



ALISTAIR, DISGRACED SOLDIER




A strong-headed veteran of the soldiering life, Alistair was assigned to Fort Verdigris a year ago. He almost immediately came into conflict with the fort's new commander, Elionor Carbo, who he sees as inexperienced and naive.

His frequent criticisms have made him unpopular with his superiors, but the rough peasants of the valley, like Vidal Paguer and Miquela Colom, appreciate his honesty. Miquela treats him like an adopted son.

Alistair and Mateu Foget were on a routine patrol when they saw Kamraan's supposed hunting lodge bristling with tribal warriors preparing for action. Now they race across the valley, hoping to reach the fort while there is still time...

ARC

CONTRARIAN

-  **Correct another character**
claim a Heat and mark a flux.
-  **Give up on convincing a character**
spend five flux to unlock a new element.
-  **Accept a difference of opinion**
buy a new arc

ELEMENTS

-  **Disgraced**
claim two Heat instead of one for this element
-  **Rugged**
reroll a die when your grit and rough determination come to the fore
-  **Guardsman**
shift one point between dice when defending others
-  **Wanderer**
reroll a die when your role as an outsider helps you
-  **Commander**
shift one point between dice when you are in command
-  **Outspoken**
reroll a die when putting your foot down

TOOLS

- ◇ **Guardsman's Shortsword**
- ◇ **Guardsman's Shield**
shift one point between dice to counter a wound when you are also using a Guardsman's shortsword
- ◇ **Map and Census of the Valley**
- ◇ **A little bit of coin**

HEAT

FLUX

DRAIN

WOUNDS

- ☐ beaten -1
- ☐ bloody -2
- ☐ broken -3
- ☐ burst -4

For more Vicious Crucibles, visit viciouscrucible.joshroby.com.



ANISE, HALF-BREED GUIDE




With her feet planted in two worlds, Anise leads a difficult life torn between and shunned by both sides. She is an expert woodsman and knows the valley like the back of her hand, the result of living with the Pashuans, her father Peyman's people. However, when her grandfather Kamraan came to power, he ostracized her from Pashuan lands.

She spent three years alone in the borderlands before finding her mother, Miquela, a travelling trader based out of Fort Verdigris. Her reception at the fort was less than cordial; her mixed heritage has sparked more than one conflict with the soldiers stationed there. Often alienated and alone, she accepted Ricart Foget's overtures of affection despite his having a wife back home.







Anise offers her services to the denizens and visitors of Fort Verdigris, occasionally working with the garrison but more often for traders, hunters, and trappers. She was hunting, herself, when she stumbled onto Alistair and Mateu today.

ARC







OTHERED

-  **Look for a place in the world where you fit in**
claim a Heat and mark a flux.
-  **Decide that a given place is not for you**
spend five flux to unlock a new element.
-  **Find your place in the world**
buy a new arc

ELEMENTS

-  **Half-breed**
claim two Heat instead of one for this element
-  **Angry**
inflict two wounds instead of one when hurting the current subject of your anger
-  **Woods Walker**
shift one point between dice when in the forest
-  **Quick**
reroll a die when you rely on speed and reflexes
-  **Self-Reliant**
reroll a die when you are on your own.
-  **Wanderer**
reroll a die when your role as an outsider helps you

TOOLS

-  **Woodsman's Axe**
-  **Hunting Leathers**
-  **Pashuan Spirit Fetish**
(wild sorcery) pray to the spirits of the wild to reroll one die
-  **Canteen**
-  **Trail rations**
-  **Half-full coin pouch**

HEAT

FLUX

DRAIN

WOUNDS

- ☐ beaten -1
- ☐ bloody -2
- ☐ broken -3
- ☐ burst -4

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RICART FOGET, CAVALRY CAPTAIN




Stationed at Fort Verdigris since it was built ten years ago, Ricart enjoyed a sort of refuge from his loveless marriage to Tecla, who lived at their family ranch in the interior, leagues away. Living as a bachelor with his younger brother Mateu, he caroused to all hours and seduced girls half his age, like Anise.

When Elionor arrived to take command of the fort, Ricart immediately positioned himself to curry favor. By tolerating her inept nephew Olivar and sharing his dislike for the troublemaker Alistair, he quickly became her right-hand man. A little bit of power made his freewheeling life all the more sweet.







The good times came to a crashing halt two weeks ago when his wife came to live with him at the fort. Despite his frantic attempts to cover up his lifestyle, it did not take long before fort gossip about Anise found its way to her ear.

ARC







VENGEANCE

-  **Blame someone for your brother's death**
claim a Heat and mark a flux.
-  **Avenge your brother**
spend five flux to unlock a new element.
-  **Mourn your brother**
buy a new arc

ELEMENTS

-  **Veteran**
reroll a die when disadvantaging another character or resisting disadvantages, yourself.
-  **Cavalryman**
shift one point between dice when mounted
-  **Desperate**
claim two Heat instead of one for this element
-  **Gambler**
reroll a die when risking it big
-  **Fugitive**
reroll a die when escaping or negotiating with your would-be captors
-  **Killer**
shift one point between dice when your dangerous reputation helps you.

TOOLS

-  **Cavalry Saber**
-  **Felix, his warhorse**
-  **Scale armor bearing the crest of the fort**
shift one point between dice when leading soldiers
-  **Verdigris Cavalry**
can take two wounds in Ricart's place
-  **Battle-stocked saddlebags**
-  **Mateu's diary**

HEAT

FLUX

DRAIN

WOUNDS

- ☐ beaten -1
- ☐ bloody -2
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- ☐ burst -4

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MIQUELA COLOM, SHADY TRADER




Captured by the savage Pashuans as a child and treated little better than a slave, when Miquela matured she fell hard for Peyman, one of the tribe's princes. She bore him a daughter, Anise, but she knew that she would never be his lifemate. She left for her own people's lands, leaving her daughter in the safety of the tribe.

Her own people did not treat her much better, shunning and deriding her as having "gone native" and pushing her to the fringes of society. Years of struggle later, she became a trader between the two peoples. After supplying the bloody coup of Peyman's father Kamraan, she earned status as the tribe's friend and informant.







She uses Fort Verdigris as a base of operations, and has taken a special liking to brash Alistair, who she treats like a son. In the past few weeks, she's been paid well by Kamraan to create stockpiles of food and weapons throughout the valley, and has told him about the fort's jammed south gate. She doesn't trust Kamraan, but knows he's her route to wealth.

ARC






SCHEMER

-  **Play Kotalians off Pashuans or vice-versa**
claim a Heat and mark a flux.
-  **Betray Kotalians to Pashuans or vice-versa**
spend five flux to unlock a new element.
-  **Leave Verdigris Valley**
buy a new arc

ELEMENTS

-  **Former Slave**
shift one point between dice when captured or avoiding capture
-  **Trader**
shift one point between dice when bartering or bribing
-  **Overlookable**
claim two Heat instead of one for this element
-  **Friend of the Pashuans**
reroll any die when dealing with Pashuans
-  **Friend of Verdigris**
reroll any die when dealing with Kotalians
-  **Wiley**
shift one point between dice when you aren't telling the whole truth.

TOOLS

-  **Packmule**
-  **Crossbow**
-  **Trade Goods**
-  **Personalized Map**
shift one point between dice when navigating
-  **Secret wallet stuffed with credit-marks**

HEAT

FLUX

DRAIN

WOUNDS

- ☐ beaten -1
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- ☐ burst -4

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ELIONOR CARBO, FORT COMMANDER

An ambitious petty noblewoman, Elionor Carbo's command of Fort Verdigris is one step among many to win her recognition, title, and lands. She has found a staunch ally in Ricart Foget, and relies on his counsel often. By contrast, she has come into repeated confrontations with Alistair, whose complaints and criticisms undermine her authority.

Since Kotalian military might ejected the Pashuans from the valley fifty years ago, she believes that the savages will turn to treachery and witchcraft to retake the Verdigris Valley. She suspects the half-breed Anise of being a spy, and believes the Broodmother to be incited if not outright controlled by Pashuan spirit-magic.

Once these threats are taken care of, she can leave Fort Verdigris in the capable hands of Ricart, installing her nephew Olivar as the new cavalry captain to keep an eye on things. Greater things await her on her inevitable rise.

ARC

BURDEN OF COMMAND

- + Voice suspicions about pashuan treachery
claim a Heat and mark a flux.
- 🔒 Act to thwart pashuan spirit-magic
spend five flux to unlock a new element.
- A Leave Fort Verdigris in good (enough) hands
buy a new arc

ELEMENTS

- **Ambitious**
claim two Heat instead of one for this element
- **Suspicious**
reroll any die to try to see through lies
- **Noble**
shift one point between dice when you intimidate with your social standing
- 🔒 **Educated**
shift one point between dice when you call on your education
- 🔒 **Witch Hunter**
reroll any die when you are opposed to witchcraft, sorcery, or spirit-magic
- 🔒 **Cold**
shift one point between dice when you disdain someone who is not necessary to your plans.

TOOLS

- ◇ **Saber with Carbo family crest**
shift one point between dice to counter a wound when parrying
- ◇ **Anton, her warhorse**
- ◇ **Studded armor**
- ◇ **The Garrison**
shift one point between dice when maneuvering
- ◇ **A good deal of coin and credit-marks**

HEAT

FLUX

DRAIN

WOUNDS

- ☐ beaten -1
- ☐ bloody -2
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- ☐ burst -4

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KAMRAAN, SAVAGE CHIEFTAIN




The subject of dozens of horror stories, Kamraan strives daily to live up to all of them. He is the most savage, most terrifying, most powerful war-leader the pashuans have ever seen, and he is intent on retaking the Verdigris Valley.

Many years ago, his son Peyman was stupid enough to fall for a Kotalian captive named Miquela, and even made her great with child. The girl escaped after giving birth to their daughter, Anise, but when she came crawling back years later, Kamraan used her contacts with the light-eyes to supply him with steel spears and gold coin to become chieftain. Then he was able to throw their abomination of a child to the wilds and begin preparing for his conquest.







He heaped a treasure of furs and pelts on Miquela to create caches of food and weapons throughout the valley and has discovered through her that the south gate of the Fort is severely compromised. He has been stymied, however, by the tribe shamans, led by his own son Peyman, who insist that the Beast must bless the invasion before it begins.

ARC





BARBARIAN LORD

-  **Intimidate another character**
claim a Heat and mark a flux.
-  **Advance your warriors towards the fort**
spend five flux to unlock a new element.
-  **Give up on your conquest or win it**
buy a new arc

ELEMENTS

-  **Proud**
claim two Heat instead of one for this element
-  **Savage**
inflict two wounds instead of one against "civilized" Kotalians
-  **Chieftain**
reroll any die when exercising your authority
-  **Warrior**
shift one point between dice when in battle
-  **Harried**
claim two Heat instead of one for this element
-  **Bloodthirsty**
reroll any die when you're out for blood.

TOOLS

-  **Spear**
-  **Shield**
-  **Pashuan Spirit Fetish**
(wild sorcery) pray to the spirits of the wild to reroll one die
-  **War Party**
shift one point between dice to counter any wound when surrounded by his warriors
-  **Torches**
terrify the Broodmother (a free beaten wound)

HEAT

FLUX

DRAIN

WOUNDS

- ☐ beaten -1
- ☐ bloody -2
- ☐ broken -3
- ☐ burst -4

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NEW ARCS

When a character Reifies out of an old Arc, they can pick one of the following Arcs or create their own. Cut out the arc and tape it to your character sheet, or just copy over the important bits.

ARC

OMEN WRAITH

Warn other characters of danger
claim a Heat and mark a flux.

Lead characters to damning evidence
spend five flux to unlock a new element.

Inspire action to right wrongs
create new character

**COST: DIE, THEN
SACRIFICE ALL, BUT ONE ELEMENT**

- **Insubstantial**
join any scene
- **Mute**
- 🔒 **Terrifying**
- 🔒 **Compassionate**

ARC

WITCH HUNTER

Make an accusation of witchcraft or harboring witches
claim a Heat and mark a flux.

Kill or Redeem a witch: spend five flux to unlock a new element.

Practice Witchcraft
buy a new arc

COST: SACRIFICE ONE ELEMENT

- **Intimidating**
- 🔒 **Witch Eye**
see all active sorcery this scene
- 🔒 **Witchbane**
deal two wounds instead of one when fighting witches or witchcraft
- 🔒 **Fearsome Reputation**
reroll a die when others fear you

ARC

BETRAYER

Defend your choices
claim a Heat and mark a flux.

Admit your betrayal hurt someone unjustly
spend five flux to unlock a new element.

Atone for your crimes
buy a new arc

COST: SACRIFICE ONE ELEMENT

- **Pariah**
- 🔒 **Wise**
reroll a die when you recognize a mistake has been made
- 🔒 **Guilt-ridden**
claim two Heat instead of one for this element.
- 🔒 **Shifty**
shift one point between dice when you rely on half-truths or lies

ARC

CHAMPION

Vow action for the benefit or defense of your Charge
claim a Heat and mark a flux.

Defeat a foe of your Charge
spend five flux to unlock a new element.

Betray your Charge
buy a new arc

**COST: SACRIFICE TWO ELEMENTS.
CHOOSE A "CHARGE" TO BE A
CHAMPION OF.**

- **Dedicated**
reroll a die when working for the benefit of your charge
- **Steadfast**
shrug off all wounds from this round
- 🔒 **Moderate**
shift one point between dice when you don't attack the "enemies" of your charge
- 🔒 **Unstoppable**
shift one point between dice when countering a wound