

HOW TO MAKE A KNIGHT

- 1 Name your Knight.
- 2 Pick 1 minor world question.
- 3 Pick your city-state.
Circle its virtue.
- 4 Pick 1 city-state question.
- 5 Pick your corps.
Circle its virtue.
- 6 Pick 1 corps question.
- 7 Name your last incarnation.
- 8 Pick 1 incarnation virtue.
- 9 Pick 1 incarnation question.
- 10 Describe and name your Aveyr.
- 11 Pick 1 Knight question.

THE CITY-STATES OF THE MIDNIGHT LANDS

AGORA

A gleaming city of alabaster columns, and carefully husbanded gardens, where every citizen has a voice. The smallest unconquered city-state. Their virtue is **Reason**.

- *What wrongs have your passions driven you to commit?*
- *How do you seek to silence your fellows?*

THE CITADEL

A flat and stony exterior bristling with weapons conceals a catcomb of defensive fortifications and bunkers. The Commandant rules here with an iron fist. Their virtue is **Strength**.

- *How have you subverted the rule of the Commandant?*
- *What is your greatest weakness?*

VERDANT

Untrammelled wilderness, dotted by hovels and fields. More flora and fauna from before the Breaking survive here than in all the other city-states combined. Their virtue is **Wildness**.

- *How are you trying to improve on nature?*
- *What do your animalistic instincts secretly desire?*

THE RELIC

A remnant of a city from before the Breaking, built atop deeper chambers carved long before humans walked in the world. Their virtue is **History**.

- *What secrets lie in your city-state's deepest vaults?*
- *Why is the world better now than it was before the Breaking?*

THE JUMBLE

The most populated city-state, formed of dozens of small lands orbiting one another, each covered with tumble-down shanties and bustling markets. Their virtue is **Society**.

- *Who should you love that you shouldn't?*
- *Who do you hate that you shouldn't?*

QUESTIONS COMMON TO ALL CITY-STATES

- *Why is your city-state the best?*
- *What shames you about your city-state?*

HOW TO RUN THE GAME

The game is played with 2 to 6 players and 1 GM. Player Knights are their city-state's ace Yonder Knights who lead the battles and political maneuvering for supremacy. No more than 2 Knights can be from a single city-state. Whose city-state will prevail?

Starting with the GM, scene-framing duties go clockwise around the table. In the 1st round, frame a scene for your Knight. Others may join at the scene framer's discretion. The scene framer picks who plays any supporting characters. In the 2nd round, frame a scene for the player to your left. In the 3rd round, frame for the player on your right, and so on. When framing a scene for the GM, the scene centers on dramatic orders from a superior, an ally's appeal for aid, scheming from a trusted friend, a supporting character confronting a Knight's question on their own, an attack by monsters, or the like.

MONSTERS

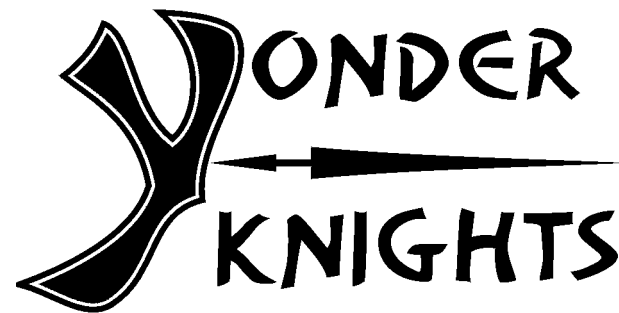
The Midnight Lands are filled with hazards of all sorts. The magma seas are perilous enough on their own, with ever-shifting updrafts and eddies of liquid rock. But even more dangerous Lavatars lurk within its crimson depths. These beasts love nothing more than to devour a low-flying Aveyr. A Psygote may not emerge from such a death for years, or longer. . . .

Far to the west, farther than the sturdiest Aveyr can fly, it is said there is another knot of rocks. These are the Dactyl Lands, swarming with gigantic reptilian beasts twice the size of the largest Aveyr. When these vicious creatures find their way to the Midnight Lands in search of meat, even the mightiest Knight is in peril.

CHARACTER SHEET

Name: _____	
VIRTUES	
<input type="checkbox"/> Reason	<input type="checkbox"/> The Lance
<input type="checkbox"/> Strength	<input type="checkbox"/> Flight
<input type="checkbox"/> Wildness	<input type="checkbox"/> Gear
<input type="checkbox"/> History	<input type="checkbox"/> Psy
<input type="checkbox"/> Society	<input type="checkbox"/> Trickery
QUESTIONS	

Your last incarnation: _____	
Your Aveyr: _____	



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Once upon a time people lived on sun-drenched prairies and navigated wide, wet seas. That was before the seas boiled down to raw magma, massive chunks of ground floated into the air, and the skies burned out to an ashen grey. That was before the Long Midnight came and the world was Broken.

The largest chunks of rock have given rise to city-states floating over the endless sea of magma. These Midnight Lands drift on unfathomable currents, trading, warring, allying and betraying one another in turn. In all these contests, each city-state has its own group of sworn protectors: the Yonder Knights. Knights soar into battle and adventure upon their Aveyrs—man-sized psychic birds bred for combat. Charging their lances with the energy of their own souls, the Yonder Knights struggle for supremacy in the skies.

So potent is the psychic might of a true Yonder Knight that death itself is but a pause in their struggle. So long as a Knight is astride his Aveyr, he cannot die. A death-blow causes the Knight and Aveyr's bodies to dissolve into purest energy. This energy quickly solidifies into a shining, indestructible sphere. These Psygotes fall unharmed into the magma seas and float until gathered by allied or enemy Knights, or are chosen by a new Aveyr. The Psygote then hatches into a new Knight who shares dream-like memories, and sometimes more, with his progenitors.

MINOR WORLD QUESTIONS

- *What is your only memory from before the world was Broken?*
- *What is your favorite meal and what is it made of?*
- *What is your favorite garment and who made it for you?*
- *Metal is rare and heavy. What does the Midnight Lands use in its place?*

MAJOR WORLD QUESTIONS

- *Why was the world Broken?*
- *How can the world be remade?*
- *Where do Aveyrs come from?*
- *What drives the Lavatars?*
- *What are the Dactyl Lands like?*

THE FIVE CORPS OF KNIGHTS

THE STALWARTS

[PICTURE: huge guy with shoulders like a bulldozer, encased in armor. He poses with a huge, menacing lance in front of an eagle-like Aveyr.]

Masters of battle, the Stalwarts excel at martial tasks. Their virtue is **The Lance**. They see their Aveyrs as living weapons. They are the leaders of the Yonder Knights. Retired Stalwarts are the kings and nobleman of the Midnight Lands.

- *How have you betrayed the Knight's Code?*
- *Who have you wronged by following orders?*

THE AVIATORS

[PICTURE: hot girl in midriff-baring outfit. She's mounted on a sleek hummingbird-like Aveyr and her lance is small and maneuverable.]

Exulting in the joys of pure flight, the Aviator corps excel at speed and scouting. Their virtue is **Flight**. They see their Aveyrs as paths to joy and freedom. Due to the perilous nature of their duties, few Aviators survive to retire. Those few that do are guides and traders.

- *Where have you gone that you shouldn't have?*
- *What to you regret leaving behind on the ground?*

THE TINKERS

[PICTURE: lanky guy with steampunky contraptions on his bandolier. His lance is overwrought. He mounts a crossbow on the head of his owl-like Aveyr.]

Engineers and craftsmen, the Tinkers excel at making things. Their virtue is **Gear**. They see their Aveyrs as the most wondrous and meticulously-bred of gadgets. Retired Tinkers lead craft guilds throughout the Midnight Lands, or hole up in smithies on some of the solid islands floating on the magma seas.

- *What can gear never help you achieve?*
- *Why did you make your favorite invention?*

THE MYSTICS

[PICTURE: sexy, bald woman in flowing robe. Psychic power curl from her eyes. She strokes her phoenix-like Aveyr, and her lance is of psychic energy.]

Sages wise in arcane secrets, the Mystics plumb the limits of psychic power. Their virtue is **Psy**. They see their Aveyrs as guides to greater pathways of wisdom—or might. Retired Mystics lead the academies and temples of the Midnight Lands.

- *What does your Psy cost you?*
- *What have you sworn to never use your Psy for?*

THE MISBEGOTTEN

[PICTURE: cool, tattooed, broody guy in black leather. He leans nonchalantly on his raven-like Aveyr, holding his wickedly curved, scimitar-like lance.]

Even the proud Yonder Knights need dirty jobs done. Those jobs fall to the Misbegotten, masters of stealth. Their virtue is **Trickery**. They see their Aveyrs as their partners in crime. Retired Misbegotten run the black market of the Midnight Lands, or sell their services as thieves and assassins to the highest bidder.

- *What secrets have you sold?*
- *What has the stigma of your corps cost you?*

PREVIOUS INCARNATIONS

Knights who fall in battle hatch anew from their fallen Psygotes. Hazy dream-like memories of your previous lives haunt you. Your last incarnation retains one of its virtues. Circle any virtue you have not already circled.

INCARNATION QUESTIONS

- *Which of your current friends did your last incarnation kill?*
- *What crimes did your past incarnation commit?*
- *Who loved your last incarnation?*
- *What duties did your last incarnation leave unfulfilled?*
- *Your last incarnation's friends are now your enemies. How have you helped them?*

KNIGHT QUESTIONS

- *What keeps you from being your ideal Knight?*
- *What is the worst thing you've done for your Aveyr?*
- *Why did you abandon your last mission?*
- *Why does everyone think you became a Knight? Why did you secretly become a Knight?*
- *Why does your mentor hate you?*
- *What does your Aveyr know about you that no one else does?*
- *How did you achieve your greatest victory?*
- *Why did you suffer your worst defeat?*
- *Weight is a curse to a Knight. What would you carry if it were lighter?*
- *Why did your Aveyr choose you?*
- *Weight is a curse to a Knight. What do you carry despite its weight?*
- *Metal is rare and heavy. How did you get your metal items?*

HOW TO BATTLE

The duties of a Yonder Knight are fraught with peril. Nothing comes easy in the Midnight Lands, and your Knight will need to battle for fortune and glory. Some battles are fought with lances, some are fought with words and glances. The key to victory is to top your opponent, but not overextend so much that you leave yourself open for a counterstrike.

To battle, each player needs 6 FUDGE dice and a dice cup. Each rolls 3dF under a cup and looks at them secretly. Starting with the aggressor, each player takes turns describing—highlighting at least one of the five senses—how she is using one of her virtues (or invoking a potential answer, see below) to prevail in battle. After each description, the player takes one of her not-yet-rolled dice and puts it down in front of her dice cup. She picks whether it is +, -, or blank. If a player passes, she may add no more dice in this battle. The battle continues until both sides have 3 dice in front of the cup, or have passed. Then, total all of each side's dice and compare the total:

BATTLE CHART

one side is 3+ higher than other	Miss! Each side picks 1 virtue and exhausts it. Battle <i>may</i> continue.
one side is 2 higher than other	Counterstrike! Lower side picks 1 higher side's virtue and exhausts it <i>or</i> offers a potential answer to 1 of higher side's questions. Battle is over.
one side is 1 higher than other	Victory! Higher side picks 1 lower side's virtue and exhausts it <i>and</i> offers a potential answer to 1 of own or lower side's questions. Battle is over.
sides are equal	Standoff! Each side picks 1 other side's virtue and exhausts it. Battle <i>may</i> continue.

If a battle continues, the next round runs the same as the first, except that each description must highlight an additional one of the senses. Exhausted virtues may not be used.

ANSWERING QUESTIONS

Battles can result in potential answers to your Knight's questions. These must be developed in at least 1 scene before you bring them to bear in battle. If a question has at least 2 potential answers, and the Battle Chart shows that a potential answer can be made, that player can declare one of the potential answers to be the actual answer. The Knight's player writes (or picks) a new question of the same type and gains an additional virtue. Major world questions can now be chosen.

EXHAUSTED VIRTUES

To refresh an exhausted virtue, you must play a scene that shows your Knight rededicating herself to that virtue, and that brings up an unanswered question. If you have 2 exhausted virtues, and a potential answer, you can refresh one of the virtues and change the other, by playing a scene that rules out the possibility of that potential answer being true.