

# Brotherhood of the Bell

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## 1 Introduction

I'm not going to tell the background of why I created this expansion. Let it be a mystery, however, I will give extra credit to anyone who figures it out.

## 2 Setup

You will need to purchase two ten sided die for this expansion! Rolling these two die is referred to as "rolling percent die." Seen in print as D%. Be certain you get two different colors to determine the tens place and the ones place. For example, if you have a red & a blue 10-sided die and roll them together, you must declare which one is the tens and which is the ones. Therefore, if the red die shows 6 and the blue die shows 3, you've rolled 63%. Likewise, if the red shows 2 and the blue shows 9 it is read as 29%. One cannot roll less than 01%. If both die show 0 this is read as 100%!

## 3 Purpose of the Brotherhood

The Brotherhood seeks to create a democracy in the land by setting up a government of, by and for the people. This is detrimental to the monarchy and its aristocracy who wish to maintain their positions and status in the world; therefore they seek to destroy the Brotherhood at all costs.

## 4 Becoming a Member

When one joins the Brotherhood one stands at the South position encircling a great Bell. The Bell being a symbol of Freedom and Democracy. There are 3 others at the North, East & West positions. If any given member brings another person in to join, that member moves up one place around the Bell from the South, then to East, West and finally North. In this manner no one member will know more than 6 other members.

## 5 History of the Brotherhood

The beginnings of the Brotherhood are shrouded in mystery. It is suspected now that too many people

are members. Long ago, no one knows quite when, the Brotherhood came into being. The fact that each member only knows 6 other members prevents betrayal of the organization as a whole.

## 6 The Brotherhood in Talisman

Whenever you encounter a Stranger, roll percent dice (D%). There is a 20% chance that any given Stranger will reveal their membership in the Brotherhood to you. Keep track on separate paper whenever you discover any members. They may become valuable allies in the future.

Once you've discovered your first member of the Brotherhood you are considered to be a member yourself. You are then initiated into the Brotherhood. When you discover your 6th member of the Brotherhood they will give you a Talisman. Draw one immediately.

If you are a member of the Brotherhood and you encounter any LAW you must roll D% to determine if they know you are a member! See the chart below:

Known Brothers	% to roll
1	10%
2	15%
3	20%
4	25%
5	30%
6	40%

Tab. 1: Law Discovery

It is tougher to hide ones membership when one knows more and more members... and they know you!

If any Law discovers your membership you must take a Warrant Card. The Emperor's Guard is considered LAW as well. If the Emperor's Guard defeats you in Combat and they know you are a member of the Brotherhood, they will send you to the Donjon.

## 7 Membership and the Donjon

If you are a member of the Brotherhood and you find yourself in the Donjon FOR ANY REASON ignore the instructions written there and follow these.

The Brotherhood of the Bell has no allies here! All Members and suspected Members lose all Possessions, discard immediately. Members brought here are sure to suffer terribly... unless...

You may do one of the following:

- Attempt to convince the Guard they are mistaken.
  - Roll a D10 and add your Craft. If the result is 10 or higher you have succeeded and may move to the Castle Space.
- Attempt to escape. - Roll a D6. You escape on a roll of 1.
- Attempt to be Judged. - Roll a D6 and consult this chart:

Roll	Result
6	Wrongful Arrest. You are paid 6G and allowed to leave.
5	Judge is convinced you are not a Member of the Brotherhood. You may leave.
4	Tossed out of the City. Move to the City Gate.
3	Jailed. You must now roll a 6 for your Movement or you cannot move.
2	Beaten senseless. Lose 1 Life. You must now roll a 6 for Movement or you cannot leave.
1	Declared the Leader of the Brotherhood and sentenced to hang. You lose the game!