THE FOUNDING

This book describes the world with the following id, and no other.

```
1c14358e162ad1ec8a3b7e3c839fcf57
85ebe7024b3d9c36fe2f78d8d2797843
```

Take a SHA-256 checksum of the rules yourself and you should get this. If you get something else, you are playing a different world.





INTERVAL

A HANDBOOK

rules 2b6e4842 · engine 1c14358e · land 9b8eb205

THIS COPY BELONGS TO

CITIZEN

PRINTED AT INTERVAL

SWORN TO

This book describes world **1c14358e162a**. That is not a version number: it is a checksum of the rules. Change one character of them and you get a different world with a different name. Nothing in this book can go out of date, because nothing in the rules can change.

COMING HOME

You do not have to do any of that by hand. When nothing answers for your world, the window asks every node it has ever spoken to where the world went, checks the answer against the founding your own file carries, and goes there. It will tell you before it moves you. If somebody hands you an address, use it: being told by a person is still better than taking the first answer, because the window can check that a world is the same world and cannot check that it is the one everybody else went to.

One file, one homecoming. You may come back once, and what you bring is what a crossing brings: your levels, your money, your goods, your name if nobody here has taken it, and every tally that only ever grew. Where you were standing does not cross, and neither does anything you left on the ground. You wake where newcomers wake.

So a world can stop and the line of it cannot. There is nothing to shut down that would take your citizen with it.

IF THIS WORLD STOPS

A world keeps its interval because its witnesses sign each one. If they all stop, the clock stops with them. Nothing about this can be worked out by playing, so it is written here.

Your citizen is not held by anybody else. A file is kept for you beside your key, every ten minutes, and it holds your whole record: your levels, your money, your pack, your name, what you swore, the countries you have walked and the people you know. In the browser it is kept in the browser, and there is a button to save a copy off it. The file cannot be edited. Add a level to it and it stops matching the mark the world signed, and then it is worth nothing.

Anybody may found a world that continues this one. It must use the same rules, the same seed and the same island, and it names one mark: the one this world ended on. It does not name you, or anybody. That is what lets it be founded by somebody who holds nothing of yours.

You come back by bringing your file. Ask any node for your way in, which is a few hundred bytes it will give to anyone, and then say that you are coming home. The way in goes stale as soon as somebody else comes home, so ask for it when you need it rather than keeping it.

Your file is the part worth keeping.

ABOUT INTERVAL

Interval is an online world run by the computers of the people playing it. There is no company behind it and no server that owns it. There is no account either. You have a key, and the key is your citizen.

The rules were set when the world was founded and cannot be changed by anyone, including the people who wrote them. That is why nobody can ban you, patch you or shut it down, and why this book can be printed at all.

This book lists the rules: the crafts, the items, the recipes, the spells and the levels. It does not tell you what to do, where anything is, or how to make money. Those are not rules, and you work them out by playing.

How the world is drawn is not part of the rules. The window you are using is one way of showing it and there is no official one. You can write your own and it counts the same.

THE INTERVAL

The world advances one interval every second, whether or not anyone is playing. Everything happens on an interval: a step, an attack, a log cut, a line of chat.

Nothing speeds this up. There is nothing to buy, and the world does not pause when you log off.

NINETY MINUTES

One citizen may stand in the world for 90 minutes in any 24 hours. It is in the rules, so every window enforces it and no window can be talked out of it.

It is **not** a day. There is no midnight and no reset: that window rolls, so the time you spent comes back gradually as it falls behind you rather than all at once at an hour somebody else picked. There is nothing to use up before it expires and nothing to race for.

Only what you DO spends it. The world counts you present if you have acted within the last minute, or if something you set going is still running, and it charges you for that whole minute. Standing about costs nothing once a minute has gone by, and closing the window costs nothing at all.

You are told 10 minutes before it closes.

THINGS NOBODY SELLS

A price is what a stall ASKS for a thing. Nothing here has one: no stall sells it, some of it cannot be carried at all, and none of it can be worked out by trying.

torch — Burns for 900 intervals from the moment it is lit, and burns them whether it is in your hand or in your pack. The Smother will not let you in without a light, and it asks only on the way in: you may always walk out and light another, and the walk is what it costs you.

forage — Left by a goblin, a wolf or a bear about a third of the time they fall. It cannot be picked up, carried, banked, traded or priced. Click it where it lies and it is eaten on the spot for 6 hitpoints, needing no free slot and no gullet. It rots in 50 intervals, which is half of what anything else on the ground lasts. Nothing in the Wilds leaves it.

the four masks — A hart, a wolf, a raven and a hare, on a shelf in the barrow. A citizen may take **one of them in their whole life** and the world remembers which. They defend nothing whatever; wearing one costs you a helm, and that is their only price. Anyone wearing a second has been given it, and being given anything shows on every board for ever.

graver — A chisel off the siren, one kill in 64. With it you may cut **somebody else's** name into a standing thing: never your own, and never twice, because a name once cut is cut. No level, no trade and no standing qualifies you. You either have the chisel and the friend or you do not.

cinder-crown — One dragon in thirty-two. It is worn on the head, it defends nothing, and it does nothing at all. It is the only object in this world whose entire purpose is that somebody can see you have one.

burnt fish — What cooking gives you when it fails, which at first is most of the time. It feeds nobody and sells for nothing. The rate falls as shorecraft rises, so the failures are the lesson.

WHAT DYING COSTS

You wake at the spawn. Everything in your pack is gone and anybody may take it from where you fell. Your trades, your name, your standing and your coin survive, which is why selling to a keeper is how a day's work stops being something you can lose.

And you take a wound. One permanent point off your frame, every time, to a limit of **10**. Nothing you can carry and no amount of resting gives it back. An ordinary well restores your health to full and does not touch it.

One thing in the world clears them, and it clears all of them at once. It is a wellspring. There is no second way, it is not in any town, and this book will not say where it is: that is the one scarcity here that cannot be read out of the founding, and telling you would spend it. The world announces that somebody has come back whole, so you will know it has been found.

◆

A citizen at the limit has 10 points fewer than one who has never died, for as long as they go without finding it.

CLOSING TIME

When it is spent you are not thrown out and nothing is taken from you. No craft falls, no vault empties, no ground is lost. Your citizen stands where they stood, holding what they held.

What you cannot do is act. Every deed is refused at the one gate they all pass through, so there is nothing to look for and nothing that slips past it.

You can still **talk**, near and across the island, and you can still be talked to. The end of a day's work is not the end of the evening.

As the window rolls, the time comes back and you may act again. Nobody has to let you back in.

A second pair of keys is not a way around this. It is the price of it: new keys are a new citizen, with no crafts, no standing, no calling, no name and no vault.

THE NINE CRAFTS

Every citizen has the same nine and can train all of them. The right column lists the trades you can swear to in that craft.

Woodcraft	forester, firekeeper, fletcher
Earthcraft	miner, smith
Shorecraft	fisher, cook
Mourning	mourner
Marksmanship	archer
Sorcery	sorcerer
Hearthcraft	farmer, brewer
Prowess	berserker, warden, fighter
Wayfaring	cartographer, runner

THE ONES WITH A RULE OF THEIR OWN

Most things answer to a good weapon and enough patience. These answer to something else, and the world will not tell you what: it simply refuses, with nothing on screen to say why.

	health	blow	
quencher	60	7	Takes nothing at all from a weapon that does not burn. Not reduced: nothing. Bring fire or do not go.
barrow wight	95	9	Every blow lands for one unless you are carrying holy water. The flask is spent when the wight falls.
great spider	300	18	Its web mends it faster than one person can cut, and four times faster again while nobody is standing beside it. Somebody has to hold it. Shooting it from a place it cannot reach does nothing at all, however many of you there are.
dragon	420	28	Struck only from right beside it, so a bow or a spear does nothing, and it breathes.
gibbet dead	120	11	Cannot move and cannot be reached. It throws what comes to hand, and is fought at four tiles or not at all.
gibbet king	200	22	Raises the dead while you fight it, and is struck only from beside it.
siren	60	6	Answers only whoever started with her. Nobody can help you and you cannot help anybody.

There are also 2 practice targets in town. They never fight back and never die.

CREATURES (CONTINUED)

	health	hardest blow	comes for you
 **bear**	14	2	yes
 **carrion crow**	14	2	yes
 **wolf**	8	2	yes
 **mountain goat**	45	1	no
 **sheep**	40	1	no
 **scree imp**	6	1	no
 **goblin**	5	1	yes

This book does not say where they live.

SWEARING TO A TRADE

You can swear to one trade once you have done two things: reached **50** in its craft, and stood in **5** of the island's 7 countries. It is the only craft you can ever master.

The second half is there because the first comes quickly. Reaching 50 in a craft takes under two hours of work and can be done standing at one rock, and this is the only choice in a citizen's life that cannot be taken back. So the world asks you to have seen something of it first. It keeps the count itself as you walk; you do not have to tell it anything.

Neither the Wilds nor the Moor is needed. 5 is the peaceful island, all of it, so nobody has to be hunted to take up a trade.

Unsworn	nothing passes 50
Outside your trade	nothing passes 70
Your own craft	mastery at 100

Nothing stacks up across crafts. Each citizen masters one craft and stays middling at the other eight, so most of what you need you will get from other players.

BEING TAKEN ON

Swearing costs nothing and happens wherever you are. It takes no interval, interrupts nothing, and needs no altar and no official: saying what you are is not an action, and a citizen halfway through a journey does not stop to say it.

When you swear you may **name the master who taught you**. They have to be standing with you, they have to be a master of the same craft at 100, and they have to have taken you on and not let it lapse: an apprenticeship is forgotten after 12 hours.

Naming one is **optional**, and swearing alone is a real swearing. The first woodwright on the island had nobody to name, and anyone playing at a quiet hour would otherwise be stuck waiting for a master to wake up. The mark is a reward; its absence is not a wall.

◆

What the mark does is make masters. Reaching 100 in your own craft only makes you *eligible*; you become a master when somebody you took on swears, and names you. That cannot be done alone and cannot be ground out.

Swearing also ends every apprenticeship you were in, whoever took you on and whatever trade it was to. You may be taken on by a forester, walk off and swear miner: you promised nothing, and your master consented to teach rather than to be owed.

CREATURES

How much health it has, the hardest it can hit you, and whether it will come for you unprovoked.

	health	hardest blow	comes for you
 **mere lamprey**	44	8	yes
 **fen adder**	22	6	yes
 **boar**	55	5	yes
 **risen**	12	5	yes
 **incursion**	120	4	yes
 **skeleton knight**	18	4	yes
 **troll**	20	3	yes
 **shore crab**	90	2	no

RECIPES (CONTINUED)

steel dagger	1 steel
 **steel spear**	1 steel, 1 oak logs
 **great hatchet**	2 quick stone, 2 ironbark, 1 brimstone
 **great pickaxe**	2 quick stone, 1 ironbark, 1 brimstone
 **gold bar**	5 gold ore
 **iron**	2 iron ore
 **steel**	1 iron
 **gold helm**	6 gold bar
 **gold plate**	11 gold bar
 **gold chain**	10 gold bar, 1 old chain
 **bone staff**	2 logs, 8 bones, 1 grave silver

WHAT YOU ARE CALLED

Until you swear you are a **newcomer**, however good you are at anything. The world does not name you after your best craft, because before you swear you are not of that trade: that is the whole of what swearing is for.

If a master has taken you on you are an **apprentice** instead, which is worth knowing about a stranger: somebody is teaching them, and you can ask who.

Once you swear, the word becomes your **calling** and never changes again. A smith who spends a year at the trees is still a smith.

newcomer	Unsworn, and nobody has taken them on.
apprentice	Unsworn, but a master has taken them on.
journeyman	Sworn to a trade.
master	At 100, and has raised somebody.

PAST MASTERY

master goes in front of your word once you have mastered the craft *and* raised somebody to their own swearing: the number alone does not buy it.

There is no title for mastering everything, because there is no mastering everything. One craft to a citizen is the whole of the rule, and the caps hold you to it.

Mastery is a power cap, not a level cap. Everything in the world uses your level or 100, whichever is lower, so nothing you do gets stronger past it. Levels carry on to **210** and count for nothing but showing how long you have played.

They do give you apprentice slots, one at each of 100, 105, 110, so a high-level master can teach more people.

RECIPES (CONTINUED)

quick sword	6 quick ingot
quick helm	5 quick ingot
quick plate	10 quick ingot
quick dagger	4 quick ingot
quick hatchet	2 quick stone, 1 iron, 1 logs
quick pickaxe	2 quick stone, 1 iron, 1 logs
steel hatchet	1 steel, 1 oak logs
steel pickaxe	1 steel, 1 oak logs
steel sword	1 steel
steel mell	2 steel, 1 oak logs
steel helm	1 steel
steel plate	2 steel

RECIPES (CONTINUED)

 **iron sword**	2 iron
 **iron hatchet**	1 iron, 1 logs
 **iron pickaxe**	1 iron, 1 logs
 **iron helm**	1 iron
 **iron plate**	3 iron
 **iron shield**	4 iron, 1 oak logs
 **steel shield**	3 steel, 1 ironbark
 **quick shield**	7 quick ingot, 1 ironbark
 **gold legs**	8 gold bar
 **quick grit**	5 quick stone
 **quick ingot**	8 quick grit
 **quick alloy**	1 quick ingot, 5 brimstone

TEACHING

Reaching 100 in your own craft does not make you a master. It makes you eligible. You become a master by raising somebody else to their own swearing, and until you have, you are not one.

It cannot be done alone and it cannot be ground out: it needs another citizen to reach 50 and swear, and they have to agree to be taken on in the first place.

A master holds **3** places at most, and an apprentice who swears frees their own place. One who simply stops coming back releases it after about 12 hours.

Whoever raised you is recorded against your swearing and stays there. It cannot be traded, lost or undone.

A master takes 2 where anyone else takes one, and where there is nothing to double, their weapon comes back a quarter sooner.

THE THINGS THERE IS ONLY ONE OF

Everything in the pages that follow is interchangeable: one log is any log. Two things are not. Each carries whose it was and the interval it was made on, and no two are the same object.

a wayfarer's hood — Given for walking every trade. It has no defence and no price, and it survives the death that takes everything else.

a fall stone — The last rock off a boulder somebody finished. The same rock as any rubble; the difference is who broke it and when.

◆

None of them can be bought from a keeper, because a keeper deals in kinds and these have no kind. They change hands between people or not at all.

What one is worth is decided years after it is made, by whose name turns out to be on it. That cannot be known in advance and cannot be run ahead of.

RECIPES (CONTINUED)

 **barb**	2 lamprey spit, 1 steel
 **handgonne**	8 iron, 1 ironbark, 2 brimstone
 **shot**	1 iron, 1 gunpowder
 **quick spear**	6 quick ingot, 1 ironbark
 **quick mell**	9 quick ingot, 1 ironbark
 **great helm**	2 quick alloy
 **great plate**	5 quick alloy
 **shell helm**	2 crab shell, 1 iron
 **shell plate**	4 crab shell, 2 iron
 **great sword**	5 quick alloy, 1 ironbark
 **great crossbow**	4 quick alloy, 1 ironbark
 **great mell**	6 quick alloy, 1 ironbark

RECIPES

iron dagger	1 iron
 **iron spear**	1 iron, 1 logs
 **iron javelin**	1 iron, 1 logs
 **steel javelin**	1 steel, 1 logs
 **quick javelin**	1 quick ingot, 1 ironbark
 **iron mell**	2 iron, 1 logs
 **sigil bow**	1 horn bow, 3 sigil
 **crossbow**	2 iron, 2 logs
 **quick flail**	8 quick ingot, 1 ironbark
 **fire siphon**	4 steel, 6 brimstone, 1 ironbark
bare blade	4 steel, 1 ironbark
 **bone spear**	2 dragon bones, 1 ironbark

THE FIRES

Bars are run at a furnace and the furnace has to be burning. A cold one is a pile of stone and will smelt nothing, however much ore you are carrying.

Coal or charcoal feeds it, one piece at a time. A coal is worth 540 intervals of heat and a charcoal 360, and it will not hold more than 3600 intervals however much you put in. A fire cannot be filled once and left for a week.

Anyone may feed anyone's fire. You earn 26 earthcraft for the piece you put in, at your own fire or a stranger's, and whoever fed it last earns a little every interval it goes on burning. Feeding a full fire still spends the fuel and still pays you.

The watchfire is the other public fire. It takes logs or coal, and ironbark and coal burn three times as long as an ordinary log.

WHO WORKS HERE

A work remembers the last 5 people who used it and how long ago, and tells you when you stand beside it. The anvil, the furnace, the sawpit and the mill keep this, and so does each fire, for whoever fed it or burned it down for charcoal.

It forgets a name after 6000 intervals.

This is the only thing in the world that will tell you who else does what you do. It says who works here; it does not say where they are, and there is no list anywhere of who is about. You still have to walk to the furnace to find out who works the furnace, and then go and find them.

THE CALLINGS

The rest of what a townsperson can be. None of these keeps a stall and none of them sells anything: they are what somebody in a town IS, and knowing the word is how you know who to ask.

the banker

the merchant

the sawyer

the shepherd

the miller

the quarrier

the watchman

the wizard

the brewer

the mourner

the innkeeper

the collier

the drover

the bridge keeper

the beekeeper

Which town has which, and where they stand in it, this book does not say.

THE SEVEN WHO SELL

A stall is an institution rather than a shop: there is one of each kind on the island, not one in each town. None of them buys anything either. There is nobody in this world who will take an item off you for coin.

 **the axe man**	iron hatchet
 **the delver**	iron pickaxe
the arms master	iron dagger, iron sword, iron spear
 **the armourer**	iron helm
 **the fletcher**	wooden bow, staff, wand
 **the seedsman**	seeds
 **the fisher**	rod

Everything on this page is the first rung of its line. A stall is where a trade begins, and nothing past the beginning is for sale anywhere: the rest of it is made, or it changes hands between people.

CARRYING

12 for what you carry and one for each thing you wear. Write in what your citizen keeps on them, the way you would the inside cover of anything worth keeping.

WORN

Weapon	
Head	
Body	
Offhand	
Legs	

KEEPING

Your pack holds 12 things and that is all you can carry. Everything else lives in a vault, and a vault belongs to the counter it stands at: what you put away in one town is in that town, not waiting for you in the next one.

You may hold up to **32** of them, one per counter. Crafting only ever reads your pack, never a vault, so what you take out before you leave is what you have.

HAULING

A store buys nothing and sells nothing. What it does is sign a consignment: goods entered at one counter, carried by you, and given up at another. The route may run to **8** stops.

It pays in wayfaring, not in coin, and it pays by the tile and by how much of the load you are carrying. A long road with a full pack is the whole of the wage.

The consignment is not your pack. It is a second container a vault cannot reach and you cannot eat out of.

GATHERING (CONTINUED)

fishing spot	raw fish	1
eel spot	eel	20
deep fish spot	deep fish	78
gibbet shoal	deep fish ×2	92
tree	logs	1
oak tree	oak logs	20
ironbark tree	ironbark	45
heartwood tree	heartwood	78
gallows oak	heartwood ×2	92

This book does not say where any of it is on the island.

GATHERING

Everything you can gather from, what it gives, and the level you need to use it.

 **rock**	ore	1
 **rockfall**	rubble	1
 **iron rock**	iron ore	1
 **coal rock**	coal	20
 **brimstone vent**	brimstone	70
 **quick rock**	quick stone	78
 **gold rock**	gold ore	85
 **mother lode**	quick stone ×2	92
 **muck heap**	saltpetre	25

YOUR OWN STALL

A keeper's counter is not the only place goods change hands. You may raise a stall of your own: **10** planks and **2** iron ore, and **20** intervals of standing still while you build it. One each.

It holds one kind of good, up to **200** of it, at whatever price you set. Anybody may buy from it while you are elsewhere, and the coin waits for you to come and take it. Left untouched it falls down.

ARMS

BOW — marksmanship

	horn bow both hands	20		hollow bow	1
	sigil bow both hands	30		heartwood bow both hands	40

CROSSBOW — marksmanship

	great crossbow both hands	70		crossbow both hands	25

DAGGER — prowess

	iron dagger	8		steel dagger	35
	quick dagger	50			

JAVELIN — marksmanship

	iron javelin	1		steel javelin	15
	quick javelin	50			

MELL — prowess

	iron mell both hands	22		steel mell both hands	38
	quick mell both hands	55		great mell	70

EATING

Food is a **rate**, not a burst. A meal does not jump your health up the moment you swallow it: it mends you steadily over the intervals that follow, and a richer meal simply mends for longer.

What the better food buys is the SIZE of one swallow. That is what gets a wounded citizen out of reach of a finisher in a single interval, and it is why the best food in the world is worth carrying even though everything heals at much the same speed.

And a meal spends the arm. Eating is not fighting: the interval you spend on it is an interval you did not swing in, which is the whole of what stops anybody eating their way through a duel.

THE FIVE KINDS

flurry	several blows in one go, each rolled to hit as usual
whole	one blow at the weapon's hardest, and harder to land
now	does not wait for your arm after an ordinary swing
far	the damage comes from the range, not the weapon
report	one shot carrying all of it, and the least likely to land

A far shot is weaker than a dagger at touching range and the hardest blow in the world at the end of its nine tiles. The range is the whole of its damage, not an addition to it.

A report is the handgonne alone. Its burst was scaled down when a citizen's health became a flat sixty-four, and all of the damage went into the single shot: the hardest blow in the world, and the only gambit more likely to miss than to land.

What a gambit costs is not the same for every weapon. The recovery is measured against that weapon's own swing, so the cost column on the previous page is how many ordinary blows you gave up for it: four for a quick dagger, two for a mell, less than one for a handgonne.

Each kind is meant to pay that cost back in its own coin. A flurry pays in blows, a whole in size, a now in timing, a far in distance.

Master your own craft and the arm comes back a quarter sooner, which is what prowess gives instead of hitting harder.

ARMS (CONTINUED)

SPEAR		prowess			prowess
	iron spear both hands	14		steel spear both hands	35
	quick spear both hands	50		bone spear both hands	50

SWORD		prowess			prowess
	iron sword	15		steel sword	35
	quick sword	50		great sword both hands	70

OTHER					
	barb	45		bare blade	30
	bone staff	40		fire siphon	60
	gold chain	90		handgonne both hands	90
	quick flail both hands	55		spade	260
	wand	6		wooden bow both hands	8

Where a craft is named beside the family, the number is the level you need to hold the thing. Everywhere else it is what a stall ASKS for one, and blank means no stall sells it. Nothing in this world buys anything off you. A thing marked ***both hands*** *leaves you none for a shield.*

ARMOUR

HELM	prowess		
iron helm	12	steel helm	32
quick helm	45	great helm	80
gold helm	45	shell helm	15

PLATE	prowess		
iron plate	30	steel plate	38
quick plate	50	great plate	80
gold plate	50	shell plate	15

OTHER	
king shroud	40

Where a craft is named beside the family, the number is the level you need to hold the thing. Everywhere else it is what a stall ASKS for one, and blank means no stall sells it. Nothing in this world buys anything off you. A thing marked ***both hands*** *leaves you none for a shield.*

GAMBITS

Seven weapons have a move of their own. Blows is how many it lands. Recovery is how many intervals your arm is spent for afterwards. Costs is that recovery measured against the weapon's ordinary swing: how many normal blows you gave up to make this one.

		BLOWS	RECOVERY	COSTS
dragonbow	far	1	4	2
horn bow	flurry	3	6	3
quick dagger	flurry	4	8	4
fire siphon	now	1	4	2
handgonne	report	1	3	0.75
great mell	whole	2	3	1.5
quick mell	whole	2	4	2

THE TIDE

The tide is the world's own clock, worked out from the interval count and nothing else. It is the same for everybody everywhere, nobody chose it, and nobody can move it.

It gates nothing and costs nothing. What it is for is that anyone can say when the next one falls, and be right.

the deep tide up for 30 minutes, every 12 hours

◆

It is announced when it turns, and the announcement says where people actually stood at the last one. Nobody chose that place either: it stays the place only while people keep going there.

It does not fall at the same hour twice. Two turns are twenty minutes longer than a day, so it slips twenty minutes later each day and works right round the clock in thirty-six. No part of the world is permanently asleep when it falls.

This is the closest thing the world has to an appointment. "At the deep tide" is something two strangers can agree on without either of them being able to move it.

MADE THINGS

HATCHET — woodcraft

 iron hatchet	10	 steel hatchet	10
 quick hatchet	30	 great hatchet	70

PICKAXE — earthcraft

 iron pickaxe	10	 steel pickaxe	10
 quick pickaxe	30	 great pickaxe	70

SHIELD — prowess

 iron shield	1	 steel shield	30
 quick shield	48		

MADE THINGS (CONTINUED)

OTHER

 gold bar	320	 gold legs	45
 iron	5	 quick alloy	
 quick grit		 quick ingot	420
 shot	2	 steel	

Where a craft is named beside the family, the number is the level you need to hold the thing. Everywhere else it is what a stall ASKS for one, and blank means no stall sells it. Nothing in this world buys anything off you. A thing marked ***both hands*** *leaves you none for a shield.*

THE WILDS

Most of the island is ordinary ground, where nobody may strike you without answering for it. The Wilds are not. Anybody may hunt anybody there, and nobody is coming.

Everything worth the most is there, which is the trade: the quick rock, the mother lode, the deep water, the gallows-oaks. You cannot reach the end of any craft without going, and every trip back is carrying something worth taking.

Magic will not carry you out of it, and nothing else will: this world has no way to step out of one place and into another. You walk out of the Wilds or you die in them.

THE LISTS

An isle off Fenmarch, reached by boat. Anybody may strike anybody, and no spell from either book works at all.

The first crossing needs a **charter**, spent on the way out. After that you are chartered for life, and the island is told.

A charter is drawn from a chart by a wayfarer at 90; a chart is what a surveyor of 90 brings home. The way onto the Lists runs through somebody else's mastery.

It is for a fight that is only about the fight: with the magic gone, a mell and a bare blade can be compared honestly.

WHAT IS COUNTED

Your deaths are counted, forever, and the number never falls. It is not a punishment and nothing in the world reads it except the boards. You are free to farm it if you want to, at the price of everything you are carrying each time.

Kills are **not** counted, and that is deliberate. A kill count would be worth something, and the cheapest way to earn it would be to make new citizens and cut them down. A death count is a joke you paid for.

WHAT CAN BE SAVED

At mourning 70 the most valuable priced thing you are carrying survives your death. Priced means a stall somewhere asks a price for it: the ore, the blades, the plate. What this world is really worth keeping is on no such list, and a sigil, a chart or an old chain is exactly as losable as it always was.

Somebody with a goo-staff can also seal your dropped pack where it lies, which holds it for you and stops it rotting. See the spells.

GOODS

ARROWS

 fire arrows	12	 arrows	1

BONES

 dragon bones	500	 bones	2

BREAD

 burnt bread	1	 bread	9

BROTH

 deep broth	24	 broth	10

DEEP FISH

 cooked deep fish	22	 salt deep fish	30
 burnt deep fish	1		

EEL

 cooked eel	13	 smoked eel	30
 burnt eel	1	 eel	7

FISH

 raw fish	3	 cooked fish	6

GOODS (CONTINUED)

 salt fish	11	 deep fish	11

LOGS

 oak logs	6	 logs	2

ORE

 iron ore	4	 gold ore	60
 ore	5		

ROD — shorecraft

 heartwood rod	70	 ironbark rod	30
 oak rod	10	 rod	10

STAFF — sorcery

 heartwood staff both hands	70	 staff both hands	6

OTHER

 ale	8	 brimstone	46
 charcoal	12	 chart	180
 charter	240	 coal	12
 crab shell	12	 flour	6

DYING

When you are killed you drop everything you were carrying. It lies on the ground where you fell, for anyone to pick up, and it rots after a while like anything else left out.

The world pauses over you for 5 intervals and then gives you back whole, at Anchor, wherever on the island you fell. Nothing is taken from your crafts: levels do not fall here, and no trade, name or standing is touched.

It does leave a **wound**, which is permanent and does not heal with rest. One thing in the world clears them. See what dying costs.

Which is also the long way home. Dying in the Wilds costs you what you were carrying and the walk back out.

WHAT A SPELL LEAVES ON YOU

A spell is cast in one interval and is over. What it leaves on the person it hit is not, and there are six of these. You will meet them before you ever cast anything.

stilled	You cannot strike. It wears off.
rooted	You cannot move from where you stand.
burning	You lose health every interval until it goes out.
rotting	The same, slower, and it came from the barrow book.
withered	Your blows land for less while it lasts.
branded	A mark on you that others can see.

Each of them ends by itself after a number of intervals. Nothing you carry removes one early, and dying does not clear them either.

You can see all six on somebody from across a square, which is the only warning this world gives you that a stranger has already cast.

GOODS (CONTINUED)

grain	4	grave silver	700
gunpowder	60	heartwood	15
holy water	90	ironbark	9
lamprey spit	90	planks	5
quick stone	20	saltpetre	14
sapling	40	seeds	10
wool	9		

*Where a craft is named beside the family, the number is the level you need to hold the thing. Everywhere else it is what a stall ASKS for one, and blank means no stall sells it. Nothing in this world buys anything off you. A thing marked **both hands** leaves you none for a shield.*

THE SPELLS

There are **10** spells, split between two spellbooks. A citizen has one book or the other, never both. Casting a spell uses up a sigil.

THE COMMON BOOK

	seal	hold a dropped pack for whoever lost it, with the goo-staff
	unmake	take a thing apart, with the goo-staff
1	**transmute**	turn a thing into money
50	**mend**	close your own wounds
50	**mendp**	close somebody else's, with a wand
85	**still**	hold a fight still

None of these damage anyone. They block, heal or break things down.

THE BARROW BOOK

The other spellbook. These are the ones that harm.

40	**rot**	they rot where they stand: three off them every third interval for twenty-four, and every bite of it teaches you. A smoked eel ends it: the only answer to any spell in this book
60	**taking**	take eight of their life and keep it. You must be hurt to cast it, and it is the only healing this book has
75	**waking**	strike the one you name and everything standing against them, nine apiece, from six tiles off
88	**withering**	for sixteen intervals nothing can mend them. Not food, not a spell, not a well, and no eel either: the door is simply shut

A sigil is spent either way. The barrow book costs more of them: one for the rot, four for the withering.

No spell from either book works on the Lists.