

08 Riders of the Sacred Dawn

If figure it's Likely they are undisturbed while resting here... **No** 13

They will only recover their Standard Stress and 1 of each of their Power Tracks. Lexi also refreshes to 2 FATE points.

So Lexi has 1 Pattern and all 3 Trump available and Kato Jen is fully recovered as he only spent one Magic to make the illusory flare that scared off the Pterodactyl.

So what disturbs them? Likely to be "people"... **Yes** 44 This gets matched numbers so is an unusually extreme or weird "people" encounter than usual. Likely to be more Warriors of the Sacred Dawn... **Yes** 31

After a few hours, Artiga's people have come looking for him and a flight of half a dozen of the flying lizards circle overhead. Artiga's agitated mount screeches up at them, hopping from foot to foot on the rocks nearby. The riders brandish their spears and urge their bat-winged mounts to circle lower.



"Can you Shadow-walk us out of here Lexi-san?" It's the first time Jet has given her an honorific! Perhaps she's finally made a good impression.

Lexi shakes her head. "Unlikely! I'd really need at least a ten-minute uninterrupted start", she climbs to her feet with a sigh "Even then they'd probably be close enough that they'd come with us. We MIGHT be able to make it to the treeline but the only nearby cover from aerial attacks is this circle of standing stones."

It's Unlikely the treeline close enough to make it a 50/50 chase... **Yes** 82

So it's Likely the treeline is close enough for a difficult chase... **YES+** 82

"Let's try talking our way out of this first, at least we might get them on the ground before trouble kicks off". She waves to the circling warriors, in what she hopes is a friendly manner and thinks – it's a good job we didn't kill Artiga!

It seems Likely they would send one person down to negotiate... **Yes 42**

It seems narratively reasonable that if Artiga had thought they were Demons, that there are indeed “Demons” in the Shadow and they look similar to humans. It’s Likely there is enough difference to make it POSSIBLE they aren’t Demons... **Yes 41**

Cautiously, off to the side of the circle, one of the winged-beasts lands and the rider calls out to them. “If our Captain is harmed, thou shalt pay with thine lives! Art thou Demons? Thou hast their look... and yet...”

Time to try some Guile – “He was unconscious when we got here, seems to have hit his head on one of the stones. We had to scare off the ... lizard... in order to check if he was alright. Hopefully he’ll come around in another hour or two.” She tried a polite smile. “We’re glad you’ve arrived as we are on an urgent... quest... of our own and could do with heading off as soon as possible.”

I’m guessing this will require a Great (+4) lie, with Fudge dice to maybe add to that (but not subtract).

-1 0 0 -1 Total -2

Lexi - OVERCOME

Intention Bluff the Warriors of the Sacred Dawn

Roll -2 **GUILE + 3**

Fatig 0 Broken 0

Spending BOTH her FATE Points would make this a success. I think it’s worth it to avoid being overwhelmed by them.

Drawing on the innate authority and confidence of her “Amber” heritage and the strength of her “Determination”, she seems to have convinced the man they aren’t demons and, if they are happy to go on their way, he’s happy to let them go.

To not provoke them further, they leave the remainder of Artiga’s food and water behind and trudge off towards the distant treeline. Behind them the rider dismounts and goes to Artiga’s side.

It seems Likely they had left Artiga’s hands bound to stop him attacking them when he woke... **Yes 35**

They see the man stoop to examine his fallen comrade and look up in their direction. He gestures up at the riders circling above. The huge-winged steeds turn to follow them.

Lexi and Kato Jet exchange a glance and both shout “Run!” and make for the trees.

As it was going to be a Difficult chase before they managed to bluff and gain some distance, it will only be a Fair (+2) challenge to get into cover before the Pterodactyls catch them.

NPC ACTION	
Character	Kato Jet
Action	OVERCOME
Intention	Run for the Trees (target +2)
Roll	4
Bonus	+3 Good

Lexi - OVERCOME	
Intention	Run for the Trees
Roll	-1 HASTE + 1
Fatig	0
Broken	0

The long legs of the samurai could easily make it, but Lexi turned to see how close the dark wings were and stumbled over a rock. The nearest rider thrusts down with his long spear as the great beast swoops past.

Lexi will try to roll out of the way and keep running. If she fails, Kato Jet will be there to attempt a parry. I'll assume the rest of the Warriors are one-step weaker than Artiga in all attributes, no magic and are Mooks, so no Consequences and just 3 Stress.

Riders of the Sacred Dawn

Aspects: Warrior of the Sacred Dawn, Pterodactyl Rider

Approaches: Body+1, Speed+0, Mind-0

Stunts: Pterodactyl+1

Combat: +2 (Body plus one relevant Aspects), +3 when mounted, **Damage:**+1 ("warrior") +1 when "mounted" **Armor:**1

Stress:3, no Consequences

Lexi - DEFEND	
Intention	Roll aside (target +3 but +1 for Dodge Skill)
Roll	-2 HASTE + 1
Fatig	0
Broken	0

NPC ACTION	
Character	Kato Jet
Action	DEFEND
Intention	Slice the spear (target +3 to parry and +6 to slice)
Roll	0
Bonus	+5 Superb

As the spear plunges down, driven by the rider and the added impetus from the speed of the lizard, Lexi notices that Kato Jet has run back from the treeline and expertly parries the blow.

Lexi continues to head for the trees, to at least get rid of the Riders' advantage.

Lexi - CREATE ADVANTAGE	
Intention	Reach the treeline for cover
Roll	0 HASTE + 1
Fatig	0
Broken	0

Maybe her Doc Marten boots, too hi-tech for this Shadow, are holding her back, but she doesn't reach cover before the rest of the Riders are upon them.

Kato Jet will stay with her, but they are outnumbered now, three of the enemy will strike at Jet (as he seems most dangerous with his glittering sword) and two come for Lexi.

I'm giving the group a single attack with +1 for each additional Mook

Kato Jet - DEFEND

Intention Parry 3 spears (target +5)

Roll 0

Bonus +5 Superb

His Trump-etched blade is a glittering blur as he bats away each of the thrusts and the beasts swoop overhead.

He can either get an Attack or continue running (he'll wait to see if Lexi can reach the treeline)

Lexi- DEFEND

Intention Parry 2 spears (target +4)

Roll 0 FORCE + 2

Fatig 0 **Broken** 0

The damage would be 2 for the Shifts, +1 for their Warrior aspect and +1 for the impetus of the flying mounts +1 for the additional assailant = 5. Fortunately as they are only Shadows and she is "of Amber", she gets 2 Armor and only takes 3 Stress.

She could keep running, but if she chose to stand and fight in "righteous indignation" it would gain her a FATE Point for either her "Determination" or a sort of "Don't you peasants know WHO I AM" that comes from her pride in being Brand's daughter. Rather than just decide, I'll make this a sort of mental struggle for her to do the "morally right" thing and avoid further bloodshed. Difficulty 3 and can face it with Intellect or Focus.

Lexi - OVERCOME

Intention Do the RIGHT thing

Roll 2 FOCUS + 4

Fatig 0 **Broken** 0

Biting back the surge of anger and indignation at these ... Shadows! ... she runs on for the trees.

A little nearer now so only target +1.

She ducks under the branches before the next flypast – there would be all six of them this time.

Then looks back to check if Kato Jet has managed to follow her.

Kato Jet - OVERCOME

Intention Run for the Trees (target +1)

Roll -3

Bonus +3 Good

"Goddamit! What's keeping him, usually he's the speedy one!"

The Riders have surrounded him and are wheeling about to take another pass.

She'll rush back out in order to split the attacks three and three.

Kato Jet - DEFEND

Intention Parry 3 spears (target +5)

Roll 3

Bonus +5 Superb

The vorpal blade went snicker-snack!!!

Succeed with Style: You successfully defend yourself and gain a boost

With his expert footwork and the speed of his blade, Kato Jet seems to be dancing between the three spears, keeping them in each other's way.



Lexi- DEFEND

Intention Parry 3 spears (DC5)

Roll 2 FORCE + 2

Fatig 0 Broken 0

Lexi is hit again, and this time feels the last of the spears slice into her side.

Has to tick Fatigued this time as their combined attacks get 4 damage. Fatigued absorbs 3 of the 4 and she takes another in Standard Stress.

STRESS & CONDITIONS

0 Stress

0 Indebted

0 Fatigued - 3 Stress (-1 on all Rolls)

0 Broken - 6 Stress (-2 on all Rolls)

0 PATTERN

0 TRUMP

The cut in her side might have killed a lesser woman. It pains her when she stretches, but it's only a minor distraction.

"We need to get under the trees or they'll eventually wear us down!" The samurai seems to weigh up the odds, sees the blood staining her side and reluctantly agrees and grunts, "Go! I will follow. Don't look back"

Lexi - OVERCOME

Intention Run for the Trees (target +1)

Roll -1 HASTE + 1

Fatig on Broken 0

She wouldn't quite make it (note the Fatigue now shows as "on" so we have to use another -1), but Kato Jet will use his Boost to push her the last few steps.

Leaving him to follow (without the aid of the Boost) and to take all six of the attackers if he fails to make it!!!

With a last desperate surge, they are both pushing through the foliage and heading deeper into the forest. It will take a few moments for the beasts to land and the Riders to follow on foot (if they do).

Kato Jet - OVERCOME

Intention Run for the trees (+1)

Roll 1

Bonus +3 Good

Seems Likely they would pursue... **NO!** 4

Well, that's a relief as I didn't fancy extending the fight and was even considering voluntarily surrendering to see where that took me!

They push on into the forest and, once they are sure there is no aerial pursuit, Lexi decides to initiate a Shadow-walk before the Riders become Walkers and decide to follow, but, due to the nagging ache in her side, takes it slowly.

+1 0 +1 +1 Total +3

She knows the MAGIC Axiom is right now at +2 and knows the PATTERN has to be higher than -2. Last time she lowered the TECH Axiom, and has now (because of the roll of +3) discovered it must be higher than +0.

Sensing more about the nature of their destination, Lexi aims to raise the TECH Level again. Only by adjusting it last time could she try to sense if she was getting "warmer" or "colder", she chose wrong and brought them to this iron age Shadow, but now must try and get back some of what they lost.

She'll take the hour necessary to get to DC 0, that will give a chance for an Unlikely Encounter...

NO! 29

After an hour of walking and concentrating, following deer trails through the forest...

Lexi - OVERCOME

Intention Shadow-walking DC0 but
-1 due to Fatigue

Roll 0 FOCUS + 4

Fatig on Broken 0

Even with the pain in her side, she controls the Shadow-walk perfectly. The trees grow thinner again and the land rises towards the hills they need (as shown in Kato Jen's sketch).

Succeed with Style: You succeed and gain a boost

She has made a special effort to reach a land where

hostile natives are Unlikely... **No** 63 and finally they can get some rest.

Kato Jet - OVERCOME

Intention Foraging for Two (DC2)

Roll 0

Bonus +2 Fair

Kato Jet forages for food and fresh water and finds just enough so a night's rest with a meal, and **they are both fully recovered.**

"Fatigued" is only a "minor" consequence so can be healed with a good night's kip.

*** End of Session 08 ***

The current Shadow Axioms are...

MAGIC+2 (which matches their
PATTERN-2 (which is too low),
can check after an hour in the place... Is too low.

0 +1 +1 +1 Total +3

destination),
TECH+1 which she

