



THE CHILD AND EAGLE

ADVENTURES BY JOE BANNER

THE CHILD & EAGLE AWARD

An informal, yet infamous accolade from the Vectis Guild of Craftsmen

In the heyday of the Guild of Craftsmen, awards and ceremonies were frequent, varied and numerous. One in particular remains notorious to this day: the coveted *Child and Eagle cup*. Any member of the guild could be entered regardless of race, creed or profession; the winner was voted for in secret by the nominees, typically over a night of rowdy drinking and spirited argument in the titular pub. (The “award” was a pint of ale of the winner’s choice, usually served in the dirtiest cup available.)

The award was an opportunity to show praise for some of the more eccentric guild members “off the record”, in cases where to be seen as directly supporting the inventors or their creations might have been seen as politically or economically unwise.

The Child and Eagle ran for about forty years. Some years after the fall of the guild, several identical records of the winners and their inventions were donated to the Vectis central library. Each contains exhaustive material on the prize-winning inventions and the lives of their creators, which in turn has inspired many a future creator to fresh heights of infamy. The hall of fame (of which the following entries are only the briefest extract, you understand) reads like a biography of Vectis itself: a slice of urban life in the midst of a magical, technological revolution.

Using the Hall of Fame in play

Whether a GM or a player, you might find it fun to incorporate the Child & Eagle into your steampunk setting. Fictionally, these stories are framed in *Vectis*, a prominent city in the Chalcedon republic. Feel free to swap these names for ones that will resonate better with your fellow players. (More adventures and information about Vectis can be found in *Vectis: 1769* and *Sanderson Distillery*.)

You might also take these ideas to inspire your next Steampunk-themed character. Maybe your character was a previous winner, or trained by one; perhaps they stumbled on a faded copy of the hall of fame and found themselves inspired by it.

If you’re inspired to create your own inventions yourself, I encourage you to ensure each one has a *look*, a *purpose* and a *flaw*. Try to sum up each of these in a few words and make them as memorable as possible. If you’re a player, be sure to work with your GM to make sure your invention complements the wider fictional world.

Remember also that each invention was awarded the cup for their *infamy and invention*, not their effectiveness or success. Flaws in particular should reflect this - they should be obvious, frequently apparent and - most importantly! - very, very entertaining to watch.

Matthias Brimley

Created the **incorrigible lifter** from a bar of superplanar metal, fizzy lifting oil and a sheepskin hide. Looks like a glittering harness (that can be worn under normal clothing,) reinforced with metal strips at the bottom and sides.

Its purpose is to constantly levitate the wearer approximately three feet into the air while activated, with propulsion controlled through twinging of specific nerves and muscles in the posterior. Its flaw was that overuse resulted in atrophied leg muscles, leading to trouble walking or running. (Personal accounts of Brimley's impotence were never conclusively linked to this apparatus.)



Belledorm Preta

Created the **sigil of bedazzlement** from an ounce of metal, wood, more metal and a pinch of gunpowder. Looks like a standard sigil of the guild, although it could be designed to take the form of any kind of seal.

Designed to be a convincing forgery of a real seal and hide a small explosive charge, for the purposes of wounding or blinding a would-be inspector. Its flaw is the quality of the forgery

was wholly dependant on both its creator and their knowledge of the seal to be copied.

Foolhaus Fulehause

Created the **Fulehause igniter** from a box of common matches, a quart of hog fat (rendered into a concentrated syrup) and a pinch of gunpowder. Looks like a box of ordinary matches, albeit slightly shiny under scrutiny.

Designed to react - explosively, with much greater force than one would expect - when thrown in a fire. Its flaw is it becomes useless if wet or pierced, as this compromises the rendered fat.

Trent Forstorb

Created the **Screen of Greenery** from a 10-foot square sheet of dyed cloth, a bucket of clear automaton oil and a 3-inch cube of treated bone carved from a dead animal. Looks like a 10-foot roll of ordinary cloth (generally rolled up when not in use) with a small off-white cube hanging off the bottom.

When hung flat, its designed to perfectly simulate the homeland of the animal (Trent used a cow skull, hence his prototype showed a green field). Although on a two-dimensional plane, it looks strikingly like the real thing at a distance. The smarter the animal used, the more effective the illusion. Its flaw is that sometimes, the animal's spirit will try to take its revenge on the owner.

Redelbart Weiss

Created the **length of uncommon iron** from an old crowbar, a gold pocket watch, a sphere of molten glass and the finger bone of a bitter rival. Looks like a crude mace, with a clear sphere at its end, laced with gold and with the finger bone embedded at the tip.

Designed to transfer the wielders' hatred toward their target into their attacks. Its flaw is the glass is incredibly fragile, and it is less effective than an actual mace against foes you don't have a grudge against.

Devina Elrog

Created the **pyroquatic polarity adjuster** using a large bar of silver, 50 gold coins (melted), a cube of ice, a sprig of burning juniper, and a dwarf skull. (Elrog's notes mention a human skull may be used instead, but never an elf's. This is probably because a dwarf ran off with her elf mother.)

Looks like a silver cube about six inches across, interlaced with vaguely magical scriptures. It is always either very hot or very cold to the touch, and sometimes both at the same time. It is designed to turn any source of flammable oil into water; and/or any source of water into a pale green gas. (It will only work on reasonably pure water - if a human drinking it would become seriously sick, the device will have no effect on it.)

Its flaw is twofold: the gas is highly toxic if breathed in; and its effect on water has a habit of 'jumping' to other nearby targets that may be out of sight, like lakes, puddles and underground rivers. (When Elrog accidentally used it on her father-in-law's private well, the toxic fumes compromised the entire estate for years.)

Cygar Eazig

Created **Eazigs calming element** from a filament of fine lead wire, a matchbook, three measures of sunflower oil and a finger-sized cylinder of tin (copper, silver or steel may also be used.)

The element is designed to calm the nerves; a cheaper, safer, alternative to tobacco. Arbalists and crossbowmen are known to use the element to steady their hand without making a spark near their gunpowder.

If you own an element, when you volley and roll a 7-9 you may choose to take a long drag instead of the other options (you also deal damage.)

Going more than a day without any kind of smoke is likely to make you nervous and twitchy. The long-term effect on one's health and breathing have not been fully researched...

Prince Torag VI

Devised **Torag's Lottery** from a phial of quicksilver, a box made of ironoak and a deck of playing cards. Looks like a deck of playing cards in a clasped box, carved with a specific series of dwarf runes. Each card has a dwarf rune written in thick script and is edged and glazed with a thin layer of quicksilver. Exactly half the cards have a positive effect written on them, the rest have a negative effect.

When you draw a card from the lottery, roll+nothing (If you're using the rules for it, from *Funnel World*, you could roll+LUCK.) On a miss, the fates frown on you and the GM makes a move. On a 7+, the GM picks a suit from the list below. The next time you're called to make a roll to do something related to that suit, you can use the score you just rolled instead. On a 10+, if you don't like the GM's first choice you can ask them to choose an alternative instead.

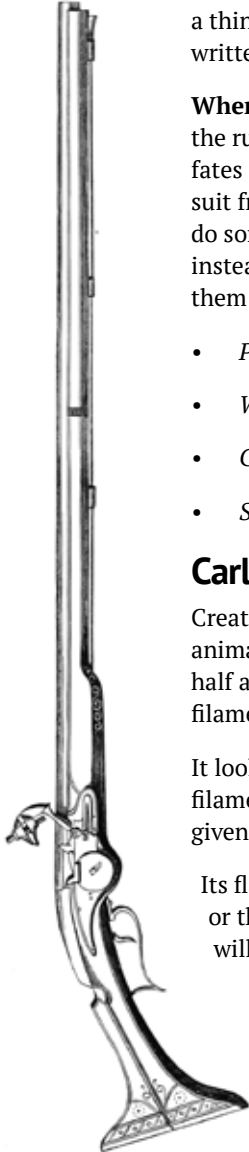
- *Pentacles*: Wisdom, Religion, Divine magic
- *Wands*: Intellect, Dexterity, Arcane magic, History
- *Cups*: Charisma, Constitution, Politics
- *Swords*: Strength, Combat, Honour

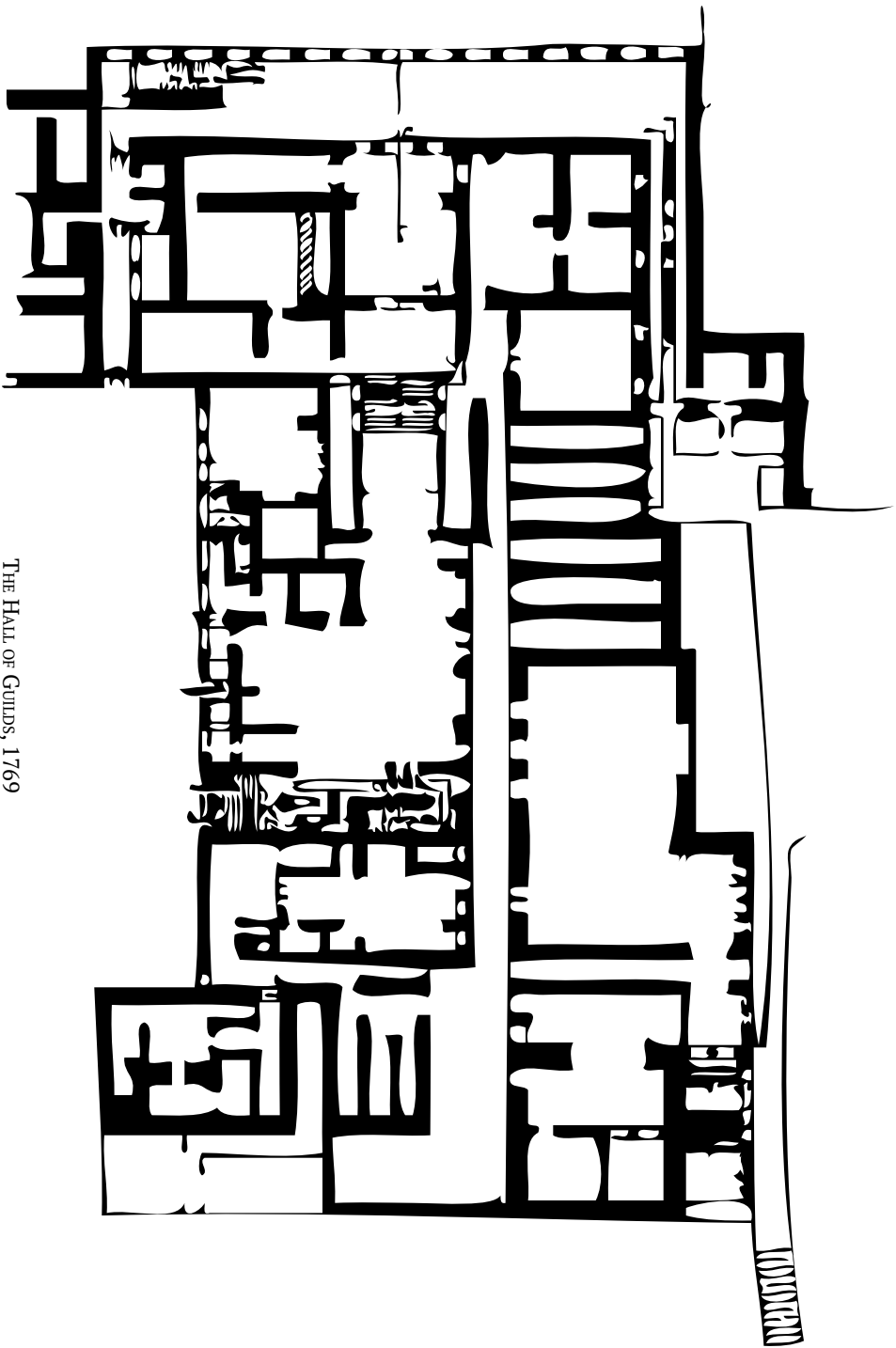
Carla Mia

Created **Mia's Beloved** from a cherished childhood toy (a stuffed animal in Mia's case, although a toy soldier or similar could work too) half a pint of blood from a trusted friend, two bronze gears and a fine filament of tarnished gold.

It looks much like Mia's childhood toy, reinforced with the gears and filament. Once activated, the Beloved will carry out simple verbal tasks given by its owner, like a familiar.

Its flaw is linked to whoever donated the blood. If the donor is killed, or the friendship between the creator and donor ends, the beloved will crumble to dust.





THE HALL OF GUILDS, 1769

SUGGESTED ADVENTURE STARTERS

Involving the Child & Eagle; use in your games as written, or be inspired to write your own.

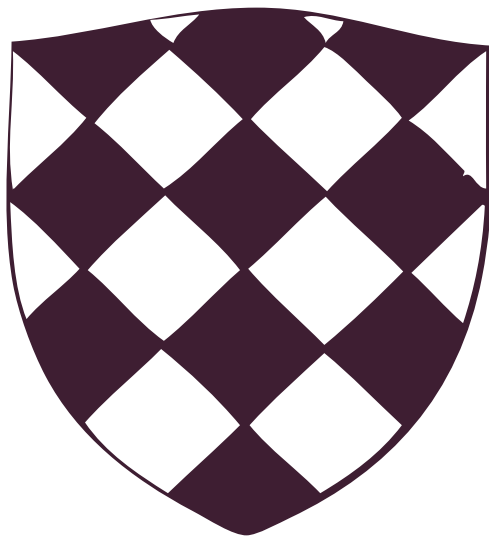
You're in a dusty library. There's a book in your hand with three pages torn out. The pages show half of some important schematics, a diagram of a device you need built in order to save your life. Slipped into the book is a note: "The clock tower, 3pm tonight".

- Who wrote the note?
- Why have they taken the pages?
- Why is time running out for you? (And possibly others?)
- What is the device? How can it save you?
- What do you do?



The inn is filled with raucous cheer. A group of inventors are celebrating. One of them just won an award, for an invention they stole from you. The atmosphere is tense as you approach. Your rival stiffens in their chair, a frothing mug of ale to their lips.

- Who here knows the rival cheated? Why haven't they spoken out?
- What is the invention? How did the rival come to claim it?
- Who is the rival to you?
- What's likely to happen if you start trouble here?
- What do you do?



A mechanical wyvern has set fire to a field. Terrified inventors are fleeing left and right. The wyvern's creator is clutched in the wyvern's claws. The wyvern's control switch is clutched in the inventor's hands. Scrap metal and other junk lie everywhere - the remains of the other inventor's works. The fire is already spreading.

- Who paid you to sabotage the wyvern?
- Who else knows of your sabotage?
- What was the wyvern's intended purpose?
- Did you submit an invention to this contest? What state is it in?
- What flaw have you spotted in the Wyvern's movements or construction?
- And, as always... *What do you do?*

QUICK-START RULES

Rolling Dice

When you attempt something risky, roll 2d6 and add an attribute modifier. (The GM will describe the risks before you roll, and pick which attribute to use.)

A 10+ means it happens, without complication. A 7-9 means it happens, but not quite as you would have hoped. A 6- means you mark experience and the GM describes what happens next (you're probably not going to like it.)

Dungeon World

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Making a character

You have a name: perhaps Aventail, Bascinet, Morion or Schynbald.

You have six attributes: STrength, DEXterity, CONstitution, INTelligence, WISdom and CHARisma. Each has a score and a modifier. Assign these scores to your stats, in whichever order you like: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1).

You start with hit points equal to your constitution +6 (usually, at least 14.)

You deal D6 damage. You start with an old blade and shortbow, a handful of arrows (3 ammo's worth) and leather armour (+1 armour.) You also start with 5 rations, 5 adventuring gear and coin equal to your charisma +6.

You have an alignment. If you fulfil your alignment at least once per game, you get bonus experience at the end. Pick one of the following statements to describe your alignment:

- *"I will defend those weaker than me."*
- *"I will defeat a worthy opponent."*
- *"I will spur others to significant, unplanned decisive action."*

Finally, you have a homeland. Or if you prefer, you don't, and you get this move:

At the start of a session, the GM will ask you about your homeland: why you left, or what you left behind. If you answer, mark XP.

A WORLD IN CONFLICT



The world is an ever-changing thing. Today's monsters are tomorrow's trophies; nations rise and fall, and no king rules forever. But never forget the actions of a single adventurer may one day change the fates of nations.

Several decades ago the mountain gnomes sought asylum in the hinterlands of **Mirkasa**, home of backwards farmhands and devout templars. While gnomish technology and pious discipline have made this nation greater, threats from beyond and within continue to harass it's people.

If you grew up in Mirkasa, then when you are struck by lightning or magical force, hold 1. Spend hold, one-for-one, to deal +hold damage.

When an army from Chalcedon invaded the **Green Scar**, the entire island nation rose up to drive them out. But despite their best efforts, the rainforests burned. Most of the land's former glory is lost; the land's magic has been all but exhausted and many of it's gods are dead.

If you survived the burning of the Green Scar, you start with FAITH equal to your wisdom. You may spend 1 faith at any time to turn a 6- result into a 7. Faith cannot be recovered; when it reaches 0, what remains of your gods is lost with it.

The sands of **Umberto** are brutal, mysterious and beautiful. It's said there are more ancient terrors beneath the sands than anywhere else in the world, and it's people are constantly vigilant against suspicion from without and demonic incursions from within.

If you grew up in Umberto, you count as a "place of power" for the purposes of the move Ritual. Be warned: taking full advantage of this may risk your physical, mental or spiritual well-being.

Chalcedon was a green and pleasant land, now in the midst of an industrial revolution. Fog-shrouded factories sprawl across the landscape, spewing raw etherium into the atmosphere. Foppish nobles bicker over politics and status, while the downtrodden mutated workforce plot revolution.

If you grew up in Chalcedon, then choose an element: earth, wind, fire or water. You are resistant to the harmful effects of that element, but weaker to it's opposite.

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