CREDOMUN III



ADHOC

REDACTED

STUDY GUIDE



Ad Hoc Crisis Committee · Redacted Archive

THE ASHES OF THE BROKEN WHEEL

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LETTER FROM THE CRISIS DIRECTOR

To the Delegates of the Ad Hoc Committee,

Peace be upon you, remnants of the old guard.
You hold in your hands a shattered mirror. What you are about to read is not the full picture; it is merely a shadow of the truth. Information is the ultimate weapon, and it is a weapon we have intentionally kept from you. The true identities of your enemies, the exact geography of the eastern continent, and the terrifying extent of the ancient magic currently awakening have been deliberately suppressed, marked only by the heavy black ink of a censor's quill.
You step into a world that foolishly believes its greatest wars are over. A world where a tyrannical silver-haired queen was assassinated, a broken mystic was placed upon a melted throne, and the great noble houses swore to lay down their swords for a lasting peace.
They were completely, fatally wrong.
There are no predetermined destinies here. The wheel of fate is no longer spinning; it has been smashed to pieces, and you now hold the jagged edges. If you wish to burn the western continent to the ground, find the fire to do it. If you wish to steal a crown for yourself, find the hidden army to back your claim. The long winter has ended. But the fire is returning. Read between the redactions, trust absolutely no one, and prepare for war.

Remain vigilant. Trust no crown. Fear no shadow.

By order of the Crisis Directorate
The Crisis Director

COMMITTEE MECHANICS: THE ART OF DIRECTIVES



The world does not bend to parliamentary speeches; it bends to action. The real currency of this committee is the Directive. Directives are written commands submitted to the crisis backroom that allow you to mobilize troops, manipulate the press, deploy spies, and alter the world around you.

• **Overt Cabinet Directives:** Public orders debated and passed by the committee as a whole. Use these to formally declare war, restructure the national economy, sign treaties, or launch massive military invasions. These require debate and a majority vote.

• **Covert Personal Directives (Crisis Notes):** Secret actions executed individually via notes sent to the backroom, leveraging your specific portfolio's wealth, armies, and magic. Use these to deploy personal spy rings, embezzle state funds, assassinate rival delegates, or issue orders to troops directly under your command. The cabinet will not know you sent these unless you leave a careless trail of evidence.

• **Joint Directives: Secret**, collaborative orders signed by multiple delegates who are pooling their resources. For example, a heavy infantry commander and a master of coin secretly working together to hire a mercenary company and frame a rival for treason.

Heed this warning: Detail is your greatest shield. A directive that simply states "I assassinate the King" will fail and result in your own execution. A directive that outlines the bribery of the King's cupbearer, the specific exotic poison used, and the smuggling route used to escape the capital will change history.

THE CHRONICLE OF THE EIGHT CYCLES (HISTORICAL ARCHIVE)

To understand the current global collapse, you must understand the eight cycles of blood that preceded it. The true names of the ancient houses have been obscured in this archive to protect the guilty, but the history remains written in blood.



CYCLES I - IV: THE WAR OF THE FIVE KINGS

It began with the poisoning of the Stag King in the capital. His passing created a massive vacuum of power that tore the western continent apart. Great noble houses—symbolized by Lions, Wolves, Stags, and Krakens—butchered each other for the right to sit on a throne forged of a thousand melted swords. Marriages became massacres, and ancient castles burned. Millions of peasants perished. Yet, while the continent bled itself dry in political squabbles, two apocalyptic threats loomed on the absolute edges of the world.

CYCLES V - VII: THE ICE THREAT & THE SILVER QUEEN

In the extreme, frozen north, beyond a massive wall of solid ice, an ancient enemy awoke. An army of the dead, commanded by figures of pure frost, marched upon the realms of men. It took the combined, desperate forces of the northern kingdom, wild nomadic tribes, and a foreign, silver-haired Queen wielding three massive, fire-breathing beasts to halt the apocalypse at the fortress of W[redacted]. The dead were defeated, but the armies of the living were utterly decimated.

CYCLE VIII: THE BURNING OF THE CAPITAL & THE BROKEN PEACE

With the dead vanquished, the foreign Queen—the last scion of the ancient dragon bloodline—turned her eyes back to the capital. However, the toll of war, the betrayal of her closest advisors, and the madness inherent in her bloodline completely fractured her mind. When the capital surrendered and rang its bells for peace, she refused to accept it. She unleashed her greatest beast, burning the city and hundreds of thousands of innocents to ash.

To save the realm from an era of fire and blood, her lover—a man secretly carrying the true, hidden bloodline of the throne—embraced her in the ruined throne room and drove a dagger through her heart. The Queen's remaining beast roared in grief, gently picked up her lifeless body in its talons, and flew east across the sea, vanishing into the mists.

The surviving lords convened. They elected a crippled, omniscient mystic as their new king. The northern kingdom seceded to become an independent state. The queenslayer was exiled to the frozen edge of the world. The wheel of hereditary tyranny was supposedly broken forever.

THE IGNITION POINT:
A DECADE LATER

Ten years have passed since the silver queen fell in the ruined throne room. For an entire decade, the broken king has maintained a fragile, starving peace across the western continent, holding the realm together with rotting thread.

But now, a terrifying whisper has crossed the narrow sea.

Almost a decade ago, the red fiery winged beast did not just fly east to mourn. Driven by an ancient, magical instinct, the creature brought the preserved body of the murdered Queen to the massive Red Temples of V[redacted]. There, the zealots of the Lord of Light—who have long believed she was a messianic figure—spent ten years preparing the ultimate, forbidden blood magic.



The Silver Queen has been resurrected.

But the magic of the red priests demands a horrific toll. She has returned not as a liberator, but as a vessel of uncompromising fire, viewing her ten-year death as a divine martyrdom. She is rapidly gathering a massive new army of religious fanatics, eastern sellswords, and savage nomadic cavalry who view her as a living god.

THE CHAOTIC AWAKENING OF THE BLOODLINES

Worse still, magic has violently awakened across the globe in ways not seen for centuries. When the beast temporarily abandoned her/his silver queen (in cycle V) years ago, the surviving beast retreated to the highly volcanic, smoking, poisonous ruins of V[redacted] and laid massive clutches of eggs. For half a decade, they sat as dormant as stone, but the immense, highly unstable magical surge of the V[redacted], these eggs hatched. The process was chaotic, rabid, and deeply mad. The hatchlings tore themselves from their shells in explosions of wild magic, their bodies unnaturally warped and their fires burning completely out of control. It was not a natural rebirth; it was a catastrophic, radioactive eruption of pure magical fury, hatching with an extremely dark magical aura and radiation, like never seen before.

Decade had passed since the magical furies hatched, the flew in the magical skies of V[redacted]. But.... One day, [redacted] out of the [redacted] furies crossed the borders of V[redacted] and landed in the icy northern lands of the eastern continent.

The scent of the wild dragonfire drew the ghost of the past out of the shadows, and that magical beast bonded with the ghost...

Across the eastern continent, the hidden bastards of the Old Empire are roaming. Exiled pretenders, silver-haired rogues, and ancient noble houses possessing the blood of Old Valyria are all rapidly mobilizing, scrambling through the deserts and ruined cities to claim a rabid beast for theirselves.

Whoever controls the beasts controls the world. And the hunt has just begun.

THE STRATEGIC MAP: GLOBAL FACTIONS

You do not start this committee on equal footing. You must understand your geographic and military reality at Hour Zero.



I. THE CROWN LOYALISTS (THE WEST)

Governed by a crippled mystic, this faction holds the official political power of the continent but possesses almost no physical muscle.

• The Reality: The capital is a ruined, starving husk. The crown's treasury is entirely empty, deeply in debt to the Iron Bank of B[redacted]. The royal standing army numbers less than [redacted] men. They rely entirely on the fragile feudal loyalty of the surviving lords to maintain order.

II. THE INDEPENDENT NORTH & THE FROZEN FRINGE

Operating outside the direct control of the crown, these delegates survive in the harsh, unforgiving wilds.

• The Reality: They boast the most battle-hardened infantry in the world and master the art of deep-winter guerrilla warfare. However, they lost their leader, the exiled wolf, as he was never found after he went beyond the wall, the fighting men of the north are scattered, they are also economically devastated, they are also heavily reliant on southern trade to prevent mass starvation before the next harvest. The exiled bastards and wildlings roam the lands beyond the broken ice wall, answering to no king

III. THE EASTERN RETRIBUTION & THE BASTARDS

Operating out of the vast, wealthy eastern continent with a singular goal: conquer the world with fire and blood.

• The Reality: The east is a powder keg. The resurrected Queen yearns for revenge along with her beast against her own kin, and she will try to rally the elite heavy infantry and nomadic light cavalry and the houses in her favour. [redacted]. However, the eastern continent is massive, decentralised and divided. Rival mercenary companies, pirate armadas are all fighting brutal shadow-wars against one another, bandits attacking caravans, women being raped, children being murdered while a handicapped king still rules the fragile and divided kingdom.

THE ALLOTMENTS
(CLASSIFIED PORTFOLIOS)

Below are the 36 individuals who hold the fate of the world in their hands. The true names of these figures have been strictly redacted from this public archive. You must deduce who your allies and enemies truly are based on their titles and whispered reputations, and uncover what hidden powers they possess.

Note to delegates: You will receive your unredacted, highly detailed portfolio dossiers, revealing your true identity, exact troop numbers, and magical capabilities, upon entering the committee room at the conference.



THE WESTERN REALM: LOYALISTS, LORDS, & NORTHMEN

- Portfolio 01: The Exiled Wolf / The assumed Heir of Fire and Ice
- Portfolio 02: The Half-Man / The Broken Hand of the King
- Portfolio 03: The Sovereign Queen of Winter
- Portfolio 04: The Faceless Assassin of the House of Black and White
- Portfolio 05: The Mystic King / The Three-Eyed [REDACTED]
- Portfolio 06: The Red-Bearded Chieftain of the Free Folk
- Portfolio 07: The Legitimized Stag / Forger of [REDACTED] Steel
- Portfolio 08: Lord Commander of the White Cloaks
- Portfolio 09: The Smuggler of Onions / Master of Ships
- Portfolio 10: The Grand Scholar of the Citadel
- Portfolio 11: Master of Coin
- Portfolio 12: Lord of the Mountain Knights (The Undefeated Army)
- Portfolio 13: The Iron Lady of the Isles / Master of the Kraken Fleet
- Portfolio 14: Ruler of the Desert Sands / Master of Poisons
- Portfolio 15: The Hidden Claimant of the Reach
- Portfolio 16: The Bear Island Loyalist / Heavy Infantry Commander
- Portfolio 17: The Voice of the Seven Divines / Commander of the Zealots
- Portfolio 18: The Wildling Chieftainess / Master of the Deep Snows

THE EASTERN REALM:THE FIRE, THE BASTARDS, & THE SELLSWORDS

- Portfolio 19: The Resurrected Queen of Ash / Mother of [REDACTED]
- Portfolio 20: High Priestess of the Red Flame
- Portfolio 21: The Hidden Prince / Commander of the Golden Mercenaries
- Portfolio 22: The Rogue Dragonblood / The Roaming Bastard
- Portfolio 23: The Pretender of the Black Dragon
- Portfolio 24: Lord of the Tides / Keeper of the Old Blood
- Portfolio 25: The Prophetess of Old Valyria / The Dragon Dreamer
- Portfolio 26: The Great Horselord of the Dothraki Sea
- Portfolio 27: The Wealthy Magister of the Free Cities
- Portfolio 28: The Inquisitor of Flame / Interrogator of the Red Faith
- Portfolio 29: General of the [REDACTED] army
- Portfolio 30: The Shadowbinder of the Far East
- Portfolio 31: The Silk Spy / Mistress of Global Whispers
- Portfolio 32: The Elite Independent Assassin / Master of the Poisoned Blade
- Portfolio 33: The Iron Banker of Braavos
- Portfolio 34: The Pirate King of the Narrow Sea / The Blockade Master
- Portfolio 35: Captain of the Second Sons Mercenary Company
- Portfolio 36: The Grand Alchemist / Master of the Green Fire