

NO COUNTRY FOR OLD KINGS

Backup Characters

Did someone get killed in the dungeons at Heart-of-the-World? Did they die a few minutes into the War Palace of the Old King? Do you just not like the character you picked in the first adventure? Grab a replacement from the pile.

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THE STORY SO FAR

THE MONARCHY

The Monarchy rules the known world. The Old King rules the Monarchy. His depredations have grown unbearable. If nobody does something, the slave raids and secret police and torture gardens and magickal experiments will go on forever. The Four Adventurers braved the dungeons at Heart-of-the-World, to find the power to end his reign. Not all of them made it out. That's why you're here.

CACTUS GARDEN

A border city, captured at the beginning of the Monarchy's war with the Djinni Potentates. It sits atop a vast rock formation overlooking a desert of red stone and sand. Water from the pinnacle spills down to the gardens and farms below. The city takes its name from the dwarf forests of cactus that grow in the foothills of the rock. The Djinn used these patches of *cholla* to crucify their enemies, tossing victims naked into the cacti and watching them impale themselves trying to squirm free. The Old King had the Djinn Citadel converted to his War Palace, where he could direct the war from a safe position reasonably close to the frontline. In the interest of maintaining continuity with the previous rulers, he maintained the tradition of executing people by cactus.

Over the last month, flagellants, mercenaries, itinerant wizards and adventurers gathered in Cactus Garden. They came to stage a revolt, and that's what they're doing now. Every gate in the city is packed with insurgents, attacking soldiers and preventing the Monarchy's forces from moving freely. The rebellion has no chance of taking and holding the city long-term. They aren't trying to. Their job is to keep reinforcements out of the War Palace while you kill the Old King.

CONSTANTINA LEADCUTTER

Halflings are better known as thieves and partisans than duelists, but they have their own culture of monomachy as foppish and bloodthirsty as the highest nobles of the Monarchy. Fight With Sticks and Open The Belly and Dagger Dance. Constantina Leadcutter was a favorite of O Sun, who her people worshiped as Lucky Sun, brother of Moonshades (esteemed as father of their race). She threw in with the rebellion not because of The Old King's numerous crimes against her people, but because she wanted a challenge.

Personality: The number one, and the best. Egotistical, but generous.

Rage: Constantina gets very irritable when she's hungry, thirsty, tired, or has to piss.

Noble: She always gives her foes a chance to surrender, run, or back down. She doesn't want to fight anyone who isn't into it.

Fear: Losing her nerve and running away from a challenge (Self)

Obsession: Be the champion.

Wound Threshold: 50

Halfling 89*%: Of course I can fit comfortably in tight spaces, find a way into (or out of) a place, have a good meal (Subs Struggle, Subs Secrecy, Subs Pursuit)

O Sun 91%: Avatar

HELPLESSNESS	Fitness	60	55	50	45	40	35	30	25	20	Failed					Defend with Status
		x	x	x	-	-	-	-	-	-	-	-	-	-	-	
		20	25	30	35	40	45	50	55	60	Dodge					Attack with Connect
ISOLATION	Status	60	55	50	45	40	35	30	25	20	Failed					Defend with Connect
		x	x	x	x	-	-	-	-	-	x	-	-	-	-	
		20	25	30	35	40	45	50	55	60	Pursuit					Attack with Status
SELF	Knowledge	60	55	50	45	40	35	30	25	20	Failed					Defend with Notice
		x	x	x	-	-	-	-	-	-	x	-	-	-	-	
		20	25	30	35	40	45	50	55	60	Lie					Attack with Knowledge
UNNATURAL	Notice	60	55	50	45	40	35	30	25	20	Failed					Defend with Knowledge
		x	x	-	-	-	-	-	-	-	-	-	-	-	-	
		20	25	30	35	40	45	50	55	60	Secrecy					Attack with Secrecy
VIOLENCE	Connect	60	55	50	45	40	35	30	25	20	Failed					Defend with Fitness
		x	x	x	x	-	-	-	-	-	x	x	-	-	-	
		20	25	30	35	40	45	50	55	60	Struggle					Attack with Struggle

Appearance: A wide face, black eyes. A silver nose replacing the one she lost in a duel. Curly hair piled under a wide brimmed hat with an oriflamme pattern. A brilliant yellow tunic. A raspberry red cloak. A buckler painted with a bulb of garlic.

Armor: Constantina's garlic buckler can protect her from attacks, with a facility that belies its diminutive size.

- If attacked with a missile weapon, Constantina can block the attack with the buckler and take no damage, provided whatever action she rolled to perform that combat round is below her Struggle score.
- In hand to hand combat, if both Constantina and her foe succeed on their Struggle rolls, Constantina may forego dealing damage, and in exchange take no damage.

Weapons: Constantina carries a hanger, a medieval precursor to a saber. This curved sword adds 9 to the sum of the dice when she strikes a target in hand to hand combat.

Constantina's short-bladed dagger can be used even if someone pins her in a grapple, it adds 3 damage to her unarmed attacks.

Possessions: All that, plus

- A crowbar
- A set of lockpicks
- A small, heavy hammer
- A chisel
- 50' of rope with grappling hook
- A filet of smoked salmon
- Three baked cheese rolls
- A nectarine
- A travel-size bottle of bitter amaro
- A tin of stroopwafel "sweet-tack" biscuits

MUSCLE WIZARD

The languid aristocrats of the Symphony of Flesh often used slaves to play physically challenging, unpleasant or painful roles in the ritual sex dramas that gave them their power. Muscle Wizard was one of them, until he strangled his owner in her bed and escaped. His body was strong, his faith was stronger. He wasn't afraid of pain but he believed there was more to life than enduring punishment.

Personality: Strong and seemingly guileless. Gentle and dextrous. Easily forgotten until his hands close around your throat.

Rage: Being attacked at range. Come within strangling distance and try it.

Noble: Teaching and learning. Muscle Wizard's owner taught him to read and to serve The Despoina, and everything good in his life happened because of those things.

Fear: Impotence. Muscle Wizard gets no pleasure from sex, but he needs it for his religion (Helplessness)

Obsession: We all have a role to play.

Wound Threshold: 90

Only Your Love 90*%: Gains Charges, Casts Rituals, Casts Gutter Magick

Slave 90%: Of course I can work without food or sleep, hold a pose for hours on end, fit in anywhere by looking servile (Subs Fitness, Subs Lie, Provides Wound Threshold)

HELPLESSNESS	Fitness	60	55	50	45	40	35	30	25	20						Failed					Defend with Status			
		x	x	x	x	x	-	-	-	-						x					-	-	-	-
		20	25	30	35	40	45	50	55	60	Dodge											Attack with Connect		
ISOLATION	Status	60	55	50	45	40	35	30	25	20						Failed					Defend with Connect			
		x	x	x	-	-	-	-	-	-						-					-	-	-	-
		20	25	30	35	40	45	50	55	60	Pursuit											Attack with Status		
SELF	Knowledge	60	55	50	45	40	35	30	25	20						Failed					Defend with Notice			
		x	x	x	x	x	x	-	-	-						x					x	-	-	-
		20	25	30	35	40	45	50	55	60	Lie											Attack with Knowledge		
UNNATURAL	Notice	60	55	50	45	40	35	30	25	20						Failed					Defend with Knowledge			
		x	x	x	-	-	-	-	-	-						-					-	-	-	-
		20	25	30	35	40	45	50	55	60	Secrecy											Attack with Secrecy		
VIOLENCE	Connect	60	55	50	45	40	35	30	25	20						Failed					Defend with Fitness			
		x	x	x	x	-	-	-	-	-						x					x	-	-	-
		20	25	30	35	40	45	50	55	60	Struggle											Attack with Struggle		

Muscle Wizard's Struggle score is permanently buffed to 60% with the spell *How Did She Bend Like That?*

Appearance: Big, bronze and bald, like *Dark Sun* meets *Cho Aniki*. Leather baldric, belt and codpiece. Bare feet covered with calluses. Well trimmed finger and toenails.

Armor: Muscle Wizard wears the Codpiece of Destiny. It provides great support, protects his genitals from all harm, and is otherwise useless as armor.

Charges: Muscle Wizard starts with 2 Sigs and 8 Minors

Weapons: Muscle Wizard doesn't carry a weapon, but if he grapples someone he deals unarmed damage for each turn spent on the gridiron.

Possessions: All that, plus

- A small illustrated prayer book depicting The Despoina's adventures.
- A pair of tiny reading glasses.
- A bottle of oil, to protect his skin from the sun.
- 50' of rope
- Two bottles of water

TANKARD BASHER

During the reign of the Old King, many Dwarves abandoned the old ways and turned to slave trading. Tankard Basher was one of them. She kidnapped and sold people and made a lot of money doing it. It was a theophany that changed her mind. The Liberator, God of drink, madness and freedom, appeared to show her the error of her ways. She saw things differently after that.

Personality: Her violence and drinking and shouting are authentic, yet oddly joyless, like a form of penance.

Rage: Excessive caution and fussing. Let's *go* already.

Noble: Free the slaves, smash the tyrants.

Fear: When she dies, she will be torn into pieces by the Liberator and cast into the abyss (Unnatural)

Obsession: Rip and tear.

Wound Threshold: 50

Maenad 90*%: Of course I can dance, hold my liquor, eat raw meat (Subs Pursuit, Subs Struggle, Protects Unnatural)

Ex Slave Trader 90%: Of course I can assess how much trouble someone's going to give me, come up with a convincing sales pitch, tie any knot in existence (Subs Notice, Coerces Helplessness, Discerns Passions) By observing a person, Tankard Basher can read one of their passions. Reading another requires observing them in a new context.

HELPLESSNESS	Fitness	60	55	50	45	40	35	30	25	20		Failed	Defend with Status
		x	x	x	-	-	-	-	-	-		x - - - -	
		20	25	30	35	40	45	50	55	60	Dodge		Attack with Connect
ISOLATION	Status	60	55	50	45	40	35	30	25	20		Failed	Defend with Connect
		x	x	-	-	-	-	-	-	-		- - - - -	
		20	25	30	35	40	45	50	55	60	Pursuit		Attack with Status
SELF	Knowledge	60	55	50	45	40	35	30	25	20		Failed	Defend with Notice
		x	x	x	x	x	-	-	-	-		x - - - -	
		20	25	30	35	40	45	50	55	60	Lie		Attack with Knowledge
UNNATURAL	Notice	60	55	50	45	40	35	30	25	20		Failed	Defend with Knowledge
		x	x	x	x	-	-	-	-	-		x x - - -	
		20	25	30	35	40	45	50	55	60	Secrecy		Attack with Secrecy
VIOLENCE	Connect	60	55	50	45	40	35	30	25	20		Failed	Defend with Fitness
		x	x	x	x	x	-	-	-	-		- - - - -	
		20	25	30	35	40	45	50	55	60	Struggle		Attack with Struggle

Appearance: A Dwarf with thick eyebrows and no other hair on her head, but plenty on her legs. Oversized hands and feet, nails broken down to stumps. Dresses in a black Chimera skin wrapped around her body, leaving her legs free to run and jump.

Armor: Tankard Basher's Chimera-skin tunic is tough, and she's tougher. When she's hit with an AOE attack, drop the lower of the two dice before applying damage to her. This can convert area attacks that deal d100 damage to a single d10.

Weapons: The servants of the Liberator practice *sparagmos*, tearing sacrifices to pieces with their bare hands. If Tankard Basher hits with an unarmed attack, she can choose to rip a random limb off the target. The tens place determines which limb (odd arm even leg) and the ones place determines which side (odd left even right). In the same action, she can devour the severed part and restore HP equal to the damage dealt.

Tankard Basher also carries a *thyrsus*, a wooden rod tipped with a pinecone that slowly drips honey. Touching a target with the tip of the rod inflicts an Unnatural shock equal to the tens digit of the successful Struggle roll.

Possessions: All that, plus

- Two flasks of red wine
- A corkscrew