

Dialect Printable Cards. Page 1.
Archetype Cards 1

SCROUNGER

Something's in short supply here. We rely on you to provide whatever scraps of it we can get.

People talk to you about getting what they need.

You identify with two of the Aspects.

One of our Aspects is causing the scarcity.

ARTIST

The Isolation has a certain charm to it—thanks to you. You keep us going when things look their darkest.

People talk to you about your masterpiece.

You identify with two of the Aspects.

One of them is your muse.

ZEALOT

There's a right way for the Isolation to live. You know what way that is. You will convince the others.

People talk to you about your followers.

You identify with one of the Aspects.

You take it much too far.

MEDIATOR

Factions in the Isolation are often at each other's throats. You keep the peace the best you can.

People talk to you about resolving conflict.

You identify with all of the Aspects—at least on the surface.

HEALER

When we hurt, we come to you. You make sure we're ready to serve the Isolation for another day.

People talk to you about their pain.

You identify with two of the Aspects.

One of our Aspects is the cause of our pain.

ORACLE

You know what's coming for us—and we believe you. At least, most of us do.

People talk to you about predictions.

You identify with two of the Aspects. One of our Aspects will be our ruin.

PROTECTOR

Steadfast and secure, you are the shield that guards the Isolation—either from outside or within.

People talk to you about safety.

You identify with all but one Aspect.

You fear the remaining one.

LEADER

A paragon of what it means to be in the Isolation, we come to you when we need decision or action.

People talk to you about what to do next.

You identify with all of the Aspects. You draw your power from one.

Dialect Printable Cards. Page 2.
Archetype Card Backs 1



Dialect Printable Cards. Page 3.
Archetype Cards 2

EXPLORER

We rely on you to venture beyond where the rest of us do—to push the boundaries and uncover new potential.

People talk to you about the unknown.

You identify with all of the Aspects.

You know there's undiscovered potential in one.

RULER

You have ultimate power in the Isolation, at least on paper.

Your will should always come to pass.

People talk to you when they seek enforcement.

You identify with two of the Aspects.

You fear one of our Aspects is undermining you.

JESTER

We need you.

We need you to help us laugh through the dark times.

People talk to you when they need cheering up.

You identify with two of the Aspects.

You think one of our Aspects is ridiculous.

CELEBRITY

We all recognize you. Silence descends on any room you enter. Heads turn.

People talk to you about the latest gossip.

You identify with only one of the Aspects.

It made you famous.

MAGICIAN

No one understands how you accomplish what you do. You have your secrets.

People talk to you when they've exhausted all rational options.

You identify with only one of the Aspects.

Your secret lies within it.

SAGE

You know so much of the past. So much that we're doomed to repeat.

People talk to you about burning questions.

You identify with two of the Aspects.

One is the source of your knowledge.

INNOCENT

Why is there so much anger? We're all in this together. If only we could all just get along.

People talk to you when they're worried about you.

You identify with all of the Aspects.

One of them means more than you realize.

Dialect Printable Cards. Page 4.
Archetype Card Backs 2



Dialect Printable Cards. Page 5.
Age 1 Cards 1

GREETING

How we greet one another.
Small rituals to open
conversation that reflect who
we are.

It may differ based on
who we say it to
or when we say it.

Meeting in an
unexpected place

WONDERFUL

A vision of hope.
Milk and honey
and all that is good.
May we fill our days with it.

A shared moment of wonder

BAD OMEN

A symbol for our dread.
We've always had worries about
the future, but this thing anchors
it to reality.

When we say this word,
we feel how fragile
the Isolation really is.

A bad omen only some
acknowledge

TERM OF ENDEARMENT

An affectionate name to call
someone in the Isolation.
Using this word is
deeply meaningful,
and we remember
the first time we say it.

A tender moment
shared in secret

FRIEND

This type of friendship
is unique to the Isolation.
A bond that comes from a shared
activity or a particular way
we regard one another.

A revelation among friends

UNIT OF TIME

An important unit of time
in the Isolation. Tied to our
routines, environment,
or whatever defines
the rhythm of our days.

A plan is made

HAPPINESS

The particular feeling we get
when everything is looking up.
Is it tied to our isolation,
or in spite of it?

Profound happiness for some

FILLER WORD

Sometimes we need
to fill the air
and stall for time.
This unique way of
gathering space to speak is
particular to us.

Someone is left speechless



WORRY

A feeling, stoked by our fears,
that torments us in
quiet moments.
A particular strand of worry that
afflicts members of the Isolation.

Worries boil over

SPECIAL OCCASION

A celebrated event.
It's either particular to the
Isolation or we have a unique way
of recognizing it.

The time has come

THE FUTURE

How we refer to what is yet to
come and what it means to us.
This may be an important event
in the future, or the future
as a broad concept.

We have different visions

EXPLETIVE

Our expletive of choice.
A word said in fury
or frustration.
Some may find it distasteful.

A moment we'll later regret

MONEY

Currency within the Isolation.
What do we exchange for services
and how do we acquire something
more than basic necessities?

What money can buy here

TECHNOLOGY

A vital tool for the Isolation.
It may be something from
the outside world,
or that we've
developed ourselves.

Technology gone wrong

THE PAST

How we refer to what's
come before and how it shaped us.
This may be a specific
time period in the past or
the past as a general concept.

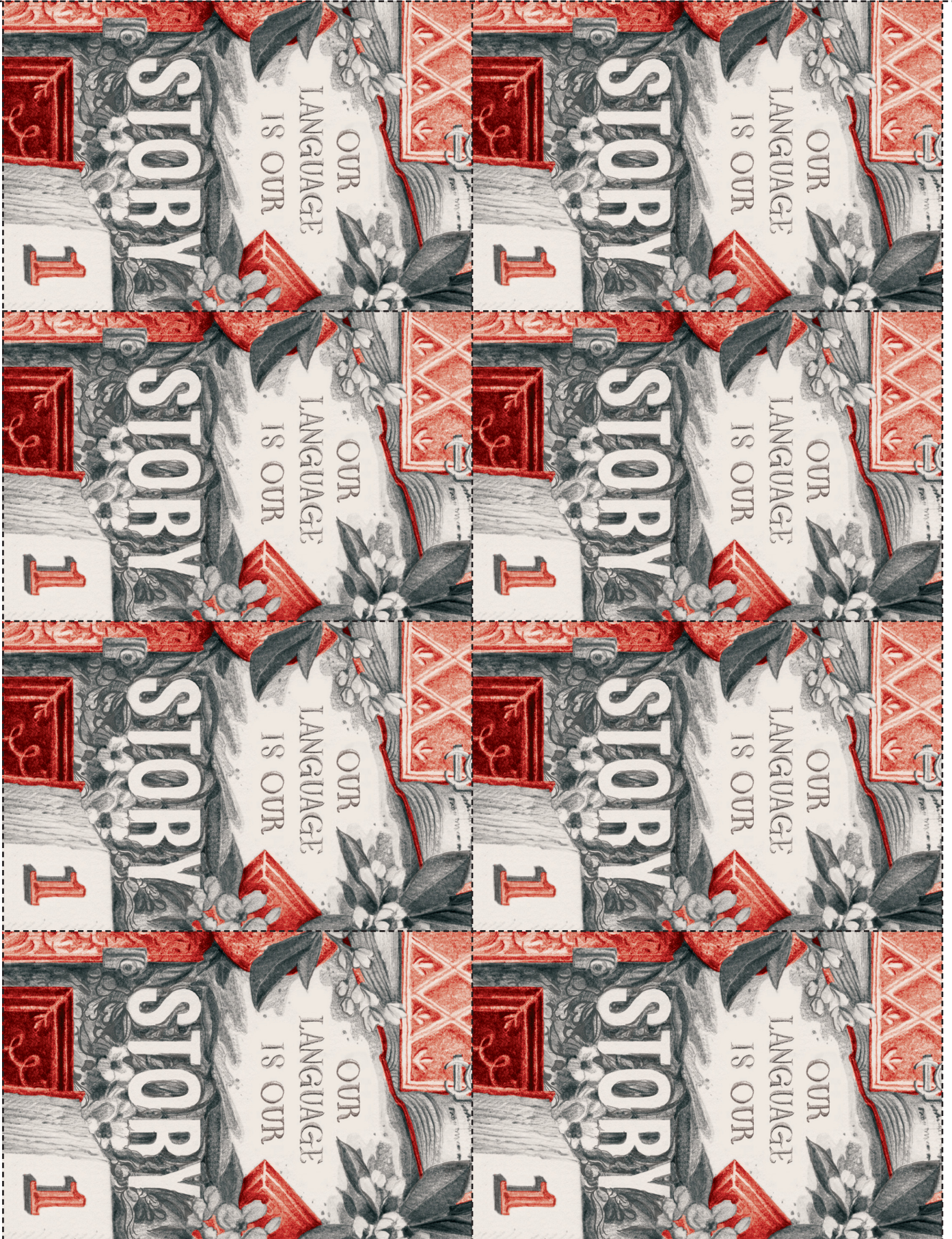
What haunts some of us

HONORIFIC

A term to show a particular level of
respect or deference
in the Isolation.
It may be earned or given.

Standing up to authority

Dialect Printable Cards. Page 8.
Age 1 Card Backs 2



WORK

The Isolation is no stranger
to work and toil.
Our daily grind and duty.
This is how we refer to that
which must be done.

The work we must do
and the toll it takes

RESOURCE

A vital resource for the Isolation.
Without it, we would truly be lost.
During the Make a Connection
phase, explain what this resource is.

What someone does
to get more

GOOD LUCK

How we affirm our hope in
happy outcomes. A spoken
wish for victory that bonds us
together.
A particular kind of luck or
fortune for the Isolation.

When good luck
is needed most

**CREATE
A WORD
(ACTION)**

Pair with any Aspect and create
a word for an important concept
linked to that Aspect.
You define the concept.

*When picking the concept, explain
why the origin of the word is special.
Did it come from another language? Was
it found as a marking somewhere, or is its
origin simply lost to time?*

*Build the word using the "Create a Word"
instructions provided in the rulebook.*

Desires revealed

DEATH

Our language for ultimate loss.

Letting go

SADNESS

A particular weariness and strife
mark many days in the Isolation.
When we need a word to describe
how we feel in the hardest times,
this is what we reach to.

Sadness seeks company



FACTION

A group emerges within the Isolation with a strong opinion on how things need to change.
Name them.

A disagreement made public

DISCOVERY

Something new is discovered.
A geographic feature, a piece of technology, or something about ourselves which was previously unknown.
Name this new discovery.

Hope in an unexpected place

**ENVIRONMENTAL
FEATURE**

A distinct feature of the environment, be it natural or man-made, has gained profound meaning for the Isolation.

A dangerous climb

VICE

An indulgence?
A weakness?
A salve?
A vice shared by some in the Isolation spreads.
What is it called and what are the consequences?

Sweet relief, all too brief

**WHAT LIES
OUTSIDE**

How we refer to the world outside of the Isolation.
What memories and emotions does it evoke inside us?

We remember things differently

**TITLE OF
COMMAND**

One of you is gaining prominence in the Isolation.
This is a title used by those who recognize your authority.

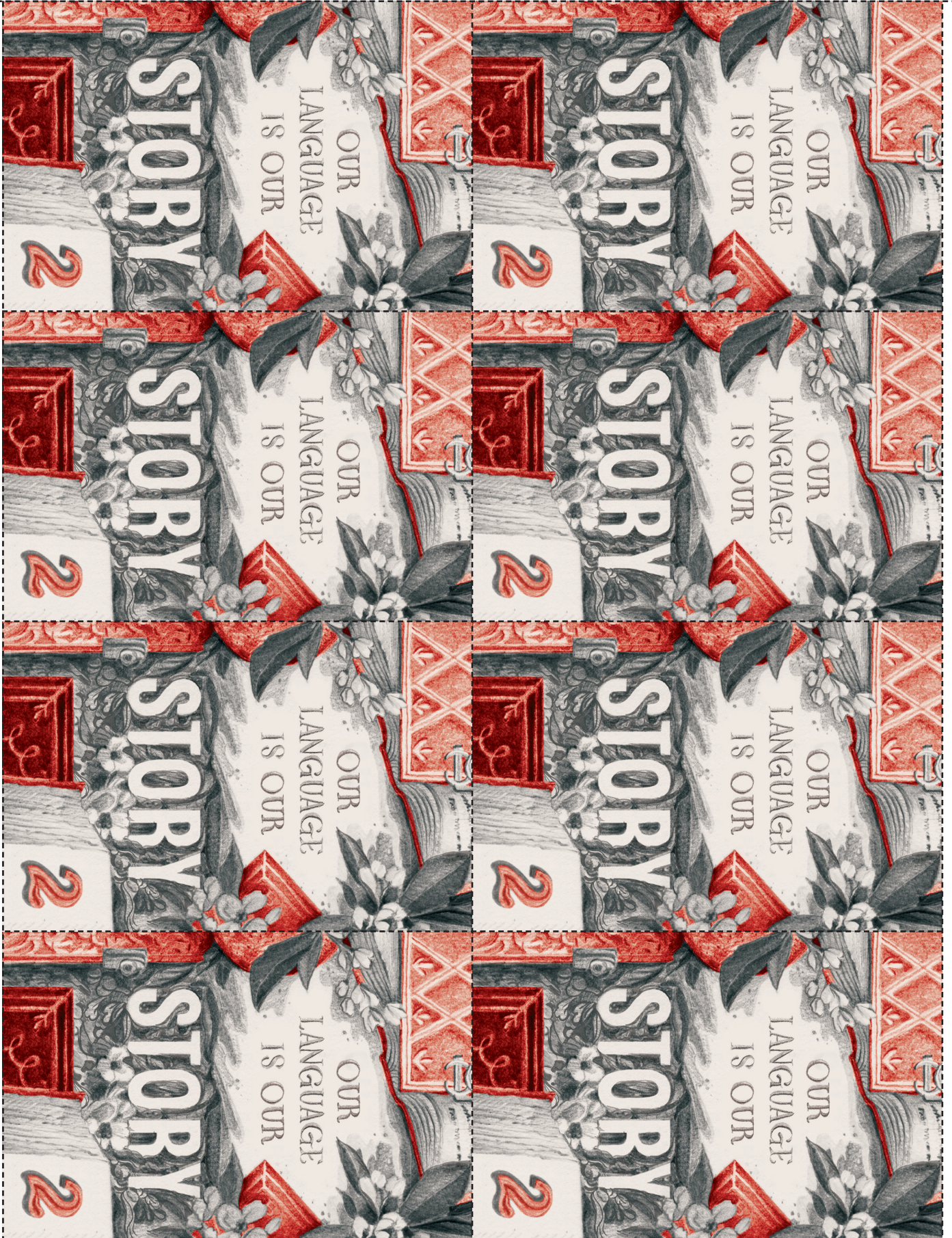
A call that had to be made

TRAITOR

An act of utter selfishness stuns us all.
What do we call the act, or the people who commit it?

A traitor lives among us

Dialect Printable Cards. Page 12.
Age 2 Card Backs 1



NARROWING (ACTION)

A specific instance of something we hold dear surges in importance. Take an existing word and make it more specific. Add more context, meaning, or intent behind the word.

Make a Connection: Pick a previously defined word. Explain how its meaning has become more specific.

Skip the Build a Word phase.

Example: "Starve" once meant to die of any cause, but now means to die of hunger.

A wager with high stakes

SOBRIQUET (ACTION)

A nickname that all but replaces someone's name.

Make a Connection: Pick a player character. Explain why their role in the isolation has earned them a new nickname.

Build a Word: Build this nickname with the target player leading the discussion.

A familiar face in new light

EPONYM (ACTION)

A piece of language based on someone's name.

Sometimes the story behind a word is standing right in front of us.

Make a Connection: Pick a player character and a concept. Explain why their name is attached to that concept.

Build a Word: Make a word for the concept rooted in their name.

Example: "Silhouette" originated as a job at a French minister of finance, whose frugal policies were mocked in comparison to the simple portraits that now bear his name.

Finding yourself in an unexpected place

CHANGE IN REGISTER (ACTION)

Sometimes the true meaning of a word is the context in which it's used.

Make a Connection: Pick a previously defined word. Explain why another use for this word has emerged in a different social context.

Skip the Build a Word phase.

Example: In the right social context, the word "bad" can mean the exact opposite.

Worlds apart suddenly collide

WIDENING (ACTION)

Something becomes a much bigger part of life.

This word infiltrates our speech in a way we had not anticipated.

Make a Connection: Pick a previously defined word. Explain how its meaning has become more generic.

Skip the Build a Word phase.

Example: The word "assassin" originated as a reference to a religious sect. It now refers to anyone who does the deed, regardless of affiliation.

What we wear with pride

SOUND CHANGE (ACTION)

Even as the word remains the same, the way we say it changes.

Make a Connection: Pick a previously defined word and explain why its pronunciation has changed.

This may be due to a shift in meaning, usage, or context.

Build a Word: Find the new pronunciation for this old word.

Adapting to our surroundings

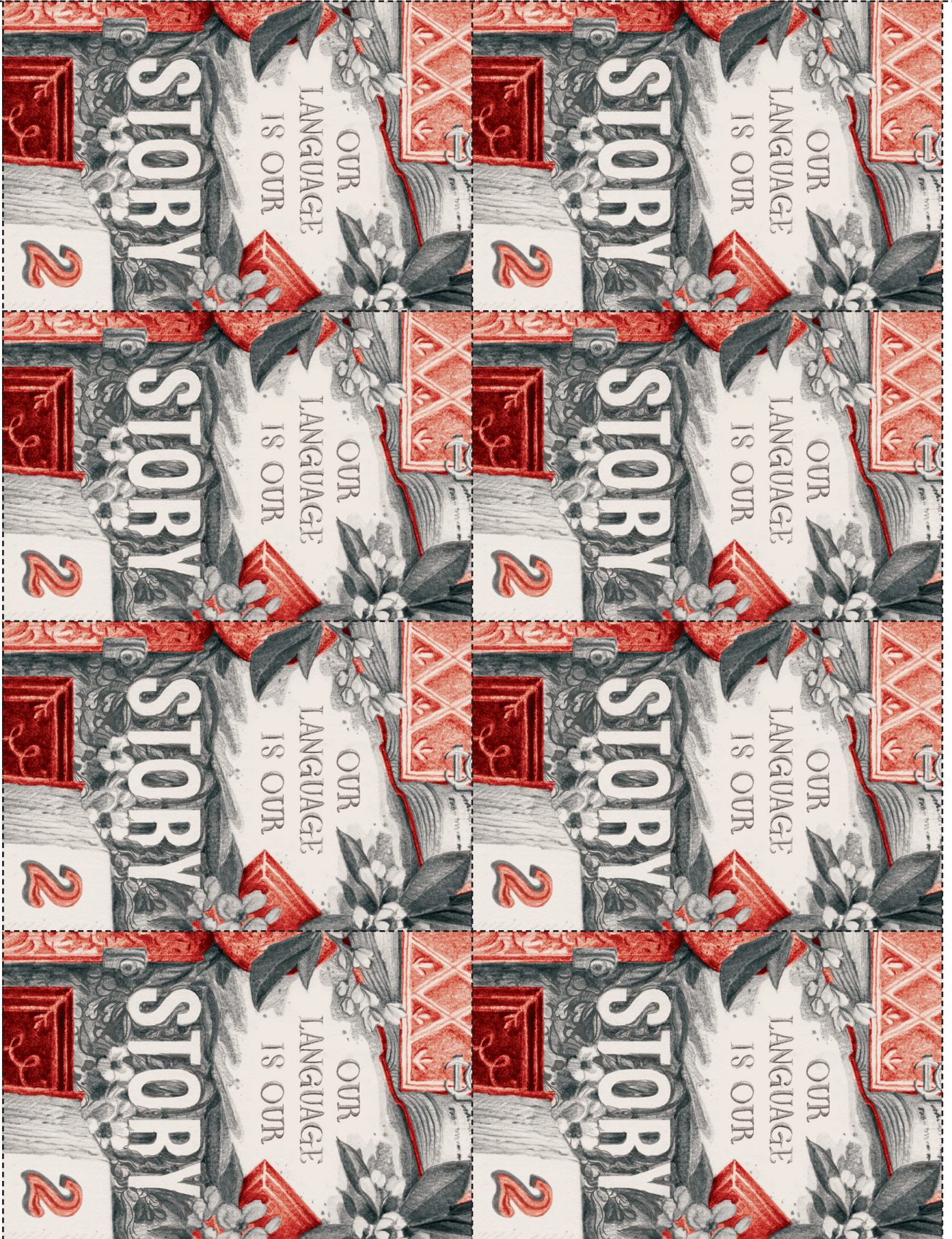
PROVERB (ACTION)

Mistakes are made, but they don't need to be repeated. Wisdom in a pithy saying. It gives us resolve when we need it most.

Make a Connection: Pick a previously defined word. Explain the meaning of the proverb you're looking to define.

Build a Word: Build the proverb together. It must feature the word chosen in the Make a Connection phase.

An action we must take together



EVOLVE
(ACTION)

As pressure builds, we change in ways big and small. As we change, so does our language.

Make a Connection: Play on an Aspect in the current Age and choose a word from a previous Age.

Move the word to the new Aspect and explain how the word has changed meaning because of this Aspect.

Skip the Build a Word phase.

A bad idea from the start

CREATE A WORD
(ACTION)

Pair with any Aspect and create a word for an important concept linked to that Aspect.

You define the concept.

When picking the concept, explain why the origin of the word is special. Did it come from another language? Was it found as a marking somewhere, or is its origin simply lost to time?

Build the word using the "Create a Word" instructions provided in the rulebook.

A change in status

PRONOUN

Us. You. Them.

The abstract ways we group ourselves and one another. We have a special way to refer to some in the Isolation.

What is this new pronoun and how do we use it? Why is it important to who we are?

The lines between us

EVOLVE
(ACTION)

As pressure builds, we change in ways big and small. As we change, so does our language.

Make a Connection: Play on an Aspect in the current Age and choose a word from a previous Age.

Move the word to the new Aspect and explain how the word has changed meaning because of this Aspect.

Skip the Build a Word phase.

The tides of change pull on us

HYPERBOLE
(ACTION)

What was once a common word now packs a greater punch. Its meaning is now much stronger than it once was.

Make a Connection: Pick a previously defined word. Explain why this change in gravity has come to be.

Skip the Build a Word phase.

Example: Once "torment" was used as a strict synonym for kill, but now it carries an implication of extreme violence.

Mountains out of molehills

ANTONYM
(ACTION)

In defining something, we also must consider its opposite. Define a word opposite to one already defined.

Make a Connection: Pick a previously defined word. Explain why the opposite of this word is something of significance to the Isolation.

Opposites meet

EUPHEMISM
(ACTION)

Some things need tactful phrasing. One of the Isolation's words has taken on new weight and some only broach it in euphemism.

Make a Connection: Pick a previously defined word and explain why some use a euphemism for it.

Build a Word: Make the euphemism together.

Example: Using a softer term like "passing away" allows us momentary distance from confronting our own mortality.

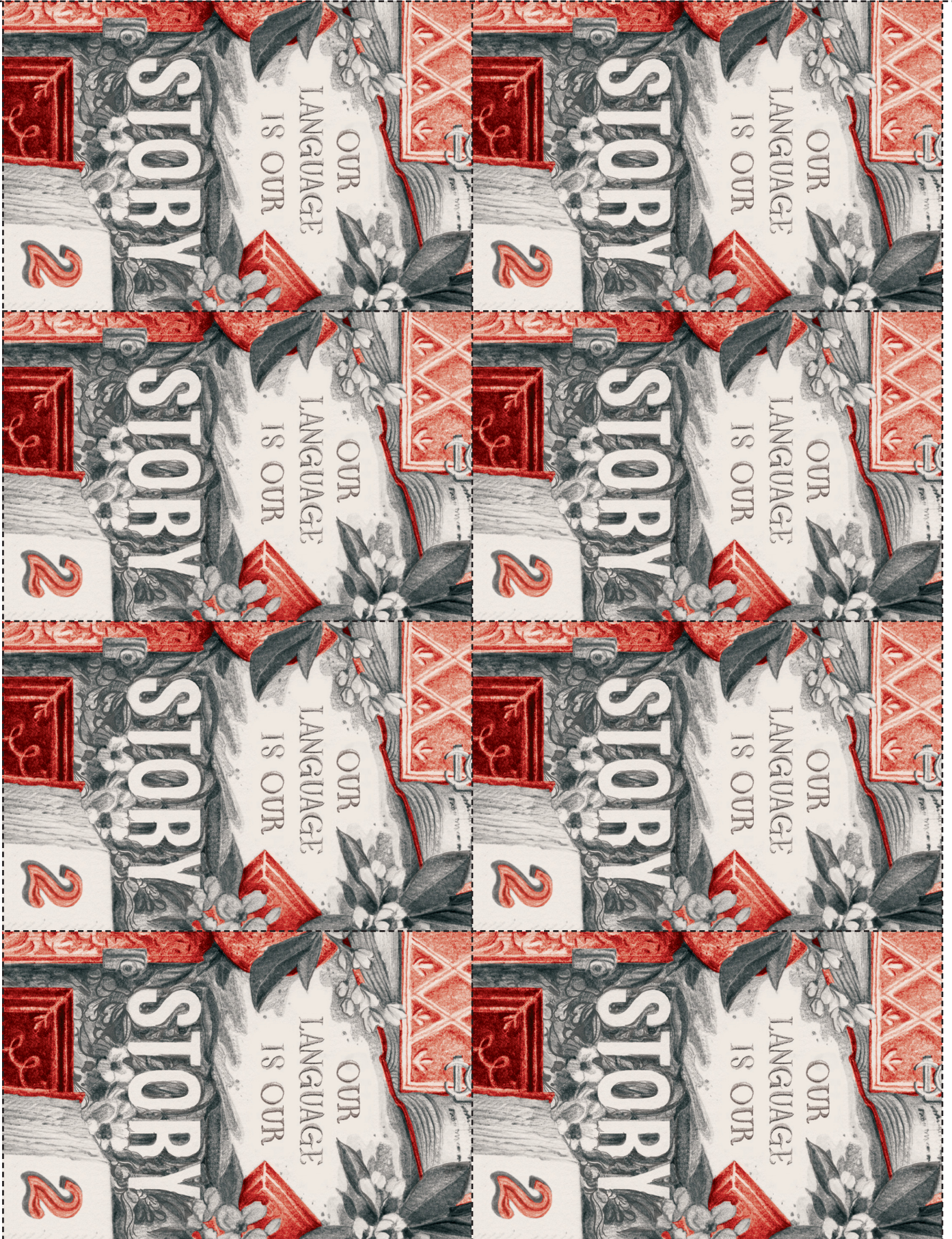
Up close and uncomfortable

SUBGROUP SYNONYM
(ACTION)

A faction within the Isolation doesn't use one of the existing words like the others do. They have created a new word for an existing concept.

Make a Connection: Pick a previously defined word. Explain why a group in the Isolation has another word for the same concept.

A movement spreads



**CREATE
A WORD**
(ACTION)

Pair with any Aspect and create
a word for an important concept
linked to that Aspect.
You define the concept.

*When picking the concept, explain
why the origin of the word is special.
Did it come from another language? Was
it found as a marking somewhere, or is its
origin simply lost to time?*

*Build the word using the "Create a Word"
instructions provided in the rulebook.*

A surprise for some

Dialect Printable Cards. Page 18.
Age 2 Card Backs 4



LABEL (ACTION)

Using this word has become a badge we wear. Is it a point of pride, or something we are trying to hide?

Make a Connection: Play on a previously defined word. Explain why using it now labels us.

Skip the Build a Word phase.

In the conversation, explore the label.

Moment of truth
(May have outsiders)

DECREE (ACTION)

Some words are best left unspoken.

Whether it be from authority or within, an expectation has been forged.

Make a Connection: Pick a previously defined word. Explain why the decree was made to abandon it.

Skip the Build a Word phase.

In the conversation, explore feelings about the decree.

Finally, tear up the word.

Standing up
(May have outsiders)

UNITY SAYING

When things look their darkest, this is what we say to remember who we are.

A time for courage
(May have outsiders)

PROMISE

Exchanging words as a bond to have and hold. The act of saying these words carries intention and consequence.

A special kind of promise made in the Isolation.

What is the promise and what is the phrase we say to give it?

Words to live by

SURVIVAL (ACTION)

Using this word dims our chance for survival. Using it has dire consequences.

Make a Connection: Play on a previously defined word. Explain why using it makes survival difficult.

Skip the Build a Word phase.

In the conversation, explore the concession made for survival.

Finally, tear up the word.

A foolish risk
(May have outsiders)

DISUSE (ACTION)

A word which once was common is gradually forgotten.

Perhaps the reason we spoke about it has faded away, or we've intentionally left it behind.

Make a Connection: Pick a previously defined word. Explain why we no longer use the word.

Skip the Build a Word phase.

In the conversation, explore the disuse.

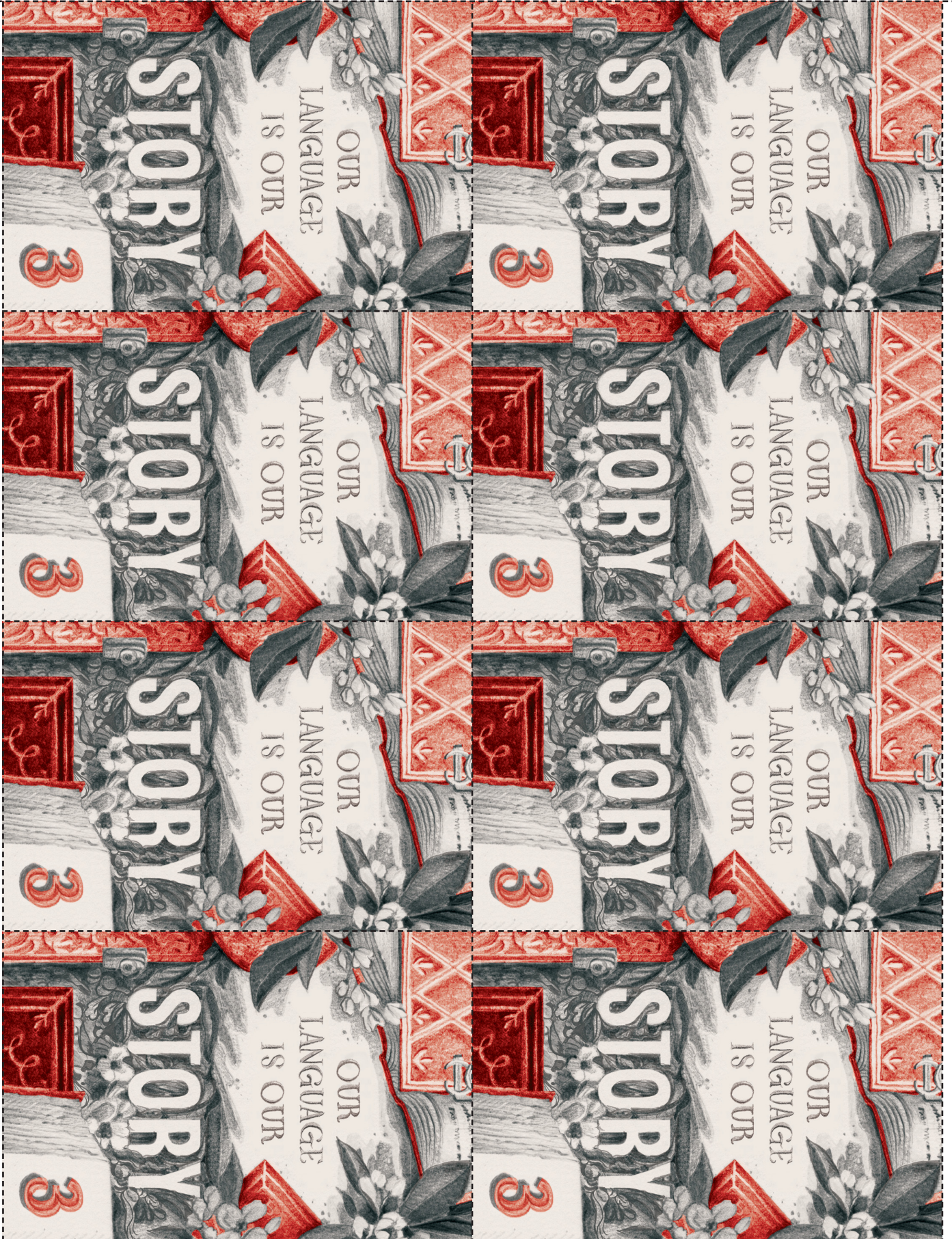
Finally, tear up the word.

New conventions

SYMBOL OF HOPE

We see a beam of hope.
When things are most dire, we turn to this.

A moment of hope
in the darkness



FRACTURE (ACTION)

A group defines itself by not using one of our words.

Make a Connection: Pick a previously defined word. Explain why a group has stopped using this word.

Skip the Build a Word phase.

In the conversation, explore the fracture.

Rifts made permanent

A NEW SOURCE (ACTION)

Out of the blue, we hear a word.
Our word.

Said by someone we did not expect.

Make a Connection: Pick a previously defined word. Explain how a group that previously did not use this word has begun using it. This group may be either internal or external to the Isolation.

Skip the Build a Word phase.

In the conversation, explore this new source for our language.

**A strange gift
(May have outsiders)**

WHAT WE BRING IN (ACTION)

They start as whispers, but they grow. Voices that aren't our own gain prominence in the community.

Make a Connection: Pick a previously defined word. Explain why a foreign word for this concept has infiltrated our language.

Build a Word: Make a new word to replace the chosen one, using the "Create a Word" rules in the rulebook.

**An honest mistake
(May have outsiders)**

MISUNDERSTANDING (ACTION)

As tensions rise, voices clash. Even among ourselves, we ascribe new meaning to old words and confusion spreads.

Make a Connection: Pick a previously defined word. Explain why a change in the community has caused some people to ascribe different meaning to it.

Skip the Build a Word phase.

Write both meanings on the Language Item.

**What we know to be true
(May have outsiders)**

WHAT WE PASS ON (ACTION)

Children, newcomers, opportunities to pass on our language. Even now, we are compelled to do so.

Make a Connection: Play on a previously defined word. Explain how we teach this word to those who don't yet know.

Skip the Build a Word phase.

In the conversation, explore passing on this word.

**An inheritance
(May have outsiders)**

PERCEPTIONS (ACTION)

Using this word carries a weight. When we say it, people form an image and it changes what they think of us.

Make a Connection: Play on a previously defined word. Explain how using this word changes others' perception of the speaker.

Skip the Build a Word phase.

In the conversation, explore the perceptions around this word.

**Shaping our own future
(May have outsiders)**



Dialect Printable Cards. Page 23.
Legacy Cards

*Choose one option for your final narrated epilogue.
It may be about your character or the Isolation as a whole.
End your story.*

A grave misunderstanding.

OR

Sharing a memory of
the old ways.

OR

Coming across the rubble and ruin.

*Choose one option for your final narrated epilogue.
It may be about your character or the Isolation as a whole.
End your story.*

An assumption the outsiders
make about you.

OR

A feeling of relief in your new life.

OR

The shame that comes with loss.

*Choose one option for your final narrated epilogue.
It may be about your character or the Isolation as a whole.
End your story.*

What can be learned from the
rubble and ruin.

OR

Tensions between you and the
outsiders.

OR

A hard decision made in secret.

*Choose one option for your final narrated epilogue.
It may be about your character or the Isolation as a whole.
End your story.*

How you will be remembered.

OR

Out of the ash, a seedling sprouts.

OR

Cast out, again and again.

*Choose one option for your final narrated epilogue.
It may be about your character or the Isolation as a whole.
End your story.*

Something the outsiders
stand to learn.

OR

Saying goodbye to what
was once normal.

OR

A moment of déjà vu.

*Choose one option for your final narrated epilogue.
It may be about your character or the Isolation as a whole.
End your story.*

Contempt for the outsiders' ways.

OR

A ritual for the dead.

OR

As the walls come crumbling down.

