

EPOCH

WHAT IS EPOCH?

Epoch is a game of legendary heroes and their tales of mythic adventure. This version of the game includes seeds for a Nordic wilderness, a desert city and a fae forest, but there are many other lands where your heroes can fight monsters and protect the innocent.

HOW MANY PEOPLE PLAY EPOCH?

It is a game specifically designed to be played with two or three people – one hero and a storyteller, or two players and a storyteller.

WHAT DO YOU NEED TO PLAY EPOCH?

To play Epoch you will need:

One story sheet (included in this booklet)

One character sheet (included in this booklet)

A number of polyhedral dice (d4s, d6s, d8s, d10s and d12s)

Pencil and Paper

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CREATING YOUR LEGEND

Each character in Epoch is defined by three facets; Elements, Trappings and Lore

ELEMENTS

There are five Elements with which you forge your Legend. They represent the staples of iconic heroic stories



Fire – Fire represents the strength and fury of the Legend. Mighty warriors and ferocious barbarians will have a high Fire. Weak-willed mages and lithe thieves will have low Fire.



Craft – Craft represents magic and the unknown forces that shape the world. Strong-minded mages and pious shaman will have a high Craft. Ignorant gladiators and corrupt charlatans will have a low Craft.



Song – Song represents the presence and charisma of your Legend. A silver-tongued thief and a charming temptress will have a high Song. A repugnant warrior and a vile witch will have a low Song.



Granite – Granite represents the wisdom and knowledge of the Legend. A learned Lorespeaker and a wizened crone will have a high Granite. A feckless thug or a ill-mannered sailor will have a low Granite.



Ice – Ice represents the speed and the agility of your Legend. A nimble archer and a shadowy rogue will have a high Ice. A slow moving Juggernaut and a crippled Seer will have a low Ice.

Each Element is allocated a dice value – either d4, d6, d8, d10 or no dice (0). Each dice value can only be allocated once.

Example: We decide to create a new Legend – called Ragnar, a rugged abrasive warrior who travels the frozen plains and hunts down the monsters that prey upon the weak. A might warrior needs a strong Fire, so we allocate d10 to that Element. He does not have any truck with magic or such dark arts, so we allocate 0 to Craft. Likewise, he does not win his battles by charming the monsters to death, so we allocate d4 to Song. Our warrior more of a brutal force than a deft stiletto, so d6 is allocated to Ice, leaving d8 for Granite.

We decide that the warrior is learned – he studies the monsters he hunts.

TRAPPINGS

Of course, a Legend is not just about the elements in their soul – they are draped with the trappings of a hero. These trappings can be weapons, armour, spells, charms, spirits, mounts, ghosts – whatever things you think that your Legend would carry with them.

Each Trapping is allocated an Element and a dice value. The Element that is allocated to the trapping is important as it denotes how the Trapping is used. A greatsword allocated Fire will be a weapon of war, whereas a Greatsword allocated Song will be a status symbol which can sway crowds when it is drawn.

The Trappings should also say something about the setting as well. In the example above ‘a Greatsword’ is dull, boring and non-descript. The Executioner’s Sword from the City State of Chun however, is dripping with potential. Who is the Executioner? Where is Chun? Why does it execute people? How did Ragnar get the sword?

Each Legend chooses THREE trappings, allocating d4, d6 and d8 to them.

Example: ‘The Executioner’s Sword of Chun’ sounds like a great place to start, so that will be Ragnar’s main Trapping, allocating it D8 Fire. We decide that Ragnar has been a slave-gadiator in his past and has been blood-tattooed by vile sorcerors ... probably from Chun! We allocate ‘Blood Tattoos of the Gladiator’ with d6 Craft. Finally, Ragnar wears a neck-chain with the teeth of the monsters he has hunted hung on it. Each tooth is carved intricately with the tale of the hunt. ‘Monster Tooth Chain’ could be allocated Granite – as it stands as a testimony to his experience – or it could be something used to intimidate foes with evidence of the monsters that have fallen and thus be Song. We decide that the carved record of past foes sounds better, so allocate it d4 Granite. Ragnar is shaping up now:

<i>Fire</i>	<i>d10</i>
<i>Craft</i>	<i>d0</i>
<i>Granite</i>	<i>d8</i>
<i>Song</i>	<i>d4</i>
<i>Ice</i>	<i>d6</i>

<i>The Executioner’s Sword of Chun</i>	<i>d8 Fire</i>
<i>Blood Tattoos of the Gladiator</i>	<i>d6 Craft</i>

LORE

What Legend would be complete without tales of their previous exploits? Their place within the dangerous world they live in? The awe with which they are held by the the people, the Kings and the Gods themselves? This is the Legend’s Lore and like Trappings, each point of Lore as a Element and a dice value, and should be also expand the background of the game.

Each Legend chooses FIVE pieces of Lore, allocating d4, d6, d6, d8 and d10 to them.

Example: We have established that Ragnar is a hunter of monsters, but why? Maybe he hunts monsters because his betrothed is held by a crazed God and he does these tasks for him? ‘Chosen Hunter of Nar-Rehn, God of Death’ with d10 Fire attached to it is not only thematic, but it also gives Ragnar d10, d10, d8 for Fire which confirms him as a great warrior. If we add in his estranged princess as well, ‘Betrothed of Freya, Princess of Chun’ with Song d6 we now see where Chun comes into the story! We don’t think Ragnar is from Chun ... he was snatched as a slave by those Sorcerers after all. So he can be a full blooded native of the blizzard swept Dragon Tooth Mountains. Leaping from icy rock to slippery ledge sounds like Ice, so we allocate d8 Ice to this. We still have d6 and d4 to allocate. Ragnar was a gladiator so lets add ‘Undefeated in the Floating Arena’ as Song d4. Finally, we give Ragnar some history, making him the ‘First Son of the White Bear Tribe’ as Granite d6

RAGNAR

Fire	d10
Craft	d0
Granite	d8
Song	d4
Ice	d6

<i>The Executioner’s Sword of Chun</i>	d8 Fire
<i>Blood Tattoos of the Gladiator</i>	d6 Craft
<i>Monster Tooth Chain</i>	d4 Granite

<i>Chosen Hunter of Nar-Rehn, God of Death</i>	d10 Fire
<i>Native of the Dragon Tooth Mountains</i>	d8 Ice
<i>Betrothed of Freya, Princess of Chun</i>	d6 Song
<i>First Son of the White Bear Tribe</i>	d6 Granite
<i>Undefeated in the Floating Arena</i>	d4 Song

COMPANIONS & PARTNERS

During an adventure a hero may acquire a companion character, who assists in their adventures

A companion character has their own set of Elements, Trappings and Lore. The dice allocated to these are:

ELEMENTS: d8, d6, d4, d4, 0

TRAPPINGS: d4, d6

LORE: d8, d6, d4

Example: Ragnar travels into Chun and picks up a young Godspeaker heretic as a companion. The Godspeaker is called Tyk.

Fire:0 Craft:d8 Granite: d6 Song:d4 Ice:d4

Facial Scars of the Godspeaker

d6 Song

Law Staff of Chun

d4 Granite

Heretic Worshipper of La-Ri, Lord of Light

d8 Song

Talented Godspeaker

d6 Craft

Guttersnipe of the depths of Chun

d4 Ice

FORMER NPCS?

If a companion has its origin as an existing NPC, their statistics are reduced to be in line with these characteristics; the companion is after all, an assistant to the hero and should aid rather than overshadow.

COMPANIONS IN CHALLENGES

When you face a challenge, you may include some dice from your companion into your dice pool. You may include one dice deriving from an Element and one dice deriving from either a Trapping or Lore.

PARTNERS - A SECOND PLAYER

Epoch can be played with two players and a storyteller, telling the epic tale of a fantastic pair of heroes. When the game is played with two main characters, in any given challenge one character takes to role of the hero, and another takes the role of the companion - contributing only two dice to the pool. However, when heroes are partners there is no room for any other help and neither can have a companion character!


TALES OF LEGEND


Legends live in a chaotic world of rampaging monsters, armies of deadly zombies and foul, despicable Gods. There are, however, many aspects of that world that are constant – violence, lost information, impossible love and the pathways of Fate itself. Each game of Epoch tells a tale of your Legend and is formed from scenes focusing on these constant themes. Your legend will celebrate amazing successes and grieve after terrible losses but their own story will march on. A game of Epoch has a structure of SEVEN scenes.


SCENES

The first scene is always the **GATEWAY** scene. This is the scene that throws down the gauntlet to the Legend and presents their first challenge. Five scenes follow this Gateway scene are **PATHWAY** scenes. These scenes are framed by being associated with an element. One of each of these scene elements is included in the story. Once a scene element has been used, it cannot be used again.

 **FIRE** scenes are scenes of physical conflict – massed battles, raging gladiatorial combats and death-or-glory duels. They may also be feats of physical prowess, strength and endurance.

 **CRAFT** scenes deal with dark magics, summoning spirits and dealing with demons. They may also involve speaking with Gods, matching magical wits with a mage or casting down a possessing Fae.

 **GRANITE** scenes are involved with the discovery or revelation of knowledge or the use of intelligence to win the day. They might involve a flashback to reveal information, solve a puzzle, a debate at a King's table or a drug-addled sage speaking in tongues in a smoky mountain cave.

 **SONG** scenes involve persuasion, seduction and manipulation. When your Legend sweeps a Princess off her feet, makes a fool of the arrogant Prince or matches wits with the Gods themselves, it is a SONG scene.

 **ICE** scenes are quick moving scenes of evasion and escape, stealth and pursuit. A chariot race, an infiltration of a dark tomb, fleeing from a Mage's summoned skeletons and losing a pursuing ship at sea – these are all ICE scenes.

Finally, after these five **PATHWAY** scenes, there is a final **GATEWAY** scene which acts as a climax to the adventure ... and possibly a signpost to the next.

GATEWAY scenes are special. They do not have a pre-determined Element attached to them, rather it is determined by the player of the Legend or the Storyteller. The Element attached to the first Gateway scene is determined by the Storyteller. The Element attached to the final Gateway scene is determined by the Player.

THE FIRST GATEWAY SCENE

The Storyteller frames the first scene and allocates an Element to it. The game is played out until the situation creates a definite conflict.

Whoever loses the conflict in this first gateway scene gets to choose and frame the next scene that they play out. You cannot choose a scene with the same Element twice in succession.

Example: The Storyteller has kicked off the game with a ferocious attack upon a wounded maiden by a pack of wolves, a fortunate escapee from the hands of the Serpent. This is a FIRE scene, as Ragnar wades into the fray to save the maiden and hears the horror befalling the village. Ragnar wins the day (how? See later...). The Storyteller now gets to choose and frame the next scene as he 'lost' the previous scene. He decides that he is going to shake things up by having the maiden be the beloved of the village's chieftain, a former White Bear Tribe mercenary and names the GRANITE scene.

Note that this means there cannot be another GRANITE scene until the final GATEWAY scene, but there can be another FIRE scene, as the previous FIRE scene was a GATEWAY

Note that the Storyteller could not make the scene after the GATEWAY into a FIRE scene, as the GATEWAY scene was a FIRE scene.

THE FINAL GATEWAY SCENE

Regardless of who won the previous scene, the Player always frames the final **GATEWAY** scene and allocates the Element they desire to feature. This scene should bring the tale to a close in some way, although it is perfectly acceptable to leave the story open ended and lead into a new story, with a new set of Gateway and element-driven scenes.

CREATING CHALLENGES

All Legends have adversaries that try to stand in their path as they complete their quests. Some of these will be living, breathing (or shambling ...) active opponents, whereas others will be inanimate obstacles such as unclimbable cliffs, unfathomable mazes or impenetrable blizzards. There are four levels of adversarial challenges

Minion: These are trivial challenges, totally within the basic capabilities of any hero. Only a disaster or complete ineptitude would result in a loss here.

Standard: These are challenges on par with the capabilities of any single hero. If they have a companion they should be able to handle these regularly

Elite: These are challenges which will stretch the capabilities of a hero and offer a decent challenge to a hero and a companion.

Legendary: These challenges will daunt even the strongest hero and challenge strongly a hero and their companion.

Rather than being represented by dice for each of their elements, trappings and lores, challenges have a static number which forms their opposition to the hero. These static numbers are derived from their equivalent dice level and the level of the challenge.

Dice	Minion	Standard	Elite	Legendary
d4	1	2	3	4
d6	1	3	5	6
d8	2	4	6	8
d10	2	5	8	10
d12	3	6	9	12
d20	5	10	15	20

'Animal' Adversaries

Animals will have a number of Elements rated at 0 – animals rarely have GRANITE or CRAFT and only a few will have SONG

Packs and Groups of Lesser Monsters

Another option for adversaries are packs of monsters. No self-respecting Legend is going to be troubled by a single Goblin ... but

what about a pack of Goblins? Packs should be designed just as an ordinary creature, but you only need to defeat the ‘pack’ rather than each individual one. Note that this pack-mechanic can be used for non-combat groups as well – say, impressing a royal court?

‘Inanimate’ Adversaries

An inanimate adversary will always have THREE scores of the same type, to represent the nature of the threat that it poses.

Example: A heavily blocked standard door might be 4,4,4 FIRE, a paltry magical trap would be 1,1,1 CRAFT whilst a fiendish labyrinth might be 8,8,8 GRANITE. Note that even the pointless magical trap could cast someone out if they do not have three dice of Craft! Sometimes, that companion is very helpful!

Example Adversary Levels

You can use the different challenge levels to create a number of different challenges from the same core creature. Here is a wolf-pack with their core dice scores noted, and then two quick variants.

Pack of Wolves (Average)

<i>Fire:d8 (4)</i>	<i>Craft:0</i>	<i>Granite:0</i>	<i>Song:D4 (2)</i>	<i>Ice:d8 (4)</i>
<i>Tooth and Claw</i>		<i>d6 (3)</i>	<i>Fire</i>	
<i>Matted Fur and Bone</i>		<i>d6 (3)</i>	<i>Fire</i>	
<i>Soul Piercing Howl</i>		<i>d8 (4)</i>	<i>Song</i>	
<i>Pack Borne Instincts</i>		<i>d6 (3)</i>	<i>Granite</i>	
<i>Shadow Stalkers of the Night</i>		<i>d10 (5)</i>	<i>Ice</i>	
<i>Bound to the Forest Spirits</i>		<i>d6 (3)</i>	<i>Craft</i>	

Trained Hunting Wolves (Elite)

<i>Fire:6</i>	<i>Craft:0</i>	<i>Granite:0</i>	<i>Song:3</i>	<i>Ice:6</i>
<i>Tooth and Claw</i>		<i>5</i>	<i>Fire</i>	
<i>Matted Fur and Bone</i>		<i>5</i>	<i>Fire</i>	
<i>Soul Piercing Howl</i>		<i>6</i>	<i>Song</i>	
<i>Pack Borne Instincts</i>		<i>5</i>	<i>Granite</i>	
<i>Shadow Stalkers of the Night</i>		<i>8</i>	<i>Ice</i>	
<i>Bound to the Forest Spirits</i>		<i>5</i>	<i>Craft</i>	

Wolf-Spirit Lord (Legendary)

<i>Fire:8</i>	<i>Craft:0</i>	<i>Granite:0</i>	<i>Song:4</i>	<i>Ice:8</i>
<i>Tooth and Claw</i>		<i>6</i>	<i>Fire</i>	
<i>Matted Fur and Bone</i>		<i>6</i>	<i>Fire</i>	
<i>Soul Piercing Howl</i>		<i>8</i>	<i>Song</i>	
<i>Pack Borne Instincts</i>		<i>6</i>	<i>Granite</i>	
<i>Shadow Stalkers of the Night</i>		<i>10</i>	<i>Ice</i>	
<i>Bound to the Forest Spirits</i>		<i>6</i>	<i>Craft</i>	

RESOLVING CONFLICTS

Legends are forged in conflict, moments of critical importance where fate can take you in a number of undetermined directions. Conflicts are not always based on physical violence - a Legend's fate can depend upon decoding an ancient transcript or solving the riddle of the fallen goddess. Conflicts are completed in four steps

STEP ONE: DETERMINE ELEMENTS and INTENT

Each conflict is determined by the combination of two ELEMENTS. The first is determined by the type of scene that has been framed. The second is chosen by the person who has **NOT** framed the scene. The Element must not be the same – so no FIRE/FIRE conflicts.

The participants must also state what they want from the conflict – the INTENT. This should be specific.

Example: The Storyteller frames the scene of Ragnar arriving in the terrified village with the injured maiden, only to be confronted with the raging Mercenary that acts as their headman. This has already been determined as a GRANITE scene – a battle of lore, precedence and authority. Ragnar's player ponders whether to make this a violent scene – adding FIRE – or a matter of personality – adding SONG – or even using his mythic quest as leverage – adding CRAFT. He decides that the fact that he is questing for the Death God could be interesting, so he chooses CRAFT. This scene will resolve using GRANITE and CRAFT.

As an intent, Ragnar wants the Mercenary to recognise his authority and status and concede that he has the right to destroy the Serpent. The Mercenary wants to run Ragnar out of his village, into the frozen wilderness again. The Mercenary is a STANDARD opponent

STEP TWO: DETERMINE YOUR DICE POOL

To create your dice pool, you may pick up the following:

- The dice associated with **ONE** of the Elements involved in the conflict
- The dice associated with up to **TWO** Trappings involved in the conflict
- The dice associated with up to **TWO** pieces of Lore involved in the conflict

You should state exactly how these Trappings and Lore are being used to influence the conflict. If a reasonable reason for them to be involved cannot be found, they cannot be used.

Example: Ragnar needs to assert his superiority over his rival if he is to progress and he is the First Son of his tribe, the son of the Chieftain. Rather than chastising him for some supposed slight on his maiden, the Mercenary should open his halls to him. He chooses Granite d8 as his Element. He states that he wants to show that he is an expert monster hunter – adding his Monster Tooth Chain (Granite d4) – and wants to add his Blood tattoos but he concedes that he would be reaching to try to bring them into this particular conflict. Looking at his Lore, he obviously includes ‘First Son of the White Bear Tribe’ (d6 Granite). He has no other Lore that he can bring into the conflict. His resulting dice pool is d8, d6, d4.

The Mercenary includes 3 Granite, Ursa’s Transformation 3 Craft (he is a shapeshifter) and Gnarled Chieftain’s Staff 3 Granite. He has no more Lore or Trappings which he can apply. His opposition is only 3,3 and 3

STEP THREE: MATCH YOUR DICE AND SCORES

There are three phases in each conflict. The Storyteller allocates their scores to each of the three phases of the conflict. At least one score, if possible, must be allocated to each phase.

The player then allocates his dice against these scores. At least one dice, if possible, must be allocated to each phase. The player then rolls these allocated dice and notes whether they have exceeded the opponent’s total in that phase. If they have, they have won. If they have not, they have lost. If both are equal, it is draw.

Example: The mercenary allocates his scores equally to each phase; 3,3 and 3. Ragnar allocates a d8 to one phase, a d6 to another and a d4 to the final phase.

Ragnar rolls his d8 (rolling 5, which beats the 3) and narrates his storming entrance into the village catching the Mercenary unawares and with his arms wrapped around another woman! Enraged by this intrusion, the Mercenary demands that Ragnar leaves the village. Ragnar chuckles and picks up the d6 allocated to his second phase, rolling 6 (beating the 3). Ragnar quotes his lineage, back through the Chieftains of the White Bear Tribe, demanding that the Mercenary backs down. Ragnar demands that the Mercenary gives him aid and courtesy whilst he hunts the Serpent. The Mercenary has 3 once again in the final phase of the conflict. Ragnar only has his d4 to roll and only rolls a 2 (losing to the 3). The Mercenary states that he can have his courtesy ... after he has defeated the Serpent!

STEP FOUR: THE EFFECT OF THE CONFLICT

After all three phases of the conflict have been won or lost, the results of the conflict are determined.

Each side is allowed to make one 'statement of effect' for each phase of the conflict they won.

Starting with the winner of the conflict (i.e. the person who won the most phases. If there is a tie, the aggressor goes first), a statement of effect is made. This statement has to be in line with the intent stated for the conflict. Example statements could include:

*The guards let me pass through the gateway without harassment
We discover the secret password for the gate of the Gods
My sword carves a deep gash across the barbarian's face
I dash through the castle, hiding in the shadows, avoiding the guards
My rune magic overcomes the molten barrier and we pass*

If the loser agrees with this statement, the statement becomes part of the story. However, if they disagree with this statement, they can veto it but it costs them one of their statements of effect.

Each side takes turns with any remaining Statements of Effect until they have all been used.

Additional Statement Rules

You may not make the same Statement twice, after it has been vetoed. Any second Statement should address a totally different issue.

If someone has made a successful Statement of Effect, you cannot negate or alter it with your own.

Dealing with Death

Obviously, there is one statement which can be made that could have a radical impact on the game '*I kill him*'

There are three ways to deal with this sort of statement.

1. Play the game with this as a possibility and word your statements accordingly.
2. Only allow 'death' to be effective in the final gateway scene.
3. Disallow death-related statements within the game as a whole

This is something that should be discussed and agreed between the players and the storyteller to ensure that the rules are clear for everyone.

Example: Ragnar has two Statements of Effect and the Mercenary has one. Ragnar, in line with his intent states that the Mercenary opens his doors to him and gives him the hospitality his status demands. The Mercenary considers the implications of this and accepts, begrudgingly, that Ragnar does have the right to be given hospitality. This uses one of Ragnar's statements, leaving him with one.

The Mercenary considers his position. Ragnar can veto anything he suggests, or accept it and then have free reign to make whatever statement he desires. He needs to force Ragnar to veto the result. His intent was that Ragnar would leave his village as he fears the warrior could wrestle control from him. He states that Ragnar can have hospitality, but as he is a quester for the Death God Na-Rehn, he will have just two nights to hunt the Serpent or the villagers will sacrifice the wounded maiden to the Dark God themselves.

Ragnar's player scowls at the Storyteller. Ragnar would not want to death of the young maiden on his conscience but he was planning to leverage some extra aid with his final Statement. He shakes his head and vetoes the statement saying that this area of the mountains is not under the sway of the Death God.

Ragnar has his shelter but the Storyteller has the choice of the next scene...

ALTERNATE CONFLICT EXAMPLE

Example: Rather than challenging Ragnar's right to enter his village, what would have happened if he had challenged him to combat? And what of the Mercenary was not just 'a mercenary' but the named ELITE adversary Y'dar – White Bear Tribe Mercenary! This could not have been a FIRE scene, but it could have been a GRANITE scene which is paired with FIRE.

Y'Dar's intent is plain – to drive Ragnar from his village with violence. Ragnar is shocked at this, having returned with the maiden, so he wants to teach the man a lesson and humiliate him by besting him in combat.

Ragnar forms his dice pool of FIRE d10, Executioner's Sword FIRE d8, Monster Tooth Chain GRANITE d4, Chosen Hunter of the Death God FIRE d10 and First Son of the White Bear Tribe GRANITE d6. A formidable pool of 2d10, d8, d6, d4.

Y'Dar gathers his scores. FIRE 8, Dragon Scale Armour FIRE 6, Gnarled Chieftain's Staff GRANITE 5, Keeper of the Eternal Vigil FIRE 8 and Mountain Born Toughness FIRE 5. That's a similarly robust pool of 8,8,5,5,6.

Y'dar allocates 8 and 5 to the first phase, 5 and 6 to the second phase and 8 to the final phase.

In the first phase, Ragnar rolls a d10, d6 and d4. He rolls 8,4 and 2 scoring 14 to win that phase.

In the second phase, Ragnar rolls d8, conceding the loss against the 11 of Y'dar.

In the third and final phase, Ragnar rolls d10 against Y'dar's 8. He rolls a 2 and loses another phase.

Y'dar beats Ragnar two phases to one.

Y'Dar uses his first Statement to say that his awesome martial skills drive Ragnar from the village. Ragnar vetos this – he wants to remain in the village and as he has vetoed this result, Ragnar cannot force the issue. Y'Dar smiles and makes his second statement that he has used his Staff to burn a distinctive mark into Ragnar's chest – branding him as having been beaten. Ragnar cannot veto this and has to live with the brand.

He considers the next scene – can he use this to get the Serpent, or should he somehow deal with Y'dar first?

OPTIONAL RULES

Advancement

Simple advancement rules: At the end of each story cycle, each character can increase a dice by one size (to a maximum of d12) or introduce a new Trapping or Lore at d4.

Wounds

In the basic rules, wounds are simply narrative – if you have been injured by the Statement, then you have been injured but it doesn't actually affect your ability to act.

Alternatively, you can create a Statement which creates an actual injury – be it physical, emotional or social.

To create a wound, you must spend a Statement – which can be vetoed. If it is not vetoed, you now roll your dice associated with the main Element of the scene. The character affected receives a descriptive Wound equal to the nearest highest dice to the roll.

Roll	Wound
1-4	2, d4
5-6	3, d6
7-8	4, d8
9-10	5, d10
11-12	6, d12

The wound should be given a description, like a Trapping or Lore, and has the same Element as the scene in which it was given.

Wounds can be included in an enemy's score when the associated Element is involved in a conflict.

Example: In the above example, Y'dar decides to injure Ragnar instead of scarring him. He spends his statement and rolls d4 GRANITE (it was a GRANITE scene, even though it resulted in violence), rolling 3 and giving Ragnar a wound. He calls it 'Shamed in front of Y'dar's Village – 2 Granite'.

Healing

Similarly, you can HEAL a wound by spending a Statement, which can be vetoed, to remove the wound.

DRAGON TOOTH MOUNTAINS

Dragon Tooth Mountains is the default setting presented in this book. It presents an example of how the Lore and Trappings from a few characters can come together to bring flavour and detail quickly to your game.

The White Bear Tribe is the major human settlement on the mountain. These rugged people live in the caves and crevasses of the mountain, hunting what they can and trading the ores of the mountain to the merchants of distant Chun. They are a ferocious and violent people, trained from birth to deal with the threats on, in and above the mountain.

They are also a pious people, linked to their gods by the Godspeakers - those possessed of the spirits of the immortals. Some pledge themselves to these gods, drawing power from them. Others are blessed (or cursed) at birth to act as their mouthpieces on the Mountain. Others share greater power with the Gods, even to the point of being able to change shape into their gods' totem spirit form.

The White Bear Tribe may be the dominant humans on the mountain, but they are not the only ones and there are other, smaller settlements across the peaks. The White Bears offer these settlements protection and it is not unknown for a White Bear warrior to pledge the 'eternal vigil' of protection for a settlement.

Another defence presented by the tribe are their tamed white-furred bears. These animals, bonded to particular warriors and clad in golden runed armour, protect the temples of the gods, particularly *Urša*, the Bear Lord.

And what are the White Bears protecting themselves and the other settlements from? High in the mountain, the Crone Queen *Vymorna* lives, served by hellspawn familiars and twisted packs of daemons. She is descended from a long line of Godspeakers and has been driven mad by the voices. Combine this with her formidable magical powers and the insane witch calls down chaos upon the mountain at the whims of her daemonic masters.

Within the mountain, deep in the ancient burrows and tunnels long forgotten the people who created them, spawned the Goblins.

These twisted abominations and their tamed wolves, spill from the mountains to pillage the settlements and bring back sacrifices for their ancestor spirits ... whoever and whatever they are.

And then there are the great beasts - the Dragons. These massive, power Wyrms live on the highest peaks of the mountains, swooping down to feed and terrorise everyone on their home. To kill a dragon is the mark of a great warrior and thus, many warriors forge weapons and armour from their skin, bones and hide. To carry a dragon item that you have not killed and forged yourself is considered a sign of cowardice and in some cases, heresy!



SAMPLE CHARACTERS AND THREATS

Ragnar, Monster Hunter

Ragnar will one day lead the White Bear tribe, but now he is proving himself as a great warrior by hunting monsters on the Winter Mountain. He has pledged himself to NarRehn and carries the great sword of Chun, a nearby kingdom of slavers and scum, home of the floating arena. He scours the villages of the Dragon Tooth Mountains, hearing tales of great beasts that he can pursue and glory he can gather.

Fire	d10	Craft	d0	Granite	d8
Song	d4	Ice	d6		

The Executioner's Sword of Chun	d8 Fire
Blood Tattoos of the Gladiator	d6 Craft
Monster Tooth Chain	d4 Granite
Chosen Hunter of Nar-Rehn, God of Death	d10 Fire
Native of the Dragon Tooth Mountains	d8 Ice
Betrothed of Freya, Princess of Chun	d6 Song
First Son of the White Bear Tribe	d6 Granite
Undefeated in the Floating Arena	d4 Song

Y'Dar, White Bear Tribe Mercenary

A loyal member of the White Bear tribe, Y'Dar has taken the oath of the Eternal Vigil - the warrior's pledge to watch over a brethren-clan and protect them from the wilderness. He is a formidable fighter, geared with the best arms and armour his tribe can muster and possessed of his Shamen's magic with the power of the bear god Ursa. Only a fool would cross Y'Dar!

Fire	d10	Craft	d0	Ice	d8
Granite	d4	Song	d6		

Dragon Scale Armour	d8 Fire
Tempered Steel Spear	d6 Ice
Gnarled Chieftain's Staff	d6 Granite
White Bear Tribe Mercenary	d8 Song
Keeper of the Eternal Vigil	d10 Fire
Betrothed of the Priest's daughter	d4 Song
Ursa's Transformation	d6 Craft
Mountain Born Toughness	d6 Fire

Vymorna, the Crone Queen (Legendary Threat)

Vymorna lives in a deep mountain crevass, lurking in the shadows plotting the destruction of the mountain tribes. She is a descendant of the ancient Godspeakers - those possessed of the voice of the Gods - but her caste was thrown from the mountain for heresy, leading to her generations-long feud with the tribesmen. She has forged pacts with dark hellspawn to further her aims, selling her own soul for arcane power...

Fire	0	Craft	10	Ice	4
Granite	8	Song	6		

Tempered Dragon Claw Dagger	6 Fire
Staff of the Elder Crone	8 Craft
Mark of the Godspeakers	4 Song
Crone Queen of the Black Spire	8 Song
Soul of Ebon Ice	10 Craft
Nimble like Death	4 Ice
Immortal Knowledge	6 Granite
Hellspawn Familiar	6 Craft

Pack of Wolves (Standard Threat)

Everyday on the mountain, wolves are a constant threat. Packs of mangy, desperate animals will track and slaughter anything they think of as weak and vulnerable. Some wolves are bound to the ephemeral forest spirits as guardians, whilst others are ridden by the goblins.

Fire	4	Craft	0	Ice	4
Granite	0	Song	2		

Tooth and Claw	3 Fire
Matted Fur and Bone	3 Fire
Soul Piercing Howl	4 Song
Pack Borne Instincts	3 Granite
Shadow Stalkers of the Night	5 Ice
Bound to the Forest Spirits	3 Craft

Pack of Goblins (Standard Threat)

Another threat on the mountain, are goblins. Crazed packs of deformed humanoids from the depths of the warren-like caves which penetrate the rock, the goblins surge from their lairs when they need food or sacrifices for their demonic ancestors. Individually, the goblins and their lupine allies are easy to defeat, but as a pack they offer a greater challenge.

Fire	3	Craft	0	Ice	5
Granite	2	Song	2		

Short and rusty, sword and dagger	3	Fire
Lizard hide armour	2	Fire
Pet Wolf Companions	3	Ice
Born amongst the icy peaks	4	Ice
Ancestor Worshipping Fanatics	3	Craft
Heckle and Jeer	2	Song

Armoured Mountain Bear (Elite Threat)

The White Bear tribe present formidable defences in their mountain strongholds. Their pact with the bear god Ursa has forged bonds between these warriors and the bears of the mountain, who now wear the golden armour of the temple and fight alongside the tribe

Fire	9	Craft	0	Ice	5
Granite	0	Song	0		

Claw and Maw	5	Fire
Golden Bear Armour	6	Craft
Crazed Guardian of the Temple	5	Song
Relentless Charge	6	Ice

Winged Ice Serpent (Legendary Threat)

The most destructive monster on the mountain, is the dread Winged Ice Serpent. Said to have been the mount for the Lord of Winter himself, the serpent is a deadly foe to even the hardest warrior.

Fire	12	Craft	8	Ice	10
Granite	8	Song	0		

Hide of Glacier Ice	8	Fire
Wings of the Ice Wind	6	Ice
Rending Talons of the Winter Lord	10	Fire
The Wind That Freezes Souls	8	Ice
Ancient Beast of Lore	8	Granite
I Have Ate the Hearts of Gods	6	Craft
Wing and Claw, Tail and Maw	10	Fire

Old Olaf, Mountain Giant (Standard Threat)

Standing over eight feet tall, Olaf is an outcast from the White Bear tribe and a legend on the mountain. He lives by himself, apparently untouched by every monster, animal and goblin. Olaf knows the mountain and he knows the ways of the beasts that roam there ... and he has his secret. Olaf knows how to call down the Winged Ice Serpent, the beast that can fly to the gods themselves!

Fire	3	Craft	5	Ice	0
Granite	4	Song	2		

Maul of God-Runed Iron	4	Fire
Fur Wrap of the Mountain Beasts	3	Song
Calling Staff of the Serpent	5	Granite
The Stone of the Mountain in my veins	4	Granite
Voice of rolling thunder	2	Song
The Song of Snow, Ice and Wind	4	Craft
Hands that can crush granite	3	Fire

The Great Storm (Elite Threat)

The sky darkens over the mountain. Mothers pull their children to their ample bosoms, warriors check their weapons and the priests cast their runes to see who will live and who will die when the lightning strikes. When the storm hits, anyone outside will have a fight on their hands to survive the wrath of the Gods.

Fire	8,8,8	Craft	0	Ice	0
Granite	0	Song	0		



CALIPHPORT

Caliphport is an alternate 'arabian' setting for Epoch, using the same format as the base game. It is based in the Golden City, ruled by the Great Caliph. Within the city you may encounter the Eyeless Mages of the Obsidian Tower, swarthy thieves and brigands, beautiful harem girls, slavers and gladiators, dark-skinned assassins, Emissaries from the Djinn Court and more!

For a more 'Arabian Nights' feel, rename the Elements as follows?

Granite	becomes	Stone or Sand
Ice	becomes	Wind

Presented below are pair of heroes created using the standard character generation rules, and a slew of adversaries.

Kalam; Mage, Thief, Prince

Kalam is a rogue who lives and works within the twisting streets of Caliphport. Trained by the Eyeless Mages of the Obsidian Tower, he controls magicks beyond the control of normal mages and his contacts in both the palace and the Thieves' Guild make him irrepressible. The son of the Caliph can do anything he wants when he wants an adventure!

Fire	d6	Craft	d8	Song	d4
Granite	o	Ice	d10		

Trappings

The Tattooed Magic of the Obsidian Tower	Craft	d8
The High Air Spirit's Winged Slippers	Ice	d6
Shimmering Scimitar of Flame	Fire	d4

Lore

Youngest Son of the Great Caliph	Song	d10
nitiate of the Seventh Circle	Craft	d8
Caliphport Thieves Guild Rebel	Ice	d8
Whirlwind Sword Style	Fire	d6
A Voice of softest silk	Song	d4

Arrela; Feisty Escaped Slave Girl

Arrela was born and bred to be a concubine in the Caliph's harem, with golden swirls and images embedded into her skin to mark her as such. She has a rebel spirit and would never be beholden to the Caliph, finding her freedom in an audacious escape - the so-called Race of Blades. Now she hides in the Library of the Dead Gods, a hunted woman.

Fire	0	Craft	d4	Song	d10
Granite	d6	Ice	d8		

Trappings

Signet Ring of the Caliph's Harem	Song	d8
Shifting Sand Cloak	Ice	d6
Razor Edged Stiletto	Fire	d4

Lore

Inlaid Golden Dragons of the Harem	Song	d10
Trapped in the Library of the Dead Gods	Granite	d8
The Race of Blades has One Winner	Ice	d8
Mistress of One Thousand Pleasures	Song	d6
Possessed of the speech of the Fates	Craft	d4

Garsh, Half-Ogre Slave Master (Standard Threat)

Garsh was always marked to be his tribe's shaman, even though his half-blooded nature made him different from other Ogres. However, he was torn from his home and forced into the Caliph's gladiator pits at an early age. He won his freedom, only by being made the Golden City's head slaver - a position of power he now abuses regularly.

Fire	5	Craft	2	Song	3
Granite	4	Ice	0		

Trappings

Chains and Manacles of Blooded Iron	Fire	4
Shadowhide Whip	Ice	3
Scars of the Vizier's Cabal	Song	2

Lore

Master of the Slave Pits of the Vizier	Song	5
Scion of the Iron Mountains	Fire	4
Champion Gladiator, freed and captured	Fire	4
A City in his debt, debts lead to power	Granite	3
Son of a Shaman, Son of a Witch	Craft	2

The Djinni of the Crystal (Legendary Threat)

A member of the Djinn Court, the Djinni - for that is his only name - was trapped in his crystal prison for a 1000 years by the mages of the Obsidian Tower. Now he has been freed from his prison and hide within the Golden City of Caliphport, trapped by it's runed walls. He lives swapping rumours and minor wishes, only occasionally showing his true nature and immense, if neutered, power.

Fire	0	Craft	10	Song	6
Granite	8	Ice	4		

Trappings

Vestments of the Djinn Court	Song	8
A Cloud Plucked from the Heavens	Ice	6
An entourage of zephyr spirits	Craft	4

Lore

'I will grant you three wishes...'	Craft	10
The Awe of the Djinn Court Surrounds	Song	8
Ancient Eyes in a Child's Mind	Granite	8
Embraced lightning, swallow thunder	Fire	6
Trapped for 1000 years, listening	Granite	4

El-Nadir; Ebon Skinned Master Assassin (Elite Threat)

They move in the night, the shadow skinned assassins of Zahar, the weapon master. For the right price, any life can be offered to the Gods. The best of these shadows is El-Nadir, scarred 100 times by the Gods he raises sacrifice for. Favoured by the Eyeless Mages, he has the best arms and armour in the clan and carries the All-Seeing Eye, a magic of immense knowledge.

Fire	6	Craft	0	Song	3
Granite	5	Ice	8		

Trappings

Dragonfang Poisoned Dagger	Ice	6
Dragonhide Blackened Armour	Fire	5
The All-Seeing Eye of the Golden City	Granite	3

Lore

Master Assassin of the Zahar Clan	Ice	8
Trained by the Weapon Master Zahar	Fire	6
100 scars, 100 deaths	Song	6
Standing in the Shadows of the Palace	Granite	5
Protection of the Obsidian Tower	Craft	3

Gang of Garsh's Slavers (Standard Threat)

Garsh the slave master sends his ragged bands of slavers out into the city and the surrounding dunes to bring the weak, the lost and the desperate to his slave pits. Relentless, ruthless and deadly, the slavers are feared by everyone in Caliphport.

Fire	4	Craft	0	Ice	4
Granite	2	Song	2		

Whips, chains and fiery brands	3	Fire			
Scar's of the Vizier's Cabal	2	Song			
Lens of True Seeing	3	Craft			
Ruthless Band of Heartless Rogues	4	Song			
Masters of Pain and Anguish	3	Fire			
Caliphport, like the back of my hand	2	Granite			

Eyeless Mage of the Obsidian Tower (Elite Threat)

To become an eyeless mage, you must stare into the flames of the Gods, filling your mind with knowledge beyond the ken of man ... and burning your own eyes out. These insane mages, trapped in their Obsidian Tower, offer their mystical services for insane prices - in money, in magic and in mortal (and immortal) souls.

Fire	0	Craft	9	Ice	3
Granite	8	Song	6		

Staff of the Obsidian Tower	5	Song			
Twisting Demonic Familiar	6	Fire			
Bargaining with demons is easy...	5	Song			
Magic beyond this mortal plane	8	Craft			
Student of the Obsidian Tower	5	Granite			
The Word of Death, on their lips	5	Craft			

Bound Gladiator Bodyguards (Standard Threat)

The arena entertains and thrills the people of Caliphport with a bloodsport that many cities no longer practice. The gladiators also act as bound bodyguards for Caliphport's richest denizens and frequently tackle the rogues that ply their trade on the packed streets of the city

Fire	5	Craft	0	Ice	4
Granite	2	Song	3		

Magical Bindings of the Arena	3	Craft			
The best weapons money can buy	5	Fire			
Dragged from the four corners...	3	Granite			
Songs are written of their exploits	2	Song			
Escape the blade or die!	4	Ice			

Vizier's Guard (Standard Threat)

The Grand Vizier is almost immobile, as befits his status. To project him, he has a cadre of lethal armed guards, who ride the streets of Caliphport on their devil-lizard mounts. Feared is not the word...

Fire	5	Craft	0	Ice	4
Granite	3	Song	2		

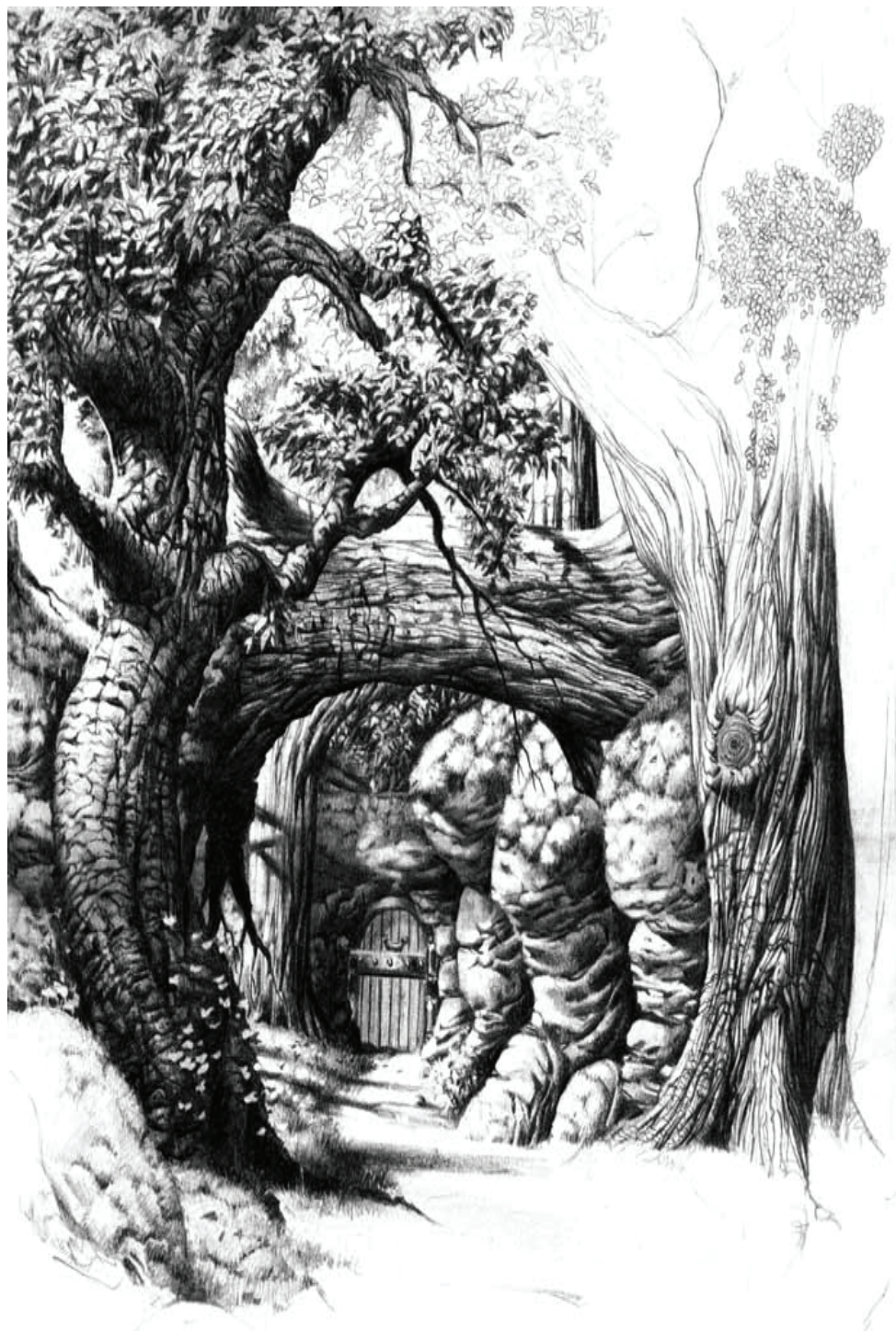
Combat trained fire lizard	5	Fire
Serrated swords, golden armour	4	Fire
Trained to fight fast and tight	3	Ice
Blessed by the Grand Vizier	3	Song
Strongest of the Strong, Swiftest of the Swift	3	Fire
Within earshot of every secret of the 'port	2	Granite

The Grand Vizier of Caliphport (Elite Threat)

Ruler of the Golden Sea, master of the 7th fleet of the Infinite Horizon, Lord benefactor of the Obsidian Tower, Most illustrious child of the heavens, son of the Grand Vizier - may his remains never age - Har'en, his most magnificent, incandescent and glorious Vizier of All.

Fire	3	Craft	5	Ice	0
Granite	6	Song	9		

Diamond Seal of Caliphport	6	Song
Corpulent body, wrapped in silk	3	Fire
Web of Informers and Spies	5	Granite
Ruler of the Golden Sea etc.	8	Song
Schooled by 1000 Sages	6	Granite
Warded by the Obsidian Tower	5	Craft
Voice like melted gold	3	Song



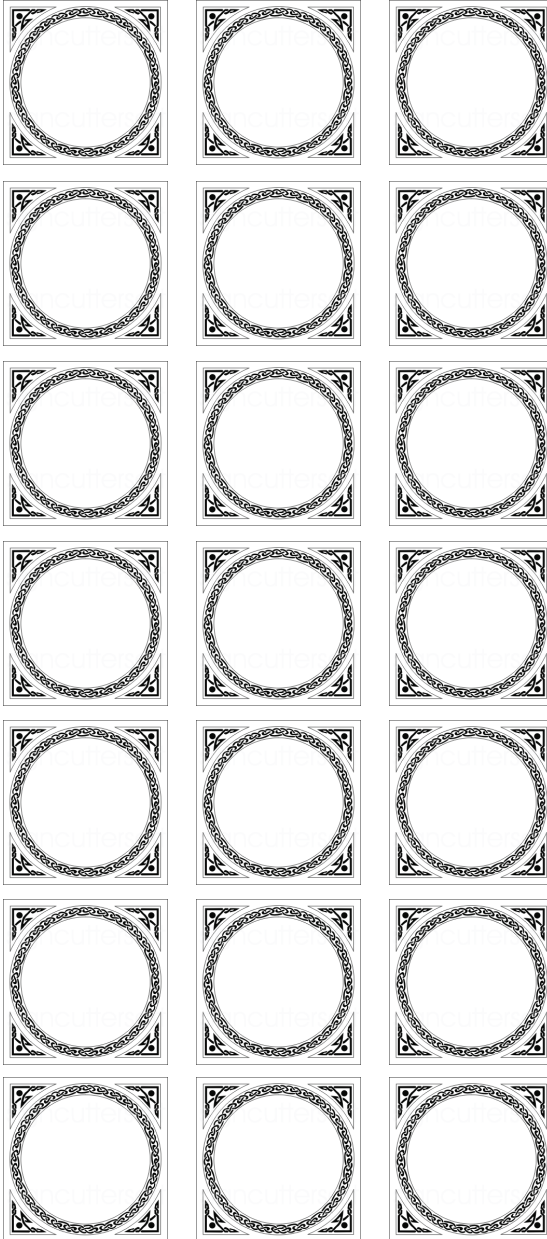
WYCHWOOD

To be completed



FIRST GATEWAY

Can be any element. Element is chosen by the storyteller. Player chooses secondary element



FINAL GATEWAY

Can be any element. Element is chosen by the player. Storyteller chooses secondary element



PHASE ONE



PHASE TWO



PHASE THREE

STATEMENTS

Winner makes the first statement, linked to the intent of the conflict. This statement can be vetoed by the loser, at the cost of a statement.

Loser not makes a statement (if they have any left). This statement can be vetoed by the winner.

Winner can make a final statement if they have any left. It cannot be the same as, or even a rewording of, the first statement made.

NAME

FIRE

CRAFT

SONG

GRANITE

ICE

TRAPPING

ELEMENT

DICE

1.

2.

3.

LORE

ELEMENT

DICE

1.

2.

3.

4.

5.