

The Clandestine Sphere Compendium

*Translation recovered from Clan Shattersun's lost Starfall Library, as offered by Varik
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Introduction

This compendium presents, in just a few pages, the essentials of the game surrounding the clandestine sphere.

You will find the history of the underworld in our universe, a presentation of the game materials connected to it, the buildings on the field dedicated to it, as well as an overview of the basic and geopolitical rules.

Whether you are taking your first steps into the universe of Bicolline or are a seasoned veteran, it will certainly be a valuable and enjoyable guide.

At Dawn

At the dawn of mortal civilizations, tribes wrested from forests and primeval plains encampments, villages, and cities. Then, with this centralization of the population, authority insidiously appeared. The great ones of this world, men and women alike, nobles or hierophants, claimed by sword or rhetoric temporal and spiritual power over their fellow beings. Yet what of the myriad who were left behind by this monopolization of legitimacy?

In the 11th century of the present era, in the shadow of cathedrals, keeps, and palaces, an entirely different reality exists: the lowly masses teeming. In alleyways as much as in the countryside, the dregs of humanity keep their distance from the tenuous control of nobles and their privileges. Deprived for generations of the possibility of climbing the rungs of the feudal social order, strong personalities from the profane masses attempt to

raise themselves to the top of their small world through money, patronage, and force. Thus they form clandestine organizations that ally with one another or wage war in the streets according to their own interests.

The underworld of Bicolline is a universe unto itself, sometimes subtle and at other times brutal. One in which initiates take part, fighting for the most profitable territories.

The Clandestine Sphere is one of finesse. It interacts primarily with the Political, Commercial, and Exploration spheres, whether in support of them or to their detriment. Thematically, domination of clandestine districts also gives rise to a privileged connection with the peasant population, the roadfolk, the villains, and the serfs who fill the world with their rumors and intrigues.

Criminality and Clandestinity

Every crime is clandestine, but not all clandestinity is criminal. As proof, the crown's spies and the corsairs of this world operate in the underworld, under the authority and galvanizing ideal of a sovereign who legitimizes their actions. Yet what is the difference between a toll-post guard and a highwayman, each extracting a coin from passersby, if not the story they tell? Crime and justice are often only two interchangeable faces of the same coin.

A Brief History of Clandestinity

At the turn of the second millennium, a radical change began in the world of the Hippocampus: groups of young adventurers, in the purest sense of the term, began gathering into “guilds.” At first merely mercenaries in service to the traditional nobility, whether to Prince Morath of Nasgaroth or else to Lord Illendel according to the highest bidder, these troops, each bearing their own distinctive colored banners, quickly proved their worth by shining in combat, so much so that nobles came to rely on the military strength of guilds to ensure their defense and achieve their ends.

Before long, the ambition of guild leaders grew until it caught up with, and even surpassed, their martial aptitude. During the decade that followed, these younger sons and daughters, condottieri and self-appointed enforcers of justice, overturned the established order. Forward-thinking nobles, sensing a good opportunity thanks to their flair for the spirit of the times, ennobled certain guild leaders among the most promising and presentable, in order to buy their loyalty.

Thereafter, through campaigns of expansion, invasion, and merciless purges, several titles were either ceded or torn from the sword hand of the blooded nobility for the benefit of the new sword nobility. Thus, in several regions, the secular dynasties that ruled kingdoms, provinces, and duchies were extinguished. Among the disappeared figures was Emperor Gar III, coldly and audaciously assassinated with the aid of a legendary artifact taken from the Crypt of Orapal Tamas. His court, then declared corrupt by the Grand Tenebrous, was consigned to slaughter. Shortly afterward, a larger-than-life man at the head of a horde disintegrated the imperial capital in search of apotheosis. The ruling families of Nasgaroth, sensing the heat and the end of a cycle,

departed in 1010 by taking the portal of Tolternoth, accompanied by their retinue as well as their serfs.

Thus, in the year of grace 1022, only the Ossan family and the line of Tristan the Just still sit upon their traditional thrones, defying the winds of change by clinging to the thin thread that still keeps them in power...

But what of the underworld in all this? For centuries, certainly, poorly reputed establishments have swarmed with rogues. These dukes of the night and princes of thieves form syndicates, gangs, or criminal organizations whose rise is matched only by the swiftness of their fall. Some of these groups at times flirt with legitimacy, becoming informants and collaborators, cutthroats for the kings' master spies.

Alas, these clandestine families very rarely survive their patriarch or matriarch. That is why their reign lasts only one or two generations, their founders' names only rarely reaching posterity by passing into History. In truth, that privilege seems reserved for lettered men in the service of nobles and burghers, seeking a form of immortality that transcends the memory of men and oral tradition.

The First Families and the Code of Honor

Rumor has it that around the year 1000, and in the few years that followed, a handful of guilds began to take an interest in the share of the pie that criminal activities could bring, and decided to form clandestine organizations.

At the death of the peerless forger Bovitch, called “the Chameleon,” these guilds were invited to the funeral rites and met the existing criminal families. Their collision became legendary.

It was the first Night of Long Knives.

Following this landmark event, the first clandestine organizations born from guilds adopted a code of honor, closing ranks in order to combat any interference from the magistracy, as well as any criminal organization refusing to join their order. This oligopoly enjoyed a certain success; some old-timers even consider this period to have been the golden age of the underworld. The organizations contested control of establishments and institutions such as the commercial segments of the Tracé Polignac, the inns of the Galion or the Trois Plumes, as well as the auctions of the port of Pamoisard.

During this period, the clandestine world remained opaque to the profane. The meager and scarce rumors that escaped it were vague. Among other tales, it is said that one known as “Goran the Reeking” claimed the title of Godfather and obtained the regency of Cap Noir, offering a certain stability profitable to all. Others maintain the gossip is nothing more than drunken rambling, going so far as to say that the heads of criminal families are in fact ghouls in the service of vampire families.

The lure of profit got the better of this “code of honor,” which gradually crumbled in a slow agony stretching from 1009 to 1014.

Bella Numisma

After 1015, the problem of crime reached unprecedented proportions. While the peasants of the central lands rejoiced in a respite after a decade of calamities and invasions, clandestine organizations attained such a level of omnipresence that entire fiefs were brazenly plundered by hordes of brigands in broad daylight.

Lords rose in the morning to discover their favorite pair of silk breeches stolen straight from the dresser in their bedchamber. Clearly, bribes and complacency were no longer enough. Faced with this new reality, clandestinity became a matter of state. Funding exploded in order to allow the creation of new magistracy networks, as well as more direct interventions, including the outright hiring of a multitude of thugs.

On the other side, clandestine organizations retaliated, going so far as to found their own kingdoms and houses. This phenomenon culminated in 1017 with *Bellum Numisma*: the two sides of the coin. The clandestine world therefore entered into open war, “crime” against “justice.” Without exception, the nations cynically and pragmatically lined up behind their champions, preferring “their” criminals or magistrates to any common ideal of virtuous justice.

1018 and 1019 were marked by seasons of complete stagnation, followed by short, intense, and massive bloodlettings. Beggars and cripples note that the scores opened during *Bellum Numisma* were at last settled.

Alas, in the year 1020, the Great Plague fell upon the world of the Hippocampus. It paralyzed the wars of nobles as much as the vendettas. Outlaws and magistrates found themselves equal beneath the blanket of miasma.

Buried in their hideouts, their imagination brooding over a few smoking blows, they waited only for the return to normalcy to once again contend over riches and influence...

The Court of the Forgotten

Dare spend a few minutes in the alleyways of the great city and you will easily be able to follow the trail by scent. Once at your destination, you will find impressive gatherings of rogues, speaking in a language and observing customs that are their own. If one believes what they say, it is since the advent of towns and cities that nobles and clerks have abused the penniless. These pariahs, oppressed, then had no other choice but to gather in filthy alleys, the underworld, and reeking taverns smelling of mice. According to certain local innkeepers, these urchins would have expanded so greatly that they would form syndicates of beggars and petty thieves of every sort. It is said that an old madman known as "The Grand Coifed One" is their interregional chief, recognizable by his bizarre hat and true king of his itinerant court. His lieutenants are said to be called "Cagoux" or "Coquillards" and are tasked with keeping order in this discordant melody that is the underworld.

According to some, this Court would be the guardian of centuries-old clandestine traditions and of an idealism of honor among thieves. The beggars of "The City of Crumbs" and the orphans of the "Congregation of the Little Brothers" would merely be

facets of this vast organization. Others say rather that these rumors of “codes of honor” and a clandestine Court are nothing but lies and hoaxes; useful illusions maintained by the penniless of the quays and alleyways to better fool their targets. Scoundrels who, in the end, want nothing more than a handful of solars for themselves and their bastard family.

One way or another, the forgotten courtiers, if they exist, swear an impenetrable code of silence before outsiders. And, when all is said and done, if you spend enough time in a lower-level tavern, there will always be some entertainer who will try to convince you that crime is, definitively and beyond any reasonable doubt, controlled by families of immortal bloodsuckers!

Clandestine Specialists

The clandestine world teems with specialists, characters or clandestine non-player factions who have particular interests and skills and who are not interested in dominating districts.

These specialists have refined their craft in one precise talent to a level unattainable for clandestine organizations controlled by player-character guilds.

They are ready to offer their services to the most deserving. Specialists may be engaged only through clandestine challenges, tasks, and quests, or through gains from clandestine events. Rumor has it that the clandestine world possesses its own currency and its own secret traditions, the observance of which is essential in order to earn the

privilege of hiring specialists. Unless there is a written exception, a specialist may only be used once per year.

Field Rules

Reminder of the General Rules

Theft and Other Criminality in the Duchy of Bicolline

Before going any further, a brief clarification is necessary regarding how criminality functions on the field in the Bicolline game:

Real criminal acts such as theft, burglary, and breaking and entering are strictly forbidden in the Duchy of Bicolline.

- Theft of game materials, including solars, lots, cards, and objects belonging to other players or to the organization, is forbidden;
- Any breaking and entering is likewise forbidden; consequently, it is not permitted to dismantle or break locks, padlocks, hinges, or game materials, nor to enter another player's tent or building without authorization;
- Any offender will be banned from Duchy of Bicolline activities as well as from the possibility of participating in the Geopolitical Game.

However, there are two exceptions:

- As part of scripted field events involving combat, the event rules document may specify that the searching of persons and the theft of game materials are permitted, and may describe the procedures where applicable;
- As part of field events not involving combat, certain thefts, tasks, or clandestine challenges may involve the simulation of illicit activities. When this is the case, official documents clearly detailing the theft, defining its limits, and clearly identifying the stealable objects or other relevant elements will be given to the players concerned. The clandestine game is a game for initiates. The actors, magistrates, and victims participating in these games will systematically be informed by the clandestine game master or their representatives of the procedure to follow. A player who has not received a participant document or specific instructions during a clandestine event should refrain from attempting to participate.

The Night of Long Knives

Special clandestine event

The Night of Long Knives is the highest holy mass of the clandestine world at Bicolline. Formerly held every two years, it begins in the evening and does not end until sunrise. During the event, dozens of participants portray non-player characters in order to bring an entire village and its surroundings to life. The Night of Long Knives allows organizations and families to meet the non-player characters of the clandestine world. Each clandestine guild participating in it receives at least one personalized quest.

The villages that host this congress of rogues usually struggle to recover, stripped of every piece of wealth not nailed to the floor. Most of the time, their militia ends up in the gutter, throat slit.

It is there that debts are paid and legends are made.

Larcenies – Tasks and Challenges

Larcenies are tasks and challenges of the clandestine sphere, taking place during field events that do not involve combat.

They pit the rogues of clandestine organizations against one another, as well as against magistrates.

Tasks

Tasks include all kinds of opportunities to exchange elements drawn from the geopolitical game. Obtaining these goods and elements can nevertheless create competitive and commercial field play between players.

Examples of clandestine tasks:

- Smuggling: Deliver commercial seals from a region in which one's network does not operate.
- Infiltration: Deliver political seals from provinces and regions in which one's network does not operate.

- Begging: Deliver one-solar coins. Larger denominations are not accepted, because poor beggars cannot easily break them into smaller change to feed their families.

Challenges

Challenges include clandestine activities that directly pit players against one another, without any combat taking place. Rewards from challenge-level larcenies are necessary for several advanced mechanics of the clandestine geopolitical game.

Any failure to respect the rules of a challenge will result in in-game consequences for violating clandestine honor, as well as a ban on the offending organization's participation in challenges for one year or more. Grow beyond it – it is only a game.

This section provides a non-exhaustive overview of the kinds of clandestine challenges that may take place during Duchy activities. The game masters are constantly devising new challenges, so event booklets and detailed event documents take precedence over the contents of the clandestine compendium.

The Reverse Stroke of the Dagger

This simulated assassination activity is inspired by the famous Circle of Murder Masters in the St-Clément style, a game of dexterity and trickery practiced by bands of young thugs haunting the rougher suburbs of the Hippocampus world. By taking part, participants will have the chance to prove their ability as stealth assassins.

- Participation: A Dagger Circle is formed for every group of 10 participants, who must write their name and guild on a slip of paper. Each participant is then assigned a target. The sequence of names forms a circle, so that the final two participants must hunt one another in a merciless cat-and-mouse game.
- Elimination: A target is eliminated by touching them with an approvable weapon 70 cm or less in length, while loudly and clearly declaring “ASSASSINATION.” Many stratagems may be used to surprise one’s target. If any witness sees the blow delivered and also hears the declaration, the assassination is invalidated. The target is then saved, and the indiscreet murderer is covered in shame. They may, however, try again later. When a target is eliminated, they must hand their assassin the note containing the name and guild of the target they themselves were carrying.
- There can be only one: The last survivor of each circle is the Master of the Dagger and will receive a prize.

Lockpicking

Several quests and challenges require use of the lockpicking mechanic.

Pickable locks may be installed on doors, safes, plaques, or any other point of interest.

Generally, it will be necessary either to loot objects protected by these locks or to place a token or a lock identified to one’s guild there in order to prove success.

- Hippocampus Locks: These locks have an in-setting appearance and are decorated with a hippocampus. They are in fact combination locks hidden inside

a decorative shell. Using a lockpicking tool, such as a pin or a stick, it is possible to turn the digits in an attempt to enter the combination.

- **Lockpicking Tools:** When the lockpicking mechanic is in play, clandestine guild leaders will be given “lockpicking tools.” These consist of a list of partial combinations, for example 3 digits out of 4. The final digit must be guessed by trial and error until the lock opens. At the discretion of the game masters, a physical tool that makes lockpicking easier may be provided along with the code list.
- **Expert Lockpicking Tools:** In certain circumstances, for example as a reward for a successful quest or by hiring a clandestine specialist, some organizations may receive expert lockpicking tools. They function similarly to regular tools, except that the full combinations of the locks are included, making lockpicking much more effective.
- **Caught Red-Handed:** When a magistrate personally sees a rogue in the act of picking a Hippocampus lock, they may choose to present their badge and place them under arrest. The rogue is then forced to hand over their lockpicking “tools.” Other consequences may be specified by the event document. It is not permitted to copy the codes from the lockpicking tools and operate without having them on one’s person. A rogue caught red-handed without the original lockpicking tools will see their organization banned from participation in challenges for one year.

The Waltz of Light Fingers

This activity is aimed at those who wish to prove their skill at pickpocketing and is typically played during an evening event.

- Objectives: Rogues must successfully place numbered clips on valid targets without being spotted or caught red-handed. After successfully placing the clip on the target, the rogue must inform the target with some variation of “Hey! You’ve got something there!” The target must then remove the clip and place it in their pouch in order to hand it over to the game master or activity organizer at the end of the event. If a rogue drops the clip while trying to place it, they may pick it up again.
- Victims: Valid targets bear a distinctive marker in the form of a specific badge and are informed of the rules of the game. Amateur rogues must identify and distract them in order to place the clip. It is not possible to clip the same target twice. At the end of the activity, the targets hand the clips over to the Grand Coquillard, who performs the count and determines the winners.
- Caught Red-Handed: If an amateur rogue is surprised with a clip in hand by a Magistrate, whether or not they are in the act of placing it on a target, the magistrate may present their badge and seize the clip. The rogue must hand the clip over to the Magistrate.

The Masterstroke of the Sharpest Minds

This challenge is played over a long period of time, generally during the Grand Battle, and is intended to test the abilities of clandestine organizations to prepare and competitively carry out a high-level burglary.

- The Hideout: Each participating organization must choose an official hideout. The hideout must absolutely be a section of a cabin, room, tent, or encampment dedicated to the game. Without being open to the public, the hideout must be used by guild members, and outsiders must at times be invited there. The inside of the hideout must be in-setting. It cannot be a bedroom, a private tent, or the second floor of a cabin.
- Object of Honor: Each organization must choose an object of honor. This object may be a sculpture, a painting, an insignia – something dear to its heart or tied to its traditions.
 - Maximum size, weight, and bulk are described in the activity booklet.
 - The object must be identified with a blue and yellow hippocampus.
 - The object must remain in the hideout from 10:00 to 23:00.
 - Between 23:00 and 10:00, as well as during Grand Battle hours, the object may be stored in a locked chest with a real lock, or in a room, tent, or private section of a cabin, where theft and break-in are prohibited.
 - The object must be visible in the hideout and may not be worn. It must be hung or set down, but may not be glued, tied, or locked in place.

- Variant – the Safe: Sometimes, a pickable lock will be provided to participating organizations, and it will then be permitted to place the object of honor inside a chest locked with that lock.
- Burglary: The objective of participating organizations is to steal the object of honor from the other organizations without being caught red-handed, and in accordance with the rules of the art.
- Rules of the Art: Each organization is given a master burglar signature token, which must be placed where the object was. The signature token given to each organization is identified by a number known only to the clandestine GM.
 - The victim's object of honor must be brought back to the clandestine GM.
 - The group that suffered a burglary must bring the token back to the clandestine GM or their aides, who authenticate the burglar.
- Caught Red-Handed: Members of the organization that is the victim of the burglary, as well as magistrates, may declare that they caught a burglar red-handed in any of the following situations:
 - It is noticed that the burglar token has been placed in place of the object, and the burglar is still inside the building with the object of honor – that is, they have not yet left the hideout.
 - The burglar visibly has the object in their hands or on their person, even if they have already left the hideout.
 - If the burglar is caught red-handed, they must hand over the object of honor as well as their master burglar token.

Special burglaries may occasionally be organized by the game master in cabins belonging to consenting players or in organizational buildings. An object with a blue and yellow hippocampus is placed in the building, and clues as to its existence are put into play.

Escape

Escape games may be organized by the GMs. The participants are rogues who have been caught red-handed too often, and who are then given a chance to escape and regain their honor.

Challenges for Magistrates

During Duchy activities, magistrates operating within a given territory may receive the challenge of attempting to thwart the actions of clandestine organizations.

- Badges: Magistrates are equipped with badges representing their authority. Badge holders may catch rogues red-handed according to the rules of each challenge and generally seize a piece of evidence connected to that clandestine act.
- Types of Evidence: Clips from the Waltz of Light Fingers, seized lockpicking tools, master burglar tokens, etc.
- Bringing proof back to the clandestine GM will generally result in a reward.
- Deputies: Sometimes, the lawful magistrates of a territory will have the option of declaring foreign magistrates to be Deputies for the duration of an event, in

order to increase the number of people with the authority to catch rogues red-handed.

- Surveillance / Tailing: In lockpicking and burglary challenges, beyond the possibility of catching rogues red-handed, it will sometimes be possible for magistrates to carry out a real investigation in an attempt to determine the organization guilty of a completed crime.
 - Example: After the fact, hand the clandestine GM a list of the clandestine organizations that successfully carried out lockpickings and burglaries, along with their precise victims.
 - After the fact, submit a list associating the number of the clips used by a clandestine organization during a given event. This forces clandestine organizations to act in the greatest secrecy and avoid making their number known.

Trafficking and Fraud

Traffickings are clandestine geopolitical opportunities created by the game master.

Physically, they take the form of a kind of contract detailing a major clandestine coup and the conditions necessary to carry it out.

To carry out a traffick, several clandestine seals are required, as well as the participation of organizations established across several different provinces or regions.

A traffick can generate several kinds of revenue and is intended to create interactions, truces, and alliances as temporary as they are unstable, as well as possibilities for betrayal.

Example of a traffick:

“An heir of an Andorian noble family wishes to exfiltrate works of art belonging to his stepmother. Naturally, his involvement must remain secret. By providing one brigand, two livestock, a clandestine seal from a clandestine organization with a hideout located within 10 hexes of the domain of Centouille, another from an organization possessing a hideout located in the Empire, and finally a third seal from an organization within range of the Gorge-Du-Chat, you will be able to transport the objects and quietly resell them in Berkwald. The scoundrel promises to hand over a particularly interesting collectible object.”

Clandestine Field Building

There is no dedicated clandestine field building. The clandestine world is hidden in plain sight within the hideouts of player clandestine organizations. It is also possible that the clandestine world uses buildings of the other spheres as a front.

Game Objects

The Clandestine Seal

The seal represents the influence and action potential of a guild that has contacts in the clandestine world. It allows the guild to send its shady informants to launch infiltration, brigandage, and geopolitical burglary actions. It is also useful in the context of clandestine quests.

Possessing a seal is not enough to be considered a clandestine organization; one must also have a hideout, a den on some alleyway. If there are other circles of initiates beyond the simple opening of a hideout, one would need to prove one's worth in order to obtain an invitation...

Game Cards

Two editions of the game cards are in circulation. Here is one model from each edition: the older one with photographic support and the newer one with illustrations. On the latter, numbers also sometimes appear representing lots, quantities of merchandise, or the importance of a herd, and of course a scale of values.



Below is an overview of the main cards that will serve you in your clandestine activities.

Brigand

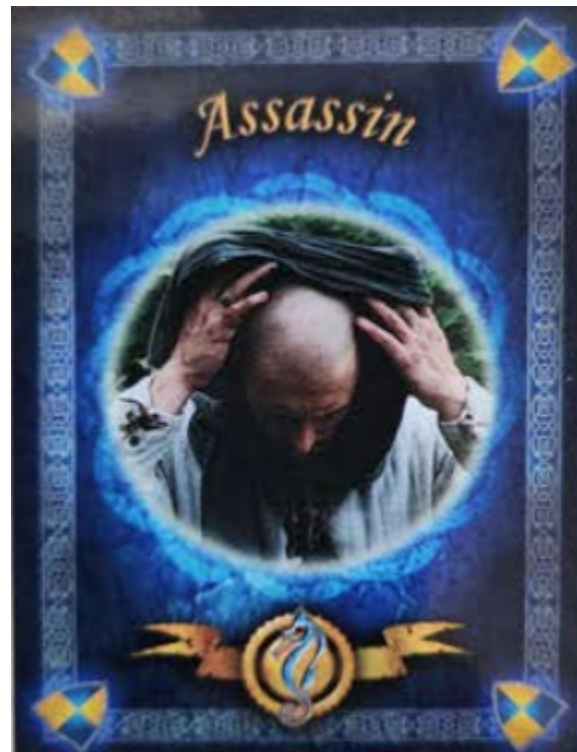
The brigand represents a group of toughs willing to carry out clandestine actions. Thugs or wreckers, they are the bottom rung of a

clandestine organization, but are nevertheless necessary to its operation.

Assassin

The assassin represents a group of toughs trained specifically for violence. They are experts in quick and furtive combat, so much so that in pitched battle they give way to professional soldiers and heavily armed knights.

In the context of quests and ducal couriers, assassins may also be used as bodyguards for non-player characters or, conversely, as their name suggests, in an assassination attempt.



Loot

Loot represents a collection of riches obtained from murky sources, possibly including jewelry, precious stones, coins, and valuable objects. Clandestine acts, exploration, and war can also generate loot. In order to extract its full value, it is necessary to deal with fences and pawnbrokers. Loot may also be used as a bribe in order to directly buy off characters.

Sépium

A lot of sépium represents all illicit substances in the world of Bicolline. It is drawn from a fantastical pluripotent plant whose flowers, leaves, sap, and tubers can be prepared to produce a plethora of stimulating, soporific, or hallucinogenic preparations.

It is known for its military use, allowing fighters to battle frantically while ignoring fear and pain. Some also attribute occult or entheogenic properties to it.



Pirate

The pirate is the maritime-flavored counterpart to brigands: a clandestine unit specially trained for port and maritime actions. Pirates are also used for maritime and underworld-themed quests, research, and ducal couriers.

Adventurer Mentor

Taverns are reputed to be the haunt of adventurers, emptying their few solars around a mug. It is also in these places that mentors share their secret techniques. The future of their students then depends on their choices. Some, drawn to the shadows, choose clandestinity, abandoning exploration in order to be trained as assassins. This dangerous and discreet path better suits their secret ambitions. Others, more daring, prefer to embrace adventure in unknown lands. Each student shapes their own destiny, influenced by the lessons received in the darkness of taverns and by the advice of their mentors.



Supernatural Component

Fences are independent individuals, prowling from hideout to hideout in search of criminals, adhering to a single code: never betray a client. They buy everything that has been stolen, then resell it through a complex network of small merchants, shops, and collectors. In exchange for stolen goods, they

offer the best prices possible, according to their means.

Among these transactions, supernatural components play a crucial role. Highly sought after by mages, occultists, or simple collectors, these rare and mystical objects can be resold at high prices. Usually found by adventurers who have risked their lives, these precious components become an indispensable asset in the illicit trade of fences, contributing to their wealth and influence.

Blade Poison

Alchemists, highly sought after in wartime, develop a venom known as blade poison. Applied to weapons, this poison causes mortal wounds, preventing any rapid healing and generally leading to death in the night.

Charlatans also make use of these poisons by mixing them with other substances such as sépium, which allows them to contaminate water and food reserves. Soldiers touched by this poison suffer a drastic decline in their chances of survival. As a result, poisoning tactics become dreaded strategies on the battlefield.





Raff

Raff is a substance prized by certain brigands or assassins for improving their physical and mental abilities. Its stimulating effects make them more agile, more alert, and above all more dangerous in carrying out their misdeeds. It is an extract of “refined” sépium, far more powerful and concentrated than traditional sépium.

At the same time, Raff also enjoys a certain popularity among dandies in search of new sensations and experiences. For them, this drug represents a means of escaping the monotony of daily life and exploring expanded states of consciousness. However, its use carries serious risks: not only can it lead to harmful side effects for physical and mental health, but its aura of danger and adventure only increases its popularity in often-troubled circles.

Hippocampus Locks

Whatever path you have chosen to follow in the world of clandestinity, you will inevitably be faced with opening closed doors, unlocking forgotten trapdoors, or picking chests sheltering a thousand and one treasures. Your services may also be required to open the cell of a coveted prisoner or to pierce the secrets of a vault. As you have

understood, your talents will be put to the test.

The buildings or game objects you are called upon to open are secured by official locks called Hippocampus locks.

These locks have an antique appearance and are adorned with a hippocampus and a decorative shell concealing a combination lock that you will have to “pick.”

The Clandestine Secret Currency

It is said that rather than gold, the highest levels of the clandestine world use as currency a heavy lead coin, whose barter and exchange follow several esoteric traditions. To them, this coin would be worth more than any sum of money, because it proves belonging, honor among thieves and rogues.



To the great frustration of the authorities, no one would agree to confirm or deny this rumor, even under torture. Its existence is impossible to prove, because no commercial counter nor moneychanger offers it.

If it does exist, the only way to obtain this coin would be to perform services recognized by the Court of the Forgotten, receive an invitation, and prove one's worth.

Geopolitical Rules

Clandestine Hideouts

A guild may gain access to the clandestine world by creating a clandestine hideout on a domain that represents a base or cache for networks of informants. Several actions of this sphere require the presence of a clandestine hideout that must first be created.

A guild holding a clandestine seal may use it to make use of its contacts in the underworld in various ways, but it is possession of a clandestine hideout that formalizes a guild's membership in the clandestine world. A guild possessing at least one clandestine hideout is considered a clandestine organization and may be invited by the game masters to take part in clandestine quests, challenges, and tasks.

Creation

A clandestine hideout may only be created at the Bank of the Hippocampus during the Autumn season and requires the following costs to be paid:

- One (1) clandestine guild seal.
- A seal remains committed until the destruction or repatriation of all the guild's clandestine hideouts. The clandestine seal committed by the guild will then be returned to the guild leader during the following season. Clandestine seals used for the creation of subsequent hideouts are used only for the season in which those hideouts are created.
- A guild may not create more hideouts than its number of clandestine guild seal(s).

- Only the first clandestine seal of a guild remains committed, for as long as at least one hideout remains.
- Each hideout must have a unique name.
- Two (2) brigands.

Location

Clandestine hideouts may only be created on a domain with a development stage equal to or greater than Village. If the development stage of the domain drops below Village – encampment, hamlet, or borough – the clandestine hideout will be destroyed at the end of the next Summer season.

A guild's first clandestine hideout must be located on a domain in its province of affiliation. Subsequent hideouts may be created on a domain located at most twenty-five (25) hexes from an existing clandestine hideout of the same guild. Once created, a clandestine hideout remains active even if there is no longer another hideout within twenty-five (25) hexes. It is possible to create several hideouts during the Autumn season.

The location of hideouts is known only to the guild leader.

A clandestine hideout may be dissolved in Winter, Spring, or Summer; any accumulated revenues are lost.

Actions of the Clandestine Sphere

Action: Abandon a Hideout

Range: –

Target: One's own hideout

Cost: –

Effect: The hideout is abandoned; everything that had been accumulated there is lost.

Action Phase: Construction

Limitations / Notes: –

Action: Brigandage

Range: 10 hexes

Target: Domain

Cost: 1 clandestine seal, 1+ brigand(s) and/or 1+ assassin(s)

Effect: Allows 20% of the production lots of the buildings on a domain to be stolen. The clandestine hideout adds the stolen lots to its revenues. In the event of simultaneous action, the hideout that used the greatest total number of brigands and assassins in the action receives the revenues.

Action Phase: Mobilization

Limitations / Notes: This action is only possible during the Winter season. A domain cannot have more than 20% of its total lot production stolen. Labor, energy, and all other forms of production cannot be briganded. The name of the clandestine seal used is kept secret.

Action: Contraband

Range: 10 hexes

Target: Commercial counter

Cost: 1 clandestine seal, 15 loot

Effect: Allows 15 cargoes to be added to the revenues of the clandestine hideout.

Action Phase: Assignment

Limitations / Notes: The name of the clandestine seal used is kept secret.

Action: Corruption

Range: 10 hexes

Target: Commercial counter

Cost: 1 clandestine seal, 1+ brigand(s) and/or 1+ assassin(s)

Effect: Allows 20% of the cargoes produced at the commercial counter to be stolen. The clandestine hideout adds the cargoes to its revenues.

Action Phase: Assignment

Limitations / Notes: The targeted commercial counter cannot have more than 20% of its total cargo production stolen. The name of the clandestine seal used is kept secret.

Action: Create a Clandestine Hideout

Range: 25 hexes from a hideout

Target: See Range

Cost: 1 clandestine seal and 2 brigands

Effect: Allows one or more clandestine hideout(s) to be created.

Action Phase: Construction

Limitations / Notes: An invented and different hideout name must be given for each hideout. This action may only be carried out during the Autumn season.

Action: Drug the Vanguard

Range: –

Target: Support to an army, garrison, or maritime garrison

Cost: 1 clandestine seal, 25 sépiums

Effect: Allows the owner of an army or garrison to increase by 1 the combat strength of the first 5 military units to fight during a conflict.

Action Phase: Action in sphere tables affecting armies

Limitations / Notes: This action may be carried out only once per army per season.

Action: Ambush

Range: –

Target: One's own clandestine hideout

Cost: 1 clandestine seal, 1+ brigand(s), and 0+ assassin(s)

Effect: Allows brigands and/or assassins to be placed in ambush in order to defend against the clandestine Street War action. In the event of a Street War and successful Ambush, the lots accumulated are deposited in the guild chest.

Action Phase: Mobilization

Limitations / Notes: Brigands and/or assassins sent into ambush are lost. The name of the clandestine seal used is kept secret.

Action: Poisoning

Range: 10 hexes

Target: Army

Cost: 1 clandestine seal, 1 blade poison, 25 sépium

Effect: Allows the army's combat strength to be reduced by 10 during the season.

Another source of damage points is necessary in order to benefit from the effect, because Poisoning causes no damage points on its own.

Action Phase: Poisoning

Limitations / Notes: May not be combined with another effect that reduces the combat strength of the same army. The name of the clandestine seal used is kept secret.

Action: Maritime Poisoning

Range: A sea located at a maximum of 10 hexes from the hideout

Target: Ship

Cost: 1 clandestine seal, 1 blade poison, 25 sépium

Effect: Allows the combat strength of the naval garrison to be reduced by 10 during the season. Another source of damage points is necessary in order to benefit from the effect, because Maritime Poisoning causes no damage points.

Action Phase: Poisoning

Limitations / Notes: May not be combined with another effect that reduces the combat strength of the same naval garrison. The name of the clandestine seal used is kept secret.

Action: Hindrance

Range: 10 hexes

Target: Army

Cost: 1 clandestine seal per block of 10 units in the targeted army; 2 brigands per block of 10 units present in the targeted army

Effect: Allows the maximum movement of an army to be reduced by 5 hexes.

Action Phase: Movement

Limitations / Notes: May not be combined with another effect reducing the movement of the same army. The name of the clandestine seal used is kept secret.

Action: Make Way!

Range: 10 hexes

Target: Army

Cost: 1 clandestine seal per block of 10 units in the targeted army; 2 brigands per block of 10 units present in the targeted army

Effect: Allows the maximum movement of an army to be increased by 5 hexes.

Action Phase: Movement

Limitations / Notes: May not be combined with another effect that increases the movement of the same army. The name of the clandestine seal used is kept secret.

Action: Street War

Range: 10 hexes

Target: Clandestine hideout

Cost: 1 clandestine seal, 1+ brigand(s) and/or 1+ assassin(s)

Effect: Allows a combat to be initiated against the targeted clandestine hideout. If the combat strength of the action exceeds that of the units placed in ambush, the clandestine hideout is destroyed and its contents are added to the revenues of the clandestine hideout that carried out the action.

Action Phase: Offensive actions of an army

Limitations / Notes: The name of the hideout and of the targeted guild must be provided when the order is submitted. The name of the clandestine seal used is kept secret. Brigands and assassins used in a street war are lost.

Action: Pillage a Domain

Range: The domain on which an army carrying out the action is located

Target: Army

Cost: 1 clandestine seal, 1 victual, 1 cereal, and 1 livestock per block of 5 military units in the army carrying out the pillage action

Effect: Allows an army to pillage 5 lots for each point of strength in the army. Lots are pillaged in this order: minerals and precious stones, production lots, and base lots. The pillage is handed over to the guild of the clandestine seal.

Action Phase: Offensive actions of an army

Limitations / Notes: The army must already have successfully completed the order *Attack a Domain* before it can pillage a domain. If several armies pillage the same domain in the same season, the armies pillage the domain in descending order, beginning with the army with the greatest number of strength points.

Action: Sépium Plantation

Range: 10 hexes

Target: Domain with cereal production type

Cost: 1 clandestine seal, 2 brigands

Effect: Allows 25 sépiums to be added to the revenues of the clandestine hideout. This action may create a nuisance.

Action Phase: Assignment

Limitations / Notes: This action may only be carried out during the Spring season. The name of the clandestine seal used is kept secret.

Action: Fencing

Range: –

Target: One's own clandestine hideout

Cost: 1 clandestine seal, 15 loot

Effect: Allows loot to be sold and varied forms of wealth to be added to the revenues of the hideout. Loot is converted into equivalent value in minerals, precious stones, collectible objects, works of art, supernatural components, or solars.

Action Phase: Assignment

Limitations / Notes: The fence does not get to choose what they receive. The name of the seal and the clandestine hideout used are kept secret.

Action: Sépium Den

Range: 10 hexes

Target: Domain with a development stage of village, town, or city

Cost: 1 clandestine seal, 20 sépiums, 2 brigands

Effect: Allows 25 loot to be produced. This action may create a nuisance.

Action Phase: Assignment

Limitations / Notes: This action may only be carried out during the Winter season. The name of the clandestine seal used is kept secret.

Action: Highway Robbery

Range: 10 hexes

Target: Commercial counter

Cost: 1 clandestine seal, 1+ brigand(s) and/or 1+ assassin(s)

Effect: Allows 20% of the value of the bills of exchange of merchant caravans whose destination is the targeted commercial counter to be subtracted. The clandestine hideout adds 1 loot per block of 75 solars in value from the targeted bills of exchange to its revenues.

Action Phase: Mobilization

Limitations / Notes: Each merchant caravan may not have more than 20% of the value of its bills of exchange stolen. The name of the clandestine seal used is kept secret. In the event of simultaneous action, the hideout that used the greatest total number of brigands and assassins in the action receives the revenues.

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