



OUR FRIEND THE END

MINI-ADVENTURE WORK

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Our Friend, The End is a template mod that ends roleplaying campaigns.

It overlays the rules of the last session of a roleplaying campaign and grants players new narrative abilities. Though based on Seacat concepts, it is system agnostic and should work with any multi-session rpg system.

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Assumptions and a Warning

Every roleplaying campaign that has a few sessions under its belt becomes a unique artefact. It carries the imprint of its players and their quirks and foibles.

Our Friend, The End makes several assumptions:

1. The campaign had a more-or-less heroic arc.
2. The players' heroes are attached to some places and non-player character (extras run by the top cat).
3. The players' heroes are associated with a faction. Their faction is engaged in a power struggle with another.
4. There is a dominant antagonist who threatens the players' heroes and/or their faction.
5. The balance of powers between the factions is unstable. It can tip over into a new equilibrium that benefits one side or the other.
6. The players' heroes can affect this crucial tipping point.
7. The game has quick conflict rules, which let the players work their way through seven (potential) fights in about 3 hours.

The Parts

This document is arranged in three parts.

The Concepts covers the rules of play. The top cat (or referee or storyteller or game mistress) should certainly read this section. The other players should probably read it.

The Last Prep goes over questions the players should answer before playing. It is a collaborative creative game to help the top cat design the final climactic session.

The Final Roles details the different archetypes and exceptional deeds available to the players' heroes. The top cat should read this section to familiarize themselves, but the other players should not. The top cat assigns two or more roles to every other player at the start of the final session. They keep their roles secret and only reveal their deeds when they perform them. A player need never share their assigned roles.

The Concepts

The Gat Token

Every player gets a group action token (or gat token). This is a small but memorable object: a meeple, a large die, a polished stone, a cat idol, or a sculpted and lovingly painted miniature. The gat tokens serve as pacemakers and prompts.

Players might point out that gat tokens should actually be called a G.A. token. The top cat should say, “miaow,” and then visit misfortune upon the player’s hero for their disturbing lack of faith.

The players use gat tokens in two situations:

- When the top cat prompts the players to create game lore during the last prep.
- When the top cat or a unique trigger prompts the players to perform an archetypal deed associated with their Final Role.

When prompted, a player spends their gat token by placing it in the centre of the table (or otherwise clearly marking it as spent). They then contribute lore or perform an archetypal deed. The player cannot perform another gat action as long as their token is spent.

When all the players’ gat tokens are spent they all reset, and any player can perform a gat action again.

Creating Game Lore

Our Friend, The End is designed to wrap up a campaign with one final session. The last prep is crucial for this purpose. All the players participate in creating the game lore that moves the campaign to its final session.

The top cat mostly asks "who, what, why, how, when, and where" questions to help prepare the last session.

The other players spend their gat tokens to supply answers that represent their heroes' knowledge and expectations. Their responses wrap up loose ends, flesh out missing pieces and set up the concluding conflict or challenge. The gat tokens serve as a pacing mechanism to force

The players' answers inform the last session but do not determine it. The top cat will use their discretion to adjust the "facts" to help them design a thrilling final session.

The Shy or Uncertain Player

Sometimes a player is unsure of how to contribute. At those times the top cat may supply ideas or leading questions to make the player's task easier. Alternatively, they can ask the other players to share ideas and have the player with the gat token choose the answer they like more.

The Dominant or Creative Player

Other times a player will be bursting with ideas and try to contribute more than their share. They will feel a little constrained by the gat tokens. With the agreement of the other players, the top cat may present their additional ideas for votes.

Limits on Collaborative Creation

Such a game requires rules similar to improv theatre. One player's idea cannot simply override another's. A new fact cannot negate a previous fact or harm another player's characters or creations. This is where the top cat's guidance is vital. They should redirect ideas to be constructive rather than destructive.

Unless the players agree that some sort of loss or harm would be a good setup. In which case, the top cat should exercise common sense and go with the flow.

Using the Gat Token Loosely

Sometimes the whole group will enter a creative flow. Ideas will seem to suggest themselves. Players will build on one another's work, have fun, and create better setups than one person alone ever could. In this situation, the top cat should sit back, enjoy and take notes, while not enforcing the gat token mechanic too strenuously.

The gat token's sole purpose when creating game lore is to get the ball rolling and encourage more-or-less equal participation. After all, the goal is to have everyone enjoying themselves while creating a shared fantasy, not to follow the rules so strictly that they strangle the fun.

The Soft Veto

The top cat is the player who has been running the campaign that is now coming to an end. As such, they usually have more information and a broader overview of the fictional setting than any other player. However, during the last prep, they are not the only player with a say in how the fantasy works and how the storylines wrap up (or don't). The top cat (or game master) runs the prep with prompts, questions, suggestions, and complications for the other players. They respond and create game lore using their gat tokens.

They should use discretion and the creative process without blocking player contributions. When players create a piece of game lore that radically departs from previous play, the top cat may ask follow-up questions:

- “How did that change come to happen?”
- “Why did the character’s motivations change so radically?”
- “Why did nobody notice this new faction all along?”

And players with an available gat token may respond, polishing the lore together, making it fit.

The soft veto is the final tool in the top cat’s arsenal to maintain a measure of consistency in the narrative. When a piece of lore truly breaks the world, they may shift the parameters and move on.

“The hero certainly believes there is a vast, omnipotent, overarching conspiracy that has been running the kingdom behind the scenes.”

“There certainly are lords saying that the pretender is the long-lost sister and heir of the Chief Executor of the Divine Estates.”

What is finally fact and what is rumour in a fantasy world is, after all, flexible.

The Final Role

The final role is a bundle of archetypal deeds each player's hero may perform during the last session. Each player receives two roles and chooses which deeds to use.

The role does not replace the hero's class. It is a narrative overlay that describes their role in the Last Session.

The role is not a guideline or rule, it provides options not instructions for play. A player does not need to share their role during or after play.



The Archetypal Deed

Archetypal deeds are special, limited use actions heroes can perform during the last session by spending their gat token. They may be prompted by the top cat asking the players for a deed, or by unique trigger conditions described in the deed itself.

When an archetypal deed and standard game rules conflict, the archetypal deed takes precedence.

A player needs to share their archetypal deed with the top cat, but does not need to declare it to the other players.

Example archetypal deed:

The Scoundrel Shoots First

Effect: Before anyone else moves, the scoundrel whips out their weapon, quick as lightning, and shoots an enemy or the lieutenant of an opposing group dead.

Number of uses: 1

Trigger: A fight breaks out, initiative is about to be rolled.

Limitation: Does not work on the final boss.

Aftermath: The hero permanently gains a small bonus to their initiative or speed tests for the rest of the game.

Archetypal Deed Prompts

The top cat uses prompts to trigger the heroes' archetypal deeds. Whenever the top cat uses a prompt, a player with an available gat token must spend their token and perform a relevant deed. If they do not have an appropriate deed, they must still spend a token and mark a deed of their choice as unavailable (it is lost).

The prompts set the pace for the action during the last session.

Standard Prompts

The standard prompts assume that the final session will last about 3 hours (180 minutes) and cover about 7 key locations for a total of 16 standard prompts. The top cat should adjust the number of prompts available to the time available for their final session.

- **Every 20 minutes of actual session time.** As soon as play starts, the top cat sets up a sand timer or a stopwatch and announces the prompt. One player must spend their gat token to perform an archetypal deed during this period. If no player has spent their token by the end of the 15 minutes, the top cat gives a final prompt. At that point, one player must spend their gat token to perform a relevant deed (or lose a deed). The timer then resets.
- Every time **the group** (or a plurality of protagonists) **enters a significant new scene or location.** The top cat announces the prompt. One player must spend their gat token to perform an archetypal deed before play proceeds to the next location or scene. A single hero scouting ahead or on a side mission does not trigger the prompt, but their player may spend a gat token when a prompt is triggered just the same. If no player has spent their token when the group reaches the next location or scene, the top cat gives a final prompt. At that point, one player must spend their gat token to perform a relevant deed (or lose a deed). On entering the next location or scene, the next prompt opens.

Note: Up to two standard prompts can be open at the same time. This creates a situation where the last player with an available gat token can play two archetypal deeds in succession. This is acceptable.

Soft Prompts

When a dramatic event occurs, the top cat may ask the players if one of them wants to perform an archetypal deed. Examples include:

- The heroes fail or succeed at a secondary objective.
- The heroes discover a vital secret or a hidden treasure.
- A dramatic accident (a natural 1) or exceptional success (a natural 20) occurs.
- A hero is about to be killed in battle by a minion.
- An allied extra (or NPC) is killed.
- A named and known antagonist enters the fray.

Preparing the Last Session

The last prep has two stages.

First, the top cat runs a 15–20 minute creative session with all the players to wrap up loose ends. The top cat can append this to their penultimate session of the campaign or run it online using voice or chat tools like slack or discord.

Second, at least an hour of solo play when the top cat outlines the locations, scenes, conflicts, and characters of the final session based on the other players' inputs.

Our Friend, The End tries to make the preparation of the final session easier. Its generally abstract nature combined with the mighty archetypal deeds makes full preparation impossible. The top cat will have to improvise a lot during the final session.

This is alright. Although the goal is to shave everything down to a final crux session and end the campaign with a bang, a whimper will also work so long as everyone has fun and relaxes.

There is no wrong way to end a campaign, and any session can fail. So long as all the players accept this, the pressure will be lower, and the fun will be greater.

Metagame Fun

Any session is about more than just playing the game. It is about friends getting together and having a good time. To this end, the players are encouraged to make the last session special.

Preparing unusual session costumes, food, drink, and music will go a long way towards making the last session enjoyable and memorable regardless of how the heroes succeed or fail.

The Creative Session

During the creative session, the top cat asks the other players a series of questions to figure out how the heroes will make the narrative leap from a limping campaign about to end to a climactic finale. The questions are suggestions, and the top cat is encouraged to tailor them to their own table and setting.

All the players should be aware that the responses should, ideally, be “in-world” and represent as far as possible the understanding of characters in the game, the heroes and extras both. The top cat may bend and twist (but usually not negate) the players' answers during this creative session.

Questions for the Players and Their Heroes

1. Where is your base? Do you like it?
2. Where is your home? Do you miss it?
3. Who was your mentor?
4. Who helped you when you were starting out?
5. What was your greatest failure? Greatest success?
6. What faction are you working for? Who is its leader? What do you think of them?
7. Who are your faction's enemies? Are they your enemies? Who is their leader?
8. Is there a third faction involved? What do they want? Who is their leader?
9. Are there innocents caught between the factions? Do they have a leader? What is your relation with them?
10. What is your quest? How did you learn about it?
11. Is anyone competing with you to achieve your quest? Who?
12. What is at stake?
13. What would happen if you failed?
14. Who is directly opposing you? Why?
15. What would it take for your faction to win?
16. What would it take for your enemies to win?
17. What would be an ideal outcome for you?

18. For your faction?
19. For your enemies?
20. Where would your victory be most complete? How about your defeat? When could this occur?
21. If you could accomplish one thing before that time, what would it be?
22. If you had to fail in one mission before then, what would it be?
23. We're wrapping up the campaign and moving forward in time and space to the decisive moment now.
24. What is really at stake?
25. Where are you rallying for the final struggle?
26. What is one thing you prepared?
27. What is one thing you did not have time for?
28. What did you lose?
29. It is the decisive morning. What is the weather like? What do you smell? What is the ground like underfoot? What vistas frame this meeting? Who of your old allies and friends is here with you?

The top cat may then announce that the heroes wake up. The last morning is here, and the group will play it out at the next, final session. It can be precisely as the heroes described, or it can be different from their imagining.

The top cat should now prepare the scenes for the final session and assign the final roles.

Defining the Final Extras

The top cat will need a few colourful characters for the final session. Hopefully, these are extras and antagonists that have shown up before in the campaign. The top cat need not use all the character types. However, running through them will make preparing and running the final session easier.

Dramatis Personae

1. **Allied Faction Leader:** A princess, general, colonella, or other authority figure in the heroes' faction.
2. **The Mentor:** An extra that has helped the heroes previously, somebody they care about.
3. **The Toadying Lieutenant:** An allied faction member with some authority and equal standing with the heroes. Behaves obsequiously to their betters—a comic relief character.
4. **Faction Minions:** Some competent members of the faction. Can be used by the heroes as sidekicks or henchmen. May make decent cannon fodder. Assign each 1 humanizing detail (lover's locket, child's picture, mother's amulet, letter to grandparent).
5. **An Honorable Innocent:** A representative of the innocent bystanders. There to act as the voice of conscience. Not powerful.
6. **Victims:** Some innocent bystanders there to make things difficult. Assign each 1 humanizing detail (lover's locket, child's picture, mother's amulet, letter to grandparent). Assign xp award for each victim saved.
7. **The Competitor:** A very competent, somewhat hostile hero. Out for glory. Competing for the faction leader's favour. May help or hinder.

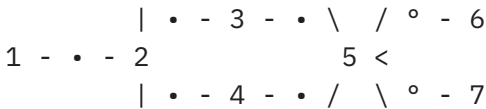
8. **The Enemy Faction Leader:** A prince, generalissima, or colonel. The nominal leader of the enemy faction.
9. **The Enemy Advisor:** A vizier or wizard or other eminence gris behind the enemy faction.
10. **The Enemy Champion:** A very competent hero, utterly loyal to the enemy faction leader. A challenge for the whole party of heroes all by themselves.
11. **The Three Lieutenants:** Three competent heroes loyal to the enemy faction. Counterparts to the heroes.
12. **The Enemy Toadying Lieutenant:** An enemy faction member with some authority and equal standing with the heroes. Behaves obsequiously to their betters. A comic relief character.
13. **The Enemy Minions:** Some competent members of the enemy faction. Can be slaughtered or chased away by the heroes. Make decent cannon fodder. Assign each 1 humanizing detail (lover's locket, child's picture, mother's amulet, letter to grandparent).
14. **The Magnificent Monster:** A neutral creature or hero that can obstruct either side or join it. A joker.

Designing the Significant Scenes

Our Friend, The End uses the concept of location or scene interchangeably. The different significant scenes are linked up in a scene diagram, creating a dramatic progression for the players. These might be a series of substantial rooms in a dungeon, palaces where negotiations occur, an entire battlefield divided into individual battles or skirmishes, or an intricate social conflict fought out in an emergency palace while a plague rages outside.

The top cat will know best what works for their game and their table. They may increase or reduce the number of significant scenes depending on time available and their players' speed.

Seven Key Scenes



1. Call to Conflict
2. The Dilemma
3. The High Road
4. The Low Road
5. The Great Struggle
6. The Final Showdown Missed
7. The Final Showdown Joined

• Minor random encounters (trap, trick, distraction, challenge).

° Last mood-setting encounter (trick, atmospheric).

1. Call to Conflict

A. Opening

A safe location. A clear view of the target. Somewhere the heroes know.

Present: The heroes, the quest giver (allied faction leader), the heroes' mentor, allied faction members.

The Boast: The faction has come far, the faction leader is pleased.

Questions for the Heroes: What did the enemy recently attempt? Who stopped them? How?

B. Twist

A call for peace.

Arriving: A toadying faction lieutenant, enemy captives, a neutral representative.

Questions for the Heroes: Allow them to approach or ordain punishment?

Chaos: An interruption of some sort. A detonation. An attack. A faction member was an undercover agent of the enemy.

Questions for the Heroes: Which of the allies is dying? Their final words?

C. Call

A call for vengeance.

Present: The heroes and surviving allies, a surviving traitor, surviving captives, surviving neutrals.

News: News comes from 2 (The First Dilemma). The interruption was cover for an attack by the enemy.

Demand: Faction leader is enraged. The enemy is on the ropes. This has gone on for too long. It ends now.

Questions for the Heroes: What do you do with the surviving enemies? The allies? The faction leader?

2. The Dilemma

A. Arriving

The obvious path is blocked. The faction and its enemy are embroiled in strife. The location is familiar to the heroes. They do not want it destroyed.

Present: Lieutenants and minions in great numbers. Innocents in the cross-fire.

Questions for the Heroes: Who are the innocents? What resources do they have?

Dilemma: Can't help them all.

1. Help allies (lose resources) or enemy gains resources.
2. Help innocents (lose resources), or they die.
3. Loot resources (gain resources) that belonged to the innocents.

B. A Choice

The enemy lieutenants press forward.

Present: Allied minions, enemy lieutenants and minions, an innocent guarded by the allies.

Questions for the Heroes: What positions are the allies holding? What can they afford to lose?

Dilemma: Running out of time.

1. Save innocent and help allies (lose resources), or enemy defeats allies.
2. Distract enemies and run with innocent and allies to take the high road (3). Enemy gains resources.
3. Take resources and run (gain resources). Enemy defeats allies and innocents.

C. A Hard Place

The advance falters. The lines of conflict harden.

Present: Allied and enemy minions. Innocents guarded by enemy minions.

Gat question: Where did the enemy advance stop? Who are the innocents? What do the innocents know?

Dilemma: No time left.

1. Push through the enemies (lose many resources). Take the high road (3).
2. Push through the enemies and the innocents. (Coin toss: lose or gain resources). Save some innocents. Take the low road (4).
3. Avoid the fighting. Take the low road (4).

3. The High Road

A. Sign of the Times

Scavengers and vermin. Tracks of the Magnificent Monster. Possibly a border area the heroes are familiar with.

Present: Heroes, innocents, scavengers.

Opportunity: scavenge resources. Coin toss: find nothing or find an ally. Danger: enemy also tosses a coin to gain resources.

Questions for the Heroes: What was this place before these end times? Who are the scavengers? What are the scavengers after? Who are the innocents?

B. The Monster's Lair

A terrifying lair. An obvious sidetrack.

Present: Heroes, scavenger informant, Magnificent Monster

Questions for the Heroes: What rumours have you heard about the monster?

Options: Dealing with the Monster

1. Avoid. Nothing happens.
2. Fight to the death. An abominably hard battle. Lose many resources. Grand treasure. Enemy gains resources due to time wasted by heroes.
3. Chase away. Hard battle. Lose resources. Hurriedly snatch up one random artefact.
4. Negotiate. Lose many resources. Coin toss: monster helps heroes and ties down enemy's resources. Or it simply lets them leave.

C. The Descent

An overlook. The enemy's camp or base clearly visible.

Present: Heroes, scavenger informant, innocent local.

Questions for the Heroes: Who is the local? Why is the informant with you? Why are they willing to show a secret path down to the enemy?

Options: Last Breather

1. Investigate the location of the showdown (spend resources). Gain drop on enemy.
2. Rest and recuperate (gain resource). Coin toss: all clear or an enemy patrol stumbles across them.
3. Help locals hide from the coming storm. Coin toss: gain artefact or encounter trouble.

4. The Low Road

A. Sign of the Times

A hidden path. Tracks of a third faction. Unwary innocents. A location the heroes are aware of. It has an unsavoury reputation.

Present: Heroes, innocents, third faction.

Questions for the Heroes: What are they producing? What are they trading?

Opportunity: Shakedown lightly armed traders or craftsfolk. Coin toss: gain resources or an artefact.

Danger: enemy gains resources (allies).

B. Lambs to the Slaughter

Site of weak innocents or third faction. A powerful temptation (weapon, tool, ally, or spell).

Present: Heroes, third faction traitor (greed), third faction.

Questions for the Heroes: How were the heroes not seen? What rumours have you heard about the temptation?

Options: The Tempting

1. Avoid. Nothing happens.
2. Steal. A difficult heist. Lose some resources (time, initiative). Enemy gains some resources due to time spent by heroes.
3. Take. Easy battle (or lose some resources). Third faction enraged. Enemy gains allies.
4. Negotiate. Lose many resources. Coin toss: third faction loans the Temptation or the heroes leave empty-handed. Enemy gains some resources due to time spent by heroes.

C. The Ascent

A dark passage. The enemy's camp or base can be heard or sensed nearby.

Present: Heroes, third faction minions, wild beasts of the dark places.

Questions for the Heroes: What animals do you see? Why are the minions so easily bribed?

Options: An Opportunity for Surprise

1. Appear behind enemy lines. Gain drop on enemy.
2. Sabotage enemy communications. Enemy loses resources.
3. Expose third faction minions. Coin toss: they parley with the enemy, or a distracting skirmish ensues.

5. The Great Struggle

A. The Quiet Before the Storm

A dramatic, large space. The enemy arrayed and ready. A great plan (a mighty spell, a secret weapon, a new tactic) ready to deploy. A location the heroes know personally or from reputation. A location that used to be peaceful.

Present: Heroes, allied minions, enemy lieutenants and minions, enemy champion.

News: The allies are arriving. But are not here yet.

Questions for the Heroes: Is this really it? Do you have final messages for the innocent or the informant to take to your mentor? To your friends and family? What was this place like the last time you visited? Who did you meet here?

Dilemma:

1. Strike at the champion immediately. A tough battle. Success: enemy is disheartened. Failure: enemy is emboldened.
2. Seize the higher ground. A speed challenge. Success: heroes gain a resource. Failure: enemy seizes higher ground.
3. Wait for reinforcements. Coin toss: enemy gains resources or nothing happens.
4. Pull back, goading enemy to advance. Coin toss: heroes lose resources (position), or enemy loses resources (cohesion).
5. Attack the secret weapon. A suicidal battle. Coin toss: secret weapon is disabled, or it is not. A hero dies.

B. The Cavalry Arrives

The allied faction approaches.

Present: Heroes, allied lieutenants and minions, competitor, mentor, enemy lieutenants and minions, enemy champion.

Targets:

1. The secret weapon. A difficult battle. Success: enemy loses a great resource. Failure: secret weapon is deployed, and enemy gains a great resource.
2. The lieutenants. A moderate battle. Success: enemy loses a resource. Failure: enemy gains a resource.
3. Diversion. An easy battle. Coin toss: the secret weapon is damaged by the competitor's sally or the competitor forces the enemy champion to retreat (competitor gains glory).

News: the faction leader readies to lead a glorious attack.

Questions for the Heroes: Is the faction leader capable of leading this attack? Who is commanding the wings? Have you said your last entreaties to the fortunes?

C. The Glorious Attack

The allies roll into the enemies. The final battle is joined.

Present: Pretty much everyone, except the enemy leader and the enemy advisor.

Questions for the Heroes: How are the forces arrayed? What challenges are hurled? How do the allies bolster their courage? What songs are sung? Whose knees buckle with the battle quakes?

Position:

1. The heart of the struggle, besides the faction leader. The hardest fighting. Heroes will be able to proceed to scene 7.
2. The left wing of the struggle, commanding minions. Moderate fighting. Success: facing down the secret weapon or a lieutenant (heroes gain glory). Failure: competitor gains glory leading the other wing. Heroes will be able to proceed to scene 6 or 7.
3. The right wing of the struggle, commanding minions. Moderate fighting. Success: facing down the monster or a lieutenant (heroes gain glory). Failure: toadying lieutenant mistimes a message and heroes look like fools (heroes gain infamy). Heroes will be able to proceed to scene 6 or 7.
4. The rear of the struggle, with the reserves. No fighting. The enemy is retreating. The allies are succeeding! From the high vantage point, it seems like the retreat might be feigned. It is very difficult to convince the allied faction the retreat may be feigned and that the army should pull back.

D. The Rout and Pursuit

The enemy rolls back. The allies pursue. Some enemy lieutenants peel away to one side.

Constrained Information and Choices (see C):

1. Drive the enemy into the ground. Pursue them. Crush them. Destroy them.
Proceed to scene 7.
2. Something suspicious is afoot. The faction leader has the main body in hand.
Pursue the lieutenants. Proceed to scene 6.

6. The Final Showdown Missed

A. Was It All A Ruse?

The lieutenants approach a small bastion or defensible place. The location is a ruin, a place the heroes may know but disregard.

Far Off: Scene 7, the allies, with the allied leader at their head, roll the enemy back, pushing them towards certain doom.

Present: Heroes, enemy lieutenants and minions.

Choice:

1. Pursue and harry. An enemy ambush. Heroes succeed: enemy loses resource. Fail: heroes lose resource. If heroes break through, the trap is revealed.
2. Observe from afar. Enemy faction advisor welcomes lieutenant. A trap is revealed (a divine bomb launcher, a dragon, a demon summoning circle). Enemy gains resource. Heroes gain option: warn the allies (6. B1.).
3. Sneak closer. Enemy faction advisor and lieutenants. The trap is revealed. The time to act is short!

B1. Warn the Allies

Send runners and signals. Moderate challenge.

Depending on success, a proportion of the allies begins to pull back from the main battlefield. They will be saved if the enemy trap is triggered.

Cost: heroes lose resource. Trap Trigger timer (see below) advances.

Then: Proceed to B2.

B2. The Trap Trigger

The enemy's big surprise is ready for activation.

Present: Heroes, enemy lieutenants and minions, enemy advisor.

Timer: Players have limited actions (rounds) remaining.

1. Enemies put trap trigger into position.
2. Check trap trigger for readiness.
3. Check trap power supply for readiness.
4. Charge power supply.
5. Activate trap trigger.
6. Trigger trap.

Showdown:

1. Launch a frontal attack. A very hard fight. Many minions. Time ticks down.
2. Sneak in to sabotage trap trigger. A difficult heist. Very difficult to get out. Time ticks away. Success: trigger does not work or backfires, catching out the enemy advisor when it is activated.
3. Assassinate advisor and redirect trap trigger. A difficult heist. A difficult fight. Success: trap can destroy enemy instead

C1. The Trap is Activated

Far off, the trap is sprung. The allied faction leader and the greater strength of the faction are destroyed. The enemy turns and triumphs.

Effect: allies defeated. Proceed to Epilogue 3.

Questions for the Heroes: Which ally survived the disaster? Who will lead the resistance? What is the punishment for the captured allies?

C2. The Trap is Foiled

Far off, the enemy expecting a trap is foiled and leaves the field of battle.

Effect: bloody victory. Proceed to Epilogue 2.

Questions for the Heroes: Which ally gained the most glory? Who knows what the heroes did? What does the faction leader know? Which ally died tragically?

C3. The Trap is Redirected

Far off, the enemy is annihilated. Many allied faction members are also destroyed.

Effect: victory, complete and terrifying. Proceed to Epilogue 1.

Questions for the Heroes: Which ally dies? Which ally survives? Which ally is grievously injured, changed forever? Who knows what the heroes did?

7. The Final Showdown Joined

A. Riding Down the Storm

The enemies fall back. Many fall and are caught. Cinematic storm clouds and whipping winds.

Present: Pretty much all the allies, most of the enemies except some enemy lieutenants and the advisor who seems to have fled. The enemy leader is visible at the rear.

Choices:

1. Chase down the enemies. Easy fight. Success: A lieutenant is caught. The enemy loses resources. Proceed to B1.
2. Protect the leader. Moderate fight. Success: The enemies are bunched together, and the slaughter is terrible. The glory is grand. Proceed to B1.
3. Pursue on the wings. Hard fight. Success: The enemy retreats slowly. The enemy loses resources. Proceed to B2.
4. Charge to take down the enemy leader. An incredibly hard fight. The enemies protect their leader at all costs. Success: The heroes reach the enemy leader's entourage. Proceed to B3.

B1. The Colourless Light Eats All

In a soundless flash, the enemy's trap is sprung. A dragon, a divine bomb, a daemon from the ground, a sky beam, a cataclysmic spell, or something of that sort. Time seems to stop.

Present: the moment, the fury.

Describe: bodies picked up, flung, dissipated. Noise like the bell of doom. Toll, toll. Ringing silence. Fires. Flights. Collisions.

Questions for the Heroes: How did you survive? What or who shielded you?

Who did you see taken by the colourless light? What resource do you lose in the blast?

Choice:

1. Never give in, never retreat. Proceed to C1.
2. Stagger, numb. Discover one resource. Proceed to C2.
3. Flee, retreat. Proceed to C3.

B2. An Awesome Disaster

At the centre of the struggle a blinding light, then destruction.

Present: Heroes, allied minions, enemy minions, enemy lieutenant.

Choice:

1. Rush forward, through the confused enemy and allies, to reach the enemy leader. Enemy loses one resource. Proceed to C1.
2. Rush to aid the allies at the heart of the fighting. Rescue one ally (heroes' choice). Gain one resource. Proceed to C2.
3. Melt away from the battle. Gain one resource. Proceed to C3.

B3. A Doom Outrun

Behind the heroes, where the mass of the allies is engaged in routing the enemy, a massive trap is sprung. The light is blinding, the roar is deafening, the devastation terrible.

Present: Heroes, enemy leader, enemy champion, enemy minions.

Describe: Roar. Minions flung to knees. Wailing. Fear.

Choice:

1. Pursue their surprise. Gain two resources. Proceed to C1.
2. Retreat to save their allies. Rescue one ally. Gain one resource. Proceed to C2.

C1. Facing the Enemy

In sight of the enemy leader, a palace or ostentatious place known to the heroes, now sadly damaged.

Present: Heroes, enemy leader, enemy champion, enemy minions.

Timer: Soon, the enemy forces will recover and come to save their leader. Players have limited actions (rounds) remaining from the moment they are noticed.

1. Alarm is sounded.
2. The champion sacrifices themselves to protect their leader.
3. The sound of enemies approaching.
4. Minions flood the area. Enemies gain a resource.
5. Lieutenants and heavy weapons arrive. Enemies gain a resource.
6. The enemy advisor arrives with an elite unit, riding the secret trap (if it is a dragon or demon), or some such. Enemies gain a resource.

Choices:

1. Sneak in to assassinate the enemy leader. A hard heist. Face the champion to escape. Success: enemy forces thrown into disarray, enemy advisor takes over. Proceed to Epilogue 2. Failure: heroes captured. Proceed to Epilogue 3.
2. Fight through to the enemy leader. A very hard fight. Timer determines difficulty of escape. All enemies killed: Proceed to Epilogue 1. Enemy leader killed: Proceed to Epilogue 2. Heroes defeated or switch sides: Proceed to Epilogue 3.
3. Lay a trap for the enemy leader and the enemy advisor. A potentially incredibly hard fight. Success: the enemy is decapitated. Proceed to D1 (if the heroes scatter the enemy) or D3 (if the heroes force the enemy forces to submit). Failure: heroes defeated. Proceed to Epilogue 3.
4. Switch sides and join the enemy. Proceed to Epilogue 3.

C2. Last Stand in the Ashes

Surrounded by devastation and doom. All hope must be lost. The enemy champion and advisor approach.

Present: Heroes, injured allies, the enemy, bedraggled but overwhelming.

Choices:

1. Go down fighting. A battle against impossible odds. Success: Proceed to Epilogue 2. Failure: Proceed to Epilogue 3.
2. Flee. A moderate battle to escape. Success: Rescue an ally, possibly a successor to the leader. Failure: Caught. Proceed to Epilogue 3.
3. Surrender as a trick to reach the enemy leader. Easy challenge to convince the advisor. On reaching the leader, a hard fight to kill the leader. A difficult heist to escape. Success: heroes escape, in the confusion the enemy advisor seizes power. Proceed to Epilogue 2. Failure: the enemy advisor seizes power and creates an example of the heroes. Proceed to Epilogue 3.
4. Surrender and change sides. Advisor rewards heroes. Proceed to Epilogue 3.

C3. Leave to Fight Another Day

The disaster is too great to recover from. Reason dictates retreat. The heart quails.

Questions for the Heroes: Where do you head to? Do you join another faction?

Who comes with you? When you meet a former ally, how do you explain your actions?

Proceed to Epilogue 3.

Epilogue

1. A New Empire

The enemies are crushed. The allies establish a new empire. Soon the histories say it was inevitable.

Questions for the Heroes: What happens to the remaining enemies? What kind of clemency do the allies offer to turncoats who accept their new masters? What happens to the enemies' home and friends?

2. A Bloody Disaster

Both sides factions are grievously hurt by the climactic conflict. A third faction profits from their injury.

Questions for the Heroes: How do your allies recover? What do they lose? What about the enemies? Who is the third faction? Where do we see the third faction's first victory?

3. A New Empire

The allies are crushed. The enemy establishes a new empire. Soon the histories say it was inevitable.

Questions for the Heroes: What happens to the remaining allies? What kind of clemency does the enemy offer to turncoats who accept their new masters? What happens to the heroes' home and friends?

After Credits Scenes

As the last session fades to black, a series of after credit scenes.

Questions for the Heroes:

1. What does your hero do know?
2. Where do they go?
3. Who do they become?
4. How do they make a living?
5. Do you mentor an apprentice in turn?
6. Does your hero get married?
7. Do they have children?
8. Does some new problem loom on the horizon (or a sequel)?

Encounter Tables (Optional)

The top cat can create tables to help them generate additional encounters or details as required. They should be judicious in their use of random encounters, as these can quickly stretch a session beyond its breaking point.

Setup Final 2d6 Encounter Table

The top cat can create multiple results for the common results (6, 7, 8). They should be tailored to fit the final session.

- 2 - The magnificent monster.
- 3 - The enemy champion and minions.
- 4 - Enemy lieutenants and minions.
- 5 - Enemy group or patrol, well-equipped.
- 6 - Fleeing enemy minions - enemy healers or support teams - mercenaries looking for a better deal.
- 7 - Injured allies (exhaust resource to help) - injured enemies (exhaust resource to help) - injured neutrals (exhaust resource to help).
- 8 - Fleeing innocents caught in the conflict - undercover enemies - absconding allied minions.
- 9 - Wild animals or vermin looking conflicted - allied auxiliaries or mercenaries.
- 10 - Allied group or patrol, well-equipped - the competitor and minions.
- 11 - Toadying lieutenant and minions - resupply unit.
- 12 - The mentor - A helpful neutral.

Setup Mood-setting Encounters 1d6

- 1 - Foreboding weather.
- 2 - Sign of the enemy's works.
- 3 - A message from the enemy.
- 4 - A doomed traveller.
- 5 - Broken dreams.
- 6 - A waking vision of danger and regret.

Setup Lists of Enemy Benefits / Weaknesses

As the enemy gains or loses resources from the heroes' actions, their efficacy is impacted.

Enemy Gains Resources

- 1 - Well-rested troops (increased life totals).
- 2 - Additional mercenaries (more numerous).
- 3 - Special forces (assassins, snipers, or wizards).
- 4 - Better morale (harder to rout).
- 5 - Finer equipment (harder to injure).
- 6 - Inspired to glory (hit harder).
- 7 - Better positioned (strike more accurately).
- 8 - Intelligence on faction weaknesses (increased critical hit chance).
- 9 - Magnificent monster ally (extra boss).
- 10 - Secret weapon (lieutenants deal double damage).

Enemy Loses Resources

- 1 - Tired troops (decreased life).
- 2 - Deserters (less numerous).
- 3 - Undercover agents (enemy minions refuse to fire or switch sides).
- 4 - Disheartened (easier to rout).
- 5 - Worn out equipment (easier to injure).
- 6 - Frightened (strike more feebly).
- 7 - Poorly positioned (strike less accurately).
- 8 - Fell for lies and trickery (increased critical fumble chance).
- 9 - Harassed by the monster (missing lieutenants).
- 10 - Turncoat lieutenant (lieutenant switches sides).

Designing Ultimate Resources

The scenes mention resources in the abstract. These can be wealth, weapons, ammunition, supplies, or even pure luck. Some should also be special artefacts or items that grant unique, single-use archetypal deeds.

The top cat could prepare these as handouts for the players.

Eight examples:

A Change of Heart

The injured hero awakens a mutual, human bond in an enemy.

Effect: The enemy pauses their attack. The player chooses whether their 1) hero launches a surprise attack, or 2) the enemy spares the hero and leaves them alone for now.

Number of uses: 1

Trigger: Hero is injured by an enemy.

Limitation: Does not work on faction leaders or champions.

The Crystal Horse

A six-legged steed powered by ancient fires.

Effect: The steed's rider wins a chase or race.

Number of uses: 1 per session.

Trigger: "Go, quick crystal!"

Limitation: Cannot actually fly.

Elvir's Axe

A black horror of hooks and leering teeth. It bays for blood and gore.

Effect: The wielder is invulnerable to minions. A tide would break against them.

Every round the wielder uses the axe, enemy minions must test their resolve or scatter. The number of minions facing the wielder is immaterial.

Number of uses: 1

Trigger: An innocent is sacrificed to the blade.

Kolgar's Helm

A bronze helm studded with ruby eyes. The wearer breaths through vents. Their voice tolls like a bell.

Effect: When the ruby eyes glow in furious gaze, a creature turns to stone.

Number of uses: 2

Trigger: The wearer is injured.

Limitation: Lieutenants and leaders save easily.

Kwya's Dagger

A mythic blade of smoking glass wielded by a witch to kill a god-king. Or so the stories say. It is weaker than a normal dagger.

Effect: When its blade breaks off inside an enemy's body, it turns into a snake of smoke and fire. The enemy dies in agony.

Number of uses: 1

Trigger: The wielder grapples with an enemy. The wielder surprises an enemy.

Limitation: Does not work on constructs or undead.

Nihilistic Inspiration

I have seen things. Nothing matters anymore.

Effect: Hero launches forward in a savage, suicidal attack on an enemy. The enemy gets three free attacks on the hero. The enemy is then defeated, regardless of its attacks.

Number of uses: 1

Trigger: Any

Limitation: Does not work on faction leader.

Old Gunhilda

A mass cannon from a more elegant age.

Effect: A group of minions is blown apart.

Number of uses: 1

Trigger: Gunhilda is aimed, a crystal battery is plugged in, the hero laughs maniacally, and a lever is pulled.

Limitation: Boss enemies stride dramatically from the smoke left by the blast. A sharp-shaped scratch on their face.

Stone of Wealth

A fist-sized gem, rough as the day it was dug up.

Effect: A creature or person is bribed.

Number of uses: 1

Trigger: A little privacy.

Limitation: Ineffective on the most loyal of creatures.

Making More Ultimate Resources

The name is crucial. It should be memorable and colourful.

The flavour text expands on the initial idea with an ironic twist or other detail.

The effect describes how the resource modifies standard rules. Ideally, it should short-circuit rolls and tests, making the game faster. Yes, it increases the heroes' power, but this is for the top cat's benefit. It lets them move the action forward faster. They can, after all, always add one more group of minions, or another lieutenant.

The number of uses is usually 1, or 1 per game session at best. The metagamey and cinematic nature of these resources is a feature.

A trigger is an in-game event or situation that lets the hero use the ultimate resource.

A limitation restricts the situations where the ultimate resource can be used.

The Last Session

Starting the Last Session

The top cat reminds all the players know this will be the last session and that they have prepared a few locations or scenes that lead to a climactic finale. They then assign each player their final roles and remind them to keep their roles and archetypal deeds a secret.

Assigning Final Roles

Assigning the roles can be a little challenging. Ideally, the top cat will use the other players' responses during the prep session to choose the perfect role. In practice, this is unlikely to work out. A simple solution is for the player to get one random role and one assigned by the top cat. They can then choose the role they prefer to use and return the other one.

Final Role: The Golden Hero

None so noble.

Protector of Innocents

Effect: The hero takes the blow that would injure an innocent. The innocent escapes to safety. The hero then gains an advantage to all further rolls against the enemy for the duration of that fight.

Number of uses: 3

Trigger: An innocent is threatened.

Limitation: None.

This Chain Shall Not Break

Effect: The hero's fearless example inspires all around them. Any wavering or routed troops rally. The tide of battle turns: a stalemate becomes a victory, a certain defeat becomes a stalemate. Coin toss: the hero is injured by stray missile fire or the hero comes through shining and unharmed.

Number of uses: 1

Trigger: Heavy fighting and stray missile fire, the allies are not doing well.

Limitation: Allied minions must be present.

Aftermath: The hero immediately gains a small bonus to their defence for the rest of the game.

A Life For A Life

Effect: The hero throws themselves between the killer and their would-be victim. The hero takes the blow. Coin toss: hero dies or is grievously injured (and out of the session).

Number of uses: 1

Trigger: An ally near the hero is about to be killed or is seemingly killed.

Limitation: None.

Aftermath: The hero immediately gains glory and renown for their sacrifice.

Fearless Knight

Effect: Single-handed, the hero stands up against a mighty foe. Both are evenly matched. Every round roll 1d6: (1–3) the fight continues another round, (4–5) enemy is defeated, and hero is grievously injured (and out of the session), or (6) enemy and hero both die.

Number of uses: 1

Trigger: The hero faces a boss alone.

Limitation: Only effective against boss or monster.

New Hero: If the player's hero dies or is incapacitated, the player can choose to play either a) a sidekick who steps up and dons the fallen hero's panoply, or b) a saved ally. In either case, for simplicity, they can use their fallen hero's stats and attributes. They may reroll up to three stats, taking the better result, to reflect the sacrifice's inspiration.

Final Role: The Better Choice

Victory at any cost.

A Necessary Sacrifice

Effect: The hero leaves (or pushes) an allied minion to certain doom to create an opening. The hero then automatically kills or escapes the enemy.

Number of uses: 3

Trigger: A minion is in reach of an enemy.

Limitation: Hero's attack boss enemy's life total by half instead of killing them outright.

Under the Bus

Effect: The attack hits the ally instead. Deed may be triggered after rolling damage.

Number of uses: 1

Trigger: Hero is injured while an ally is nearby.

Limitation: None.

An Unavoidable Tragedy

Effect: Nobody sees the hero step aside just as the killer's attack strikes true. The allied faction leader is slain! A cry goes up among the allies. The hero can choose to immediately slay the assassin.

Number of uses: 1

Trigger: The hero is protecting the allied faction leader during a battle or conflict.

Limitation: Only works on the allied faction leader.

Aftermath: The hero immediately gains notoriety for not protecting their leader.

A New Hope

Effect: The hero picks up the faction banner and leads the allies to avenge their fallen leader. All allied combatants near the hero gain resources for the rest of the fight. All wavering or routed troops rally. Even if defeat looked certain, it becomes a coin toss.

Number of uses: 1

Trigger: The allied faction leader dies.

Limitation: None.

Aftermath: The hero immediately gains glory and a small bonus to their social tests for the rest of the game.

Aftermath 2: If the hero leads the allies to victory in the immediate conflict, and the allies are also ultimately victorious, the minions acclaim the hero as their new leader.

Final Role: The Fool

They know not what they do. Or do they?

Fortune Favours the Fool

Effect: The hero slips and the enemy falls over them. The hero trips into a barrel, and it knocks the enemy flat. The swing snaps a rope, and a chandelier falls on the enemy's head. The possibilities are endless. The effect is the same—the enemy is suddenly knocked out, and the hero or their ally loses one valuable item broken in the scuffle.

Number of uses: 3

Trigger: The hero would take damage.

Limitation: Bosses are not knocked out, just dazed for a round.

Aftermath: The hero immediately permanently slightly reduces falling damage for the rest of the game. This aftereffect does not stack.

The Proverbial Banana Peel

Effect: The hero's food, water flask, or any other item drops to the ground. An ally or enemy slips and is knocked out. They are also ignored by enemies and area attacks for the rest of the scene. Note: an ally loses one round, then can quietly crawl away from the fighting or hide.

Number of uses: 2

Trigger: Hero runs away from the fighting.

Limitation: Allied minions must be present.

Aftermath: The hero immediately gains a small bonus to running away for the rest of the game. This aftereffect does not stack.

A Deadly Distraction

Effect: The hero's heroic entrance is horribly ruined as their pants tear, vehicle crashes, or some other foolery ensues. All the enemies are doubled over laughing. All the hero's allies gain an advantage.

Number of uses: 1

Trigger: The hero enters a scene.

Limitation: None.

Aftermath: The hero immediately gains glory and renown for their sacrifice.

Sorely Underestimated

Effect: The hero's bumbles and falls down heavily, breaking their tool or possession. The enemy or competitor begins to laugh heartily. By a Rube Goldberg-esque chain of events, the hero's broken tool sabotages the enemy's next action, leaving them helpless for one round.

Number of uses: 1

Trigger: The hero fails a test.

Limitation: None.

Aftermath: The hero gains a small bonus to luck for the rest of the game.

Was This What We Needed?

Effect: Hero finds a useful resource or item.

Number of uses: 1

Trigger: The hero fumbles, falls down, or drops an item.

Limitation: None.

Not Actually Dead

Effect: The hero was left for dead. They wake up after everyone, allies and enemies, has moved on. They have a headache, and they are covered in blood. Not their own.

Number of uses: 1

Trigger: The hero is killed.

Limitation: None.

Final Role: The Orator

Catch more flies with honey.

Better for Everybody

Effect: The enemy minions see the hopelessness of their position and down their weapons or retreat.

Number of uses: 3

Trigger: Enemy minions are outnumbered or evenly matched.

Limitation: No leader, champion, or advisor is present.

We Are No Threat

Effect: Hero convinces enemy that the party is on a diplomatic mission and must be allowed to pass.

Number of uses: 1

Trigger: Enemy lieutenant and minions evenly match or outnumber the allies.

Limitation: None.

We Have Cookies

Effect: An enemy lieutenant switches sides and joins the heroes.

Number of uses: 1

Trigger: An enemy lieutenant is outmatched.

Limitation: None.

Make a Compelling Case

Effect: The hero sways the majority of gathered lieutenants and minions to change sides.

Number of uses: 1

Trigger: The faction's leader (allied or enemy) is slain.

Limitation: None.

Aftermath: The hero immediately gains a small bonus to prestige for the rest of the game.

This Has Gone Too Far

Effect: The hero convinces the two faction leaders to stop fighting. Disaffected allies and enemies disagree, but hostilities stop.

Trigger: Both leaders are alive and together.

Limitation: None.

If Session Ends: Proceed to Epilogue 2.

Aftermath: The hero is showered with treasure and titles by both leaders. And responsibility, should the peace treaty turn sour.

Final Role: The Traitor

Working for the other side all along.

Injured Effectively

Effect: The hero flamboyantly interposes themselves. The enemy's eyes go wide. The hero takes minimal damage. The enemy, surprised, barely defends themselves, and the hero defeats them with a single thrust.

Number of uses: 1

Trigger: A nearby allied lieutenant or hero is injured.

Limitation: Ineffective on the enemy champion, advisor, or leader.

A Secret Assassin

Effect: The hero 'reveals' that an approaching civilian was an enemy assassin armed with a poisoned dagger. Heroes gain resources.

Number of uses: 1

Trigger: An innocent approaches the heroes or allies.

Limitation: None.

A Cracked Code

Effect: The hero confuses the enemy with an overheard code word, and they leave their position, letting the heroes pass without hindrance.

Number of uses: 1

Trigger: The hero scouts out the enemy position.

Limitation: None.

These Are Not The Ones You Seek

Effect: The hero promises the guards a reward. They release the heroes or watch them poorly, letting them escape surreptitiously.

Number of uses: 1

Trigger: The heroes are caught or overwhelmed by the enemy.

Limitation: None.

Trust Not The Traitor

Effect: The hero stabs the enemy faction leader with an allied weapon and convincingly blames the other heroes or other allied assassins. Enemy morale wavers and they lose resources.

Number of uses: 1

Trigger: Hero is near enemy faction leader.

Limitation: Faction leader is alive.

Aftermath: The hero permanently gains a small bonus to surprise damage.

A New Dark Lord

Effect: The hero picks up the faction banner and rallies the enemy to avenge their fallen leader. All enemy combatants near the hero gain resources for the rest of the fight. All wavering or routed troops rally. Even if defeat looked certain, it becomes a coin toss. If there is no battle raging, success is automatic.

Number of uses: 1

Trigger: The enemy faction leader dies. The hero has not switched sides yet.

Limitation: None.

Aftermath (Success): The hero is immediately acclaimed as the new leader of the enemy faction. They gain a small bonus to their espionage tests for the rest of the game.

If Session Ends: Proceed to Epilogue 3.

Aftermath (Failure): The hero is acclaimed as the new leader of the rump of the enemy faction. They gain a small bonus to guerrilla tests for the rest of the game.

If Session Ends: Proceed to Epilogue 2.

Final Role: The Scoundrel

Grab that cash with both hands and make a stash.

I Am Not Just A Mercenary

Effect: The hero leaps to an innocent's or an ally's rescue (they take no damage).

Coin toss: hero suffers minimal damage or is unscathed.

Number of Uses: 3

Trigger: An innocent or an ally is in imminent danger or takes damage.

Limitation: None.

Aftermath: The hero permanently gains a small bonus to charisma tests.

The Scoundrel Shoots First

Effect: Before anyone else moves, the scoundrel whips out their weapon, quick as lightning, and shoots the enemy or the leader of the opposing group dead.

Number of uses: 1

Trigger: A fight breaks out, initiative is about to be rolled.

Limitation: Does not work on the enemy leader, or advisor.

Aftermath: The hero permanently gains a small bonus to their initiative or speed tests for the rest of the game.

Perhaps I Might Know A Way

Effect: The hero has the allies over a barrel and extracts concessions, money, and promises. In exchange, they show a shortcut, a hidden cache, or a useful contact. The allies gain resources.

Number of uses: 1

Trigger: The allied faction has just suffered a setback.

Limitation: None.

Aftermath: The hero permanently gains a small bonus to economic tests.

A Better Offer

Effect: The hero switches sides and is granted lands and titles by the enemy.

Number of uses: 1

Trigger: The enemy faction looks set to win. An enemy lieutenant is nearby.

Limitation: None.

Aftermath: The hero is rich in the post-credits scene.

Final Role: The God of War

Putting out the fire with gasoline.

I Throw Them Back

Effect: The hero stands alone against a tide of enemies in a bottleneck. Every round roll 1d6: (1-3) a rush of minions falls before the hero, (4-5) a fresh group of minions assails the hero, (6) the minions break and flee.

Number of uses: 2

Trigger: Enemy minions outnumber the heroes.

Limitation: None.

Aftermath: Hero gains a small bonus to melee damage for the rest of the game.

Run Faster, Fools

Effect: The hero rushes ahead, leading a flying charge. They catch up to any enemy they are chasing.

Number of uses: 1

Trigger: Enemy retreats or the heroes are involved in a chase.

Limitation: None.

I Die, I Live Again

Effect: The hero heaves aside the bodies covering them and stands again, covered in gore but full of vigour. Much of the blood is their own.

Number of Uses: 1

Trigger: Hero is killed.

Limitation: None.

Aftermath: The hero gains a small bonus to defence for the rest of the game.

This Is No Duel

Effect: The hero demolishes an enemy lieutenant in a duel.

Number of Uses: 1

Trigger: The hero fights an enemy lieutenant one on one.

Limitation: None.

Aftermath: Hero gains a small bonus to melee attacks for the rest of the game.

There Can Be Only One Champion

Effect: The hero engages the enemy champion in single combat. For three rounds, roll 1d6: (1-3) hero loses 1/2 of their remaining life total, (4-5) enemy champion loses 1/3 of their total life, or (6) hero and champion batter each other ineffectually. From 4th round, roll 1d6: (1-2) hero loses 1/2 of their remaining life total, (3-4) enemy champion loses 1/3 of their total life, or (5-6) hero and champion stop and shake hands. The enemy champion then walks away into the dusk, leaving the story and letting the hero pass.

Number of Uses: 1

Trigger: The hero fights the enemy champion alone.

Limitation: None.

Aftermath: Hero gains a small bonus to their life total for the rest of the game.

I Go Down In A Blaze of Glory

Effect: The hero turns the tide of a battle all on their own. A stalemate turns into a victory. A rout turns into a stalemate. Coin toss: hero dies or is grievously injured (and out of the session).

Number of Uses: 1

Trigger: A battle rages around the hero.

Limitation: None.

New Hero: If the player's hero dies or is incapacitated, the player can choose to play either a) a sidekick who steps up and dons the fallen hero's panoply, or b) a saved ally. In either case, for simplicity, they can use their fallen hero's stats and attributes. They gain any of the defeated hero's permanent combat bonuses.

Final Role: The Innocent

What's even going on?

Pass For A Civilian

Effect: The enemy and the allies ignore the hero, mistaking them for a civilian.

Number of Uses: 2

Trigger: There are innocents nearby.

Limitation: None.

Aftermath: The hero permanently gains a small bonus to deception tests.

You Wouldn't Hurt Me, Would You?

Effect: The lieutenant feels a sudden connection to the hero. Perhaps their mothers share the same maiden name or something. The lieutenant releases the hero, and gruffly tells them to get out.

Number of uses: 1

Trigger: There are enemy lieutenants nearby.

Limitation: Does not work on the enemy advisor.

Aftermath: The hero gains a small bonus to charisma tests.

Save Me!

Effect: The enemy lieutenant or champion is attracted to the hero's kindness or charms or innocence, or something. They abandon their faction to help and protect the hero. They will not actively attack their former friends.

Number of uses: 1

Trigger: The hero is alone with an enemy lieutenant or champion.

Limitation: None.

What Does This Button Do?

Effect: The hero pushes the red button. The whole spell or machinery collapses.

Number of uses: 1

Trigger: There is complex sorcery or machinery nearby.

Limitation: None.

Aftermath: The hero gains a small bonus to tests against mechanical or magical devices (their choice) until the end of the game.

The Monkey's Got A Bomb!

Effect: The hero pushes the red button. The spell bomb detonates, killing enemies and allies nearby. Including the hero.

Number of uses: 1

Trigger: The hero has been near explosives or other special weapons at some point that session. Nobody needs to have seen them pocket the little device.

Limitation: None.

Aftermath: The hero gains a lucky coin-shaped scar on their cheek.

A Cozy Retirement, Thank You.

Effect: The hero was only stunned. They pick themselves up, think over their life choices, pilfer a couple of pouches full of looted treasures, and go away.

Number of uses: 1

Trigger: The hero is killed.

Limitation: None

Aftermath: The hero is comfortably well-off in the post-credits scene.

New Hero: If the player's hero retires, the player can choose to play either a) a sidekick who steps up and dons the fallen hero's panoply, or b) a saved ally. In either case, for simplicity, they can use their fallen hero's stats and attributes.



FIN.

