge, Kitchen, Work Table, or Laboratory to perform the chosen Crafting skill. Of course, though, you will still need to roleplay the process of your Craft while making items, and therefore you should carry a portable set of tools that will allow you to do that necessary roleplaying.</p> <p>This Legendary Skill does not generally require your Odyssey to be specifically related to your Crafting skill: as long as your character would be actively using that Skill while traveling, it would make sense for them to acquire TRAVELING ARTISAN (and the portable tools associated with it.)</p>		

<p>RENOWNED PATRON Cost: 7 LP</p>	<p>Prerequisite: Any Influence ("STANDING") skill at RANK 4</p>	
<p>On Tear, you knew what it took to be a relatively wealthy and influential person. In traveling among even more affluent realms and people, though, you have learned some of the complex arrangements that can extend your wealth and power. Now, you have the ability to secure more influence for some of the people who serve as your aides and followers.</p> <p>This Legendary Skill does not provide any resources for you, directly. Instead, it rewards the people who support you: you will receive two "pacts" that each provide 1 Influence card per Twin Mask game event, then hand them out to two of your supporters. You cannot collect the benefits of these pacts yourself, and the two pacts cannot be held by the same person. When you take RENOWNED PATRON, you first choose the types of Influence (Academic, Economic, Political, Underworld, or Military) for the two pacts. They do not need to produce the same kind. Then, you choose the titles or positions that will serve as the names of the two different pacts. Options include "Bodyguard," "Retainer," "Butler," "Major-domo," "Personal Violinist," "Stylist," "Poison-Tester," or whatever else you desire. Each recipient of such a pact will be able to present it at check-in to receive 1 of the appropriate kind of Influence card. The pacts will expire after 3 full years.</p> <p>Acquiring this Legendary Skill will generally involve traveling to meet with wealthy, influential cultures and people—your character cannot gain this skill if they spent a year living as a hermit in a cave! It would be particularly fitting for Odysseys that involve setting up business contacts, trade routes, or diplomatic ties.</p>		

RENOWNED CAPTAIN Cost: 7 LP	Prerequisite: Must own a “Ship” item (from ENGINEERING)	
<p>You have always known the opportunities and the freedom that the sea can provide, in addition to its dangers. While you were bound to the shores of Tear, though, you had no chance to really spread your sails as a seafaring captain of the highest order. That, fortunately, has changed.</p> <p>This Legendary Skill does not provide any resources for you, directly. Instead, it rewards the people you have chosen to give positions as sailors on your ship: you will receive three “pacts” that each provide some amount of money per Twin Mask game event... and then you will hand them out to three friends. You cannot collect the benefits of these pacts yourself, and each of them must be held by a different person. The first pact is titled “First Mate” and provides 2 silver pieces per game event. The second pact is titled “Navigator” and provides 1 silver piece per game event. The third pact is titled “Swabby” and provides 1 copper piece per game event. Each recipient of such a pact will be able to present it at check-in to receive the appropriate funds. The pacts will expire after 3 full years.</p> <p>There is no particular type of Odyssey that is necessary to fit this Legendary Skill: as long as you own a boat and use it to sail away from Tear, it makes sense for you to pay your sailors. Note that you only need to meet the Prerequisite (owning a boat) at the beginning of your Odyssey: it does not matter if the boat expires while you are off adventuring.</p>		

MYSTICAL MENTOR Cost: 7 LP	Prerequisite: GRANDMASTER MAGIC: [Any Magical Art]	
	Usable: Once Per Game	Call: “Bestow Magic Mastery”
<p>Through all of recorded history, mages have always taken apprentices: it is one of the few successful ways to pass on the in-depth understanding that is necessary to develop skills as a spellcaster. Through your recent studies and travels, you have increased your ability as a teacher to such an extent that you can inspire much-improved power in your students after only a short lesson.</p> <p>This Legendary Skill allows you to tutor up to 2 students in a way that will let them cast higher-level spells of a particular Magical Art for the next 3 days. Once per game, you can spend 30 minutes role-playing a conversation or lesson on the subject of any Magical Art of which you are a GRANDMASTER. Any number of people can listen in on this class, although only a maximum of 2 of them will be able to receive mechanical benefits. If the class is interrupted by unplanned combat, it does not need to restart—as long as you return to the lesson with a gap of no more than 3 minutes after the end of combat, you can resume where you left off. At the end of the 30 minutes, you may call “Bestow Magic Mastery” to affect your 2 chosen students, who must be of at least APPRENTICE level in that same Magical Art. For the following 3 days, those students will receive two types of benefits:</p> <ol style="list-style-type: none"> 1) They will be able to cast spells (of the chosen Magical Art) that are 1 level higher than they normally could, up to GRANDMASTER level. For instance, a character with JOURNEYMAN MAGIC would be able to cast a 3rd-level spell, if they had the appropriate scroll in their possession and enough mana. 2) At any point, those students can spend 30 seconds reviewing your scrolls; if they do so, then for the next 3 hours they are effectively attuned to those scrolls, allowing them to cast any spells 		

they reviewed. This does not prevent you from using the scrolls, as well. The ability to cast those spells only works for as long as the students stay within roughly 30 feet of you. This ability (Benefit 2) can combine with Benefit 1, such that your students can cast spells 1 level above their normal ability.

This Legendary Skill is designed for scholarly, magic-using characters. Other than that requirement, there are very few thematic restrictions. Perhaps your character traveled to places of learning... or perhaps they delved in ancient ruins and uncovered magical secrets that can instill others with power. That is, MYSTICAL MENTOR could fit into a “wizard school,” “contemplative hermit,” or “adventurer” trope with roughly equal ease.

DEFIANT Cost: 7 LP	Prerequisite: Must be Human, WILLPOWER	
		Call: “Resist”
<p>In your travels across all the human-dominated lands of the Expanse, you realized something: if there is anything that humans are consistently good at, across all of history, it is <i>being difficult</i>. Sometimes, no matter how much magical energy or coercion a villain throws at them, humans will just cross their arms and choose to be stubborn. With a fitting amount of satisfaction, then, you have honed that ability within yourself.</p> <p>This Legendary Skill allows you to resist any number of attempts to Dominate you, as long as you have some time to wrestle with your emotions. Whenever you would be affected by a Dominate effect, you may instead call “Resist” and choose to enter a state of hysterical, internal conflict. You must role-play a complex mental struggle for 30 seconds; during this time, you must not attack, defend yourself, or use any skill or spells. If somebody interrupts this role-playing period by pointedly trying to “snap you out of it,” you must immediately take the Dominate effect. (Taking damage does not necessarily break your role-playing “concentration”—although it can, if you decide that it was sufficiently noteworthy to interrupt the mental effort needed to resist the domination.) Note that this skill is not powerful enough to resist a Greater Dominate effect.</p> <p>There are almost unlimited personal stories that could end with your character’s mastering the art of defiance. They could have been subjected to torture, intense privation, magical thought-reading, or any kind of life-or-death struggle... and the DEFIANT skill arose from their efforts to survive. Alternatively, they could have actively sought to master such an art, through pilgrimages (to the holy sites of gods or other powerful entities), meditation, arcane research, philosophical debate, and so on.</p>		

HARMONIOUS Cost: 7 LP	Prerequisite: Must be Effendal, WILLPOWER	
		Call: “Resist”
<p>Pushed to the corner of the world and now, once again, hemmed in by humans on all sides, the ancient tribes and houses of the Effendal feel that they are in mortal peril. That danger has been around for so long, though—and Effendal have such long memories—that many people of that lineage realize that giving in to fear, rushing to violence, and lashing out will only make things worse. In your time away from Port Frey, you have found the purposeful calm of the wisest Effendal within yourself.</p>		

This Legendary Skill allows you to resist any number of Berserk effects, as long as you can spend some time quelling your emotions. Whenever you would be affected by a Berserk effect, you may instead call “Resist” and choose to enter a state of quiet stillness and meditation. You must role-play an inward-focused, “centered” state for 30 seconds; during this time, you should not attack, defend yourself, or use any skill or spells. If somebody interrupts this role-playing period by pointedly trying to “snap you out of it,” you must immediately take the Berserk effect. (Taking damage does not necessarily break your role-playing “concentration”—although it can, if you decide that it was sufficiently noteworthy to interrupt the mental effort needed to resist the Berserk.) Note that this skill is not powerful enough to resist a Greater Berserk effect.

Although it is clearly an option to do so, you do not have to focus your Odyssey’s travels on the Citadel (or other Effendal) in order to pick up this Legendary Skill. Perhaps you took a cautious journey to visit human cultures on the Expanse, and you were forced to find ways to silence your own anger and fear. Perhaps you meditated on a moutaintop, or a cliff overlooking the sea, for long enough to truly find your essential self.

FAE OATHBINDER Cost: 7 LP	Prerequisite: Must be Fae-Blooded	
	Usable: Once Per Game	
<p>If you have dealt with the Fae, you have almost certainly run into their powerful and off-kilter insistence on oathbinding and accords, on holding people to bargains and commands in a way that makes a twisted kind of sense. If you’re fae-blooded yourself, though... you have felt that same compulsion within yourself. And, by walking in some of the shadowy and sun-dappled places of the world, you can grow that part of yourself to a great strength.</p> <p>This Legendary Skill allows you to solemnize a contract or agreement between two willing parties, making it powerfully binding. Once per game, you can essentially produce a faster version of the Divine Magic “Curse of the Contract” (the Level 2 Community Rite). That is, you write the terms of an agreement on a piece of paper, get it signed by all involved parties, and then bring it to a Twin Mask Staff member, who will log the contract. If at any point during the next 3 days one of the parties breaks the accord, they will immediately die (and be unaffected by Life effects). If there is ever a dispute as to whether the agreement has been violated, that Staff member (or another Staff member deputized by them) will settle the dispute. When you use FAE OATHBINDER, your character sheet will be marked to prevent another use during the same game session.</p> <p>Fae can exist anywhere, so there is no particular destination that is required for one to learn this Legendary Skill during an Odyssey. Of course, a trip to Paradox would make sense, but “making sense” is not always a priority for the Fae. You could learn this power just as easily by being asked to judge a beauty contest between two deer, or perhaps by entering into an unwise “pinky promise” with a mysterious child.</p>		

VOICE OF THE CHOIR Cost: 7 LP	Prerequisite: Must be Celestial-Blooded	
	Usable: Once Per Game	Call: “By My Voice, Heal 10”
<p>In the back of your mind, there has always been the faint gleam of sunlight and the half-forgotten music of the celestial choirs. By traveling the world, you have been able to see echoes of that fading golden glow along the edges of clouds and in fields of grain—and, finally, you have recaptured one blazing mote of healing energy that you always felt you had lost.</p> <p>This Legendary Skill unlocks part of the power of your Celestial heritage, allowing you to unleash a blast of positive energy once every few days. Once per game, you can call “By My Voice, Heal 10.”</p> <p>As suggested above, VOICE OF THE CHOIR does not require you to travel to Bastion or to otherwise focus your Odyssey on specifically Celestial matters. It is enough for you to see more of the world and become more in tune with the energy flowing through it. Generally, though, you may want to decide on a particular adventure, tragedy, romance, or near-death experience that finally ignited this particular spark within you.</p>		

EMBRACE THE ABYSS Cost: 7 LP	Prerequisite: Must be Demon-Blooded	
	Returns With: Rest	Call: “Bestow 5 Armor by Pain”
<p>You have always felt a grim satisfaction welling up within you whenever nearby people go through particular negative emotions. You know it’s part of your demonic heritage, and that it is unwise to indulge yourself too much, but that call to decadence never really goes away. Away from Tear, with time to think and a world full of people who don’t know your nature, you have found yourself... reveling in your feelings, to the point that you have found a way to weave that dark energy into something that can withstand the sunlit world.</p> <p>This Legendary Skill unlocks part of the power of your Demonic heritage, allowing you to wrap other people in negative emotions that will simultaneously shield their bodies from damage while grinding away at their souls. When you use this skill, you must choose a willing ally within arm’s reach. You narrate the process of cold shadows wrapping around them, and for the next 30 seconds you must stay with them, describing the way that a negative emotion of your choice is weaving a barrier that will isolate them. Then, if that process is not interrupted, you call “Bestow 5 Armor by Pain,” and that ally will experience the chosen negative emotion for the next 30 minutes. (It is up to them, of course, how exactly they choose to roleplay the experience.) After those 30 minutes, the emotion and the 5 Armor will fade away. As always with “bestowed” armor, enemies will have to damage the “extra” armor before dealing any damage to the normal armor or HP of the affected person.</p> <p>EMBRACE THE ABYSS can fit into nearly any Odyssey, as long as you make a point of exploring some of the darker corners and more sinful opportunities presented by the locations you travel to. And, of course, a specifically demonic trip could work as well: working with cultists, exploring the Breach, or doing research into the nature of demons could all serve as the impetus for a dark awakening.</p>		

WALL BREAKER Cost: 7 LP	Prerequisite: Must be Dragon-Blooded, SUPERNATURAL STRENGTH	
<p>Hidden away from the world for many long years, dragons have now been seen more and more in the skies of Adelrune, beginning to reclaim some portions of the plane they once ruled. And if they're getting out to have some fun, why not you? There are plenty of places where somebody with your immense strength could change the world—and get even stronger in the process.</p> <p>This Legendary Skill allows you to channel your strength to break shields more easily. Normally, the BREAK SHIELD skill is restricted to only work with weapons 48 inches or longer (two-handed weapons). If you have WALL BREAKER, your possibilities are expanded: now, you can also perform that skill with one-handed weapons between 20 inches and 48 inches long.</p> <p>Other than Mandala, there is (currently) no known place on Adelrune that is deeply linked with dragons and the dragon-blooded. As such, although it would certainly make sense for you to visit Mandala and learn to unlock some of your draconic strength, this Legendary Skill could be acquired anywhere, whether you are working as a sailor, a soldier, or an itinerant hero.</p>		

RAGE OVERFLOWING Cost: 8 LP	Prerequisite: BERSERKER	
		Call: "5"
<p>You have spent much of your life finding ways to let anger flow through you, to connect your long-developed skill as a warrior directly to the primal ferocity that constantly simmers deep in your heart. Somehow, breaking away from your "standard" life as a Returned has led to a breakthrough, as the white-hot anger in your soul can course more directly out through your arms and your weapons.</p> <p>This Legendary Skill enhances your use of BERSERKER: while you are under the effects of that powerful and savage skill, the base damage of all your attacks becomes 5 instead of 3.</p> <p>RAGE OVERFLOWING could be learned on the battlefield, or it could be learned in the wilds. Whether you are fighting soldiers, demons, bandits, or bears, your Odyssey must logically have provided some opportunities to use the BERSERKER skill if you want to learn this one.</p>		

MASTER ASSASSIN Cost: 8 LP	Prerequisite: STEALTH ATTACK, 10-DAMAGE STRIKE	
		Call: "Stealth Lesser Death"
<p>It's all very well and good to jam a knife into somebody who deserves it. For the true connoisseur of unexpected death, though, just "doing some damage" isn't good enough. You have learned—either through study or raw experience—the perfect places to strike in order to truly snuff out people's lives (rather than just giving them a terrible day).</p> <p>This Legendary Skill enhances your use of 10-DAMAGE STRIKE: at any time that you would use that skill in conjunction with STEALTH ATTACK to call "Stealth 10," MASTER ASSASSIN lets you instead choose to call "Stealth Lesser Death." This modified attack still expends one use of 10-DAMAGE STRIKE.</p> <p>An Odyssey that would lead to mastery of this Legendary Skill will, naturally enough, involve some assassinations. Especially because the death of anyone important could have consequences for the various stories and balance of power in Adelrune, you should consult with Twin Mask Story Staff to choose your targets: generally, you will not be killing any "named" characters.</p>		

SLAYER OF THE UNDEAD Cost: 8 LP	Prerequisite: LORE: UNDEAD, 5-DAMAGE STRIKE	
		Call: “Lesser Destroy Undead”
<p>Adelrune has a host of problems, dilemmas, and villains. Of them all, though, it is the undead that represent the widest-ranging and most perverse threat. The dark aura of undeath can be found on every continent, lurking with unblinking eyes to drag all that is good and healthy into its permanent twilight state. You have simply recognized the magnitude of the threat and taken the necessary steps to begin mastering it.</p> <p>This Legendary Skill enhances your use of 5-DAMAGE STRIKE: at any time that you would use that skill, SLAYER OF THE UNDEAD lets you instead choose to call “Lesser Destroy Undead.” This modified attack still expends one use of 5-DAMAGE STRIKE.</p> <p>As already mentioned, nearly all nations on Adelrune have pockets of necromancers and undead that might require a hero to help remove them. Odysseys to lands known for undead—such as the Drir Isles, the Breach, and the Nadine Empire—could be glorious in their way, but the sheer, entrenched numbers of necromancers and undead in those lands might actually require people looking to slay those undead to stay secretive, striking at their enemies from hiding.</p>		

SHIPWRIGHT Cost: 8 LP	Prerequisite: ENGINEERING: GRANDMASTER	
	Usable: Once Per Game	
<p>Particularly from the perspective of Tear and Port Frey, there is no single art as important as the construction of ships. The Torrent is a harsh mistress and also a source of great bounty; many of the boats that skim along the coastlines of the Expanse and of Tear, though, are not constructed properly to survive and thrive there. Perhaps it’s time for Tear to have a true master of ship-building.</p> <p>This Legendary Skill improves your use of the ENGINEERING skill, specifically as it relates to building and upgrading ships. Normally, one can build a normal Ship item, and then it is only possible to add up to 1 “function” (Warship, Cargo Ship, Fishing Ship, Smuggler’s Skiff, or Luxury Ship) to enhance that Ship. With SHIPWRIGHT, once per game you can add an additional function to a ship that already has a single such upgraded function, up to a maximum total of 2. Under your experienced ship-building direction, a Luxury Ship could also smuggle goods, or a Warship could also collect fish during peacetime. It is not possible for one ship to have two of the same function. When you use SHIPWRIGHT, your character sheet will be marked to prevent another use during the same game session.</p> <p>Since becoming a master SHIPWRIGHT is a relatively specific job, the Odysseys that will lead to it are not as varied as for other Legendary Skills. Fortunately, nearly all of the nations on Adelrune have some amount of coastline, and so your learning to build ships can happen in a variety of places. Cole and Dace are perhaps the clearest choices of location, of course.</p>		

ARCANE TATTOO Cost: 8 LP	Prerequisite: Must own a spell scroll of the Ward to be tattooed	
<p>It's not unusual for people to get tattoos to commemorate their visits to far-away lands after long trips by sea. What is perhaps more unusual... is for those tattoos to be filled with magical energy and to serve as permanent, defensive enchantments.</p> <p>When you take this Legendary Skill, you choose any Warding spell (up to Level 4) that can be drawn onto one's skin and for which you own a spell scroll. You do not need to be able to cast that spell; part of the reason why you must own the scroll is so that you can refer to the specifics of the spell's function whenever necessary. For all Twin Mask game events after this point, you will paint or draw the appropriate pattern onto the same location on your skin—and when you do, it will function exactly as the appropriate Warding spell. This includes all restrictions on skin-drawn wards (such as needing to be exposed to view in order to function) and also all benefits (such as refreshing its function after 30 minutes of rest). If the ward is ever covered or damaged (perhaps by smudging) it will stop functioning, but it will begin working again as soon as you can uncover or re-draw it.</p> <p>The rituals that Wardens can use to produce arcane tattoos are not completely unknown in the wider world (or on Tear), so the process of getting one does not necessarily need to be an epic pilgrimage to one specific location. The savage Wardens of the Vicaul or Gael might reward a hero with such a tattoo; a wise master of Cestral or a renowned tattoo artist of Cole could be equal to the challenge; the arcane wisdom of Ad Decimum or the Celestine Empire might allow for a worthy (or wealthy) traveler to acquire such a marking.</p>		

SIGNATURE SPELL Cost: 8 LP	Prerequisite: GRANDMASTER MAGIC: (Magical Art of the chosen spell), must own a spell scroll of the chosen spell	
		Call: "5"
<p>Arcane research is often dedicated to developing entirely new effects, particularly on Tear where the opportunities and the ambient magical energy lend themselves to novelty. By traveling, though, you were able to focus on your existing spellcasting abilities—or perhaps connected with others who were doing research on the same topic—and hone your affinity for your favorite spell to an astounding degree.</p> <p>When you take this Legendary Skill, you choose one spell of Level 3 or lower. It must be of a Magical Art of which you have reached GRANDMASTER level, and you must currently be in possession of its spell scroll. SIGNATURE SPELL then allows you to cast that spell once without spending any mana, with the ability to do so returning with rest. Any non-mana costs associated with the spell must still be paid (including spending mana for Summoned spirits' abilities), and your SIGNATURE SPELL cannot restore, transfer, or drain mana under any circumstances. If you lose the spell's scroll, this ability ceases to function until you recover a copy of that scroll.</p> <p>This Legendary Skill naturally lends itself to Odysseys that focus on spellcasting and magical research, but you are not required to travel to very magic-centric places (such as Ad Decimum) in order to choose it. Because it focuses explicitly on a spell that you already know how to cast, you could develop the required mastery almost anywhere: perhaps it was necessary to cast a healing spell over and over in a long series of battles, or a fire spell was crucial to surviving in the tundra of Eur, or a specific Dream Magic spell was needed to perform some long-term exploration of the Dreaming.</p>		

FOUNTAIN OF LIFE Cost: 8 LP	Prerequisite: GRANDMASTER MAGIC: ALCHEMY	
<p>Alchemy is a demanding discipline: unlike the practitioners of the other Magical Arts, you must constantly keep in mind a huge spread of herbs' physical properties, and you must work with the shifting medium of liquid. Indeed, one of the triumphs of the Alchemist's art—the <i>Tears of Life</i> potion—is so demanding that it seems to drain a bit of your energy every time you brew it. In your travels, you have either engineered a more efficient way to make that potion... or you have expanded your internal reserves to the point that you can handle the strain better.</p> <p>Normally, there is a hard limit on how many times you can cast the "Tears of Life" spell during each Twin Mask game. With the FOUNTAIN OF LIFE Legendary Skill, you can overcome that limit to an extent: rather than only casting "Tears of Life" 3 times, you can now cast it 5 times per Twin Mask game.</p> <p>Alchemy is a complex and scholarly Magical Art, so it would make sense for this skill to be acquired during an Odyssey to places known for skilled practitioners (such as Dace, Cestrel, or Ad Decimum). Because this particular Legendary Skill could be interpreted as a strengthening of your life force, though, it could also come from a journey that features intense, life-threatening experiences of almost any kind.</p>		

SHARE THE LOAD Cost: 8 LP	Prerequisite: GRANDMASTER MAGIC: CHANNELING	
<p>The essence of Channeling is sharing: by directing the flow of energy, you take the vitality of one entity and share it with another. Particularly when using the high-level ability to deal in immediate life and death, though, the cost of directing that much power can be severe. What could be more in line with the ethos of Channeling, then, than finding a way to spread that burden among more than one person?</p> <p>SHARE THE LOAD allows you to partially redistribute the long-term cost of casting the 4th-level "Resurrection" spell. Normally, that spell reduces the caster's maximum HP by 2 for the following three days (that is, the entire remaining Twin Mask game event). If you have this Legendary Skill, though, you can reduce that personal cost to only 1 maximum HP... by having another person lose 2 maximum HP as well. This increases the total cost to 3 HP, but it distributes that burden in a way that is less severe for you, personally—which means that you will be able to resurrect more people in the long term. To use this skill, you must maintain contact with your helper during the process of casting Resurrection. That person must be living, informed, willing, and have a maximum HP of at least 2. You must explain to them the consequences of this skill as clearly as you can, and they must choose to help anyway.</p> <p>Perhaps the best way for an Odyssey to lead to this Legendary Skill would be through extreme need: by helping through a war or other catastrophic event, you might find that it is necessary to dig deep within yourself and produce a new way to return the dead to life. Of course, it is also possible to develop this talent through in-depth metaphysical research into the flow of magical energy... but as long as your Odyssey involves casting Resurrection many times, you could learn SHARE THE LOAD in any circumstances, from the most civilized to the most untamed.</p>		

RUNEMASTER Cost: 8 LP	Prerequisite: GRANDMASTER MAGIC: WARDING	
<p>“Drawing a line in the sand” is a clichéd way to talk about insisting on what really matters... and yet, when seen through the eyes of a Warden, a lot of what people consider the most crucial parts of life can be reduced to drawing complicated lines across the world. By honing your craft to the point that you can see ward lines even with your eyes closed, you have acquired the ability to trace and maintain uniquely complex patterns.</p> <p>This Legendary Skill provides two distinct benefits, both of which are extremely valuable for a practicing Warden. First, RUNEMASTER increases your ability to use ward stones by 1. As a grandmaster Warden, your previous limit was 5 stones, which is now elevated to 6. Second, RUNEMASTER allows you to quickly repair your warding lines if they are disrupted. This function does not work on skin-drawn wards... but if your arrangement of ward stones on the ground has been knocked into disarray, you can return those stones to their original positions and re-enable the Warding spell you first set on them <i>without having to spend any mana</i>. (Normally, you would have to re-cast the Warding spell to rebuild a ward line.)</p> <p>Certain lands, like Cestral and the Celestine Empire, are known for their skill with the Magical Art of Warding, so any Odysseys to those locations could logically result in the kind of training or experience that could lead to becoming a RUNEMASTER. More adventurous trips could also draw out this kind of knowledge: perhaps you delved into a lost series of tunnels that were trapped by hitherto-unknown wards and you had the chance to study them, or perhaps you found that certain forests, when viewed from a great height, had particular species of trees that made mystic line-patterns visible during the color-changing autumn.</p>		

MAGICAL DUELIST Cost: 8 LP	Prerequisite: GRANDMASTER MAGIC: SORCERY	
		Call: “Feint”
<p>In many ways, Sorcery is the Magical Art that is most directly related to combat. Since it is an ancient Art, most of its existing spells are centered on the age-old dance of trying to damage your foes while dodging away from as many blows as possible. As a researcher and/or practitioner, you have finally focused hard enough on this aspect of Sorcery to be able to take its “combative dance” to the next level: using phantom energies to trick your opponents into exposing their weaknesses.</p> <p>This Legendary Skill enhances your use of the FEINT skill (from “The Art of Dueling”) and will provide no benefit unless you have at least 1 use of that skill. Normally, FEINT only works with one-handed weapons. If you have MAGICAL DUELIST, though, you can expend one usage of FEINT when you cast any spell that is delivered by packet: if your target calls “dodge” after being hit by the packet, you may call “feint!” and immediately recover the mana you spent to cast your spell. (Note that this skill does not provide any benefit when you are using the WEAPON CASTING skill to cast a spell, since FEINT already lets you recover mana spent in that way.) Using FEINT requires that one of your hands be empty; for the purposes of MAGICAL DUELIST, a hand holding nothing but spell packets is considered empty.</p>		

Sorcery lends itself to scholarly research, since it is such a wide-ranging and versatile Magical Art. As a result, this Legendary Skill could be learned in places like Ad Decimum, if you choose to focus on the “phantom energies” part of this skill as a kind of metaphysical breakthrough in scholarly study. On the other hand, research has little to do with the kind of active combat that this skill fits best with; perhaps, as an adventuring Sorcerer on open seas and wild lands, you discovered this technique in the heat of battle.

CONFER WISDOM Cost: 8 LP	Prerequisite: GRANDMASTER MAGIC: DIVINATION	
	Returns With: Sunrise and Sunset	Call: “Bestow Lore: (Name)”
<p>Sometimes, the art of Divination can feel frustratingly lonely and incommunicable: you can see the swirling possibilities of the future, along with the tangled threads of the present... but it simply isn’t possible to communicate all of that to anyone else. Words are a paltry medium, when compared with the power of a true vision. It has taken you long travel and hard work, but you think you may have the first step toward a solution: you can project some of your memories directly into another person’s mind, granting them a part of your understanding.</p> <p>This Legendary Skill lets you share your ability to use a LORE skill. To use CONFER WISDOM, you must spend 3 minutes locked in role-play with a willing recipient. During this time, you quietly describe your memories and knowledge that relate to the LORE you wish to bestow, and the recipient must act as though they are Stunned (not attacking, defending themselves, or using skills / spells). If they fail to maintain this Stun-like state—or if they simply choose, at any time, to break the connection—then the effort fails and no LORE is bestowed. (A failed attempt does not count as a use of CONFER WISDOM, which can therefore be attempted again without having to wait for the next sunrise or sunset.) If you both stay in the state for 3 successful minutes, you may then call “Bestow Lore,” followed by the name of the specific LORE you are granting. The bestowed LORE lasts until the next sunrise or sunset; until that time, the recipient may Bid that LORE skill. (They do not actually have the skill, though, and therefore cannot teach it to others or use it as a prerequisite.) Additionally, this Legendary Skill could be used to communicate general information or memories to the recipient, simply as a way of supporting a claim or sharing an experience. If used in such a way, CONFER WISDOM does not provide any mechanical benefits.</p> <p>Perhaps the most scholarly of the Magical-Art-related Legendary Skills, CONFER WISDOM would fit particularly well within an Odyssey to a more contemplative location like the Celestine Empire, Ad Decimum, or the Citadel. Alternatively, though, perhaps the technique needed to enable this lore-sharing could best be found in a more rough-and-tumble, shamanistic culture such that of the Gael or Vicaul. And, as another option, Cestral has long traditions of both animal-empathy and scholarship, making it an excellent candidate for a trip.</p>		

SANGUINE SACRIFICE Cost: 8 LP	Prerequisite: GRANDMASTER MAGIC: BLOOD	
		Call: “Restore 2 Mana”
<p>Even though it does not course through ALL varieties of living things, blood is a surprisingly universal language from the perspective of magical theory. It carries magical energy, life energy, elemental energy, alchemical energy, perhaps planar energy, and quite possibly even more. With this realization, you have found a way to extract some of the magic from your enemies’ blood and use it to invigorate your own essence.</p> <p>SANGUINE SACRIFICE lets you sacrifice a dying enemy to draw mana from its blood. To use this Legendary Skill, you must first spend 10 seconds roleplaying the process of either drinking the target’s blood or opening one of your own veins and mingling the target’s blood with yours. (This skill does not work if your enemy does not have blood.) This 10-second roleplay period must be performed while the target is in a condition that could lead you to perform a deathblow on them. (This generally means “bleedout,” but it could also be Sleep, or immobility because of ropes or fetters, etc.) After those 10 seconds, if you administer a deathblow to that enemy, you may immediately call “Restore 2 Mana” and regain 2 points of mana for yourself. This ability can be used as often as you have the time and opportunity to do so.</p> <p>There are almost no restrictions on where an Odyssey could logically lead to this Legendary Skill, since the “universality of blood” applies to all the land-masses and nations of Adelfrune. Since Blood Magic is considered a dark art, though, most research and development in this magic will have to be secretive and underground. The Drir Isles, the Nadine Empire, and the Breach are the exceptions to that rule, but they are not often very pleasant places for a vacation. Still, if you are looking to delve into the magical complications of blood and smear dark-red diagrams on the walls, perhaps you’re not looking for “pleasant.”</p>		

PERFECT VESSEL Cost: 8 LP	Prerequisite: GRANDMASTER MAGIC: SUMMONING	
<p>You are not yourself. Or, to be more accurate, you are not <i>just</i> yourself: as a Summoner, you have played host to so many spirits that your original “you” is just a dim memory, a slightly-confused neutral stage across which those actors can strut. In your travels, then, you have been something like a haunted ship drifting across Adelfrune, seeing each landmark through many sets of eyes. And, in the process, you have found that opening yourself up in this way can make you stronger.</p> <p>This Legendary Skill is straightforward: whenever you cast a Summoning spell to call a spirit to inhabit your body, you may do so without spending any mana. Any abilities that the spirit wishes to use, of course, will still cost mana, but the initial “inhabitation” will not. Additionally, you will still experience all of the normal “bleed” effects caused by the spirit.</p> <p>Since PERFECT VESSEL is such a strange ability, it is hard to predict or suggest the kinds of Odysseys that would lead to its development. Maybe you found an abandoned, ruined village in the woods and spent months letting the various ghosts of the place float through your body. Maybe you went “undercover” in Dace, collecting masks and costumes for each of your spirits and letting each of them have a different social life. Maybe you traveled with a circus or troupe of actors through the towns of the Celestine Empire, becoming a different person with each stop.</p>		

AFTER LIFE Cost: 8 LP	Prerequisite: GRANDMASTER MAGIC: NECROMANCY	
<p>Unlike most people on Adelrune, you have a fairly accurate understanding of what happens after death. You know that people are generally right to fear the Realms of Death—and, because you <i>also</i> know that the current keepers of the underworld take a dim view of necromancy, you have more reason to fear than most. If you wanted to avoid scary things, though, you wouldn't have become a Necromancer. If you're going to eventually die, you will be going out on your own terms... and giving people one more thing to fear.</p> <p>This Legendary Skill allows you to reanimate into a powerful undead version of yourself after you die, rising again to wreak havoc before eventually turning to mist. At any time when you are in your "death count," you can choose to use AFTER LIFE. (This is an exception to the general rule that you cannot use any skills while dead.) When you do so, you immediately stand up as an undead creature who acts as if given the command "kill all living creatures." You retain all of the skills you had in life; indeed, all of your skills that have the "Returns With: Rest" property are immediately refreshed. Your maximum HP is tripled, and you are fully "healed" to match that new number. (Amor, equipment, and magical wards are not refreshed). This undead version of yourself has a number of specific traits: you are imbued with intellect and speed (so you can grasp tactics and don't have to shamble) but not morality or speech. You are undead, so you are vulnerable to all spells and effects that affect undead. Healing spells or abilities have no effect on you. All of your weapon attacks are imbued with the Darkness element. Additionally, your weapon attacks gain a base damage of 3; if one or all of your attacks have a higher base damage than 3, though, you may use the higher number. You gain the ability to throw spell packets that deal 3 Darkness damage—this qualifies as a spell, but it does not consume any mana and can be used any number of times. After 30 minutes, or if you are reduced to 0 HP before that time elapses, you immediately collapse and turn into mist, with no chance for Life effects to recover your soul. You should immediately go to Logistics and begin arranging to play your death game.</p> <p>This Legendary Skill is not one that you can really "practice" beforehand, so you should roleplay your character as though they think the "rise from death and wreak havoc" plan <i>should</i> work, rather than being entirely certain. To develop this new kind of necromantic magic, though, you likely theorized, researched, and practiced for a long time. Perhaps your character was able to uncover some long-buried necromantic secrets during their travels, or perhaps they simply had an enormous quantity of dead and dying bodies to experiment on.</p>		

SANDS OF SORROW Cost: 8 LP	Prerequisite: GRANDMASTER MAGIC: DREAM	
<p>In the Dreaming, metaphors are more than just figures of speech. As a Dream mage, then, when the time comes for the sands of your life to run out... you can embrace that idea and become a kind of floating wraith on the currents of that sand, an incarnated metaphor that can communicate by building up visions—until the ebbing tide of your mortality draws fully away, washing away your fading sandcastles with it.</p>		

This Legendary Skill allows you to embrace your own death as it draws near, turning into a strange “sand-ghost” and thereby getting a 30-minute window in which to float around the Twin Mask game space, communicating with your friends and enemies. At any time during your bleedout or death count, you may choose to have your body turn to sand. This counts as “misting,” which means that your character is truly dead; you will have to go to Logistics and arrange to play your death game. Before doing so, though, you should put on a white headband to signify that you are “out of character”—you can quickly duck into Logistics to get a white headband, if you don’t already have one—and move around town for up to 30 minutes. You will generally not be visible to other players’ characters, although you can choose to incarnate yourself as a faint swirl of sand (of whatever colors you choose) and can also produce ghost-like phenomena, narrating them as though you were a Staff member. Such effects—gusts of wind, rattling of windows, floating small objects, etc.—cannot cause any damage or have any other strictly mechanical effects. Importantly, too, your character cannot speak directly to anyone. To communicate, you can make various “whooshing” sounds and can gesture however you wish; additionally, you can make your sand-body take whatever dreamlike shapes you want, perhaps as a series of icons or references to try to communicate a larger point. Again, you can narrate these shapes out loud, going into as much detail as is necessary for the vision to be meaningful to your audience. If you try to manipulate the sand to spell out actual words, though, the letters will blur together and transpose themselves, as they sometimes do in dreams. At the end of your 30 minutes, you must return to Logistics and prepare to play your death game.

SANDS OF SORROW is fundamentally linked to a realm *other* than Adalrune: because you can visit the Dreaming from anywhere, there is no particular physical location that your character must travel to during their Odyssey while developing this unique Legendary Skill.

ARCHIVIST Cost: 9 LP	Prerequisite: RESEARCH, Any [Non-NATIVE] LORE skill	
<p>You have always had an affinity for books and records, with an above-average knack for following threads of information across various sources. Although the Guild of Academics does what it can, the available libraries on Tear are a bit lackluster when compared to some of the collections on the Expanse... and, now that you have had the opportunity to visit and work in at least one of those archives, you have come back to Port Frey and Solace with a new gleam in your eye and a few new tricks up your ink-stained sleeve.</p> <p>This Legendary Skill allows you to, essentially, use the RESEARCH skill twice during a Twin Mask game session instead of only once... but only if you are following established “tracks” of investigation. You still follow all restrictions of RESEARCH: you must spend 30 minutes with a Library or appropriate Research Item tag, you must have at least 2 assistants, you must have the appropriate LORE skill, and you must bring the tag (and the assistants!) to Logistics. Specifically, the difference is that this Legendary Skill’s “research action” can only be used to 1) add a checkmark to an ongoing research effort (for instance, “Researching New Spells”), or 2) identify a “Researchable Item” (a “mystery item” that requires research to turn into a usable item). ARCHIVIST cannot be used to perform open-ended inquiries into topics.</p> <p>This is one particular Legendary Skill that legitimately restricts the kinds of Odysseys associated with it: without a big library—or at least a significant collection of some kind of information—it</p>		

will be hard to develop one’s research skills. If your character could plausibly conduct a grand series of experiments while living as a hermit in the woods, more power to them... but you will generally want to head to a highly civilized land and hit the books. Ad Decimum, the Celestine Loremasters’ libraries, the partially-rebuilt Library of Alexander in Cestral, and the archives of the Church of Chorus in the Amalgamation are all excellent destinations. (If you are Effendal, the Citadel is also likely to have an impressive archive.)

PEERLESS ARTISAN: (Specify Crafting Skill) Cost: 10 LP	Prerequisite: The same Crafting skill at GRANDMASTER level	
	Usable: Once Per Game	

You have built a lot of wonderful things. While working among your fellow Returned—in the crucible of danger and urgent events that so often swirl around that Fate-touched collection of people—you have produced truly impressive work. Some part of you, though, always knew that there had to be *SOME* way to squeeze just a little *more* out of your materials. By traveling and incorporating other masters’ techniques into yours, you have finally reached that next level.

Generally, GRANDMASTER Crafting skills allow you to build up to 4 Skill Levels of properties into an item. Once per Twin Mask game, PEERLESS ARTISAN allows you to build an item with 5 Skill Levels instead (or to enhance an existing item to bring it up to that total). This means that, for most Crafting skills, you will be able to create previously-impossible combinations of properties, including extending the life of GRANDMASTER-level items by adding the “Lasting” property. Your single use of PEERLESS ARTISAN per game will be *very much* in demand.

There are four types of Crafting that work with “skill levels” in non-standard ways—
 PEERLESS ARTISAN: **SCROLL SCRIBING** allows you to copy 5th-level spells. While this may not be useful immediately, once people have a chance to research some spells of that power, you will be absolutely *irreplaceable*.

PEERLESS ARTISAN: **COOKING** lets you *always* produce 5 servings per meal... and, once per game, it allows you to make a meal with 5 Skill Levels of properties.

PEERLESS ARTISAN: **STABLE ALCHEMY** allows you to make potions based on 5th-level Alchemy spell scrolls, once they have been researched.

PEERLESS ARTISAN: **ENGINEERING** allows you to build one structure per game that will expire after 5 years instead of 4. Alternatively, once per game you can take an existing structure and extend its life to a total of 5 years simply by spending the time needed to perform a Craft action upon it (no raw materials needed).

When you use any function of PEERLESS ARTISAN that is limited to “once per game,” your character sheet will be marked to prevent another use during the same game session.

This Legendary Skill lends itself to telling the story of a pilgrimage: your character travels far into the world in order to make contact with some individual (or group) that holds treasured secrets of your craft. Often, this means going to a nation that is known for your particular trade and “studying with the masters” there, but there are other options available. You could return to your character’s original home culture and work to master the specific, time-honored cultural style of cooking or blacksmithing (etc.) of that culture. Alternatively, you could go away from civilization entirely, working on your craft alone in the wilderness... but you should remember that you won’t be returning to Port Frey with a “masterwork” (which is often a trope associated with such secluded practice).

<p>THE FIFTH CIRCLE: (Specify Magical Art) Cost: 10 LP</p>	Prerequisite: GRANDMASTER MAGIC: [Same Magical Art]	
<p>You have studied and practiced the arts of magic, casting untold numbers of spells to defend your life and those of your fellow Returned. You have reached the pinnacle of a Magical Art, collected its known spells, and even begun branching out in other directions—but vague rumors of a greater power kept drifting faintly past your ears. Spells of greater complexity than anything you knew might be possible; perhaps you even had a chance to witness some godlike entity casting such incantations in Port Frey. In any case, you chose to depart and search the libraries, ruins, and wilds of the world for knowledge of an almost-mythical Fifth Circle of your Art. And, at long last—perhaps by delving into your own intuition—you found it.</p> <p>This Legendary Skill represents a great deal of <i>potential</i> power... but relatively little firepower in the short term. THE FIFTH CIRCLE grants the ability to cast 5th-level spells of your chosen Magical Art. Unfortunately, getting your hands on any spell scrolls of that level will be a true challenge. For some Magical Arts, there are exactly zero 5th-level practitioners known in the world; for other Magical Arts, perhaps one or two casters of that level might be known or suspected, but they are almost universally disinclined to share their knowledge and resources. This means that you will be incredibly noteworthy and respected, as (in some cases) the only known person in all Adelrune who has mastered the secret ways of this greater power. Acquiring scrolls that will let you <i>use</i> your potential, though, will generally require organized efforts to research your own new spells. Researching a 5th-level spell will take 40 research actions, but the power is likely to be worth it! If you are lucky, you might be able to identify and try bargaining with a godlike being who can already cast 5th-level spells, or perhaps you could delve into Adelrune’s buried ruins in search of forgotten magic of this level, but each such effort is unlikely to succeed.</p> <p>Mastering this complex Legendary Skill will require a unique path for every character and every Magical Art: reaching THE FIFTH CIRCLE in Necromancy would be very different than the Odyssey needed to achieve the same goal for Channeling or Divination or Dream Magic. Indeed, while thinking through your options, try to be as creative as possible: if it were possible to reach this pinnacle simply by reading a lot of books in a library, it would have happened already!</p>		

“ODYSSEY NOTES”

When one of your characters is undergoing an Odyssey, you should turn in one of these notes for every game that you attend, so that we can give that character credit for your time at the game:

<p style="text-align: center;">Odyssey Note</p> <p>Name of Player: _____</p> <p>Name of Character on an Odyssey: _____</p> <p>Date of Game: _____</p> <p style="text-align: center;">◆◆ Please Add 1 Legend Point to this Character ◆◆</p>

Note: your “Odyssey Note” does not need to match this exact style or shape. If you don’t remember to print it out, don’t worry: as long as you put a slip of paper with this information into the character-sheet box, that’s enough!

APPENDIX 3: DEATH BENEFITS

*“Time shall pass and legend shall spread
Rocks will crack and tears will be shed
Without tongue or eyes, I shall be dead
But from my grave, I will look ahead”*

—FROM *The Fourth Burned Prophecy*, AUTHOR UNKNOWN, FEBRUARY 9R

DEATH BENEFITS EXPLANATION

The Returned, by their very definition, are able to come back from the dead. And, even after their first great “reawakening” on the continent of Tear, the bonds of death hold them only loosely: every time they are killed and their spirits are pulled back into the afterlife, they have an opportunity to escape anew. That opportunity gets harder and harder to seize, though, as their souls grow darker and heavier with rough handling... until eventually the world of Adelfrune slips out of their grasp forever.

When a character permanently dies (“perms”), it is generally a very emotional and complex event, both for that character’s player and for their friends. Because of this emotional richness, Twin Mask does not immediately slam shut the door of the afterlife: after a character perms, their player can write a “last will and testament” that will accompany their character’s body in its final appearance on Adelfrune. Additionally, other players often arrange for an in-character funeral or wake, during which the legacy of the fallen character is celebrated and mourned. Indeed, the Bardic skill REQUIEM is specifically designed to let the deceased character canonically witness all the tributes of their former allies. Even if a dead character cannot cross the veil again, they can see and hear a bit of the emotions they left behind.

From the perspective of game mechanics, too, Twin Mask wants to honor and reward all the creativity, complexity, time, and effort that go into telling the “complete” story of a character. If you play a character for years, you should *not* be left feeling hollow, burned-out, and ready to quit the game when they permanently die. Instead, you should be excited for the possibilities of a new character, with a new story to tell!

As such, **when one of your characters perms, you can convert their accumulated CP into benefits for the next character you build!**

Each Character Point (CP) on the dead character can be “spent” to accumulate the following benefits for the next one. Each benefit can be taken multiple times. Your next character will Return with the chosen benefits, either on their character sheet (*in the case of extra CP or access to restricted skills*) or carried on their person (*in the case of extra money, items, and so on*).

DEATH BENEFITS TABLE

CP Cost	Benefit
2	Character Returns with 1 extra silver piece
2	Character Returns with 1 extra Influence Card of your choice
2	Character Returns with 1 “point” of materials from a Gathering skill <i>(for instance: Celestial Blood ×1, which is 3 points on HUNTING / BLACK MARKET, would cost 6 CP)</i>
5	Gain 1 extra CP for character creation
10	Gain access to Blood Magic, Summoning, Necromancy, or Dream Magic for character creation
10	Character Returns with 1 extra, randomly-chosen spell scroll of a Magical Art of your choice <i>(random scrolls will exclude duplicates, and they will be limited to spells the character could cast)</i>
10 × level	Character Returns with a Crafted item of your choice that could be built by using any single GRANDMASTER-level Crafting skill; this benefit costs 10 CP for each level of that chosen item*

* Characters cannot return with ENGINEERING structures, since those are too large to carry on one’s person through the realms of death.