

# Contents

<b>Introduction</b> .....	<b>6</b>	Rewards.....	23	The End.....	36
WHAT IS A GROG?.....	6	<i>Improved Rations</i> .....	23	<i>The Showdown</i> .....	36
The Term "Grog".....	6	<i>Pay and a Half</i> .....	23	<i>Magus Ex Machina</i> .....	36
<i>Turb</i> .....	6	<i>Improved Equipment</i> .....	24	<i>Rocks Fall, Everyone Dies</i> .....	36
<i>Grex</i> .....	7	<i>Promotion in Rank</i> .....	24	<i>Rewards</i> .....	37
<i>Custos</i> .....	7	Punishments.....	24	ALL-GROG SAGAS.....	37
<i>Covenfolk</i> .....	7	<i>Castigation</i> .....	24	A Town Saga.....	37
<i>Consors</i> .....	7	<i>Relegation to Inferior Duties</i> .....	24	An Academic Saga.....	38
<i>Autocrat</i> .....	7	<i>Reduction of Rations</i> .....	24	A Monastic Saga.....	39
		<i>Flogging</i> .....	25	A Mercenary Saga.....	40
<b>Grogs in the Covenant</b> .....	<b>8</b>	<i>Reduction in Rank</i> .....	25	A Noble Saga.....	41
TYPES OF GROGS.....	8	<i>Whipping</i> .....	25	A Redcap Saga.....	42
Servants.....	8	<i>Dismissal</i> .....	25		
<i>Personal Servants</i> .....	8	<i>Fustuarium</i> .....	25		
<i>The Chamberlain</i> .....	10	Accommodation.....	25		
Specialists.....	11	Families.....	25		
<i>Agents</i> .....	11	<i>Retirement</i> .....	26		
<i>The Steward</i> .....	11	<i>Pensions</i> .....	26		
Soldiers.....	13	<b>Grogs Alone</b> .....	<b>27</b>		
<i>The Turb Captain</i> .....	13	THEMES FOR GROG STORIES.....	27		
<i>Unit Sergeants</i> .....	13	Showcasing.....	27		
<i>The Drill Sergeant</i> .....	14	Routine Duties.....	28		
<i>Other Military Ranks</i> .....	14	Plot Staging, Development,			
ORGANIZATION OF COVENANT GROGS.....	14	and Exposition.....	28		
Hierarchy.....	15	Light Relief.....	29		
<i>A Noble Household</i> .....	15	History Intervenes.....	29		
<i>Military Hierarchy</i> .....	16	Epic Battles.....	30		
Nations.....	16	Personal Stories.....	31		
<i>Family Groups</i> .....	16	PLANNING GROG STORIES.....	31		
<i>Ethnic Groups</i> .....	16	Story Genres.....	32		
<i>Divided by Location</i> .....	17	<i>Action/Adventure</i> .....	32		
Guilds.....	17	<i>Comedy</i> .....	32		
<i>Professional Guilds</i> .....	17	<i>Creature Feature</i> .....	32		
<i>Monastery</i> .....	18	<i>Drama</i> .....	33		
No Formal Structure.....	19	<i>Exploration</i> .....	33		
THE LIFE OF A GROG.....	19	<i>Horror</i> .....	33		
Duties.....	20	<i>Mystery</i> .....	34		
<i>The Watches</i> .....	21	The Beginning.....	34		
Sentry Duty.....	21	<i>Where Are the Magi?</i> .....	34		
<i>Double Duty</i> .....	22	The Middle.....	35		
<i>Duties for Specialists</i>		<i>Antagonists</i> .....	35		
<i>and Servants</i> .....	22	<i>Clues</i> .....	36		
Off Duty.....	22	<i>Obstacles</i> .....	36		
Free Time.....	23				

## Grogs

Rallying a Group .....	57
Groups With No Leader .....	58
<b>INJURY AND DEATH.....</b>	<b>58</b>
Battlefield Injuries .....	58
First Aid .....	58
Magical First Aid .....	59
The Death of a Grog .....	59
Remembrance.....	60
 <b>Creating &amp; Maintaining Grogs</b>	 <b>61</b>
<b>VIRTUES AND FLAWS .....</b>	<b>61</b>
Gaining New Flaws.....	61
Gaining Flaws	
Through Mishaps .....	62
Gaining Flaws	
Through Actions .....	62
Gaining Flaws	
Through Magic .....	62
Gaining New Virtues .....	62
Gaining Virtues	
Through Magic .....	63
Gaining Virtues	
Through Initiation.....	63
Gaining Virtues	
Through Actions .....	63
Losing Flaws .....	63
Character Transformation.....	63
Inauguration .....	64
Metamorphosis .....	64
Initiation .....	64
Pilgrimage.....	64
<b>CHARACTERISTICS.....</b>	<b>65</b>
Aging, the Easy Way .....	65
Applying Crises.....	66
Effects of Aging	
on Characteristics .....	66
<b>ABILITIES.....</b>	<b>67</b>
Updating Grogs.....	67
Training Packages.....	67
Grog Backgrounds.....	68
Career Training Packages .....	68
Advocate (Academic or None).....	68
Animal Trainer.....	68
Apothecary .....	68
Archer (Martial).....	68
Churchman (Academic).....	69
Conman .....	69
Courtier.....	69
Craftsman .....	69
Cultist (Arcane).....	69
Cunning Man (Arcane).....	69
Cutter.....	69
Failed Apprentice.....	69
Farmer .....	69
Fisherman .....	69
Footpad.....	69

Harlot.....	69
Herbwife .....	70
Javeliner (Martial).....	70
Laborer .....	70
Lay Brother.....	70
Magician (Arcane).....	70
Minstrel .....	70
Mystic (Arcane).....	70
Natural Philosopher (Academic).....	70
Pikeman (Martial).....	70
Physician (Academic).....	70
Public Official .....	70
Sailor.....	71
Scout .....	71
Scribe (Academic).....	71
Sentry (Martial).....	71
Servant .....	71
Soldier (Martial).....	71
Storyteller .....	71
Student (Academic).....	71
Teacher (Academic).....	71
Tinker .....	71
Theologian (Academic).....	71
Trader .....	72
Tumbler.....	72
Woodsman.....	72
<b>Non-Career Training Packages .....</b>	<b>72</b>
Athlete.....	72
Brawler.....	72
Charmer.....	72
Covenfolk.....	72
Forager .....	72
Leader .....	73
Local.....	73
Rider.....	73
Trainer.....	73
Wastrel.....	73

## New Virtues & Flaws 74

<b>NEW VIRTUES.....</b>	<b>74</b>
Almogavar.....	74
Almogaten.....	74
Craft Guild Training.....	74
Domestic Animal.....	74
Ferocity .....	74
Forgettable Face .....	74
Hermetic Experience .....	75
Jack-of-All-Trades.....	75
Master of (Form) Creatures .....	75
Master of Kennels.....	76
Mild Aging .....	76
Minor Enchantments .....	76
Mythic Farrier.....	76
Pack Leader / Natural Leader .....	76
Turb Trained .....	76
<b>NEW FLAWS .....</b>	<b>76</b>
Bound to (Role) Role.....	76

Broken Vessel.....	77
Careless with (Ability).....	77
Companion Animal .....	78
Compulsive Lying .....	78
Craving for Travel.....	78
Curse of Slander.....	78
Cursed Guile .....	78
A Deal with the Devil.....	78
Devoted Parent/Child .....	79
The Falling Evil .....	79
Flashbacks .....	79
Fish Out of Water (Terrain).....	80
Foreign Upbringing .....	80
Gullible .....	80
Hallucinations.....	80
Imagined Folk	
Tradition Vulnerability.....	80
Independent Craftsman.....	81
Jinxed.....	81
Lingering Injury.....	81
Magical Fascination .....	81
Manifest Sin .....	81
Master of None .....	81
Necessary (Realm) Aura	
for (Ability).....	82
Night Terrors .....	82
Pack Mentality .....	82
Pagan .....	82
Poor Living Conditions.....	83
Primitive Equipment.....	83
Raised in the Gutter.....	83
(Realm) Stigmatic .....	83
Restricted Learning .....	83
Rolling Stone .....	83
Savantism .....	84
Sleep Disorder .....	84
Stuck in His Ways.....	84
Susceptible to Warping .....	84
Uncertain Faith.....	84
Uncontrollable Strength.....	85
Uninspirational.....	85
Unlucky .....	85
Unspecialized.....	85
Viaticarus .....	85
Warped by Magic.....	85
Weak Personality.....	85
Worthless Abilities.....	86

## Grog Templates 87

<b>THE ADVISOR.....</b>	<b>87</b>
General Background .....	87
Character Creation .....	88
Advisor as Companion .....	90
<b>THE ALMOGAVARS .....</b>	<b>90</b>
General Background .....	90
Character Creation.....	92
Almogavar as Companion .....	92

## Grogs

ANIMAL TRAINER.....	93
General Background .....	93
Character Creation.....	94
Animal Trainer as Companion..	95
THE BODYGUARD MAIDSERVANT .....	96
General Background .....	96
Character Creation.....	96
Concept Variations.....	97
Bodyguard Maidservant as Companion.....	97
THE BULL.....	98
General Background .....	98
Character Creation.....	98
Concept Variations.....	99
The Bull as Companion .....	100
THE CONFESSOR.....	100
General Background .....	100
Character Creation.....	101
THE CORPSE-THIEF.....	103
General Background .....	104
Character Creation.....	105
Corpse-Thief as Companion..	106
THE CRAFTSMAN.....	106
General Background .....	106
Character Creation.....	106
Craftsman as Companion .....	109
EX-PROSTITUTES.....	110
General Background .....	110
Character Creation.....	111
Ex-Prostitute as Companion ..	112
THE FAILED APPRENTICE .....	113
General Background .....	113
Character Creation.....	113
Failed Apprentice as Companion.....	114
THE FARRIER .....	115
General Background .....	115
Character Creation.....	115
Farrier as Companion .....	117
THE JACK-OF-ALL-TRADES .....	117
General Background .....	117
Character Creation.....	118
Jack-of-All-Trades as Companion.....	119
MISGUIDED MYSTIC.....	119
Character Creation.....	120
Misguided Mystic as Companion.....	121
THE MURDERER.....	121
General Background .....	122
Character Creation.....	122
Murderer as Companion.....	123
THE PARENT OF A GIFTED CHILD .....	124
Character Creation .....	125
THE REFUGEE LIBRARIAN .....	125
General Background .....	126
Character Creation.....	126
Refugee Librarian as Companion.....	128

THE ROLE-BOUND FERRYMAN .....	128
General Background .....	128
Character Creation.....	129
THE STREET THUG .....	130
General Background .....	130
Character Creation.....	131
Street Thug as Companion..	133
TIME-LOST WITNESSES .....	133
General Background .....	133
Character Creation.....	134
Time-lost Witness as Companion.....	136
HORSES & HOUNDS .....	136
Disadvantages Inherent in Playing an Animal.....	137
General Background .....	138
Character Creation.....	138
Animals as Companions .....	139

BRIEF GROG CONCEPTS .....	139
The Accursed.....	140
The Barbarian .....	140
The Coastal Raider.....	140
The Coward.....	140
The Disenfranchised Knight ..	140
The Field Chirurgeon .....	140
The Fool .....	141
The Ghost .....	141
The Hero.....	141
The Laboratory Assistant... ..	142
The Loyal Watchman .....	142
The Officer .....	142
The Poisoner .....	142
The Robber.....	143
The Sailor .....	143
The Survivor.....	143

## List of Inserts

List of Inserts .....	5	Travel Fatigue .....	52
The <i>Liber Gregis</i> .....	6	Story Elements: Guides and Messengers..	52
Story Seed: Understairs Rivalry .....	8	Story Elements: Representing Magi .....	55
The Covenant Rolls .....	10	Changes in Social Status .....	61
The Autocrat .....	11	Starting Characteristics.....	65
Troop Types .....	12	Aging Chart.....	65
Accelerated Group Training.....	14	Childhood Training Packages .....	66
Story Seed: Tough at the Top .....	15	Wealthy and Poor Characters .....	68
Story Seed: Family Business .....	16	Combat Statistics .....	72
Story Seed: Lack of Guild Funds.....	17	The System in Action.....	73
Story Seed: The Guild Contest.....	18	Summary of New Virtues .....	75
Rivalries and Tension.....	19	Summary of New Flaws.....	77
Watch Patterns.....	20	The Role of the Advisor as Grog .....	87
Switching Storyguides .....	27	Advisor Story Seeds .....	89
Story Seeds: Showcasing.....	28	The Vibria Company .....	90
Story Seeds: Routine Duties.....	28	Almogavar Story Seeds .....	91
Story Seeds: Light Relief.....	29	Animal Trainer Story Seeds.....	95
Story Seeds: Staging.....	29	Bodyguard Maidservant Story Seeds.....	96
Story Seeds: History .....	30	Bull Story Seeds.....	99
Story Seeds: Epic Battles .....	30	The Practice of Confession .....	101
Story Seeds: Personal Stories .....	31	Confessor Story Seeds .....	102
Sources of Inspiration .....	34	New Arcane Ability: Craft Poppets ...	103
A Town-based Saga: Toulouse.....	37	Preserving Arcane Connections .....	103
An Academic Saga: The Hidden Coven .....	39	Corpse-Thief Story Seeds .....	105
A Monastic Saga: The Priory of St. Nerius.....	39	Craftswomen .....	108
Military Units in the 13th Century.....	40	Craftsman Story Seeds .....	109
A Noble Saga: A Quiet Place in the Country.....	41	Ex-Prostitute Story Seeds.....	111
A Mercenary-Based Saga: The Monjoie Company.....	41	Saint Mary Magdalene: A Note For Players .....	112
A Redcap Saga: The Hermetic Agency... ..	42	Failed Apprentice Story Seeds .....	114
Commanding Larger Groups .....	44	New Ability: Craft: Farrier (General)... ..	115
Sounds Familiar?.....	45	Farrier Story Seeds .....	116
The Grog Pack .....	46	Jack-of-All-Trades Story Seeds.....	118
Encumbrance and Ability Use.....	47	Misguided Mystic Story Seeds.....	121
Equipment Bonuses .....	47	Murderer Story Seeds.....	122
Expanded Encumbrance Table .....	48	Story Seeds for Parents of a Gifted Child .....	124
Weight of Common Materials .....	48	New Spell: The Librarian's Buckle.....	126
Story Elements: Sentry Duty.....	49	Refugee Librarian Story Seeds .....	127
Story Elements: Guards.....	50	Role-Bound Ferryman Story Seeds.....	130
Trail Food .....	50	Street Thug Story Seeds.....	132
Story Elements: Camping .....	51	Time-Lost Witnesses Story Seeds..	134&135
		Horses & Hounds Story Seeds .....	137
		Animal Aging .....	138