

Stone & Silence

A Two-Part Horror Arc for *Fate's Edge*

Tiers II-IV — 5-8 sessions — Nonverbal rites, reality distortion, art-as-apocalypse

Using This Packet

This packet presents *Stone & Silence* primarily as a suite of appendices to slot alongside the core write-ups for:

- Part I: **The God That Feeds on Silence** (Tier II, monastery heist-of-ritual).
- Part II: **The Star-Mad Sculptor of Weeping Crag** (Tier III-IV, art-driven catastrophe).

Each appendix is a ready reference for the table: milestones, magic options, fail-forward tables, Diamonds, and quick sheets.

A GM Enhancements Overview

Included options:

- **XP milestone awards** tuned to a 5–8 session arc.
- **Magic path specializations** for the silence-rite and star-geometry play spaces.
- **Expanded fail-forward tables** for vow puzzles and art hazards.
- **Position shift guidelines** for usage and nonverbal leverage.

B XP Progression & Milestones (Approx. 48–84 XP)

| Milestone | XP Award | Triggers When |
|-------------------------------|----------|---------------------------------------------|
| Peaceful Entry to Monastery | +6 XP | Gain access without breaking vow spaces |
| Rite of Discord Prepared | +8 XP | Components assembled; rhythm mapped |
| Sound Loss Stabilized | +10 XP | Sound returns to a wing without harm |
| Trail to Weeping Crag Secured | +6 XP | Passage, supplies, or local pact obtained |
| Decode Two Sculptures | +8 XP | Interpret geometry and its hazard |
| Confront Elara | +10 XP | Debate or duel of wills begins |
| Final Resolution | +15 XP | Entity banished, bargained, or contained |
| Session Base | +6 XP | Per session (investigation, play, setbacks) |

C Magic Path Integration by Site

Monastery of the Mute (Silence God)

| Path | Benefits & Risks |
|-------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Cantors | Conductors of nonverbal cadence; can “sing” in sign. <i>Benefit:</i> once/scene reduce DV by 1 when leading mime or cadence. <i>Risk:</i> echo-choirs mimic you, ticking Sound Loss [+1]. |
| Runekeepers | Seal-writing and vow-binding. <i>Benefit:</i> sanctify boundaries to block the entity’s feeding. <i>Cost:</i> +1 Obligation per wing protected. |
| Invokers | Symbolic intercession with abstract entities. <i>Benefit:</i> distract or redirect the Audient Void briefly. <i>Risk:</i> symbols “deafen” an ally for a beat. |
| Casters | Elemental hush or discord. <i>Benefit:</i> create safe noise pockets for rites. <i>Risk:</i> backlash manifests as silence zones following you. |
| Summoners | Silent servitors and sign-bound spirits. <i>Benefit:</i> test taboos by proxy. <i>Risk:</i> spirit interprets vows literally at a bad moment. |

Weeping Crag Atelier (Star-Shaper)

| Path | Benefits & Risks |
|-------------|---------------------------------------------------------------------------------------------------------------------------------------|
| Cantors | Counter-harmonies to spatial chords. <i>Benefit:</i> lower one Reality DV by 1. <i>Risk:</i> dissonance attracts shards. |
| Runekeepers | Null sigils over geometry. <i>Benefit:</i> freeze a distortion for 1 beat. <i>Cost:</i> sigil burns to ash when touched by starlight. |
| Invokers | Parley with concept-aspect. <i>Benefit:</i> bargain an angle closed. <i>Risk:</i> a new, lesser angle opens elsewhere. |
| Casters | Geometric evocations. <i>Benefit:</i> anchor a safe Euclidean bubble. <i>Risk:</i> bubble drifts, splitting the party. |
| Summoners | Sculptor’s muses, bound. <i>Benefit:</i> extract meaning from a piece. <i>Risk:</i> muse compels creation during rest. |

D Fail-Forward Reference

Monastery — Silence Rites & Taboos

| Test | Partial Success (1 Boon) | Miss (2 Boons + Cost) |
|----------------------|-----------------------------------------------|----------------------------------------------------------------|
| Gesture-Only Debate | You sway one elder; lower next social DV by 1 | A forbidden word slips; Sound Loss [+1] and vow penance |
| Forbidden Words Maze | Map 70% of safe routes | You mark a safe route but swap two glyphs; escort is misled |
| Rite of Discord | You craft an off-beat version; workable | Rite works but stuns a wing; allies Deafened (1 scene) |
| Silent Vigil | Hold most of the watch | Entity tastes your breath; shadow follows until named |
| Library Search | Find two of three volumes | Missing folio lies with a novice who now idolizes you |

Weeping Crag — Art Hazards & Angles

| Test | Partial Success (1 Boon) | Miss (2 Boons + Cost) |
|--------------------------|-------------------------------------|-----------------------------------------------------------|
| Reality Distortion Field | Stabilize a corridor for a beat | Corridor inverts gravity later; party splits |
| Reading the Piece | Extract theme; lower DV by 1 | Take the idea into you; Disadvantage on rest until purged |
| Studio Debate with Elara | Earn a hesitation | Elara adopts your logic; Elara's Conviction [+1] |
| Shattering a Seed | Break a growth node | Shards seed a rival camp; Town Panic [+1] |
| Euclidean Bubble | Anchor a sphere | Bubble drifts to the cliff edge; equipment test or loss |

E Diamond Position Shifts — Quick Reference

| Diamond | Position Shift | Limitations |
|-------------------|-----------------------------------------------|-------------------------------------------------|
| Silent Vow | Desperate → Controlled in vow spaces | Broken by voluntary speech; silent sign allowed |
| Abbot's Seal | Risky → Dominant when invoking law | Expires at sundown; one wing only |
| Bell of Discord | Lower ritual DV by 1 when rung off-key | Each ring ticks Sound Loss [+1] |
| Artist's Proof | Dominant versus a specific sculpture | Proof burns on use; one piece only |
| Resonance Diagram | Group +1 Position against distortions | Consumed if you flee |
| Euclidean Anchor | Immune to one geometry SB split | Until the anchor warms (1 scene) |

F Part I Aids — The God That Feeds on Silence (Tier II)

Core Clocks

- **Sound Loss** [6] (areas fall permanently silent)
- **Library Taboos** [4] (forbidden words pressure)
- **Monastic Trust** [4] (your standing with elders)

Scene Menu

Gate of Palms. Gesture-only parley for entry. **Position** starts Controlled; Cantor-led sign can drop **DV** by 1.

Forbidden Words Stacks. Navigate aisles where speaking the wrong lexeme seals shelves; map with chalk and mime.

Rite of Discordant Noise. Assemble a counter-cadence to feed and redirect the entity; success shifts **Sound Loss** [-2].

The Silent Bell. A bell that rings as absence; ring off-key to “feed” the entity away while risking a vow breach.

SB Spend Prompts

- Echo-silence swallows a sentence; repeat the action or pay time.
- Novice imitates you; a taboo is broken in your name.
- A wing loses ambient sound; stealth gains, social loses.

XP Triggers — Part I

- **Peaceful Entry:** +6 XP
- **Map 3 Safe Routes:** +4 XP
- **Stabilize a Wing:** +6 XP
- **Complete the Rite:** +8 XP
- **Session Base:** +6 XP

G Part II Aids — The Star-Mad Sculptor of Weeping Crag (Tier III–IV)

Core Clocks

- **Local Reality Collapse** [8]
- **Star Geometry Spread** [6]
- **Town Panic** [4]
- **Elara’s Conviction** [6]

Set-Pieces

The Cantilevered Walk. A cliff path where angles disagree. Success allows a shortcut; cost drops supplies into a sideways crevasse.

The Studio Debate. Persuade Elara that beauty must spare the world. Break her tie to the entity by changing her aesthetic premise.

Shattering the Seed. Destroy a growth node before it harmonizes; risk shard swarms and rival interference.

Night of Fixed Stars. The sky locks; time dilates; use Diamonds to keep **Position** stable while dismantling pillars.

Ritual Pillars (Break Any One)

- **Keening Axis:** The tone line that holds the transformation. *Counter:* ring the Bell of Discord off cadence.
- **Canvas Lattice:** The pattern net in the atelier. *Counter:* overlay a Resonance Diagram to introduce noise.
- **Nine Angles:** The geometric premises in Elara's manifesto. *Counter:* refute an angle in public; shift **Elara's Conviction** [-2].

SB Spend Prompts

- Gravity flips on a beat; split the party or drop equipment.
- Shards mimic a PC's gesture; their action repeats at the worst time.
- A rival "secures" a sculpture you needed; pay a price to study it.

XP Triggers — Part II

- **Decode a Sculpture:** +4 XP (max 3 times)
- **Stabilize a Distortion:** +6 XP
- **Persuade or Stop Elara:** +10 XP
- **Final Resolution:** +15 XP
- **Session Base:** +6 XP

H Session Planning with XP — Sample 3-Session Arc

Session 1 (Monastery): ~18 XP

- Peaceful Entry: +6 XP
- Map 3 Safe Routes: +4 XP
- Session Base: +6 XP

Session 2 (Rite & Trail): ~16 XP

- Stabilize a Wing: +6 XP
- Complete the Rite: +8 XP
- Session Base: +6 XP

Session 3 (Weeping Crag): ~20–24 XP

- Decode a Sculpture: +4 XP
- Stabilize a Distortion: +6 XP
- Persuade/Stop Elara: +10 XP

- Session Base: +6 XP

I Enhanced NPC Magic Interactions

| NPC | Magic-Specific Hooks |
|-----------------------|--------------------------------------------------------------------------------|
| Abbess Mirel | Trades silence hours as Diamonds; favors Runekeepers who seal taboos. |
| Brother Slate | Cantor of the Hands; teaches sign-cant that lowers DV once/scene. |
| Elara of Weeping Crag | Will debate any premise; grants Artist's Proof to those who impress her. |
| Foreman Jote | Quarry boss; knows how the angles "bite"; lends Euclidean Anchors for a price. |
| Rival Adept Sera | Invoker studying the Star-Shaper; might help you close an angle, for a debt. |

J Player-Facing Guidelines

For All: Position is everything. Earn Dominant by securing Diamonds first; roll later.

For Casters: Backlash manifests as lost senses or skewed geometry; treat it as fiction, not a simple penalty.

For Runekeepers: Your seals can anchor safety, but the entity hunts boundaries; expect targeted pressure.

For Invokers: Parley with abstract aspects is possible; be ready to give up a symbol or habit to make it stick.

For Cantors: Nonverbal music is still music. Conduct in silence; let hands be the choir.

For Summoners: Spirits will "remember" wrong; let them test hazards, but mind their literalism.

K Printable Clocks

Sound Loss [6]

Library Taboos [4]

Local Reality Collapse [8]

Star Geometry Spread [6]

Monastic Trust [4]

Town Panic [4]

Elara's Conviction [6]