Lorenzo de' Bardi

◇ **Motto of the Ordo**

Justice beyond death

◇ **Name**

Lorenzo de' Bardi

◇ **Description**

Tall and powerful, with a scar on his chin and an ever-attentive gaze. His dusty old cloak hides dented armor, which has survived many battles.

◇ **Weapon**

My reputation precedes me.

◇ **Armor**

Duty is my shield.

What I Want

1 To deliver justice to the living and the dead.

2

Want I Don't Want

1 To fail again, like I failed my brother.

2

Traumas

Gamble

Lorenzo de' Bardi

Once a knight in service to the city of Florence, Lorenzo witnessed his older brother die and come back as a Revenant. He put his brother down for good, an experience that scarred him deeply. After losing his entire family to the plague, Lorenzo swore fealty to the Ordo Mortis, convinced that only discipline and justice could prevent the world from spiralling into chaos.

Start of Turn

- At the start of each turn, the LM asks the SoD what they perceive with two of their own senses.
- Using the answers as prompts, the LM frames the scene, describing the location, the time and the weather.

Conflict

- Continue narrating the story until a Conflict involving the SoD arises.
- A Conflict starts when the SoD refuses a statement from the LM, or vice versa.
- The SoD builds a dice pool: 1 for each box they just marked on their Sheet that fit the narrative. 0 boxes = 0 dice.
- The SoD can ask for the **Help** of one of the other Soldiers on the scene.
- The SoD can **Gamble** to add one special die (**1-3**: no effect; **4-6**: adds one unwanted complication).
- The SoD can **Sacrifice** themselves (+3 dice, but they die at the end of the scene).

Rolling the Dice

- You must obtain at least one 5 or 6 (including the Gamble dice) to succeed.
- **Optional Rule:** To increase the danger level you can play in **Survival Mode**, where only a 6 is a Success.
  - **Success:** The SoD narrates the outcome of the Conflict.
  - **Failure:** The LM narrates the outcome of the Conflict, which always includes a Trauma for the SoD.

End of Turn

- After the Conflict, check if all the boxes on the SoD's Sheet are marked: if so, clear them all. They can be used again, starting from the next Soldier's turn.
- The SoD then passes the On Duty Token to the next player.

Death

- When a Soldier accumulates **3 Traumas**, they must leave the scene and die.

SoD = Soldier on Duty *LM = Ludi Magister*

Bice degli Inghirami

◇ Motto of the Ordo

Justice beyond death

◇ Name

Bice degli Inghirami

◇ Description

Pale and gaunt, with a smooth skin and bloodshoot eyes, eyes that seem scorched by sleep lost over forbidden texts. Her nun's attire features black stitching—a mark of a secret order.

◇ Weapon

I glimpse everyone's weak spot.

◇ Armor

Strike first, strike hard, no mercy.

Gamble

What I Want

1 To find the root of a greater evil and destroy it.

2

Want I Don't Want

1 To discover that my faith is misplaced.

2

Traumas

Bice degli Inghirami

Heiress to an impoverished noble house, Bice took the holy orders to escape her violent past. After bearing witness to a failed exorcism that exterminated an entire monastery, she became obsessed with finding answers in the scriptures. Her faith is unshakeable, but her doubts have become obsessions: what if the plague is not the work of the Devil, but of God Himself?

Start of Turn

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Conflict

- Continue narrating the story until a Conflict involving the SoD arises.
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Rolling the Dice

- You must obtain at least one 5 or 6 (including the Gamble dice) to succeed.
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End of Turn

- After the Conflict, check if all the boxes on the SoD's Sheet are marked: if so, clear them all. They can be used again, starting from the next Soldier's turn.
- The SoD then passes the On Duty Token to the next player.

Death

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Plaga 1348

Guido della Gherardesca

◇ Motto of the Ordo

Justice beyond death

◇ Name

Guido della Gherardesca, known as “The Quiet One”

◇ Description

Thin and nervous. He wears dark clothes and a patched-up cloak. His steps never make a sound and he doesn’t talk more than absolutely necessary.

◇ Weapon

Guile and secrecy.

◇ Armor

Silence disarms.

What I Want

1 To serve a righteous cause to redeem my past mistakes.

2

Want I Don’t Want

1 To bear witness to the death of another innocent without being able to intervene.

2

Traumas

Gamble

Guido della Gherardesca

A former assassin working for a Pisan family, Guido is a ruthless man. However, when his own father died of the Plague and became a Revenant, Guido couldn't bear to destroy him and fled. Racked with guilt, he sought refuge in the Ordo Mortis, but many of his comrades-in-arms still can't trust him. Can an assassin really become an instrument of justice?

Start of Turn

- At the start of each turn, the LM asks the SoD what they perceive with two of their own senses.
- Using the answers as prompts, the LM frames the scene, describing the location, the time and the weather.

Conflict

- Continue narrating the story until a Conflict involving the SoD arises.
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- The SoD can **Gamble** to add one special die (**1-3**: no effect; **4-6**: adds one unwanted complication).
- The SoD can **Sacrifice** themselves (+3 dice, but they die at the end of the scene).

Rolling the Dice

- You must obtain at least one 5 or 6 (including the Gamble dice) to succeed.
- **Optional Rule:** To increase the danger level you can play in **Survival Mode**, where only a 6 is a Success.
  - **Success:** The SoD narrates the outcome of the Conflict.
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End of Turn

- After the Conflict, check if all the boxes on the SoD's Sheet are marked: if so, clear them all. They can be used again, starting from the next Soldier's turn.
- The SoD then passes the On Duty Token to the next player.

Death

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Plague 1348

Brother Antonio Tarlati

◇ Motto of the Ordo

Justice beyond death

◇ Name

Brother Antonio Tarlati

◇ Description

A stout fellow with very coarse hands from handling herbs and medical instruments. He wears a brown robe decorated with the symbol of a broken chalice.

◇ Weapon

For every detail, a lens.

◇ Armor

Healthy as an ox.

What I Want

1 To eradicate any new version of the Plague.

2

Want I Don't Want

1 To be forced to kill someone who might still be saved.

2

Traumas

Gamble

Brother Antonio Tarlati

A physician and a man of faith, Antonio is but a humble apothecary who believes that the plague can be defeated with science. However, when he saw the dead rise again with his own eyes, he understood that this was no common disease. He joined the Ordo Mortis to save the living... and make sure that the dead remain so.

Start of Turn

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Conflict

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End of Turn

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Plaga 1348

Yusef of Baghdad

◇ **Motto of the Ordo**

Justice beyond death

◇ **Name**

Yusef of Baghdad

◇ **Description**

Muslim assassin, expert in disguises and poisons.

◇ **Weapon**

Knifes and daggers, of various shapes and sizes.

◇ **Armor**

Lies and secrecy.

What I Want

1 To prove myself trustworthy.

2

Want I Don't Want

1 To get back to jail.

2

Traumas

Gamble

Yusef of Baghdad

Once an assassin feared in the shadowed alleys of Baghdad, Yusef once survived by trusting no one but himself. His glory days did not last, since he was apprehended just before the initial outbreak of the plague. Once he managed to escape his captivity, he joined the Ordo Mortis, if only to ensure that no power will ever cage him a second time.

Start of Turn

- At the start of each turn, the LM asks the SoD what they perceive with two of their own senses.
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Plaga 1348

Yago from York

◇ **Motto of the Ordo**

Justice beyond death

◇ **Name**

Yago from York, the Master Butcher

◇ **Description**

Misterious knight, of few words.
Who knows who really lies behind the helm.

◇ **Weapon**

Fear can stop armies.

◇ **Armor**

Chainmail that stinks of death.

What I Want

1 Search it, find it and kill it.

2

Want I Don't Want

1 To be seen without my helm.

2

Gamble

Traumas

Yago from York

Tales claim they rose from the butcher's quarters of York, where they learned to carve flesh with unsettling precision before ever taking up a blade in war. Of few words, they fight without hesitation, and leave no witness who can truly say what lies beneath their iron mask. Some whisper they are disfigured, others that there is nothing human left at all, but Yago offers no answers.

Start of Turn

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