

THE NAME OF
BRONZE



the apocrypha

THE NAME OF BRONZE

Inscribe these rules
upon your heart

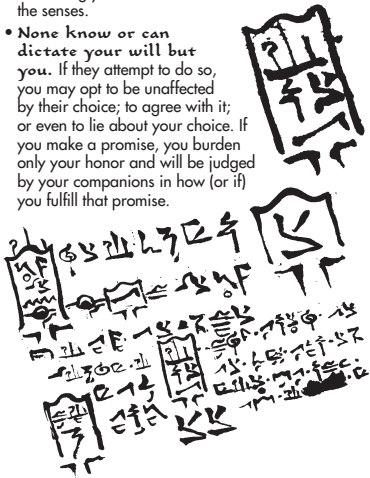
The rules of this text bring forth the spirit of *Lover of Jet & Gold* and *Heart of Bronze*, revealed through the twin crucibles of play and commentary by sages at Metatopia 2015.

All companions

- Together, share your best understanding of the rules of this game.
- A name is how you call the spirit of a thing. An ancient stone, wind-worn into a beautiful shape, has a name; as does a dolphin, sleek and mighty; as does a hero, a namedealer, a slave, a storm, or a queen. If it is not a thing, it has no name, though it may be a quality of a name.
- The last to know their answers to the questions posed to them is the first to know the will of the names of the world.

Do you know the will of your companion alone?

- **Invite your companions along** when you have no reason to exclude them.
- **Join other companions** unless you have a reason to refuse their invitation.
- **Introduce yourself** to your companions, describing your obvious features with all the senses.
- **None know or can dictate your will but you.** If they attempt to do so, you may opt to be unaffected by their choice; to agree with it; or even to lie about your choice. If you make a promise, you burden only your honor and will be judged by your companions in how (or if) you fulfill that promise.



Do you know the will of the names of the world?

- **Look over all of the companion books** in addition to your own. Their books will tell you how you might best interact with that character, as well as telling the companion how to play with it. Note the ways in which they face the world.
- **Ask each and every companion** where they are, what they are doing, and who else is there before proceeding. If it two or more companions *might* find themselves together, ask them if they wish to be.
- **Seize upon connections** and coincidences between all the companions and exploit them, driving the companions to take action for and against each other!
- **Seek and seize opportunities** to introduce your own companion that you might answer for yourself where you are, what you you are doing, and who else is there. Then listen to another as you learn from them the will of the names of the world.
- **Answer every question you can according to the will of the names of the world.** Reveal their mysteries to those who they believe might listen and do their will.

- If, just after they've rolled their dice, a companion chooses a consequence that allows you to change the name's relationship with them, you may withhold the dice right now, unless they follow your wish. You may wish to assert your power over them by condescending to their effort.

Make them want to please you, as they are the extension of your will in the world of the living.

- If a companion chooses a consequence that alters the will of a name of the world, remember that the names of the world are fickle and will alter their will on a whim.
- Give the companions reasons to do the things they can do. The dice will give them opportunities to tell you the challenges that will mean the most to them.



Draw from beyond the borders of that which is seen.

- **To the northeast**, lies the Great Road, traveled by people of many lands, and the First City, where many settle from their travels. None have traveled the Great Road to its easternmost point.
- **Far to the north**, there are warrior tribes who ride to battle upon akum, the terrible, flightless birds with toothy maw. In their mountains live tribes who ride the kurpa, lizards of the sky. The skin of these people bear stripes, like those of a tiger.
- **To the west** is a great sea, sailed by ships of stout bow, crewed by people of the islands of Ity, where their thick skin, smooth and grey, protects them from the sun and sea in which they live. Their villages and farms of seaweed stand in the clear, shallow water of their flooded islands. The people of lands yet unknown join them in their travels.
- **When you meet one from a people yet unknown**, describe what legend tells us of one such. If you come to know an them, they will both satisfy and defy expectations.
- **Far away**, someone builds an empire of iron. No name of iron is old. Most are ugly. No people you know speaks its language.
- Beneath the firmament lie the waters of the underworld. Above the dome of heaven lie the boundless waters of heaven.

Erata & Advice

Heart of Bronze

- Replace *Follow a passion* with

Follow your passion for another

- The object of your passion shares it for you.
- You remain unharmed and unshamed.
- Your passion makes none jealous
- The object of your passion becomes your friend, and you theirs. Both of you may add your dice of gold to the other's rolls, subject to your whim as those of another name. If either of you refuse, they may harm or shame you; if they did, you may harm or shame them.

Heed this warning: namedealers usurp the power of the world. They might be persuaded to use that stolen power in pursuit of your glory, but their mouths are full of lies and false promises. **Be sure of their loyalty.**



Lover of Jet & Gold

- Replace **Negotiate** with

Make an Offer

- They demand no more than you offer.
- They agree to do what you wish of them.
- You reveal nothing of yourself to them.
- They promise to heed your call in the future!



Heed this warning: beware the company of heroes, for those who are born with destiny quench its fire in the blood of those found closest. And yet, they may be far mightier than those who pursue you, and the great name they follow may send them to your aid.

These apocrypha
tell truths
unrevealed
by earlier texts.

Use them to understand
their secrets, to play them
in the spirit in which they
were written by the sages of old.



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