

# Fate's Edge

## Reference Guide

*Narrative-First Roleplaying System*

Version 1.0

October 5, 2025

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# Fate’s Edge Character Sheet

## Fate’s Edge

Character Record

### Character Identity

Name: \_\_\_\_\_

Concept: \_\_\_\_\_

Culture: \_\_\_\_\_

Patron/Deity: \_\_\_\_\_

Appearance: \_\_\_\_\_

### Experience & Advancement

	Total XP	Spent	Available
rr	_____	_____	_____

### Reputation Tier

	I	II	III	IV	V
rr	_____	_____	_____	_____	_____

### Drives & Motivations

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Session Notes

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Bonds

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Long-Term Goals

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Complications

\_\_\_\_\_

\_\_\_\_\_

## Core Attributes

	Rating	XP Cost	Downtime	Common Rolls
Body	_____			+_____
<i>rr</i> Wits	_____			+_____
Spirit	_____			+_____
Presence	_____			+_____

## Skills (Cost: New Level $\times$ 2 XP)

Skill	Level	Cost	Downtime	Common Pools
Arcana	_____			_____
Combat	_____			_____
Investigate	_____			_____
Lore	_____			_____
Move	_____			_____
<i>rr</i> Notice	_____			_____
Physique	_____			_____
Resolve	_____			_____
Stealth	_____			_____
Sway	_____			_____
Survival	_____			_____
<i>Other:</i>	_____			_____

Resources & Conditions

Boons

☐ ☐ ☐ ☐ ☐  
*Max 5, trim to 2 at scene end*

Conditions

Fatigue	Harm
<input type="checkbox"/> None	<input type="checkbox"/> None
<input type="checkbox"/> Light (reroll 1)	<input type="checkbox"/> Light (-1 die)
<i>rr</i> <input type="checkbox"/> Moderate (reroll 2)	<input type="checkbox"/> Moderate (-2 dice)
<input type="checkbox"/> Severe (reroll 3)	<input type="checkbox"/> Severe (incapacitated)
<input type="checkbox"/> Critical (collapse)	<input type="checkbox"/> Critical (dying)

Supply Status

☐ Full    ☐ Low    ☐ Dangerous    ☐ Empty

Magic & Special Abilities

Magic Path

☐ Caster (Freeform)    ☐ Rites User    ☐ Invoker

Talents

Spells/Rites Known

Obligation Clocks

Patron 1: ☐☐☐☐☐☐  
Patron 2: ☐☐☐☐☐☐

Assets & Followers

Assets

Asset	Type	Condition	Notes
<i>rr</i>	Minor/Std/Major	M/N/C	
	Minor/Std/Major	M/N/C	
	Minor/Std/Major	M/N/C	

Followers

Name	Cap	Harm	Exposure	Status
<i>rr</i>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	M/N/C
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	M/N/C

Quick Reference

Position	Effect	Range Bands
Controlled / Risky / Desperate	Limited / Standard / Great	Close / Near / Far / Absent

## Dice Pool Calculator

	Attribute	+	Skill	=	Pool
<i>rr</i>	_____	+	_____	=	_____
	_____	+	_____	=	_____

## Common Actions & DVs

Routine (DV 2): \_\_\_\_\_

Standard (DV 3): \_\_\_\_\_

Difficult (DV 4): \_\_\_\_\_

Extreme (DV 5+): \_\_\_\_\_

*Every action carries weight. Every choice has consequence.*

# Chapter 1

## Deck-Based Generators

### 1.1 Introduction to Deck Generators

Deck generators in **Fate's Edge** transform random card draws into coherent narrative elements. Each deck has a distinct purpose and suit meanings so that randomness serves the story rather than derailing it. These generators provide structured inspiration for GMs while maintaining the game's narrative-first philosophy.

### 1.2 Standard Deck Structure

**Fate's Edge** uses several card-based tools, each with specialized suit meanings:

#### **Travel Decks (regional, 52-card)**

Used for journey content and location-based adventures.

- **Spade** = Place/Location
- **Heart** = Actor/Faction
- **Club** = Pressure/Complication
- **Diamond** = Reward/Opportunity

#### **Deck of Consequences (scene drama)**

Used for immediate complications and narrative twists during gameplay.

- **Hearts** = Social/Emotional Fallout
- **Spades** = Harm/Escalation
- **Clubs** = Material Cost/Resource Drain
- **Diamonds** = Magical/Spiritual Disturbance

**Important:** Never mix suit meanings across decks. When rules reference “Spade/Club/Diamond,” they mean the *Travel Deck*. When they say “Hearts/Spades/Clubs/Diamonds,” they mean the *Deck of Consequences*.

### 1.3 Rank Severity and Clock Size

Card rank sets the size/significance of the primary Clock:

- **2–5 (Minor):** 4-segment Clock
- **6–10 (Standard):** 6-segment Clock

- **J, Q, K (Major):** 8-segment Clock
- **Ace (Pivotal):** 10-segment Clock

**Color Influence:**

- **Black suits** (♠, ♣): Travel hazards, tangible threats, fatigue
- **Red suits** (♥, ♦): Social intrigue, reputational pressure, emotional complications

## 1.4 Draw Procedures

### 1.4.1 Quick Hook (2 cards)

Ideal for spontaneous scene generation or when players zag unexpectedly:

1. Draw one **Spade** (place) and one **Heart** (actor/faction).
2. Use the higher rank to set Clock size.
3. Combine elements into a simple, compelling scenario.

### 1.4.2 Full Seed (4 cards)

For full adventures or significant arcs:

1. Draw until one card of each suit appears:
  - **Spade** = Primary location
  - **Heart** = Main actor/faction
  - **Club** = Central complication
  - **Diamond** = Key reward/opportunity
2. The highest rank sets the main Clock size.
3. If multiple face cards or Aces appear, create parallel Clocks for secondary threats or opportunities.

### 1.4.3 Act Builder

Structure sessions or multi-part adventures:

1. Draw three cards: setting (**Spade**), actor (**Heart**), complication (**Club**).
2. Treat **Diamond** cards drawn during play as foreshadowed opportunities or act payoffs.
3. Highest rank determines the session's primary challenge scope.

## 1.5 Using the Deck in Play

1. Players roll; each die showing **1** generates **1 Complication Point (CP)**.
2. The GM chooses one method for that roll:
  - (a) **Direct Spend:** Translate CP into immediate consequences or clock ticks.
  - (b) **Deck Draw:** Draw up to **min(CP, 3)** cards and synthesize a single twist guided by suit and highest rank.
3. Interpret the cards to create a coherent complication that advances the narrative.

## 1.6 Combo Rules

Special combinations add texture:

**Pair (same rank)**

Recurring motif with a twist.

**Run (3+ sequential ranks)**

Momentum—reduce the main Clock by 1 segment.

**Flush (3+ same suit)**

Strongly theme the act toward that suit's axis.

**Face + Ace**

Reveal a hidden patron or power behind the element.

**All one color**

GM gains +1 CP to use in that scene.

## 1.7 Regional Generator Summary

## 1.8 NPC Generation Deck

Every NPC should feel like a person with desires, convictions, and contradictions. This deck lets you assemble a complete profile quickly by drawing one element from each category.

### 1.8.1 Generation Categories

**Ambition**

What they seek to achieve or obtain.

**Belief**

The principle or philosophy guiding their worldview.

**Attitude**

How they present themselves and interact day-to-day.

**Twist**

A contradiction or hidden facet that creates tension.

### 1.8.2 Using the NPC Generator

Select or draw one from each column and consider the frictions between public ambition, private belief, surface attitude, and the twist.

## 1.9 Practical Deck Usage Examples

### 1.9.1 Example 1: Quick Scene Generation

The party detours through the Mistlands. The GM draws:

- **Spade (8):** Ancient standing stones covered in moss
- **Heart (Queen):** A territorial spirit guardian

A 6-segment Clock *Spirit's Wrath* begins: the guardian demands tribute for safe passage.

Region	Theme	Special Mechanics
Acasia	Broken Marches	Curse motifs; every Ace adds a lingering omen
Aelaerem	Hearth & Hollow	Red-thread motifs; Ace echoes quiet bells/watch-geese
Aeler	Crowns & Under-Vaults	Stone/breath motifs; Ace keys click, bells answer
Aelinnel	Stone, Bough, Bright Things	Moonlight motifs; Ace adds a shortcut where none should be
Black Banners	Condotta & Crowns	War & winter motifs; Ace: weapons remember, ice holds the dead
Ecktoria	Marble & Fire	Imperial forms; Ace carves precedent in marble
Kahfagia	Pilot's Mirror	Lantern-law jurisdiction shifts; Ace redefines lanes
Linn	Skerries & Storm-Oaths	Sea omens; Ace horns on wind, white horses on swell
Mistlands	Bells, Salt, Breath	Breath/boundary motifs; Ace: bells answer across water
<sup>r</sup> Silkstrand	City of Bridges & Dyewater	Dye/bridge motifs; Ace adds a lingering omen
Theona	Three Greens, No Ninth	"No Ninth" custom; Ace adds a telling omission
Thepyrgos	City of a Thousand Stairs	Height/sound motifs; Ace echoes bells/wind/stair-steps
Ubral	Stone Between Spears	Upland motifs; Ace echoes horns/heather/stone
Valewood	Empire Under Leaves	Empire echoes (J/Q/K add relic-logic); Ace rearranges approach
Vhasia	Fractured Sun	Broken-sun motifs; Ace blots medal/scratches milestone
Vilikari	Laurels & Longhouses	Two-laws motifs; Ace shows wolf/eagle side-by-side
Viterra	Last Kingdom	Legacy, parishes, and final-stand themes
Wilds	Roads, Ruins, Weather	Reskin palette for any biome
Zakov	Salt & Serpent	Salt & serpent omens; Ace: tides remember, reefs shift, deep listens

Table 1.1: Regional Generator Summary



Ambition	Belief	Attitude	Twist
Power	Might makes right	Arrogant	Secretly insecure
Wealth	Ends justify means	Charismatic	Betraying their allies
Revenge	Honor above all	Cold	Working for their enemy
Love	Truth is sacred	Friendly	Hiding a dark past
Knowledge	Loyalty is paramount	Paranoid	Actually an impostor
Survival	Family above all	Cruel	Deeply compassionate
Fame	Justice must prevail	Pious	Corrupted by power
Freedom	Fate can be changed	Optimistic	Hopelessly cynical
Protection	Tradition must be upheld	Pessimistic	Revolutionary at heart
Control	Change is necessary	Calculating	Acts on impulse
Recognition	The system works	Naive	Cynical manipulator

Table 1.2: NPC Generation Categories

### 1.9.2 Example 2: Consequences During Play

Kael misses a stealth roll and generates **2 CP**. The GM draws:

- **Hearts (7):** Social complication
- **Clubs (3):** Resource cost

Synthesis: *A ceremonial urn shatters; cultists recognize your patron's mark. Future dealings will demand extra tribute and materials.*

### 1.9.3 Example 3: NPC Creation

Merchant in Valewood:

- **Ambition:** Wealth
- **Belief:** Family above all
- **Attitude:** Charismatic
- **Twist:** Secretly compassionate

Result: *A charming hard-bargainer who supports a large family and quietly donates to orphanages—even aiding struggling competitors.*

## 1.10 GM Guidance for Deck Usage

### 1.10.1 When to Use Which Deck

- **Travel Decks:** journey planning, location adventures, regional exploration

- **Deck of Consequences:** immediate twists during active scenes
- **NPC Generator:** fast creation with built-in tension and hooks

### 1.10.2 Interpreting Card Draws

- Prioritize narrative coherence over literalism.
- Use suits as inspiration, not constraints.
- Combine cards into layered complications rather than parallel noise.
- Remember: players can mitigate, pivot, or overcome deck outcomes.

### 1.10.3 Balancing Randomness and Narrative

- Draw when you want surprise or need a nudge.
- Ignore or modify draws that don't serve the current story.
- Treat combinations as creative prompts, not mandates.
- The goal is to *enhance* the narrative, not derail it.

Absolutely—here’s a cleaned, compile-safe version of your Travel Reference chapter with added, consistent index entries, fixed typos, and corrected environments. I also repaired the broken list in Astroegro Straits, removed the stray “Ecktoria/V” fragment, and fixed the duplicate/broken row in the Gateways table.



# Chapter 2

## Travel Reference

### 2.1 Introduction to Travel

Travel in **Fate's Edge** is not just movement between locations—it's an opportunity for adventure, discovery, and complication. The travel system uses deck-based generators to create meaningful journeys that advance the story while presenting challenges and opportunities.

### 2.2 Core Travel Procedure

For each leg of a journey, follow this structured approach:

#### 2.2.1 Card Draw Sequence

Draw 3–4 cards using the appropriate regional decks:

- **Spade** from the destination deck: Sets the scene (place and environment).
- **Heart** from the destination deck: Introduces the local actor or faction.
- **Club** from the Wilds (general hazards) or destination (if strongly policed): Brings pressure and complications.
- **Diamond** from the authority that controls the route: Represents papers, escorts, rights, or exceptions needed.

#### 2.2.2 Travel Clock Setup

Set a travel clock based on the highest card rank drawn:

- **2–5**  $\Rightarrow$  4-segment clock (short, straightforward journey).
- **6–10**  $\Rightarrow$  6-segment clock (standard journey).
- **J, Q, K**  $\Rightarrow$  8-segment clock (extended or complex journey).
- **Ace**  $\Rightarrow$  10-segment clock (epic or highly dangerous journey).

#### 2.2.3 Resolution and Consequences

- On success: Advance to the next leg of the journey.
- On failure: Mark delay, debt, or diversion and resolve consequences in the fiction.
- Each segment filled typically represents significant progress or a meaningful encounter.

## 2.3 Travel Modes and Special Rules

### 2.3.1 Sea Travel

Sea journeys (Amaranthine/Dolmis/Aberderrin routes) follow special considerations:

- If Theona or Valewood 9s appear in the seed, add an omission or taboo to the leg.
- Navigational challenges use Sailing or Survival skills with modified DVs.
- Weather and sea conditions act as persistent complications.

### 2.3.2 Underground Passes (Aeler)

Aeler's underground routes have unique mechanics:

- Any Ace can convert a surface route to an under-route.
- Diamond cards from Aeler always codify outcomes—no roll required—for sealed doors, breath time, and escorted segments.
- Underground travel uses different skill sets (Engineering, Geology, Survival).

### 2.3.3 River Travel

River journeys present distinct challenges:

- Ecktoria/Viterra rivers: Bridges, booms, and legal checkpoints.
- Mistlands/Linn waters: Reed-mazes and bell-line navigation systems.
- Current strength and river conditions affect travel pace and difficulty.

### 2.3.4 Frontier and Border Crossings

When traveling between regions with different laws or authorities:

- Draw two Diamond cards (one from each controlling authority).
- Choose which authority's laws you will be judged by at the journey's end.
- Border crossings typically add +2 segments to the travel clock.

## 2.4 Major Regional Routes

### 2.4.1 Amaranthine Coastway

Route: Kahfagia → Ecktoria → Acasia → Marcott (Vhasia) → Fairport (Viterra).

- Draw Spade+Heart from the port you are entering.
- Draw Club from the Wilds deck (gales, quarantine, harbor booms).
- Draw Diamond from the port's deck (permits, berths), or Kahfagia if convoy/lantern law applies.
- **Note:** Silkstrand is Acasia's sole metropolis and a major trading hub.

### 2.4.2 Astroegro Straits

Thepyrgos controls this crucial maritime hinge:

- Draw Spade+Heart and Club from Thepyrgos deck (stairs, boom, synod).

- Draw Diamond from Thepyrgos (harbor pass, crane allotment).
- Switch to Dolmis/Amaranthine modules once the boom is lowered.

### 2.4.3 Dolmis Sea Circuits

Route: Fairport (Viterra) → Theona (Three Greens) → Ubral fjords → Aelinnel west shore.

- Spade+Heart from destination deck.
- Club from Linn or Wilds decks.
- Diamond from Theona when island custom matters.
- Island-hopping presents unique navigation challenges.

### 2.4.4 Aelerian Underground Passes

Route: Vhasia/Viterra/Ubral south slopes → Aeler gates → Mistlands.

- Spade+Heart and Club from Aeler deck.
- Diamond from Aeler (Underway Pass, Key-Writ, Breath Time).
- Underground routes bypass surface dangers but present their own risks.

### 2.4.5 Shadow Corridors (Valewood)

Thin Shore route along Valewood's east coast toward Zakov:

- Spade from Valewood deck.
- Heart from Mistlands or Valewood deck.
- Club from Mistlands deck (wraiths, bell-line failures).
- Diamond from either Mistlands (Ward-salt, Lantern Writ) or Valewood (Way-cord, Truce-bough).
- **Rule of 9s:** Any 9 in the seed adds an omission or taboo.

### 2.4.6 Green Gate Tidal Routes (Aelinnel)

Aelinnel's tide-dependent passages:

- Spade+Club from Aelinnel deck (tides, geasa).
- Diamond from Aelinnel (Tide-path Key, Host-rights).
- Timing is critical—miss the tide and wait for the next cycle.

### 2.4.7 Major River Systems

#### Belworth River

Boundary between Vhasia and Viterra.

- Twin ports at the mouth (Marcott and Fairport).
- Tarlington Falls requires lift/portage to plateau towns.
- Use Viterra for east-bank audits, Vhasia for west-bank politics.

#### Yloka River

Northern raid routes into Aberderrin and Dolmis.

- Overlay Linn Clubs for hazards.

- Draw destination for Spade+Heart.

### Acasian Rivers

Hazardous approaches to Silkstrand.

- Use Acasia Clubs (feuds/levies/curse).
- Diamonds represent condotta permits, bridge rights.

### 2.4.8 Steppe Frontier Routes

Ykrul ↔ Vilikari ↔ Ecktoria/Acasia borders:

- Spade from the road (Wolf Road or Foedus Stone).
- Heart from the counterpart region (envoys, comitatus).
- Club from Wilds or frontier decks (rasputitsa, hostage protocol).
- Diamond from either Ykrul (paiza, remounts) or Vilikari (foedus seal).

## 2.5 Strategic Gateways and Control Points

## 2.6 Special Travel Rules and Regional Features

### 2.6.1 Theona and Valewood Taboos

Whenever a 9 appears in a travel seed involving Theona or Valewood:

- Add an omission: missing step, unsaid name, unseen guest.
- If the 9 is a Diamond, you may break the taboo once—but someone will come to collect.
- These taboos create ongoing narrative hooks and complications.

### 2.6.2 Aeler Ace Route Manipulation

Aeler's underground network allows special route manipulation:

- An Ace can rewrite routes beneath the mountains.
- You may swap your Spade to Aeler (keeping other seed cards) and continue under-vault procedures.
- This represents discovering or activating hidden passages.

### 2.6.3 Echoing Omens and Motifs

Any Ace drawn during travel adds a recurring motif:

- Examples: ash on the wind, bell heard underground, landmark that reappears.
- These motifs can be referenced later for narrative advantage or complication.
- Makes the world feel interconnected and memorable.

## 2.7 Worked Travel Examples

### 2.7.1 West-to-East Coastal Journey

Leg 1: Kassamira → Ecktoria



Gateway	Controlling Deck	Diamond Source	Typical Requirements	Requirements
Kassamira (Kahfagia)	Kahfagia	Kahfagia	Convoy letter; lantern-law warrant; pilotage token	
Ecktoria Capital Port	Ecktoria	Ecktoria	Berth priority; coin-house credit; procession permit	
Silkstrand	Acasia	Acasia	Exchange floor access; condotta permit; watergate priority	
Marcott	Vhasia	Vhasia	Letters patent; safeconduct; fairground precedence	
Fairport	Viterra	Viterra	Customs seal; ferry priority; Dawn escort	
Tarlington Falls	Viterra	Viterra	Lift priority; bridge/portage pass; County ruling	
Thepyrgos Boom	Thepyrgos	Thepyrgos	Harbor pass; crane allotment; Synod indulgence	
High-Mist Pass	Aeler	Aeler	Underway pass; Key-Writ; Breath-time allotment	
Payden's Port	Mistlands	Mistlands	Lantern writ; ward-salt; wraith indemnity	
Thin Shore	Valewood	Valewood/Mistlands	Way-cord; dew-mirror; lantern writ	
Green Gate	Aelinnel	Aelinnel	Tide-path key; host-right bough; salt license	
Ubral Passes	Ubral	Aeler/Ubral	Vurim pass-ring; hill-fort shelter writ; guide's braid	
Thing-holm	Linn	Linn	Thing ruling; harbor-green; escort writ	
Foedus Stone	Vilikari	Vilikari/Ykrul	Foedus renewal; remount allotment; hostage treaty	
Zakov Roadstead	Theona/Linn	Theona/Linn	Raid-truce ribbon; whale-road escort; market immunity	

Table 2.1: Major Travel Gateways and Control Points

- Seed: Ecktoria Spade (Aqueduct arcades), Ecktoria Heart (Coin-house factor), Wilds Club (gale), Kahfagia Diamond (convoy letter).
- Clock: 6 segments.
- Narrative: Cross under coin-house eyes with convoy priority; bad weather strains schedules.

**Leg 2: Ecktoria → Silkstrand**

- Seed: Acasia Spade (Three-Queens Bridge), Acasia Heart (Dyers' Guildmistress), Acasia Club (loom strike), Acasia Diamond (Exchange pass).
- Clock: 6–8 segments depending on unrest severity.

**Leg 3: Silkstrand → Marcott**

- Seed: Vhasia Spade (Pont-du-Tithe), Vhasia Heart (Parlement clerk), Vhasia Club (coin rumor), Vhasia Diamond (letters patent).

**Leg 4: Marcott → Fairport**

- Seed: Viterra Spade (Fairport tideworks), Viterra Heart (shipwright), Linn Club (boom lifts), Viterra Diamond (customs seal).
- Clock: 6 segments.

## 2.7.2 Mountain Pass Expedition

**Leg 1: Silkstrand → Aeler Gate**

- Seed: Aeler Spade (Avalanche gallery), Aeler Heart (Geometer), Aeler Club (Engineer requisition), Aeler Diamond (Underway Pass).
- Underground route bypasses surface dangers.

**Leg 2: Aeler Gate → Mistlands**

- Seed: Mistlands Spade (Bell-Line levee), Mistlands Heart (Bell-warden), Mistlands Club (wraith crossing), Mistlands Diamond (Ward-salt).
- Mistlands present unique navigation challenges.

## 2.7.3 Shadow Route Travel

**Leg 1: Payden's Port → Thin Shore**

- Seed: Valewood Spade (Green lane), Mistlands Heart (Protectorate clerk), Mistlands Club (bell failure), Mistlands Diamond (Lantern writ).
- Rule of 9s applies for additional complications.

**Leg 2: Thin Shore Transit**

- Seed: Valewood Spade (Unfound stile), Valewood Heart (Path-warden), Valewood Club (Sweet wind), Valewood Diamond (Way-cord).
- Shadow corridors require special navigation skills.

## 2.7.4 Frontier Diplomacy Journey

**Leg: Foedus Stone Parley**

- Seed: Vilikari Spade (Foedus Stone), Ykrul Heart (Noyan envoy), Wilds Club (rasputitsa), Vilikari Diamond (Foedus Renewal).

- Additional draw: Ykrul Diamond (Paiza) for border crossing rights.
- Choose which authority's laws govern your passage.

## 2.8 Travel Pace and Consequence Guidelines

### 2.8.1 Standard Travel Times

- **Road/River Leg:** 6-segment clock standard; +2 segments if crossing law boundaries.
- **Sea Strait/Mountain Pass:** 8-segment clock; -2 segments with priority documents.
- **Shadow Corridor:** 6-segment clock; Ace adds free omen for future use.
- **Urban Travel:** 4-segment clock; complications are more social than environmental.

### 2.8.2 Failure Consequences

Standard failure outcomes include:

#### Delay

Lose time; enemies advance their plans.

#### Diversion

Forced alternate route; draw new Club card for additional complications.

#### Debt

Promise, fine, or favor owed to the controlling authority.

#### Discovery

Unexpected find that creates new opportunities or dangers.

### 2.8.3 Success Benefits

Successful travel can provide:

- Information about upcoming regions or threats.
- New contacts or faction relationships.
- Resource acquisition or trade opportunities.
- Narrative advantages for future scenes.

## 2.9 Location Decks for Navigation

### 2.10 Acasia — “Broken Marches” Generator

Spades — Places (passes, ruins, blackwoods, toll-towns)

2. Broken milestone on the old Imperial Road; borders “moved” overnight.
3. Vine-terrace hillside with an abandoned press; strangler ivy owns it now.
4. Toll-bridge town over a cold river—two tolls, no receipts.
5. Wolfstairs Pass switchbacks beneath a stonefall cliff.
6. Sootfall Abbey ruins; bell tower intact, crypts breathing.
7. Hill-motte with fresh palisade; ditch scattered with caltrops.
8. Border-stone ring carved with seven crowns; each points wrong.
9. Blackwood charcoalers’ hollow; witch-posts at every path.

10. Salt-road ford; rains expose old bones in the chalk banks.
  - J Iron mine adits held by a miners' commune; air full of whispers.
  - Q Margravine's hunting lodge; tapestries of victories that never were.
  - K War-camp city—tents around a burned keep; every banner claims the throne.
  - A The Pale Causeway: the last high road that survives spring thaws.
- Hearts — People & Factions (petty crowns, priests, companies)
2. Tithe-collector's runner with tally-rod and empty stomach.
3. Roadside prior and three lay brothers guarding a relic.
4. Hedge-witch who knows which bridges eat travelers.
5. Free Company captain (pike and shot) between contracts.
6. River reeve who rents every boat twice.
7. Salt-Baron with hired blades—owns the ford and your timetable.
8. Blackwood matriarch who tends the feud like a garden.
9. Ex-imperial surveyor with the last accurate map.
10. "King" of three villages; iron-nail crown, iron-will taxes.
  - J Bride with no dowry but a claim; daggers in the wedding chest.
  - Q Margravine of the Broken March—half-saint, half tax-roll.
  - K The Lame King on a traveling throne; makes law by pointing.
  - A The Cursed Child of Silkstrand (a rumor more than a person) whose laughter ends sieges.
- Clubs — Complications/Threats (feud, levy, weather, curse)
2. Peat-fog; all horns sound like someone calling your name.
3. Sudden levy—every traveler pressed for a day's service.
4. Bridge feud; rival banners drop the chain on your cart.
5. Grain blight doubles the tithe; refusal means torches at night.
6. Scree slide seals the pass; the "safe" detour is owned by your enemy.
7. Wedding turns ambush; you're between two bloodlines.
8. Witch's tithe night; lights move in the woods—owe nothing or else.
9. Pox sign on a village gate; your escorts desert you.
10. Condotta breaks; the Free Company flips colors mid-march.
  - J Heretic preacher sparks a march; toll-gates come down in splinters.
  - Q Imperial pretender arrives; every petty lord changes tabards.
  - K River overruns the levee; the pontoon goes—your rivals don't.
  - A The Curse stirs: no matter the road, you return to the same crossroads.
- Diamonds — Rewards/Leverage (papers, claims, safe-conduct)
2. Toll-exemption plaque for one bridge (once).
3. Monastery letter for bed-and-bread on a named road.
4. Wine-right on an abandoned terrace; locals will work for shares.
5. Condotta—a signed pike contract (one battle on your terms).
6. Tithe-remission writ for a village; they owe you a season's labor.
7. Border-stone adjustment—move a line two fields over.
8. Pass-key charm recognized by Pale Causeway watchmen.

9. Sealed dowry chest of claims, not coin; certain doors open.
10. Mine-share in the commune; they fight like they mean it.
  - J Blood-peace charter; suspend a feud long enough to move your wagons.
  - Q Marriage proxy from the Margravine—bind a hill-king to your cause.
  - K The Lame King’s traveling writ—troops must make way (for now).
  - A Curse-redemption rite (temporary): for one night no crossroads can hold you.

## Quick Use Notes

- Draw until you have all four suits: Spade = place, Heart = actor, Club = pressure, Diamond = leverage. Highest rank sets the main Clock (2–5 → 4, 6–10 → 6, J/Q/K → 8, A → 10).
- Diamonds are codified outcomes (blessings/tokens/host-rights) that change position rather than call for a roll.
- If any A appears, echo Hearth & Hollow motifs—quiet bells, red thread, watch-geese, footsteps under the soil—so the dread feels woven through the hedges.

## 2.11 Aelaerem (Halflings)—“Hearth & Hollow” Generator

### Spades — Places (lanes, orchards, mills, downs, barrows)

2. Willow ford with flat stones and a bowed pollard that remembers faces.
3. Cider-press barn; sweet reek, flies, old songs, doors that stick after dusk.
4. Chalk sheep-downs with a turf maze cut like a wheel.
5. Millpond under alders; the wheel turns some nights without water.
6. Bluebell wood path; rabbit-gates and snares set by careful hands.
7. Hedge-tunnel lane between fields; nine stiles locals count “eight-and-one.”
8. Cup-mark stone on the verge; butter left in niches goes missing kindly.
9. Barrow-by-the-beech where bees go quiet at noon.
10. Market green with maypole and stocks; carved village stones turned inward.
  - J Dovecote hill; the scarecrow faces the road, not the rows.
  - Q Mother’s Orchard; rows straighten if you don’t look—curve if you do.
  - K Moot Oak with lantern nails hammered deep and benches at the roots.
  - A Hollow Field, a ring where no plow will hold a line, not for any coin.

### Hearts — People & Factions (keepers, elders, mummers, quiet powers)

2. Hedge-witch midwife who ties red thread and unties feuds.
3. Miller and his watch-geese—better sentries than men.
4. Orchard reeve with a tally-stick and a cider-stained smile.
5. Beekeeper; keeps odd honey aside for “winter churches.”
6. Shepherd with a bone whistle that calls dogs—and other things.

7. Lantern-warden who trims lamps and knows which shadow is wrong.
8. Mummers' captain with a chest of masks and stricter rules than church.
9. Traveling tinker with bright kettles and a dull knife for cutting oaths.
10. Bailiff of the Moot Oak, as polite as a noose.
  - J Wold-Wardens, elders who swear by hedges, not crowns.
  - Q Apple-Matron, hostess of harvest feasts; power sits where she pours.
  - K Thresher-King in harvest robes: a title that moves but never leaves.
  - A The Pale Shepherd—comes when lambs are born and when people go missing.

## Clubs — Complications/Threats (folk omens, rites, beasts, night)

2. Unseasonal fog; the road walks you back to your own gate.
3. Scarecrow turns; it watches the lane, not the field.
4. Soured wassail; the bowl gives back names you did not speak.
5. Black sow through the orchard; hooves scuff every charm.
6. Hive-swarm at dusk; smoke curls the wrong way.
7. Old song taken up by children; adults remember the verse none should sing.
8. Lanterns burn blue at the ford; crossing costs more than coin.
9. Out-of-season mumming; masks stick—faces won't.
10. Chalk maze fills with mist; you step out somewhere older.
  - J Church bell rings thirteen; something attends the sermon.
  - Q Harvest tithe demanded by hands gloved in leaves.
  - K Moot Oak bleeds sap the color of wine; talk turns to knives.
  - A The Hollow opens; burrows and barrows connect, and footfalls answer underground.

## Diamonds — Rewards/Leverage (blessings, tokens, host-rights, exceptions)

2. Guest-loaf & salt—one night's safe board anywhere with a red door.
3. Cider-mark—a free cup on the green buys gossip and patience.
4. Hedge-pass ribbon—step through any thicket unsnagged, once.
5. Bee-queen share—honey and warning from the hives when danger nears.
6. Shepherd's whistle—dogs and door-bolts heed you for one scene.
7. Lantern-writ—the lamps stay lit along your path despite wind.
8. Mummers' license—lawful mask and after-dark crossing for a feast day.
9. Orchard right—pick at Mother's Orchard without offense; fruit hides a truth.
10. Mill token—the wheel turns at any hour, grain or rumor ground.
  - J Apple-Matron's blessing—hands help unseen when you ask no coin.
  - Q Private moot under the Oak; elders hear you alone, precedent sticks.
  - K Thresher-King's guard—six red-hooded harvesters escort you; doors open.
  - A Pale Shepherd's clause—once, the Hollow will not notice you; pass uncounted.

## Quick use notes

- Draw until you have all four suits: Spade = place, Heart = actor, Club = pressure, Diamond = leverage. Highest rank sets the main Clock (2–5 → 4, 6–10 → 6, J/Q/K → 8, A → 10).
- Diamonds are codified outcomes (blessings/tokens/host-rights) that change position rather than call for a roll.
- If any A appears, echo Hearth & Hollow motifs—quiet bells, red thread, watch-geese, footsteps under the soil—so the dread feels woven through the hedges.

## 2.12 Aeler (Dwarves) — “Crowns & Under-Vaults” Generator

### Spades — Places (vaultmouths, descents, underways, crown seats)

2. Vaultmouth Gate in a hillslope: bronze lungs for breath-tests, tally-niches for lamps.
  3. Crown-Crypt Porch where oaths are sworn to sleeping kings.
  4. Under-Market: lantern alleys between cistern pillars; damp coin, dry wit.
  5. Smoke-Shaft Stair spiraling up to a soot hatch; handprints black as seals.
  6. Gloam Cistern—black water, lead scales, whispers carry too far.
  7. Lamplighter’s Mile on the Under-Road; niches sting with spent wicks.
  8. Measure Vault: standard rods and weights chained under glass and oath.
  9. Reliquary Arcade: bell-chimes answer drafts; saints keep their own tallies.
  10. Twin-Throne Gate—surface fortress straddling a chasm bridge.
- J Deep Archive Stacks behind grillwork; scriptoria cells breathe ink and dust.
- Q Queen’s Descent: private stair from palace to royal vault-house.
- K Kingsmoot Cavern—crownstones in a ring around a bottomless dark.
- A The Spine Underway, a great tunnel linking crownlands beneath the peaks.

### Hearts — People & Factions (crowns, keepers, guilds, legates)

2. Lamplighter apprentice with a jingling key-ring and soot in the lungs.
  3. Under-Mason who can hear stone shift a room away.
  4. Vault Warden with breath-ledger and seal-rods; patient as granite.
  5. Censer-Knight of the Dawn—fights miasma and men with equal zeal.
  6. Key-Sister (monastic locksmith) who names wards like prayers.
  7. Under-Market assessor whose stamp can starve or save a stall.
  8. Engineer of Underways (geometer) with rod, hammer, and the right maps.
  9. Oath-Keeper of the Crown Crypt—memory like iron, smile like law.
  10. Legate of the Under-Seal, royal commissioner between kingdoms.
- J White-Ribbon tunnel courier; runs blind, rings true.
- Q Vault-Queen of a crownland, sovereign above and below.
- K High King Beneath the Peaks, first among crowns by ancient concord.
- A Lumenor of the Under-Altars, one sentence opens doors and closes debates.

## Clubs — Complications/Threats (air, water, stone, rite, jurisdiction)

2. Bad air pocket—candles gutter blue; lungs complain, schedules fail.
3. Drip-flood from a burst cistern reroutes corridors without asking.
4. Gas flare kisses a lamp; eyebrows and evidence vanish.
5. Seal misread—the wrong door opens, the right one will not.
6. Under-mold quarantine shuts the market just as your crate arrives.
7. Settling crack—dust snow warns the roof wants down.
8. Stolen key turns up in your kit; accusations ring like bells.
9. Bell-code conflict—two authorities claim the same chime.
10. Vault-right feud: crown guards face basilica wardens on a stair.
  - J Cave-in behind—proof, friends, and retreat on the far side.
  - Q Heresy inquest in the under-chapel; arrests in whispers.
  - K General Under-Seal—all vault traffic halted by royal decree.
  - A White Flood—mountain thaw becomes a river through your route.

## Diamonds — Rewards/Leverage (keys, passes, breath, priority, precedent)

2. Lamp-priority tally—skip one lamplighter queue.
3. Breath-measure allotment—lawful time in a sealed chamber (once).
4. Key-Writ—operate a named lock one time, witnessed.
5. Underway Pass—escorted travel between two vaultmouths.
6. Stall-Right in the under-market for a season.
7. Engineer Shoring—a crew stabilizes your chosen corridor on your timetable.
8. Assay Mark—your coin/metal accepted sight unseen below.
9. Crypt Asylum—temporary sanctuary under crown law.
10. Vault Inventory License—remove a named cache under witness.
  - J Under-Guard Commission—command a vault detachment for a day.
  - Q Private Descent with the Vault-Queen or High King's chancellor.
  - K High King's Sealed Writ—doors open, mouths close across crownlands.
  - A The Under-Seal Clause—temporary exception to any lock, levy, or rite below.

## Quick use notes

- Draw until you have all four suits: Spade = place, Heart = actor, Club = pressure, Diamond = leverage. Highest rank sets the main Clock (2–5 → 4, 6–10 → 6, J/Q/K → 8, A → 10).
- Diamonds are codified outcomes (keys/passes/rights) that change position rather than call for a roll.
- If any A appears, echo stone & breath—keys click, bells answer, and the mountain listens.



## 2.13 Aelinnel (Gnomes) — “Stone, Bough, and Bright Things” Generator

### Spades — Places (stone spires, sea-rock, deep woods)

2. Tide-rift steps cut into black rock; limpets and old votive nails.
3. Moonwell basin in a granite bowl; coins turn green in a week.
4. Dolmen stair up a ridge; each capstone rings if you tap it right.
5. Charcoal coppice under witch-hazel; a neat ash-heap hides a door.
6. Basalt organ cliffs: sea-caves breathe like slow bellows.
7. Stag Road—game-trail marked by antler-posts; hooves know it best.
8. Quartz spring where the sand shines like ground stars.
9. Elf-causey of pale flags through a marsh; visible at dawn and dusk only.
10. Root gallery under an oak hill; lanterns hang from living bark.
  - J Barrow gallery with stone chimes and a cold draft from below.
  - Q Thorn Court ring—hawthorns trained into arches; petals fall like knife-points.
  - K Hall of Aelinnel: a timber keep threaded between standing stones.
  - A The Green Gate in a sea-arch; at certain tides it opens to a forest not on any map.

### Hearts — People & Factions (keepers, courts, craftsmen, hunters)

2. Goat-herd of the stone edges—knows every safe hoof-width.
3. Charcoal-burner clan who can read draught and omen by smoke.
4. Hedge-witch with a pocket full of thorns and deals you’ll regret.
5. Stone-singer (quarryman) whose hum finds a seam and a secret.
6. Forester-warden with copper nails and a polite dislike of iron.
7. Reed-net fisher who knows when the selkies listen.
8. Oath-carver who sets promises in quartz so they can be seen.
9. Way-keeper of the Stag Road; never lost, often followed.
10. Green-market broker who trades truths for trinkets and back again.
  - J Green Knight—antler helm, mirror-bright blade, old courtesy.
  - Q Lady of Thorns, sovereign of a hawthorn court; smiles like a snare.
  - K Stone Prince of Aelinnel, mortal crown with fae debts properly indexed.
  - A Huntsman of the Moonlit Ride; his horn turns shortcuts into roads.

### Clubs — Complications/Threats (glamour, geasa, weather, neighbors)

2. Glamour fog; time drifts, footfalls don’t match.
3. Iron offense—someone brought the wrong nails to the right grove.
4. Root-slide pulls a trail two ridges away while you blink.
5. Wrong tide at the sea-arch; boats rise where mathematics say no.

6. Spoken geas catches on an unlucky word; the task names itself.
7. Green Market price: payment demanded in names and memories.
8. Stone-wight stirs in a barrow; echoes hate company.
9. Lost day—the sun miscounts; your dawn arrives at supper.
10. Thorn blight crawls across orchards; pruners bleed stories.
  - J Stag horn sounds; everyone owes the chase—especially you.
  - Q Thorn Court tithe levied on the Hall; arrests wear flowers.
  - K Muster of the Bough—forest banners rise; travel becomes trespass.
  - A Green Gate yawns at the wrong hour; roads rewire across your path.

## Diamonds — Rewards/Leverage (charms, passes, host-rights, exceptions)

2. Hazel token—step through a hedge uncut, once.
3. Salt license—carry and use ward-salt where it’s “discouraged.”
4. Dolmen carving-right—inscribe a name or claim on a speaking stone.
5. Guest-bough from the Thorn Court—one night’s safe table among thorns.
6. Quarry allotment of clear quartz; subtle doors open to its bearer.
7. Green Market voucher—buy a truth at face value (today only).
8. Oath-bead; a spoken promise warms the bead when kept, chills when not.
9. Tide-path key—lawful crossing of a named sea-cave at neap.
10. Forest truce—hunt, cut, or travel through a warded copse without offense.
  - J Green Knight escort from ridge to gate; watchers bow, paths part.
  - Q Private audience with the Lady of Thorns; a whisper exits as policy.
  - K Stone Prince’s seal—levies defer, foresters guide, scribes stop arguing.
  - A Wild Hunt clemency—ride under the horn for one night; no hound will take you.

## Quick use notes

- Draw until all four suits appear: Spade = place, Heart = actor, Club = pressure, Diamond = leverage. Highest rank sets the main Clock (2–5 → 4, 6–10 → 6, J/Q/K → 8, A → 10).
- Diamonds are codified outcomes (charms/passes/host-rights) that change position rather than call for a roll.
- If any A shows, echo moonlight-on-stone motifs—antlers in shadow, petals that cut, a tide that breathes—and let a shortcut appear where no road should be.

## 2.14 Black Banners — “Condotta & Crowns” Generator

Spades — Places (camps, battlefields, fortresses, war-roads)

2. Burned village with a makeshift field hospital; flies and fever dreams.
3. Frozen ford where the ice holds the bodies of last month’s skirmish.
4. War-camp latrine row; mud, shame, and whispered mutinies.

5. Crater field from last season’s alchemical barrage; glass flowers bloom in the spring.
6. Supply road with a dozen broken wagons; oxen pick through the wreckage.
7. Half-finished siege tower in an abandoned camp; wind through the planks.
8. Salt-cured meat cache behind the surgeon’s tent; the wrong kind of maggots move.
9. Command tent where maps show territories that no longer exist.
10. Watchtower built from stacked enemy skulls; crows know the password.
- J Ancient keep held by a skeleton garrison; they remember when the banners were gold.
- Q The Bone Fields—where the Ykrul clans come to negotiate terms with the dead.
- K Marcher’s Fortress—three walls, two sieges, one gate that opens inward only.
- A The Singing Wastes—where fallen weapons hum with the voices of their last wielders.

Hearts — People & Factions (captains, cadets, clans, tribes)

2. Young cadet with father’s sword and mother’s debt.
3. Veteran sergeant who counts scars like coins and spends them on whiskey.
4. Ecktorian banner-captain with a griffon standard and a grudge against nobles.
5. Condotta opportunist who switches sides when the wind changes.
6. Ykrul clan emissary who speaks in riddles and pays in copper.
7. Vilikari war-chief’s second son; honor burns brighter than his father’s approval.
8. Surgeon who treats friend and foe alike; ledger balanced in blood.
9. Quartermaster who knows where every coin goes and where every man dies.
10. Tribune’s aide-de-camp with orders that contradict the general’s intent.
- J The Black Colonel—legendary commander who hasn’t been seen in the field for months.
- Q Ykrul Clan-Mother who weaves war-braids from the hair of fallen enemies.
- K Vilikari High Chief who trades in mercenaries like chess pieces.
- A The Bannerless One—a general who commands loyalty without rank or banner.

Clubs — Complications/Threats (betrayals, weather, politics, war)

2. Payday delayed—supplies run out before the coin arrives.
3. False orders arrive; your target is now your ally.
4. Blizzard traps two rival companies in the same abandoned monastery.
5. Ykrul clan offers better terms than Ecktoria; your contract becomes a liability.
6. Condotta unit flips colors mid-battle; you’re fighting your own reinforcements.
7. Plague spreads through the camp; the surgeon’s tent becomes a death house.
8. Vilikari raiders burn your supply lines; winter comes early this year.
9. Ecktorian honor code conflicts with mercenary pragmatism; the camp splits into factions.
10. Tribune is captured; aide-de-camp must choose between rescue and mission.
- J The Black Colonel’s banner appears on the wrong battlefield; chaos follows.
- Q Clan-Mother declares a blood-feast; all contracts suspended until dawn.
- K High Chief plays the companies against each other; winner takes nothing.
- A The Singing Wastes awaken; every fallen weapon rises to find its last wielder.

Diamonds — Rewards/Leverage (contracts, claims, dispensations)

2. Emergency supply requisition—take what you need from a fallen company.
3. Dual contract—serve two masters with mutually exclusive objectives.

4. Honor dispensation—your actions are justified regardless of Ecktorian code.
5. Condotta rider's pass—move between camps without question, once.
6. Ykrul safe-conduct token—pass through clan territories unmolested.
7. Vilikari war-mark—their scouts will guide you through hostile terrain.
8. Surgeon's debt-note—medical care when no coin remains.
9. Tribune's cipher ring—decode orders that don't exist yet.
10. Banner-captain's seal—commandeer resources from junior companies.
  - J Field promotion warrant—assume command of a decimated unit.
  - Q Clan-Mother's war-braid—her warriors will fight beside you this battle.
  - K High Chief's trading charter—buy/sell anything in any camp, no questions.
  - A The Bannerless One's word—loyalty transcends rank, law, and coin.

## Quick Use Notes

- Draw until you have all four suits: Spade = place, Heart = actor, Club = pressure, Diamond = leverage. Highest rank sets the main Clock (2–5 → 4, 6–10 → 6, J/Q/K → 8, A → 10).
- Diamonds are codified outcomes (contracts/claims/dispensations) that change position rather than call for a roll.
- If any A appears, echo war & winter motifs—weapons that remember, ice that holds the dead, and loyalty that needs no banner.

## 2.15 Dungeon Generator

### Spades — Places (Chambers, Features, Architecture)

2. Cracked Gallery — Stone corridor with unstable ceiling; debris falls with loud impacts
3. Sunken Vestibule — Stairs descend into a flooded antechamber; water reflects strange lights
4. Vaulted Refectory — High-ceilinged dining hall with long tables set for a feast that's been waiting decades
5. Spiral Stairwell — Tight stone steps winding upward/downward; acoustics carry sounds from distant levels
6. Collapsed Observatory — Dome roof fallen in; starlight (or strange illumination) pours through gaps
7. Armory Alcove — Weapon racks line the walls, but the best arms are behind a trapped display
8. Chained Sanctuary — Holy shrine with heavy chains hanging from ceiling; something was bound here
9. Mirror Hall — Polished surfaces reflect movement; some reflections show different times/places
10. Garden of Stone — Statues of people in various poses; some appear to watch visitors
  - J Throne of Echoes — Judgment seat carved from single block; whispers past verdicts when approached
  - Q Vault of Whispers — Archive chamber where books murmur secrets; reading aloud attracts attention

- K Chamber of Seasons — Room that cycles through weather conditions; currently in [d6: 1-2=spring rain, 3-4=summer heat, 5=autumn wind, 6=winter frost]
- A The Heart Chamber — Central space where the dungeon's purpose was fulfilled; reality feels thin here

## Hearts — Actors (Inhabitants, Factions, Entities)

- 2. Forgotten Custodian — Ancient caretaker who tends the dungeon out of habit; helpful but confused about current era
- 3. Scholar-Prisoner — Captive researcher who's learned dangerous secrets; willing to trade knowledge for freedom
- 4. Symbiotic Colony — Group of creatures that function as a single entity; territorial but can be negotiated with
- 5. Cursed Noble — Former ruler transformed by dungeon magic; seeks redemption or oblivion
- 6. Mercenary Remnant — Last survivor of a failed expedition; knows layout but is paranoid and desperate
- 7. Bound Guardian — Protector spirit/construct that can't leave its post but will aid those who prove worthy
- 8. Cult Initiate — Recent arrival seeking forbidden knowledge; eager to prove themselves through dangerous tasks
- 9. Refugee Family — Common folk hiding from outside threats; grateful but may unknowingly cause complications
- 10. Merchant of Curiosities — Trader who's made the dungeon home; sells useful items but asks steep prices
- J Ascended Vermin — Ordinary creature that gained intelligence and power; leads a small kingdom of its kind
- Q Fallen Hero's Shade — Spirit of a legendary figure seeking to complete their unfinished quest
- K Dungeon's Creator — Original architect who never left; maintains the place according to their vision
- A The Collective Consciousness — All inhabitants share a single mind; individual personalities are fragments of a greater whole

## Clubs — Pressures (Hazards, Threats, Complications)

- 2. Shifting Walls — Stone panels move slowly but deliberately; paths change over time
- 3. Hungering Dark — Shadows that consume light sources; darkness itself becomes a threat
- 4. Memory Fog — Mist that causes false recollections; players may remember events that didn't happen
- 5. Gravity Wells — Areas where weight increases dramatically; movement becomes difficult and tiring
- 6. Temporal Echoes — Past events replay in loops; interfering can have unpredictable consequences
- 7. Corrosive Atmosphere — Air itself degrades organic matter and metal; equipment requires constant maintenance
- 8. Phantom Locks — Doors and gates that appear only when specific conditions are met

- 9. Borrowed Time — Visitors age rapidly while inside; must complete objectives before time runs out
- 10. Infectious Transformation — Exposure to dungeon elements causes gradual physical/mental changes
  - J Reality Anchor Points — Specific locations where the laws of physics/magic fluctuate wildly
  - Q The Dungeon's Will — The structure itself resists intruders; rooms rearrange to confound progress
  - K Cascading Failure — Damage to one area triggers problems in distant sections; dungeon is interconnected
  - A The Price of Passage — Every benefit gained requires a corresponding sacrifice; the dungeon always balances its books

## Diamonds — Leverages (Rewards, Tools, Advantages)

- 2. Wayfinder Compass — Points toward the nearest exit or objective; needle spins wildly near magical interference
- 3. Key of Echoes — Opens one lock/door that has been opened before by someone important to the story
- 4. Lantern of Clarity — Illuminates not just space but also hidden dangers, secret passages, and magical auras
- 5. Cloak of Passage — Allows movement through one type of barrier (walls, water, magical fields) for a scene
- 6. Tome of Convenient Knowledge — Contains exactly the information needed for current challenges
- 7. Ration of Sustenance — Food and water that never spoils; provides nourishment and minor healing
- 8. Focus Crystal — Enhances one type of skill or magic for a limited time; attuned to user's primary approach
- 9. Token of Safe Return — Guarantees one free escape from a dangerous situation, but only works once
- 10. Map that Grows — Reveals new sections of the dungeon as they're explored; shows current inhabitant positions
  - J Shield of Temporary Immunity — Provides protection against one specific type of hazard for extended periods
  - Q Crown of Momentary Authority — Grants command over one faction or type of creature for a scene
  - K Forge of Quick Repair — Instantly restores one damaged item to perfect condition, but requires a component
  - A The Dungeon's Blessing — Permanent minor enhancement to one ability, but creates a subtle dependency on the dungeon's influence

## 2.16 Ecktoria — “Marble & Fire” Generator

### Spades — Places (forums, arenas, roads, coin-houses)

2. Milk-stone steps where dawn petitions are pinned.
3. Tally-ford ferryhouse; rope-drums thrum all day.
4. Arena hypogeum—practice sand and whispers.
5. Everflame basilica side-cloister; candle markets.
6. “Shatterline” bazaar between quake-toppled columns.
7. Coin-house counting floor under glass.
8. Surveyors’ Mile-Zero obelisk; all roads measured here.
9. Processional Way switchback—the Triumph stairs.
10. Aqueduct arcades with a narrow guardwalk.
  - J Ducal loggia above a packed square.
  - Q Censor’s Hall with red-lacquered tablets.
  - K The Grand Forum—statues tarped, echoes loud.
  - A The Imperial Arena (Marble Bowl), gates chained—for now.

### Hearts — People & Factions (glory, law, pageant)

2. Torchbearer child with ash-smudged hands.
3. Ferrymaster who knows which banners pay late.
4. Coin-house factor sealing credit with three ribbons.
5. Lanista who owns fighters—and their secrets.
6. Decumanus-master surveyor who “moves” stones.
7. Procession marshal with permits and a whistle.
8. Grain-prefect allotting loaves; knives in the margins.
9. Censor’s clerk who “misfiles” careers.
10. Veteran standard-bearer selling honor as a retainer.
  - J Gladiatrix darling of the crowds; owes no one but the sand.
  - Q Duchess-Regent behind a silk screen; speaks through cousins.
  - K High Priest of the Everflame; smiles like law.
  - A Grand Magistrate—guardian of forms, breaker of them when needed.

### Clubs — Complications/Threats (edicts, crowds, fault-lines)

2. Procession blocks the only bridge till sundown.
3. Sudden edict: your sigil is now proscribed.
4. Grain barges late—bread riots hiss at the edges.
5. Arena riot spills into the streets; shutters slam.
6. Rival dukes levy the same ward; your recruits vanish.
7. Re-plat redraws a border; your deed becomes “disputed.”
8. Coin-house calls in notes; purse frozen at the worst moment.

9. Inquisitorial visit—relic authenticity questioned, penalties swift.
10. Aftershock rattles scaffolds; masonry and timetables fall.
  - J Counterfeit laurel—your win void unless you find the forger.
  - Q Church purge of “spectacles” cancels your main venue.
  - K Triumphal route rerouted to favor a rival; the crowd goes with it.
  - A Secret Red List—your patron’s name appears overnight.

## Diamonds — Rewards/Leverage (papers, favor, precedence)

2. Bread chit for a ward—street patience for a week.
3. Procession permit—move sacred flame through a crowded quarter.
4. Arena purse—settles debts and hires mouths.
5. Survey writ—reset one boundary stone.
6. Ducal safe-conduct ribbon—four guards and a trumpet.
7. Coin-house line of credit—silent and immediate.
8. Magistrate’s postponement—buy a tenday against any suit.
9. Laurel-deed—crowd favor follows you into court.
10. Grain allotment ledger—name who eats this month.
  - J Minor title patent—style opens doors that bolts resist.
  - Q Basilica audience—one private hour with the High Priest.
  - K Censor’s indulgence—one banned thing becomes permitted (for you).
  - A Golden Edict—exception carved in marble; precedent travels.

## Quick use notes

- Draw until you have all four suits: Spade = place, Heart = actor, Club = pressure, Diamond = leverage. Highest rank sets the main Clock (2–5 → 4, 6–10 → 6, J/Q/K → 8, A → 10).
- Diamonds are codified outcomes (papers/favor/precedence) that change position rather than call for a roll.
- If any A appears, echo marble & fire motifs—statues that watch, flames that judge, and law that remembers every name.

## 2.17 Kahfagia — “Pilot’s Mirror” Generator

### Spades — Places (western littorals, pilot-lanes, lantern law)

2. Tidal mudflat with a hidden plank-way at low water.
3. Salt-scar pier behind the dawn spice auctions.
4. Reedbelt smuggler creeks where tax boats won’t follow.
5. Breakwater under repair; gap lets cutters slip at dusk.
6. Freshly dredged channel with temporary beacons.
7. River sluice and tide-gate; boom-chain across the mouth.
8. Narrow-keel cutter yard, apprentices on night shift.



- 9. Fog-lane “lantern alley” where beacons migrate with the tide.
- 10. Admiralty quay and bonded warehouses under seal.
  - J The Red Shoal rendezvous—quiet water, loud reputations.
  - Q Mirror-Light Tower (pilot station) that certifies safe water—today.
  - K Kassamira presidial port: auctions at dawn, courts by noon.
  - A “The Pointe” strait—storm-lights and wreckers’ tales.

## Hearts — People & Factions (pilots, corsairs, admiralty hands)

- 2. Tide-runner (boy/girl with the bell and rope).
- 3. Pilot’s apprentice with a perfect memory for shoals.
- 4. Lantern-warden’s clerk—knows which lights moved, and why.
- 5. Oshiiran-trained factor keeping two ledgers.
- 6. Dock-syndic who can make a queue vanish.
- 7. Lantern-law advocate: “jurisdiction moves like tide.”
- 8. Privateer captain with a “crooked” letter of convoy.
- 9. Thalassoï marine sergeant on shore leave, still on duty.
- 10. Admiralty magistrate who rules fast and travels faster.
  - J Dredging-consortium foreman; the channel follows their purse.
  - Q Mirror-keeper (commodore’s confidante) who places beacons.
  - K Kahfagian commodore, off the books but on the water.
  - A Admiral of the Red Shoal; offers wine, figs—once.

## Clubs — Complications/Threats (tide, law, weather, blades)

- 2. Tide turns two bells early—grounding risk rises.
- 3. Smothering fog; sound travels, sight does not.
- 4. Harbor boom slams shut; wrong side of the chain.
- 5. “The lights change” mid-approach; your lane just moved.
- 6. Pilots strike over unpaid “average”; no escorts available.
- 7. Surprise inspection; customs ladder audits your cargo and crew.
- 8. Reef-runners (corsair skiffs) circle with boarding hooks.
- 9. Jurisdiction flips under lantern-law; your writ no longer bites.
- 10. Regulated alchemical fire aboard—quarantine if anything spills.
  - J Quartermaster sells your tide-tables to a rival.
  - Q Yellow flag—port quarantine; deadlines rot on the hook.
  - K Fleet redeploys; your “safe” corridor becomes a parade ground.
  - A Black squall at the Pointe scatters ships and stories.

## Diamonds — Rewards/Leverage (papers, rights, priority, favors)

- 2. Priority mooring chit (skip the Mooring Roll once).

3. Pilotage token—one certified escort through a bad channel.
  4. Fee waiver on today’s cargo; ledger smile included.
  5. Safe-conduct along a specific beacons lane.
  6. Salvage rights on a named quay or reach.
  7. Bonded-warehouse access; seal your prize before rivals sniff it.
  8. Lantern-code page (what tonight’s signals mean).
  9. Dredging grant (you decide where the next channel runs).
  10. Letter of marque/convoy for one season.
- J Admiralty judgment in your favor; precedent travels with you.
- Q Mirror-Light Warrant—the legal right to post a beacon.
- K A share in the spice auction floor at Kassamira.
- A “Move the lanterns” license—temporary authority to redefine the lane.

## Quick use notes

- Highest rank sets the primary Clock (2–5 → 4-seg, 6–10 → 6-seg, J/Q/K → 8-seg, A → 10-seg).
- Treat Diamonds as position-changers and codified outcomes (licenses, charters, rights)—don’t roll them.
- If your draw comes up all red or all black, remember the SRD’s tone and free-SB nudges.
- If any A appears, echo sea & signal motifs—beacons that migrate, tides that remember, and law that flows like water.

## 2.18 Linn — “Skerries & Storm-Oaths” Generator

### Spades — Places (fjords, skerries, halls, mistland routes)

2. Kelp-skerry gut: a narrow channel where oars scrape weed and rock.
  3. Tide-shed of longship houses; tar smoke and gulls for sentries.
  4. Wave-gate reef just off a raiding beach; only locals know the cut.
  5. Runestone causeway across a tidal flat; names half lost to barnacle.
  6. Herring-stairs drying racks above a cliff path; knives flicker like fish.
  7. Winter hall: turf walls, smoke-eye roof, benches crowded with shields.
  8. Mistlands reed-maze where channels braid and vanish.
  9. Boomed harbor with iron rings set in whale-bone posts.
  10. Aberderrin current rips past a headland; wreck timbers salt the kelp.
- J Dolmis waystation on a low isle; fresh water, old debts.
- Q Thing-holm—a flat islet ringed with stones for speaking and swearing.
- K High Jarl’s seat above a fjord, beacon tower glaring out to sea.
- A Whale-road horizon—open water where storms are born and names are made.

**Hearts — People & Factions (jarls, oar-crews, keepers, law)**

2. Net-wife who reads the sea like a ledger and the sky like a mood.
  3. Steersman whose tiller-hand never shakes, even when the keel does.
  4. Shipwright with pitch on his palms and a schedule in his teeth.
  5. Oar-master who sets the beat that decides if home is today or never.
  6. Mist-pilot (reed-runner) who ghosts boats through the marsh lanes.
  7. Skald whose verses buy silence, start fights, and end them.
  8. Shield-band of cousins: fine with coin, better with cattle.
  9. Foster-son from a southern coast; speaks both laws and all the subtext.
  10. Thing-speaker who can make a war into a lawsuit and a lawsuit into lunch.
- J Sea-queen’s hand—her envoy with a seal-bag and a sword-belt.
- Q Sea-Queen of the Linn, crown of hammered silver, eyes for weather and law.
- K High Jarl over the Strands, first among raids, last to boast.
- A Volva of the Mist, oath-reader whose nod can still the surf.

**Clubs — Complications/Threats (weather, reefs, feud, pursuit)**

2. Black squall drops out of a clear band; oars or prayers—pick one.
  3. Fogfall—sound travels, sight does not; friend and reef trade places.
  4. Chain up!—a boom lifts across a target harbor; schedules drown.
  5. Levy clash—Viterra’s river-wardens arrive with polite spears.
  6. Keel-rot rumor sends crews to the beach mid-voyage.
  7. Feud token laid on a board; your raid is now a wedding... or a funeral.
  8. Oath recalled—a verse you swore last winter matures today.
  9. Mistlands miscount: channels “move,” cargo disappears without witnesses.
  10. Aberderrin race—contrary currents split the flotilla; half are late, half are lost.
- J Southron fire-pots on a quay; night-run turns to day-light.
- Q Thing injunction—no sailing until a grievance is heard (hours? days?).
- K General muster: horns on every headland; all bays become spears.
- A Ground-sea (long, blind swell) rolls under you; steering lies.

**Diamonds — Rewards/Leverage (rights, tokens, escorts, priority)**

2. Harbor-green mark—dock without levy in a named strand (once).
3. Oar-share—claim two benches on a fast longship for a season.
4. Pilot’s token—a mist-runner guides you through the reed-maze.
5. Wharf-right at a Dolmis waystation; your boats load first.
6. Salvage claim on a reef stretch; flotsam is now “inventory.”
7. Thing ruling—a verdict in your favor that travels with you.
8. Raid-truce ribbon—immunity in a named bay for one market day.
9. Foster-bond—be recognized as guest-kin by a jarl’s house.

10. Herring allotment—priority barrels when the run hits.
  - J Escort writ—eight shields and a wolf-banner from cape to cape.
  - Q Private audience with the Sea-Queen; a whisper exits as policy.
  - K High Jarl’s pennon—levies open booms and mouths when it flies.
  - A Storm-oath clause—one temporary exception to any local sea-law, spoken and sealed.

## Quick use notes

- Draw until you have all four suits: Spade = place, Heart = actor, Club = pressure, Diamond = leverage. Highest rank sets the main clock (2–5 → 4, 6–10 → 6, J/Q/K → 8, A → 10).
- Diamonds are codified outcomes (rights/tokens/escorts) that shift position rather than call for a roll.
- If any A appears, echo sea-omens—horns on wind, white horses on the swell, a verse unfinished until landfall.

## 2.19 Mistlands — “Bells, Salt, and Breath” Generator

### Spades — Places (fens, levees, bell-lines, shoreworks)

2. Reed-fen causey with chalked ward-runes on every milestone.
3. Bell-Line levee—iron posts, eight bells per span; one bracket is empty.
4. Ghost-ferry slip where the rope crosses black water; fares paid in salt.
5. Pall Watch-tower on piles above the mire; mirrors face west to the Direwood.
6. Mist-chapel on stilted planks; votive lanterns gutter under damp rafters.
7. Dead-cut canal (old imperial ditch) now patrolled by eel boats and law.
8. Drowned-copse shore; root-tangles clutch the tide like old hands.
9. Fogmill ridge—wind vanes vanish into cloud; gears hiss like prayers.
10. Salt-pan terraces patched with peat; ward-salt dries under nets.
  - J Protectorate Fort-Stair of stacked timber and stone, flags swallowed by mist.
  - Q Witchlight Bridge over a black runnel; the ninth plank is “counted” but unseen.
  - K High-Mist Pass through the Aelerians; cairns ringed in iron nails.
  - A Weeping Gate—western palisade facing the Direwood, bells wired to the bones of trees.

### Hearts — People & Factions (wardens, ferrymen, Aeler rule, neighbors)

2. Reed-cutter with peat-black hands and a precise opinion on fog.
3. Salt-monk who blesses pans and keeps the ward-measure honest.
4. Bell-warden whose ringbook decides which notes keep which ghosts.
5. Oath-ferryman collecting fares in salt and names; remembers both.
6. Lantern acolyte of the Light who trims wicks and arguments.
7. Linn mist-pilot who can ghost a longship through reed-lace—if paid.

8. Protectorate clerk (Aeler) with oilskin ledgers and a narrow smile.
9. Shroud-diver who harvests tokens from drowned fields before dawn.
10. Direwood refugee with a cold breath and colder stories.
  - J Fog-knight of the Pall—cavalry that rides levee crowns by bellcode.
  - Q Legate of the Mists (Aeler governor), equal parts mercy and decree.
  - K Lord Warden of the Fens, local strong hand sworn to the Legate’s seal.
  - A Mist-Seer who bargains breath for answers; candles shorten when she speaks.

## Clubs — Complications/Threats (undead, weather, law, neighbors)

2. Ground-mist lifts off the fen and eats tracks by the yard.
3. Witchlights try to count you; step wrong and the bridge forgets you.
4. Ward-salt short—pans go green; bells ring, nothing answers.
5. Wrong bell—a cracked note opens a door the Legate can’t close.
6. Linn raid slips the reed-maze; hearths douse, horns travel.
7. Direwood moan at dusk; the Weeping Gate ropes go taut by themselves.
8. Valewood wind crosses the Aberderrin—voices sweet, landmarks false.
9. Bell-line failure on the levee; a wraith steps across like it owns the road.
10. Marsh-quake—sod heaves, a dyke slumps; proofs and bodies sink together.
  - J Protectorate interdiction—all ferries sealed “until review.”
  - Q Rite-purge: inspectors call local customs heresy; tempers at a boil.
  - K General alarm—the Pall horns sound; every lantern becomes law.
  - A Tide-mist rolls from the Aberderrin; spirits ride the white and won’t be named.

## Diamonds — Rewards/Leverage (passes, seals, tokens, priority)

2. Ward-salt allotment—pure measure enough to draw a safe circle (once).
3. Ferry token—cross a named black runnel regardless of curfew.
4. Bell-key—unlock and set one bell on the Line to your note.
5. Lantern writ—lawful travel at night along a levee crown with escort.
6. Exorcist’s seal—a stamped clause that downgrades “haunt” to “nuisance.”
7. Fog-beacon codeleaf—today’s mirror and horn sequences.
8. Protectorate mark—priority rations and rope from Fort-Stair stores.
9. Wraith-indemnity—legal immunity for actions taken under apparition threat.
10. Bone-field license—salvage rights at a drowned hamlet (with witnesses).
  - J Refuge-right—move a named household through the Gate unchallenged.
  - Q Private audience with the Legate; one whisper exits as policy.
  - K Warden’s commission—raise levee guards; local doors open, purses too.
  - A Pall Indulgence—temporary exception to ward law, spoken and sealed by bell.

## Quick use notes

- Draw until all four suits appear: Spade = place, Heart = actor, Club = pressure, Diamond = leverage. Highest rank sets the main clock (2–5 → 4, 6–10 → 6, J/Q/K → 8, A → 10).
- Diamonds are codified outcomes (passes/seals/tokens) that change position rather than call for a roll.
- If any A appears, echo breath and boundary—bells answering each other across water, salt that won't quite dry, voices that return a heartbeat late.

## 2.20 Silkstrand — “City of Bridges & Dyewater” Generator

### Spades — Places (bridges, canals, mills, counting floors)

2. Mulberry garths and wormhouses outside the North Gate—steam, sweet rot.
  3. Filature hall (cocoon-boil) where whispers travel faster than steam.
  4. Redwater Dyeworks along the stain-canal; brick stained forever.
  5. Spindle Tower with creaking windlass-lifts and posted rates.
  6. Three-Queens Bridge stacked with market stalls; cells under the arches.
  7. Salt Gate customs quay—rope booms, chalk tallies, tired eyes.
  8. Silk Exchange floor, chalk circles and clappers for opening bids.
  9. Ropewalk sheds, arrow-straight; bruisers hired by the yard.
  10. Old Imperial Arsenal, a Free Company's barracks now.
- J The Archivolt—arcaded street of notaries, seals, and quiet knives.  
 Q Basilica of Saint Azerin (Weaver-saint); confraternity rooms hum with vows.  
 K Palazzo della Matrona (ruling seat) with a private river stairs.  
 A Flood-Stairs—bronze flood marks, bell rope ready when the Strand runs wild.

### Hearts — People & Factions (guilds, factors, crowns, crews)

2. Bobbin-runner child—feet sure on parapets, rumors in pocket.
  3. Mulberry steward counting leaves; desperate for pickers.
  4. Foreign factor seeking a warehouse and a friend at customs.
  5. Dyers' Guildmistress—hands stained, permits tighter than purse strings.
  6. Bridge bailiff who rents stalls and sells gossip by the breath.
  7. Archivolt notary; “fixes” missing recitals—for a donation.
  8. Watch captain on condotta to three lords; passwords change with the wind.
  9. Spinner-matron of the wormhouses; temper like hot copper.
  10. Exchange caller whose clap can still a thousand voices.
- J Night-boat smuggler “Ravel,” owner of a silent oar and louder favors.  
 Q The Matron of Silkstrand—patient, velvet, iron.  
 K The Lame King's envoy in velvet boots; claims certain alleys “protected.”  
 A The Saint of Broken Warps (if real): sees curses braided in cloth.

**Clubs — Complications/Threats (flood, interdict, riot, curse)**

2. Flood siren; gates lowering—move your crates or kiss them goodbye.
  3. Quarantine flag at Redwater; dyers’ row sealed, your cargo implicated.
  4. Loom strike over “bad cocoons”; streets fill with idle frames.
  5. Counterfeit seals discovered at the Archivolt; all contracts frozen.
  6. Bridge riot—dropped stall blocks both lanes; tempers boil faster than vats.
  7. Condottieri flip colors; watchwords change, escorts vanish.
  8. Blackwood panic—witch-posts hammered on quay doors overnight.
  9. Silk-fungus blight; wormhouses burn and refugees flood the piazze.
  10. Salt-tax doubled at the Salt Gate; boats stack three deep.
- J Duel booked on Three-Queens Bridge; you’re named as seconds.
- Q Exchange corner—rivals hoard raw thread; prices go vertical.
- K Procession of Saint Azerin closes half the wards; ignore at peril.
- A The Curse wakes in the canals: no route reaches the address you seek.

**Diamonds — Rewards/Leverage (permits, seats, escorts, charters)**

2. Bridge token—one peak-hour cart crossing free.
  3. Dye-permit chit; process a “questionable” color this week.
  4. Warehouse seal from the Matron’s office; rivals legally shut out.
  5. Exchange floor pass (day) to trade without a sponsor.
  6. Watergate priority—skip one flood closure when it matters.
  7. Notarial indulgence—retrofit the missing recital; past deals stand.
  8. Wormhouse allotment—claim a share of next hatch.
  9. Ropewalk line of credit—hire crews before you have coin.
  10. Arsenal armory key—one night’s issue for your retinue.
- J Condotta rider—city watch escorts you through any ward, once.
- Q Private audience in the Palazzo; a whisper becomes policy.
- K Tax-farm share on Three-Queens stalls for a season.
- A The Matron’s Golden Thread—temporary charter to set tolls on a named canal.

**Quick use notes**

- Draw 4 cards to seed: Spade=place, Heart=actor, Club=pressure, Diamond=leverage. Highest rank sets the main clock (2–5→4, 6–10→6, J/Q/K→8, A→10).
- Treat Diamonds as codified outcomes (rights/papers/permits) that shift position rather than require tests.
- If you want stronger “Acasia-is-cursed” vibes, any A also adds a lingering omen you can echo in later scenes.
- If any A appears, echo silk & water motifs—threads that bind, currents that remember, and bargains that stain the canal beds.

## 2.21 Theona — “Three Greens, No Ninth” Generator

### Spades — Places (ringforts, wells, cliffs, causeways)

2. Basalt tide-stairs cut into a cove; everyone steps past the “missing” rung.
  3. Saint’s Well under a hawthorn hung with ribbons and secrets.
  4. Fog-wick tower burning peat; the bell plays eight notes, never nine.
  5. Black Bog causeway—white stones like teeth; will-lights test your stride.
  6. Cliff ringfort over kelp-nets; storm-ladders creak like hymns.
  7. Barrow field with standing stones; birds hush at noon.
  8. Sea-cave harp: tide-ropes sing under the headland; echoes bargain.
  9. Uncounted Bridge, a nine-arch causeway locals tally “eight-and-one.”
  10. Ogham grove—carved pillars arranged around an absent ninth post.
- J Coracle harbor jammed in a notch; upturned boats roof the sheds.  
 Q Green Moot Hill (the Three Greens’ court): benches of turf, salt wind judges.  
 K High Hall of Theona on whale-rib beams; storm banners sleep.  
 A Lookout of Three Greens—one cliff where all three isles stand in a single gaze.

### Hearts — People & Factions (moots, keepers, courts, neighbors)

2. Peat-cutter with a steady barrow and steadier gossip.
  3. Well-keeper who ties ribbons and unknots feuds.
  4. Kelp-netter who reads rip lines like ledgers.
  5. Harp-satirist; a few bars can end a career or a war.
  6. Wick-warden who tends fog-lamps and counts in eights.
  7. Taboo-witness (geas-keeper) who knows which words ruin deals.
  8. Island abbot with a saint’s bell and a tolerant smile.
  9. Green Neighbor—a polite emissary from under the hill, wearing borrowed boots.
  10. Coracle-captain of an eight-boat flotilla, swift as rumor.
- J Bride-peacemaker who walks between bloodlines with a silver knife.  
 Q Matron of Wells, queen-mother in truth if not in name.  
 K Three-Isles King, elected by moots, whale-bone throne and weathered eyes.  
 A Lady Beneath the Hawthorn, the unseen queen who bargains in dreams.

### Clubs — Complications/Threats (fog, feud, taboo, sea)

2. Ground-mist erases tracks; horns travel, edges do not.
3. Bog-lights lure a teamster off the causeway; recovery costs time and pride.
4. Spoken geas: no ninth word in parley—or the deal curdles.
5. Salt-rot—the smokehouse fails; fish spoil, tempers rise.
6. Processions collide: saint-day vs hawthorn taboo; shutters slam.
7. Wave-count: the Eighth swells, the Nameless follows—boats tremble.
8. Ringfort wakes; a bone-judge is “consulted,” and now you’re named.



9. The Ninth Law invoked—something vital cannot be counted, measured, or named.
10. Net-surge in the harbor stairs; kelp wraps ankles and alibis.
  - J Bride-theft at the Moot—peace flips to feud; you’re caught mid-ritual.
  - Q Exile returns with mainland papers; elders arrested “for progress.”
  - K Green Host rides: hooves like drums, cattle scatter, sentries sleep.
  - A Great Fog—routes loop, bells lie, every promise takes the long way.

## Diamonds — Rewards/Leverage (blessings, tokens, rights, priority)

2. Well-blessing—named ford crosses you safely, once.
3. Moot token—an eight-knotted cord; skip any local queue.
4. Harbor-green—painted mark that exempts your boat from the next levy.
5. Hawthorn pass—immunity from a single local taboo (for one scene).
6. Bell-right—lawful ring at a fog-wick summons watchers.
7. Coracle share—crew and oars pledged for one crossing.
8. Ogham ruling—a monk’s reading that settles a dispute in your favor.
9. Unnumbered Right—ignore the Ninth prohibition for one action (costs a favor later).
10. Salt-cure license—process scarce fish despite ration edicts.
  - J Bride-peace charter—two feuding houses sheath knives for a season.
  - Q Private moot with the Matron and the King; whispers become policy.
  - K Whale-road escort—eight-oar guards across a Dolmis reach.
  - A The Green Favor—one uncanny exception to custom, spoken beneath the hawthorn.

## Quick use notes

- Draw until all four suits appear: Spade = place, Heart = actor, Club = pressure, Diamond = leverage. Highest rank sets the main Clock (2–5→4, 6–10→6, J/Q/K→8, A→10).
- Diamonds are codified outcomes (blessings/tokens/rights) that shift position rather than call for a roll.
- The “No Ninth” custom: whenever a 9 appears in your seed, add an omission to the scene (a missing step, an unsaid name, an unseen guest). If the 9 is a Diamond, you may break the taboo once—but someone will come to collect later.
- If any A appears, echo green & count motifs—hawthorn that whispers, bells that miscount, and promises that take the long way home.

## 2.22 Thepyrgos — “City of a Thousand Stairs” Generator

### Spades — Places (towers, stairs, sea-walls, cisterns)

2. Pilgrim’s Stair zig-zagging a sea-cliff to a wicket gate.
3. Tower Quarter (Pyrgoi)—family keeps stitched by ladders and bridges.
4. Chain-Harbor Barbican; capstans ready to raise the boom.
5. Blue Cistern under the forum; cool echo, strict tally.

6. Ropeyard Terrace—cranes walk cargo up the slope by treadwheel.
7. Storm-Wall Arcades; wind shrieks through arched galleries.
8. Beacon Crown—ring of watchtowers signaling along the Dolmis.
9. Library of Keys—archive vaults; shelves locked by rung and rite.
10. Siege Foundry Court with a test ramp and scarred stones.
  - J Monastery of the Ladder perched on a needle of rock.
  - Q Synod Hall—gold-glass mosaics, judgment audible at a whisper.
  - K Archon’s Citadel on the acropolis; mirror tiles glare like noon.
  - A Sky-Bridge joining twin cliff towers over the inner harbor.

## **Hearts — People & Factions (archons, synod, guilds, watchers)**

2. Bell-runner child whose feet know every stair by heart.
3. Master of Ropes (guild head); palms like oak, voice like a whistle.
4. Icon-smith with a portable shrine and a temper about pigment.
5. Wall Strategos who drills levies on the test ramp.
6. Chain-keeper of the harbor boom; hates “surprises” at dusk.
7. Oath-examiner (sworn notary) who weighs words like iron.
8. Archive Sister with a key to the “forbidden rung.”
9. Salt-fish Syndic—warehouse queen of the quays.
10. Nomophylax (law-scholar) whose citations close mouths.
  - J Palikar Captain of tower guards; ladder-quick and letter-shy.
  - Q Matriarch of the Ladder (synod primate) calm as stone.
  - K The Archon of Thepyrgos, elected, entrenched, and counting bells.
  - A The Lighthouse-Patriarch, reclusive seer said to steer beacons in storms.

## **Clubs — Complications/Threats (edicts, quakes, chains, wind)**

2. Tremor—hairline cracks race down a stair; crowds freeze.
3. Iconoclast riot in the Tower Quarter; pigments and teeth fly.
4. Chain jam at the barbican; capstan pins shear at the worst time.
5. Black northerly pins cranes; cargo hangs between tiers.
6. Cistern taint—sour water; inspectors padlock spouts.
7. Synod summons: a chant or badge is suddenly proscribed.
8. Rope guild interdict—no lifts until a grievance is heard.
9. Siege drill panic—practice horns mistaken for the real thing.
10. Smugglers’ ladder discovered; a whole stair is sealed.
  - J Ropeyard fire—sparks leap uphill faster than boots.
  - Q Exarch’s claim from inland: “Thepyrgos is under my protection.” Arrests follow.
  - K General watch—all towers manned; levies seize carts “for the walls.”
  - A Seaquake seiche surges through the harbor; chain, quays, and timetables snap.

## Diamonds — Rewards/Leverage (keys, rites, papers, priority)

2. Stair token—pass a barricaded stair without delay (once).
3. Harbor pass—the boom lowers for your vessel on command.
4. Cistern draw-right for a named ward during scarcity.
5. Crane allotment—one guaranteed lift on the Ropeyard Terrace.
6. Icon license to display or carry a disputed image without penalty.
7. Archive hour in the Library of Keys—one shelf opened to you.
8. Bellmark—lawful right to ring a tower bell (summons a watch).
9. Watchlight code leaf—today’s beacon and mirror signals.
10. Synod indulgence—one proscribed chant or rite permitted (for you).
  - J Pronoia grant—temporary farm/tax of a terrace hamlet.
  - Q Private audience before the Matriarch and Synod clerks.
  - K Archon’s guarded writ—palikars escort you between towers.
  - A Golden Key—authority to open or seal any city gate once.

## Quick use notes

- Draw until you have all four suits: Spade = place, Heart = actor, Club = pressure, Diamond = leverage. Highest rank sets the main clock (2–5 → 4, 6–10 → 6, J/Q/K → 8, A → 10).
- Diamonds are codified outcomes (keys/rights/passes) that change position rather than call for a roll.
- If any A appears, echo a motif of height and sound—bells, wind, stair-echo—across later scenes.
- If any A appears, echo height & sound motifs—bells that carry, wind that remembers, and stairs that echo with purpose.

## 2.23 Ubral — “The Stone Between Spears” Generator

### Spades — Places (tors, cairns, hill-forts, passes)

2. Sheepwalk Ledge—a goat path with room for one honest lie at a time.
3. Warden’s Cairn on a windy tor; signal-fire basket and a dry cache.
4. Wergild Ford—flat stones, deep pools, and a table rock for counting silver.
5. Droppers’ Bridge—stone span rigged to fall; pins already loosened.
6. Scree-Ladder climbing to a notch; red rags mark the safe steps.
7. Moot Hollow—ring of standing stones; voices carry and won’t quite stop.
8. Reiver’s Gate between two boulders; cart-ruts vanish into heather.
9. Khaz-Vurim Steps—dwarf-cut switchbacks with iron mile studs.
10. Grey Tor Hill-fort—earthen rampart, timber crown, smoky cook pits.
  - J Black Broom Bog with stepping-logs; the wrong one drinks you.
  - Q Bride’s Causey—raised road to a valley kirk; ribbons hang like warnings.
  - K Three-Fires Ridge—watchposts see Viterra and Vhasia both.

A The Pass of Ashes—when snow closes here, the upland becomes an island.

## Hearts — People & Factions (clans, dwarves, reivers, law)

2. Hearth-aunt who holds the guest-cup and the house's temper.
  3. Hill guide with a thorn-staff and ten quiet shortcuts.
  4. Feud-broker who knows the weight of a life in cattle and coin.
  5. Reiver band—light on tack, heavy on nerve, laughing in the rain.
  6. Watch-fire warden whose braziers speak faster than riders.
  7. Wergild counter—keeps tallies, ends grudges, starts others.
  8. Dwarf road-warden of Khaz-Vurim; toll first, friendship later.
  9. Oath-singer whose verses bind hands and open gates.
  10. Lowland factor buying iron blooms and selling trouble.
- J Bride-carrier (peaceweaver) who walks between bloodlines with a knife and a smile.
- Q Lady of the Tor—clan-chief in cloak and mail; her nod is winter or spring.
- K Council of Cairns—greybeards and granite wills; they do not hurry.
- A Stone-Speaker of Vurim—dwarf envoy whose word moves roads and rates.

## Clubs — Complications/Threats (mist, feud, toll, weather)

2. Upland mist—you can hear horns but not edges.
  3. Feud rekindled—a cousin spits on guest-law; knives wake up.
  4. Bridge dropped—your pursuers fall... and your route with them.
  5. Black-rent demand—"privateering on land"; pay or be "escorted."
  6. Wergild breach—silver short by a head; tempers long by a spear.
  7. Snow-squall seals the notch; tents turn to coffins if you dally.
  8. Dwarf toll hike at the Steps; papers right, purses wrong.
  9. Cattle scatter—bells ringing downslope; your cover story with them.
  10. Watch-fire false alarm—beacons run ridge to ridge; levies seize the road.
- J Bride-theft turns a wedding into a war-party; you're between both.
- Q Royal incursion from a neighbor; "lawful" arrests in the uplands.
- K Clan muster—horns call men from steading to spear; all traffic stops.
- A Hill-fall—rain liquefies a slope; trail, proof, and bodies slide together.

## Diamonds — Rewards/Leverage (oaths, rights, tokens, priority)

2. Guest-right token—one hearth owes you food, bed, and steel at dawn.
3. Guide's braid—lawful passage on named sheepwalks (once).
4. Ford-tithe remission—cross Wergild Ford free for a season.
5. Feud-peace charter—two clans sheath blades until next harvest.
6. Bloom allotment—claim on a week's iron from a hill bloomery.
7. Watch-code sheet—today's beacon order from Three-Fires Ridge.

8. Vurim pass-ring—dwarf road priority for one train of carts.
9. Bride-price escrow—you hold the purse; both sides must humor you.
10. Hill-fort shelter writ—Grey Tor opens its gates during storm or pursuit.
  - J Oath-release bracelet—one binding vow ends cleanly, witnessed.
  - Q Council audience—the Cairns hear you out alone; precedent sticks.
  - K Road-ward commission—collect tolls on a stretch of pass (for now).
  - A Stone-Speaker’s clause—temporary exception to dwarf toll or law, spoken and sealed.

## Quick use notes

- Draw until you have all four suits: Spade = place, Heart = actor, Club = pressure, Diamond = leverage. Highest rank sets the main Clock (2–5→4, 6–10→6, J/Q/K→8, A→10).
- Diamonds are codified outcomes (oaths/rights/tokens) that change position rather than call for a roll.
- If any A appears, echo upland motifs—horns, heather, stone—in later scenes for cohesion.
- If any A appears, echo stone & horn motifs—cairns that watch, horns that carry, and stone that remembers every footfall.

## 2.24 Valewood — “Empire Under Leaves” Generator

### Spades — Places (phasing ruins, star-roads, living stone)

2. Star-road shard—pale flagstones that hum when trod in sequence.
3. Rooted amphitheatre; moss-seats remember speeches not yet given.
4. Moon-cistern reflecting a sky that isn’t tonight’s.
5. Glyphed bridge across a dry stream; glyphs glow when lies pass.
6. Glassleaf gallery—boughs grown into panes, dust like constellations.
7. Hollow aqueduct—water runs uphill if the song is right.
8. Calendar grove—standing-trees aligned to solstices; one trunk is stone.
9. Unfound arcade—arches appear at dusk, vanish at dawn.
10. City that Breathes—vine-choked streets shift on the hour.
  - J Amber ziggurat caught mid-construction for a thousand years.
  - Q Ivory observatory whose brass orrery still tracks two lost moons.
  - K Throne-bower (imperial seat) grown of living alder and argent wire.
  - A Valeheart Spire, the empire’s axle—stairs that end where they began.

### Hearts — People & Factions (Lethai-ar, fae, beast-kin, empire echoes)

2. Pathweaver (Lethai-ar guide) who knots safe routes into cord.
3. Fox-headed courier with a promise braided into his tail.
4. Owl-sister whose pupils show yesterday; her hands show yours.

5. Antler-masked hunter sworn to keep cities sleeping.
6. Moss-scribe who writes deeds in lichen and reads stone like vellum.
7. Lark-keeper; her caged bird sings warnings strangers can't hear.
8. Green Neighbor (fae courtier) wearing a borrowed smile and boots.
9. Warden-coterie of beast-kin (badger, stag, lynx) with one law: no digging deep.
10. Echo-legionary—imperial shade bound to a patrol that never ends.
  - J Shardwright (ancient artisan) who can wake a star-road with a chisel.
  - Q Hazel Queen of the Lethai-ar, sovereign in leaf and law.
  - K Alder King of the Twilit Court, sovereign in shadow and debt.
  - A The Huntsman Between, antlers of moonlight; shortcuts owe him.

## Clubs — Complications/Threats (glamour, ward-traps, imperial residue)

2. Sweet wind nudges landmarks a hedge's width—enough to matter.
3. Path reverses—your footprints vote to go elsewhere.
4. Ward-trap flares—ancient security treats you as yesterday's invader.
5. Oath-magnet—spoken promises stick and start to reshape plans.
6. Geas catches on a careless word; the task names itself.
7. City phase—streets rotate; your exit becomes a balcony.
8. Name-theft—something learns your true name's edges; tests begin.
9. Ring claim—a circle names you host; feeding guests becomes law.
10. Mirror rain—leaf-drips replay choices you didn't make.
  - J Redcaps abroad—hats wet, boots quick, courtesies thin.
  - Q Court tithe levied: truth, song, or a memory you'd miss.
  - K Muster of Boughs—green banners rise; travel becomes trespass.
  - A Empire wakes—a district aligns; doors open, guardians open farther.

## Diamonds — Rewards/Leverage (charms, keys, truce-boughs, old rights)

2. Way-cord—knot points to the true next turn (once).
3. Dew-mirror—see a thing as it is, not as sung, for one scene.
4. Hazel token—lawful crossing of a warded hedge without snag.
5. Honey-right—eat and speak safely at any bee-stone ring.
6. Name-bead—a kept promise warms; a broken one chills and glows.
7. Wind-veil sprig—mute the sweet wind's lies for a short walk.
8. City-key shard—wake one gate or stair in a phasing ruin.
9. Green truce-bough—hunt, cut, or camp without offense in a named copse.
10. Oathsap ampoule—seal a pact even echoes respect.
  - J Shardwright's favor—repair or light a length of star-road.
  - Q Audience at Hazel Hall—one whisper exits as policy.

K Alder Writ—levies defer, wardens guide, scribes stop arguing.

A Valeheart Clause—temporary exception to any local rule, spoken in leaves.

## Quick use notes

- Draw until you have all four suits: Spade = place, Heart = actor, Club = pressure, Diamond = leverage. Highest rank sets the main Clock (2–5 → 4, 6–10 → 6, J/Q/K → 8, A → 10).
- Diamonds = codified outcomes (keys/rights/passes) that change position rather than call for a roll.
- Empire Echo: when a J/Q/K is the highest rank in your seed, add one visible relic-logic (floating stairs, singing locks, patrol-shades).
- Aces: any A means the wood actively rearranges paths or wakes structures; echo that change later so the place feels alive.
- If any A appears, echo leaf & light motifs—paths that remember, leaves that whisper, and light that moves like water.

## 2.25 Vhasia — “The Fractured Sun” Generator

### Spades — Places (châteaux, cathedrals, forests, fairs, roads)

2. Wayside shrine where pilgrims tack petitions to a scorched sun-disc.
  3. Vine-terraced clos above a millstream; watchmen nap in warm shade.
  4. Bastide market square, neat as a canray board, gates shut at dusk.
  5. Royal Forest ride—antler posts mark the king’s old law.
  6. Pont-du-Tithe: toll-bridge flanked by chapels and crossbows.
  7. Great Fairground outside a chartered town; counting sheds ring like bells.
  8. Salt pans and wind-pumps on the estuary; gulls own the law.
  9. Siege-scarred château: hoardings up, cistern low, banners confused.
  10. Cathedral works-yard; cranes creak, stones fly, faith is scaffolding.
- J Parlement Hall hung with faded sunburst tapestries; clerks whisper.
- Q Queen’s Causeway across a river fen—cart wheels vanish in spring.
- K The Sun Palace at Lence: shuttered mirrors, gardens gone to bramble.
- A King’s High Road, mile-stones chipped of crowns; armies love it anyway.

### Hearts — People & Factions (lords, courts, companies, cloister)

2. Road warden with a dented badge and an honest horn.
3. Vintner-guild syndic who counts saints’ days as credit terms.
4. Abbess-chatelaine: runs a fortress-convent with iron accounts.
5. Routier (free-company) captain who prefers ransoms to pay.
6. Constable of a duchy, splendid kit, thin purse, thick pride.
7. Parlement clerk who can drown foes in procedure or fish them out.
8. Salt-farmer (gabelle lessee) with hired cudgels and a better map.

9. Trouvère with a scandalous lay about the last Sun-king.
10. Marshal in exile—the Sun-court’s old hammer, now for hire.
  - J Heretic “perfect” preaching peace while hauling hidden daggers of fact.
  - Q Queen-Mother in a riverside keep; gives favors like dowries.
  - K The Two Crowns—rival dukes each “crowned” in different cathedrals.
  - A The Last Dauphin, a rumor with a birthmark; armies march for whispers.

## Clubs — Complications/Threats (*chevauchée*, law, church, weather)

2. *Chevauchée*: a fast raid puts the countryside to smoke; refugees flood roads.
3. Interdict falls on a county; bells are silent, tempers loud.
4. Forest law invoked—your venison becomes a hanging matter.
5. River in spate; the ferry master chains his boat and prays.
6. Coin debasement rumor; markets seize, soldiers demand silver.
7. Parlement stays proceedings; your siege must wait on parchment.
8. Free-company mutiny unless arrears are met—by you.
9. Relic dispute—two abbeys claim the same saint; mobs form.
10. Harvest blight; grain stores locked, bakers guarded by pikes.
  - J Tournament “accident” masks an assassination; you’re named as witness.
  - Q Royalist restoration plot—sunburst badges appear on doorposts overnight.
  - K Feudal call-up: lords demand your troop levy with three days’ bread.
  - A Winter campaign—roads to soup, hooves to ice, timetables to lies.

## Diamonds — Rewards/Leverage (charters, patents, safe-conducts, rights)

2. Safe-conduct sealed by a duke or abbey; honored on one road, once.
3. Burgess charter for a market ward; walls and watch become your friends.
4. Bridge farm: take the tolls at Pont-du-Tithe for a season.
5. *Paréage*—shared rule charter with a monastery; split justice, keep rents.
6. Wardship over a minor heir; lands (and knights) obey you “for now.”
7. Gabelle lease—salt-tax rights along the estuary; lucrative, hated.
8. Letters patent to raise a company under your banner.
9. Remission of feudal dues for a named village; they’ll march when asked.
10. Low-justice grant (stocks, fines, gallows) in a troublesome hamlet.
  - J Confiscation writ against a royalist estate if you can seize it.
  - Q Private audience with the Queen-Mother; one secret exits as policy.
  - K Sunburst Warrant from the fallen court—most still obey it if shown boldly.
  - A General Pardon (temporary): absolves rebels who switch sides to yours.



## Quick use notes

- Draw 4 to seed: Spade = place, Heart = actor, Club = pressure, Diamond = leverage. Highest rank sets the main Clock (2–5 → 4, 6–10 → 6, J/Q/K → 8, A → 10).
- Diamonds = codified outcomes (rights/papers/charters) that shift position rather than call for a roll.
- If any A appears, echo the broken-sun motif: a blotted medal, a sunburst scratched off a milestone, a loyalist hymn under someone’s breath.
- If any A appears, echo sun & shard motifs—medals that crack, light that fractures, and oaths that splinter like glass.

## 2.26 Vilikari — “Laurels & Longhouses” Generator

### Spades — Places (march towns, villa-forts, old roads)

2. Longhouse Quarter tucked into an old forum; hearth-smoke under broken eaves.
  3. Milefort XVII—earth bank, stone gate; faded eagle over fresh knotwork.
  4. Stone Ford with plank-palings and a customs table at knee-height.
  5. Villa Granary Barracks—tile roof, spear racks where olives once slept.
  6. Twin Court: mallus ring beneath an oak, basilica bench across the lane.
  7. Blackwood Road—milestones re-carved in runes and Latin both.
  8. Frontier Staple Market where Ykrul horses meet Vilikari iron.
  9. Burial Field: ship-ridge mounds beside tiled mausolea, both garlanded.
  10. Repaired Imperial Bridge—arch of stone, Vilikari trestle stitched on.
- J Hill-Palace Amphitheater—lord’s hall raised in the old arena’s curve.  
 Q New Raivon (march capital): grid-streets colliding with wandering lanes.  
 K Dux’s Palace—purple awnings, wolf-hides, law tablets on the wall.  
 A Foedus Stone at the crossroads: every treaty carved, every hand weighed.

### Hearts — People & Factions (federates, mixed courts, diaspora)

2. Hearth-Mother with the guest-cup and the wergild chest key.
  3. Shield-Brother of a comitatus; oaths braided into his hair.
  4. March Notary (Utar-trained) who writes three scripts without blinking.
  5. Horse-Reeve who rations pasture between plows and warbands.
  6. Ykrul Envoy riding under safe-conduct; speaks debts in proverbs.
  7. Old Legionary turned drill-master for Vilikari levies.
  8. Ecktorian Factor of Vilikari blood; coins flow where her ledger points.
  9. Kahfagian Pilot with a lantern-law chit and a clan tattoo.
  10. Acasian Marcher-Lord—iron-nail crown, Vilikari law in his pocket.
- J War-Maiden whose oath-braid names the dead and the owed.  
 Q Queen of the Marches—consort-regent; smiles like precedent.  
 K Federate King (Rex-Dux)—sworn to imperial forms, sung by his own.

A Elder of Elders—thing-council speaker whose nod can unmake a clan.

## Clubs — Complications/Threats (two laws, two fronts, old grudges)

2. Annona late—grain stipend misses the comitatus; tempers quicken.
  3. Jurisdiction tangle: mallus verdict vs basilica writ—whose seal bites?
  4. Winter raid rumor from a Ykrul boyar; levies panic the plowlands.
  5. Bridge levy doubled for road-works; caravans balk, fists rise.
  6. Succession feud—wolf-brother claim vs purple-charter heir.
  7. Foedus recall from the prefecture: resettlement “requested,” homes bristle.
  8. Coin debasement talk; pay demanded in salt, hides, hostages.
  9. Grave offense—burial field disturbed; omens ride with the news.
  10. Port clash: lantern-law vs street-law; confiscations bloom.
- J Warband flips colors mid-pay; hostage protocol snaps shut.
- Q Restoration preacher stirs crowds against the “barb king in purple.”
- K General levy—march closed; markets freeze into spears.
- A Spring melt eats the Wolf Road; proofs, plans, and armies bog.

## Diamonds — Rewards/Leverage (charters, rights, escorts, precedence)

2. Foedus Renewal Seal—settlement and stipends confirmed for a season.
  3. Mallus Bench-Right—hold court under an oak and be obeyed.
  4. Stipend Arrears paid in salt and grain; portable, persuasive.
  5. Roman-Name Patent—citizenship-style privilege; doors open, bows deepen.
  6. Staple Stall-Right—customs favor on a frontier market line.
  7. Hostage Treaty—exchange fosters; grudges trade for leverage.
  8. Remount Allotment—fresh horses from royal paddocks, no questions.
  9. Wergild Table recognized by both codes; vengeance priced and paid.
  10. Bridge Farm (imperial) for a season—funds and friends accrue.
- J Purple-Border Warrant—wear the stripe; officials defer on sight.
- Q Private Audience with the Queen of the Marches; whisper becomes policy.
- K Dux Commission—command a mixed unit with pay authority.
- A Great Law Day—proclaim a new concord; one temporary exception to old law stands.

## Quick use notes

- Draw until all four suits appear: Spade = place, Heart = actor, Club = pressure, Diamond = leverage. Highest rank sets the main Clock (2–5→4, 6–10→6, J/Q/K→8, A→10).
- Diamonds are codified outcomes (charters/rights/escorts) that shift position rather than call for a roll.
- If any A shows, echo the two-laws motif—wolf and eagle side by side, or the Foedus Stone watching—across later scenes.

- If any A appears, echo law & bond motifs—oaths that bind, stones that witness, and treaties that remember every hand.

## Generator Visual Language

### Goals

- **Fast lookup:** GM pulls a card, scans for *Suit + Face*, then reads results.
- **Clear hierarchy:** *Suit glyph + Face* prominent; then *(Major Social Escalation)* tag if present; then *title*; then *descriptive text* for re-interpretation or flavor.
- **Consistent icons color:** Spades=places, Hearts=actors, Clubs=pressure, Diamonds=rights/exception.
- **Compact pages:** two-column printable sheets; screen-friendly single-column variant.

### Suit Visuals

- **Spade (Places):** glyph ; header bar `spade_color`.
- **Heart (Actors):** `glyph` ; header bar `heart_color`.
- **Club (Pressure):** `glyph` ; header bar `club_color`.
- **Diamond (Rights):** `glyph` ; header bar `diamond_color`.

### Hierarchy and Read Order

1. **Suit + Face (big):** e.g., J.
2. **Tag (if any):** **(Major Social Escalation)** appears *before* title and text.
3. **Title:** one-line hook for what happens; encourages quick reframing.
4. **Descriptive Text:** flavorful paraphrase and cues.

### Page Patterns

- **Quicklist (2-up columns):** rows with oversized Suit+Face at left, text at right.
- **Card blocks (screen/handout):** `tcolorbox` cards with suit-colored bars and callouts.

### LaTeX Macros

Add these to the generator files (requires `tcolorbox`, `xparse`, `ifthen`, `tabularx`).

```
% ---- Packages (in preamble) ----
\usepackage{tcolorbox,xparse,ifthen,tabularx}
\tcbuselibrary{skins,breakable}
```

```

% ---- Colors ----
\definecolor{spade_color}{RGB}{30,30,30}
\definecolor{heart_color}{RGB}{180,30,30}
\definecolor{club_color}{RGB}{20,110,50}
\definecolor{diamond_color}{RGB}{195,120,20}
\definecolor{major_tag}{RGB}{180,90,0}
\definecolor{minor_tag}{RGB}{90,90,90}

% ---- Suit bar selector ----
\newcommand{\suitbar}[1]{%
\ifthenelse{\equal{#1}{Spade}}{\color{spade_color}}{%
\ifthenelse{\equal{#1}{Heart}}{\color{heart_color}}{%
\ifthenelse{\equal{#1}{Club}}{\color{club_color}}{%
\ifthenelse{\equal{#1}{Diamond}}{\color{diamond_color}}{%
}

% ---- Suit glyph selector (assumes Suit commands exist) ----
\newcommand{\suitglyph}[1]{%
\ifthenelse{\equal{#1}{Spade}}{\SuitSpade{}}{%
\ifthenelse{\equal{#1}{Heart}}{\SuitHeart{}}{%
\ifthenelse{\equal{#1}{Club}}{\SuitClub{}}{%
\ifthenelse{\equal{#1}{Diamond}}{\SuitDiamond{}}{%
}

% ---- Tag chip ----
\NewDocumentCommand{\Tag}{m}{\textbf{#1}}
\newcommand{\MajorTag}{\textcolor{major_tag}{\Tag{(Major Social Escalation)}}}
\newcommand{\MinorTag}{\textcolor{minor_tag}{\Tag{(Minor Shift)}}}

% ---- Generator Card (screen/handout) ----
% Usage: \GenCard{Suit}{Face}{Title}{Text}{major? (true/false)}
\NewDocumentEnvironment{GenCard}{m m m m m}{%
\begin{tcolorbox}[enhanced,breakable,sharp corners,boxrule=.6pt,
borderline west={3pt}{0pt}{\suitbar{#1}},
colback=white, colframe=black, left=6pt,right=6pt,top=4pt,bottom=4pt]
\noindent\begin{tabularx}{\linewidth}{@{}lX@{}}
{\suitglyph{#1} \Large\bfseries, #2} & \ifthenelse{\equal{#5}{true}}{\MajorTag{}}{} \
\multicolumn{2}{@{}l@{}}{\textbf{#3}} \
\multicolumn{2}{@{}X@{}}{#4}
\end{tabularx}
}{\end{tcolorbox}}

% ---- Quicklist row (compact 2-column print) ----
% Usage: \GenRow{Suit}{Face}{Title}{Text}{major?}
\newcommand{\GenRow}[5]{%
{\suitglyph{#1} \bfseries #2}\hspace{0.5em}%
\ifthenelse{\equal{#5}{true}}{\textcolor{major_tag}{\Tag{(Major Social Escalation)}}\ }{}%
\textbf{#3}\ -\ #4[2pt]

```

```

}

% ---- Quicklist section helper ----
% Usage: \GenSection{Suit}{Heading}{ body with \GenRow... }
\NewDocumentEnvironment{GenSection}{m m}{%
\paragraph*{\suitglyph{#1}\ \textbf{#2}}\mbox{}[-4pt]
\begin{minipage}{\linewidth}
}{\end{minipage}}

```

## Production Patterns

1. **Screen handout:** use `GenCard` in a single column.
2. **Print quicklist:** two columns; repeat `GenRow` under `GenSection` per Suit.
3. **Ordering:** list 2–10, then J, Q, K, A.
4. **Tagging:** apply `true` for entries that are or cause *Major Social Escalation*. Leave others untagged or use callouts inside text if needed.

## Worked Example (Acasia excerpts)

### Quicklist Variant

SpadeSpades — Places SpadeJIron mine preacher sparks a marchToll-gates come down  
adits held by a miners’ communeAir full of in splinters.true HeartQMargravine of the Bro-  
whispers.false SpadeASootfall Abbey crypts ken MarchHalf-saint, half tax-roll; petitions  
breatheOminous drafts from below; bells remem- gather.false  
ber old names.false ClubClubs — Pressure Club10Condotta  
HeartHearts — Actors HeartJHeretic breaks mid-marchFree Company flips colors.true

### Card Block Variant

HeartJHeretic preacher sparks a march(*Major Social Escalation*) Crowds swell; demands spread  
from tithes to law. If you stand aside, a gate opens; if you resist, DV +1 and new *Inspection*  
clock.true

Club10Condotta breaksMercenaries switch banners at noon muster; escorts evaporate. Treat all  
port checks as *Risky* until you secure new papers.true

SpadeAThe crypts breathe under Sootfall AbbeyAshy drafts whisper through grates; any **A**  
echoes later as an omen.false

## 2.27 Viterra — “The Last Kingdom” Generator

### Spades — Places (fens, dales, beacons, courts, Dolmis shore)

2. Fen causeway stile with a toll-rod and a patient line of eel carts.
3. Hedgerow muster-green in the Dales; bows strung under apple trees.
4. Beacon hill above the Highlands; watch-fire grate and slate steps.
5. Belworth ferry-stairs with wet ledgers and a nervous horn.
6. Old iron-bloom quarry turned drill yard; hammer echoes carry.

7. Parish-stone maze where three maps disagree by a field.
8. Fairport tideworks at the river mouth; Dolmis swell under the planks.
9. Valora law quarter—archives, oath-rooms, and the Hall of Dawning nearby.
10. Tarlington counting fields beside the mustering ground; quiet efficiency hums.
  - J River dike crown: ring of turf and timber; brotherhood bells for flood watch.
  - Q The Queen’s Progress encampment—canvas palisade, fresh standards, full schedule.
  - K Hall of Dawning tilt-yard at first light; Dawn-knights run clean drills.
  - A Queen’s Highway mile-stone above the Dolmis road; customs writ posted.

## Hearts — People & Factions (reeves, guilds, knights, crown)

2. Fen reeve with a tally-rod; speaks for the dike guilds.
3. River-carter syndic who moves grain faster than rumor.
4. Parish surveyor with three maps and one opinion.
5. Quartermaster of the Dawn (logistics first, lances second).
6. Dales levy serjeant—longbow calm, cider breath.
7. Two-altars cleric-pair (Light circuit-preacher vs Everflame canon lawyer).
8. Fairport shipwright with Dolmis cousins and a quiet skiff.
9. Fenwood comptroller who can conjure wagons with a signature.
10. Queen’s Justiciar—law on the road, polite as a gallows.
  - J Border routier-captain who reads ledgers as well as ambushes.
  - Q The Newly Crowned Queen of Viterra—patient sums, sharp promises.
  - K The Crown in Council (Fenwood, duchy envoys, guild voices) weighing grain vs. glory.
  - A Tarling-blood rumor—a lost sigil surfaces; old loyalties twitch.

## Clubs — Complications/Threats (water, law, border-lace, weather)

2. Dike breach in a black-rain; carts bog and tempers sink.
3. Feast-day clash: Light vs Everflame processions collide over tithes.
4. “Quiet tolls” sprout on the Queen’s Highway; escorts sniff a trap.
5. Counting-house audit freezes your cargo until dawn.
6. Border-lace snarl: overlapping titles spark arrests mid-parish.
7. Isle refusal: Theona’s moot withholds levy; quay rumors harden.
8. Delta spat: Fairport vs Marcott customs—barges stack three deep.
9. Routier arrears: free-company flips unless someone pays.
10. Salt pinch—import prices spike; bakers barricade.
  - J Dawn recall: your escort is pulled to a flood-girded parish.
  - Q Aberielist intrigue: a royalist ring stirs against the new crown.
  - K Levy call-up: dalesmen muster; your wagons conscripted “for the realm.”
  - A Dolmis gale train: bora-like winds slam the coast; schedules drown.

**Diamonds — Rewards/Leverage (writs, charters, labor, priority)**

2. Ferry priority at a named Belworth crossing (once).
  3. Dike-work allotment—brotherhood labor on your timetable.
  4. Market day license in Valora’s square.
  5. Dawn escort letter (four lances at first light).
  6. River-carter line—guaranteed haul on the grain artery.
  7. Parish-map correction—move a border a hedgerow over.
  8. Fairport customs seal for Dolmis-bound cargo.
  9. County Thing ruling in your favor; local teeth, real bite.
  10. Salt allotment from a guarded depot (winter only).
- J Wardship of a minor fen-keep; men-at-arms “for now.”
- Q Private audience with the Queen; one secret exits as policy.
- K Fenwood ducal warrant to enforce Highway customs.
- A Coronation writ—temporary amnesty & tax-remission for those who align now.

**Quick use notes**

- Draw until all four suits appear: Spade=place, Heart=actor, Club=pressure, Diamond=leverage. Highest rank sets the main Clock (2–5→4, 6–10→6, J/Q/K→8, A→10).
- Diamonds are codified outcomes (licenses, writs, charters): they change position rather than call for a roll.
- If any A appears, echo law & ledger motifs—writs that weigh, ledgers that remember, and justice that keeps its sums.

**2.28 The Ways Between — “Spiritways & Veilways” Generator****Spades — Places (paths, crossings, thresholds, waystations)**

2. Mist-shrouded ford where the water runs uphill; footsteps echo backwards
  3. Bone-lit corridor where shadows walk the walls but never touch the floor
  4. Threshold arch that shows your reflection as someone you might have been
  5. Spiral path that ascends but always returns to the same stone marker
  6. Bridge of whispered promises; cross with a vow and it remembers your debt
  7. Crossroads where all four paths lead to the same destination, but different tomorrows
  8. Stone circle that marks where a village used to be; the houses are now constellations
  9. Tunnel through solid memory; you can hear the thoughts of everyone who passed here
  10. Staircase carved from a single fossil; each step is an eye that watches your ascent
- J Waystation where the keeper trades in unfinished conversations
- Q Junction where paths physically collide; you must choose which reality to follow
- K The Long Mile — road that stretches differently for each traveler
- A The Thirteenth Milestone — where the path reveals its true destination

## Hearts — Travelers & Guides (wayfarers, spirits, dream-walkers)

2. Lost pilgrim who thinks they're going home but has forgotten where home is
  3. Toll-taker who accepts payment in memories you didn't know you had
  4. Wayward spirit guide whose directions are always technically correct but morally questionable
  5. Dream-merchant carrying a sack of nightmares and one perfect dream for sale
  6. Child-ghost who knows shortcuts but charges in riddles
  7. Wounded traveler bleeding metaphor; their pain manifests as thorns along the path
  8. Merchant who sells maps to places that don't exist yet
  9. Guide-dog made of shadow and starlight; follows those who walk with purpose
  10. Pilgrim who moves backwards through time; their footsteps erase recent history
- J Ferryman of souls who also carries the luggage of the living
- Q The Road's Own Child — born from two paths crossing, raised by waymarks
- K Keeper of the Dead-roads — ensures proper passage for those who should not be walking
- A The Wayfinder — entity that exists only in the moment of choosing between paths

## Clubs — Complications/Threats (veil-thin places, dream-bleed, wayward paths)

2. Path loops back to show you your own funeral preparations
  3. Reality thins — you can see the dreams of sleeping travelers
  4. Waymark points in the wrong direction; trust leads to places that never were
  5. Dream-bleed seeps through — your waking memories become someone else's nightmares
  6. Toll demanded in a currency you didn't know you carried
  7. Path splits and each version remembers you differently
  8. Gravity shifts to emotional weight — burdens become physically heavy
  9. Time-sickness — you arrive before you left, creating paradox shadows
  10. The road remembers your lies and demands truth-payment
- J Crossroads judgment — the path you choose judges the paths you didn't
- Q Memory-thief waits at the rest stop; pays in counterfeit recollections
- K The Path That Should Not Be — opens only for those who are already lost
- A Convergence Point — all travelers arrive simultaneously, but none can remember how they got there

## Diamonds — Rewards/Leverage (true names, safe passages, way-wisdom)

2. Waymark that always points toward your next important choice
3. Token of passage — road recognizes you as one who belongs
4. Dream-catcher that filters nightmares from your rest
5. Truth-compass that points to what you most need to know, not what you want to hear
6. Memory-anchor that keeps you from losing yourself in the deeper paths



- 7. Safe-haven waystone — one guaranteed rest stop with no complications
- 8. Guide-light that burns with the color of your truest intention
- 9. Path-shortener — cuts distance by cutting through metaphor instead of space
- 10. Debt-clearing — the road forgives one obligation you thought you owed
- J Crossroads boon — choice of three paths, each leading exactly where you need to go
- Q Way-wisdom — understand the language of paths and road-signs for one journey
- K Passage of Grace — walk safely through any dangerous crossing for one night
- A The Road’s Own Name — power to call the path you walk by its true name and command its nature

## Special Rules for The Ways Between

- **Dream-Logic Navigation:** Any Ace adds a metaphysical requirement (sacrifice, taboo, or transformation) that must be fulfilled to pass.
- **Memory Currency:** Diamonds can be traded for information about other travelers or previous paths taken.
- **Time-Drift:** Any 2-4 indicates the path moves through time as well as space; arrival may be before departure.
- **Reflection Points:** Any face card means the path shows reflections of alternate choices or possible selves.

## Quick Use Notes

- Draw until you have all four suits: Spade = path feature, Heart = fellow traveler, Club = wayward complication, Diamond = path’s gift.
- Highest rank sets the main Clock (2–5 → 4, 6–10 → 6, J/Q/K → 8, A → 10).
- Diamonds are codified outcomes (blessings/rights) that change position rather than call for a roll.
- If any A appears, echo dream-road motifs—reflections that lie, paths that remember, destinations that choose the traveler.
- If any A appears, echo veil & echo motifs—shadows that speak, paths that judge, and destinations that remember every footfall.
- The Ways Between always take you where you need to go, not necessarily where you want to go.

## Integration Options for The Ways Between

### High-Level Spell: Wayfarer’s Passage

**Cost:** 20 XP, 1/campaign

**Requirements:** Wits 5, Arcana 4, Spirit 3+

**Effect:** Step directly onto the Ways Between, traveling instantly between any two locations you have personally visited. No roll required.

**Epic Hook — The Path Remembers:** Each use creates a permanent metaphysical tether between the locations. The GM starts/advances a 6-segment **Wayward Connections** Front.

Scenes involving either location may be influenced by events at the other.

**Deck Hooks:** Treat any Valewood/Theona 9s drawn in travel scenes as Way-signs. Spending a local guide (e.g., Waymark Token) can redirect an unwanted tether to a more useful location.

### Prestige Background: Keeper of the Crossroads

**Requires:** Mediate three major conflicts at different crossroads; deep tie to wayward places.

**Talent — Judge of Paths (8 XP):** Once/session at any crossroads or junction, read the true nature of all available paths. Ask three questions about where each leads and what price must be paid. On a miss, GM banks +2 SB as path-dissonance.

**Perk (choose 1, once/session):**

- Redirect one path's complication to a different traveler.
- Grant Safe Passage to one group through your crossroads this scene.
- Speak the True Names of all paths meeting at this junction.

**Scene Keys:** Major Crossroads, Dream-Threshold, Convergence Point

**Hooks (GM on SB spend in keyed scenes):**

- A path you redirected curses your judgment; future navigation rolls at -1 DV.
- The crossroads itself becomes a character, demanding a sacrifice for continued service.
- Another Keeper challenges your authority; paths begin to shift allegiances.

**Invite:** "The roads remember your name."

### Mid-Tier Talent: Dream-Road Walker

**Cost:** 7 XP

**Requirements:** Spirit 3+, any travel-related skill at level 2+

**Effect:** Once/session, when lost or blocked, step briefly onto the Ways Between. Roll Spirit + relevant travel skill. On success, find a shortcut that bypasses the current obstacle and grants DV -1 to the next travel action. On failure, GM banks +1 SB as path-disorientation.

**Backlash:** The shortcut leads through someone else's unfinished business—you arrive carrying a minor obligation or taboo.

### Cultural Talent: Child of the Crossroads

**Cost:** 5 XP (counts as racial talent)

**Requirements:** Born at a crossroads or major junction; raised by travelers

**Effect:** You instinctively know the emotional weight of any path. Gain +1 die to all navigation rolls and can always sense the direction of the "truest" path available, even if it's not the shortest.

**Downside:** Major crossroads and junctions always generate 1 SB when you're present, as other travelers are drawn to your natural wayfinding ability.

### Ritual Magic: Calling the Long Road

**Art:** Umbramancy/Veil (DV 3)

**Effect:** Summon a temporary path onto the Ways Between, allowing one allied group to bypass a major obstacle. The path lasts one scene but requires a guide who knows the way.

**Backlash:** 1-2 SB path is unstable, causing disorientation; 3-4 SB the path leads through dangerous metaphor; 5+ SB the path becomes permanent and starts attracting unwanted traffic.

**Asset Integration: Roadwarden’s Charter****Type:** Major Off-Screen Asset (12 XP)**Effect:** Official authority over a section of the Ways Between. Once per session, ensure safe passage for allies through your territory. Off-Screen: Resolve one major travel complication automatically, but generate 1 SB for crew as path-politics catch up.**Maintenance:** Must periodically patrol your section and mediate disputes between paths.**Magic Item: Compass of True Directions****Effect:** Points toward the path that serves your deepest need rather than your stated destination. Once per session, ignore the first SB generated by a travel complication.**Curse:** Cannot be lied to about destinations—the compass grows heavier with each deception until the truth is spoken.**Follower Integration: Wayward Guide****Cap:** 4**Specialty:** Navigation through metaphysical territories**Effect:** Adds +2 assist dice to any travel roll involving non-physical navigation (dream-paths, metaphorical journeys, time-drift corridors).**Risk:** 2+ SB spent on travel actions may cause the guide to become lost in the deeper paths, requiring a rescue mission.**2.29 The Wilds — “Roads, Ruins, and Weather” Generator****Spades — Places (flex to any biome)**

2. Crossing point (ford/ice-span/stepping logs/dune saddle/reef shelf).
3. Lookout knoll (tor/cliff/dune/ridge) with a wind-carved marker.
4. Old road trace—cairns and switchbacks half-eaten by terrain.
5. Shelter hollow—overhang/cave/root-cellar; soot says “used lately.”
6. Water source—spring/seep/fog net/snow pan, guarded by thorns or stone.
7. Windbreak—rock ribs/lee of pines/reedwall berm.
8. Ruined outpost—watchstack/wayside shrine/marker pile.
9. Bad ground—sinkhole/bog crust/crevasse/loess slump.
10. Gate gully—a pinch point between bluffs, dunes, or ice hummocks.
  - J Boundary row—totems/standing stones/prayer flags bent by weather.
  - Q Abandoned worksite—mine/quarry/logging camp/salt pan.
  - K Signal height—old fire-pit or mirror stand; smoke stains linger.
  - A Trail nexus—migratory/pack/contraband paths knot here.

**Hearts — People & Factions (who you meet out here)**

2. Forager child (goat-herd/berry-picker) with truer maps than yours.
3. Guide with three routes and one price (changes daily).

4. Warden patrol—local badges, local laws, local patience.
5. Caravan crew—drovers/porters/yam post hands trading speed for coin.
6. Pilgrims bound for a tucked-away shrine or stone.
7. Poachers & trappers who know every snare and shortcut.
8. Hermit-healer with dogs/geese and opinions about weather.
9. Prospectors (salt/amber/iron/fungus) chasing rumors and glint.
10. Roving war-band—reavers or “escorts,” depending on your purse.
  - J Monster-hunter/rite-keeper wearing yesterday’s trophies.
  - Q Quartermaster on inspection—ledgers first, hospitality second.
  - K Claimant chief—papers and spears to match.
  - A The Stranger—spirit-touched nomad/emissary; rules bend near them.

### **Clubs — Complications/Threats (re-skin by terrain)**

2. Weather turn—heat snap/cold snap/fog/dust; plans sag.
3. Doubleback—tracks loop; your navigator swears the land moved.
4. Prowlers shadow—wolves/jackals/ghouls/seals/ravens by night.
5. Route blocked—deadfall/rockfall/dune shift/ice heave.
6. Quarantine sign—camp fever; wardens sniff your packs.
7. Territorial beast—charge, stampede, or swarm; your choice is wrong.
8. Elemental front—grassfire/peat-burn/canopy flare/blowing spindrift.
9. Paper vs spear—jurisdiction fight in the wilds stalls your day.
10. Supply pinch—water/fuel/feed low; pick what starves.
  - J Pursuit—hunters/avengers follow; signs say “close.”
  - Q Bad omen—will-lights, taboo day, saint bells silent; locals refuse.
  - K General alarm—levy/muster/evacuation; all tracks become checkpoints.
  - A Catastrophe—flood/whiteout/sandstorm/lahar; clocks jump.

### **Diamonds — Rewards/Leverage (position changers)**

2. Cache token—key to a hidden food/fuel stash (once).
3. Right-of-way pass—recognized marker for a named trail or crossing.
4. Warden’s favor—escort letter; “they’re with us.”
5. Weather window—good forecast and a narrow gate to use it.
6. Water/fuel deed—lawful draw at a scarce source.
7. Route song / map scrap—navigation advantage that actually works.
8. Remount/boat hire—fresh legs or hulls waiting at a post.
9. Truce cord—taboo exemption at a site (one scene).
10. Toll waiver—ferry/bridge/reef gate honors this chit.
  - J Rescue debt—locals owe you (or you them); trade it for labor or intel.
  - Q Private audience—keeper/shrine-warden/spirit of place hears you alone.
  - K Road-warden commission—temporary authority over a stretch of wilds.

A Earth’s Exception—one temporary rule-bend (cross during storm, pass uncounted, beasts ignore you).

## Quick use notes

- Seed with 4 cards (ensure all four suits): Spade = place, Heart = actor, Club = pressure, Diamond = leverage. Highest rank sets the main clock (2–5→4, 6–10→6, J/Q/K→8, A→10).
- Diamonds are codified outcomes—rights, passes, windows—that change position rather than call for a test.
- If an A appears, add a lingering omen of the land (a smell on the wind, a sound that carries too far) you can echo in later scenes.
- If an A appears, echo wild & weather motifs—tracks that shift, winds that remember, and omens that carry too far.

## Fast reskin palette

### Forest

swap dunes→deadfall, spindrift→canopy flare, prowlers→boar/wolves; water = spring/stream.

### Desert

swap bog→salt pan, fog→dust, shelter = overhang/wadi; water = seep/fog net.

### Tundra/Ice

swap dune shift→ice heave, fire→spindrift, boats→sleds; prowlers = bears/wolves.

### Coast/Isles

crossings = reef shelves, prowlers = seals/raiders, alarms = harbor booms; fuel = driftwood.

### Swamp/Fen

crossings = corduroy/log causeways, bad ground = peat crust, prowlers = gators/leeches.

### Highlands

crossings = cols and scree traverses, alarms = beacon chains, prowlers = cats/eagles.

## 2.30 Ykrul (Orcs) — “Wolf Standards, Winter Camps” Generator

### Mapping

**Spades** = Places; **Hearts** = People/Factions; **Clubs** = Complications/Threats; **Diamonds** = Rewards/Leverage. Draw until all four suits appear. Highest rank sets the primary clock (2–5⇒4 • 6–10⇒6 • J/Q/K⇒8 • A⇒10). Diamonds are *codified outcomes*: play them to change position without a test.

### Spades — Places (steppe roads, winter rings, fords, cairns)

2. **Wolf Road milepost** of stacked stones; wind whines through eye-holes.
3. **Remount station**—a low corral with stamped snow and tether-posts.
4. **Birch windbreak** above black-earth tracks; old offerings in the bark.
5. **Salt pan** crusted white; hoof-prints like stars.

6. **Reed ford** where river braids; poles mark yesterday's safe line.
  7. **Trading palisade** (way-post) with wolf-skull pennons.
  8. **Winter camp ring**—felt tents in a horseshoe facing the wind.
  9. **Kurgan field**—low barrows; horse-bones bead the grass.
  10. **Watch kopje**—lonely tor with a signal fire-scar.
- J **Pontoon crossing**—laced hides creak; current speaks fast.
- Q **Council hollow** where standards are planted; ground tamped like a drum.
- K **Khagan's way-station**—broad ger on a timber platform; guards in silence.
- A **Sky Steppe**—open, wind like a voice; tracks keep pace beside you.

## Hearts — People & Factions (hosts, envoys, riders, courts)

2. **Herd-scout** with three ponies and six opinions.
  3. **Camp-mother** who chooses where fires live; hospitality is law.
  4. **Banner youth** minding the wolves' tooth standard.
  5. **Salt-broker** who weighs promises like grain.
  6. **Remount keeper** (string-master) with a book of brands.
  7. **Bone-singer** who knows the kurgans' proper names.
  8. **Road-judge** (tümen scribe) who carries seals and listens long.
  9. **Noyan envoy**—silver paiza, iron smile.
  10. **Winter Host captain** whose tent-wall is a map.
- J **Falcon courier** with leather gauntlets and answers sooner than asked.
- Q **Khatun of the Ring**—keeper of camp-law and hostage strings.
- K **Khagan's nephew/niece** sent to bind foedus with a look.
- A **Sky-Speaker**—shaman of storms; shortcuts owe them.

## Clubs — Complications/Threats (law, weather, feud, logistics)

2. **White squall**—dry snow, lost horizons.
  3. **Rasputitsa**—road becomes porridge; wheels are lies.
  4. **Remount sickness**—cough in the string; swaps get awkward.
  5. **Salt shortage**—meat spoils; tempers thin.
  6. **Hostage protocol** invoked; someone must sit the tent.
  7. **Feud spark**—a name spoken wrong reopens an old cut.
  8. **Grassfire** runs with the wind faster than horses.
  9. **Foedus recall**—treaty terms re-read; your papers disagree.
  10. **River break-up**—ice goes; ferries don't.
- J **Raid shadow**—another banner follows at a patient distance.
- Q **Kurultai summons**—camps converge; travel becomes politics.
- K **Muster of the Wolf**—levy raised; every road a checkpoint.
- A **Sky omen**—three suns or none; routes rewrite themselves.

## Diamonds — Rewards/Leverage (passes, remounts, truces, audiences)

2. **Camp token**—one night’s lawful fire and fodder.
  3. **Salt allotment**—draw from a named store without quarrel.
  4. **Ford-right**—cross a named braid at lawful depth.
  5. **Remount chit**—swap two tired mounts for fresh.
  6. **Escort braid**—two riders see you through a bad stretch.
  7. **Safe-hostage**—place or take a token-kin for truce.
  8. **Paiza tablet**—priority on the Wolf Road and at posts.
  9. **Foedus seal**—treaty clause that trumps a petty order.
  10. **Market-green**—trade under banner; weapons sheathed.
- J **Standard protection**—travel under a wolf-tooth; raiders defer.
- Q **Audience at the Ring**—the Khatun hears you alone; precedent sticks.
- K **Khagan’s writ**—doors open, mouths close across the steppe.
- A **Sky’s Exception**—once, the weather ignores you (storm, whiteout, dust).

## Quick Use Notes

Draw until you have all four suits: **Spades**=place, **Hearts**=actor, **Clubs**=pressure, **Diamonds**=leverage. Highest rank sets the main clock (2–5⇒4 • 6–10⇒6 • J/Q/K⇒8 • A⇒10). If any *A* appears, add a sky omen you can echo later (sun-dogs, silent thunder, a wind that runs beside the riders). When a **Diamond** is played, move the fiction—remounts appear, fords lower, banners part crowds—no roll.

## 2.31 Zakov — “Salt & Serpent” Generator

Spades — Places (harbors, bolt-holes, black markets, smuggling routes)

2. Salt-cracked wharf where the tide brings back what the law forgets.
  3. Bone-yard beach—wrecks and corpses tangled in kelp and rope.
  4. Smuggler’s Gate—an alley behind the Fish Market, always unlocked.
  5. The Shallows—reef-ridden cut only the locals dare.
  6. Dregs Quarter—shanties on stilts, boats tied to doorframes.
  7. The Iron Pier—gangplank to the *Red Wake*, a corsair flagship.
  8. Crow’s Roost—a tavern built into the hull of a beached galleon.
  9. Black Bazaar—tents under tarps, goods that scream if you listen.
  10. Salt Marsh Maze—only the lost know the way through.
- J The Sunken Quarter—half the city is underwater at high tide.
- Q The Crimson Docks—where contracts are signed in blood.
- K The Anchorhead—a floating fortress of the Pirate Syndicate.
- A The Serpent’s Spine—a reef pass that leads to the city’s secret heart.

Hearts — People & Factions (syndicates, corsairs, fences, informants)

2. Dock-rat pickpocket with a map tattoo and no fear.
3. Fence who deals in stolen names and secondhand loyalties.
4. Tavern-keeper who remembers every face—and sells the list.
5. Corsair lieutenant with a letter of marque signed in blood.
6. Dock-master who “loses” ships that owe the Syndicate.
7. Smuggler captain with a false manifest and a quicker blade.
8. Poison-tongue broker who trades secrets like coin.
9. Exiled admiral now running a black-market shipyard.
10. Pirate Queen of the Shallows—rules with charm and cutlass.
  - J The Silent Syndicate—no names, just favors and faces.
  - Q The Kraken’s Tongue—an oracle who speaks in riddles and tides.
  - K The Salt Prince—nominal ruler of Zakov, real power in the shadows.
  - A The Drowned Admiral—legend says they still give orders from the deep.

Clubs — Complications/Threats (betrayals, storms, syndicate feuds, cursed cargo)

2. Tide turns early—your ship is now ashore on the wrong side.
3. Rival syndicate burns a warehouse—your goods inside.
4. Cursed cargo—something in the hold is *watching*.
5. Storm warning—ships flee, prices soar, lawmen vanish.
6. Double-cross—you’re holding a fake shipment and real enemies.
7. The Salt Prince’s Levy—every ship pays a tithe or gets sunk.
8. Plague ship—quarantine flags ignored, sickness spreads.
9. Blood feud erupts between two pirate crews—collateral damage.
10. The Kraken rises—reefs shift, ships vanish, sailors scream.
  - J A contract is voided—your protection means nothing now.
  - Q The Syndicate splits—Zakov becomes a warzone overnight.
  - K Naval blockade—no ships in or out without a fight.
  - A The tide forgets to return—half the city is cut off, drowning in secrets.

Diamonds — Rewards/Leverage (passes, contracts, stolen goods, safe harbors)

2. Smuggler’s token—pass one checkpoint unseen.
3. Forged manifest—your cargo is now “clean.”
4. Safe berth in the Bone-yard—no questions, no law.
5. Corsair’s charter—raid with impunity for one moon.
6. Salt Prince’s writ—levies can’t touch you (yet).
7. Black-market ledger—names, debts, and where they sleep.
8. Salvage rights on a named wreck—first claim, no questions.
9. Stolen lighthouse key—redirect ships where you will.
10. Syndicate debt-marker—you’re owed a favor.
  - J Pirate Queen’s blessing—safe passage through the Shallows.
  - Q Kraken’s favor—tides part for your ship, once.
  - K Salt Prince’s coin—bribe any official, silence any witness.
  - A The Serpent’s Mark—the reef itself will guide you home.



## Quick Use Notes

- Draw until you have all four suits: Spade = place, Heart = actor, Club = pressure, Diamond = leverage. Highest rank sets the main Clock (2–5 → 4, 6–10 → 6, J/Q/K → 8, A → 10).
- Diamonds are codified outcomes (passes/contracts/rights) that change position rather than call for a roll.
- If any A appears, echo salt & serpent motifs—tides that remember, reefs that shift, and the deep that listens.



## Chapter 3

# Resource Management

### 3.1 Introduction to Resource Management

*Resource Management* in **Fate's Edge** focuses on tracking the tangible and intangible assets that enable character actions while creating narrative tension. Rather than micromanaging every item, the system uses abstract clocks and conditions that trigger when dramatically appropriate. This keeps the focus on story consequences rather than bookkeeping.

### 3.2 Supply Clock

The *Supply Clock* is a shared condition for the entire party, representing food, water, ammunition, and basic gear. It tracks the group's overall readiness for extended endeavors.

#### 3.2.1 Supply States

***Full Supply* (0 segments filled)**

The party is well-equipped and prepared. No penalties or complications.

***Low Supply* (2 segments filled)**

Minor narrative complications occur: bland food, damaged arrows, thinning waterskins, or worn gear.

***Dangerously Low* (3 segments filled)**

Each character gains **Fatigue 1** due to exhaustion and deprivation.

***Out of Supply* (4 segments filled)**

Severe penalties apply; characters face starvation, dehydration, and failing gear with significant mechanical consequences.

#### 3.2.2 Filling the Supply Clock

The Supply Clock advances under the following circumstances:

- Harsh travel conditions or lost pack animals (GM fiat).
- GM spends **2+ Story Beats (SB)** to represent resource depletion.
- The party chooses to travel light for speed or stealth advantages.
- Failed foraging or resource-gathering attempts.

### 3.2.3 Emptying the Supply Clock

The Supply Clock can be reduced through:

- Reaching civilization or safe haven resets to **Full Supply**.
- Successful foraging/hunting: group *Survival* check (DV 2) clears 1 segment.
- Downtime spent in relative safety removes 1 segment.
- Purchasing or trading for supplies in settlements.

## 3.3 Fatigue

*Fatigue* represents physical exhaustion, hunger, emotional strain, and spiritual depletion. It accumulates through extended effort, deprivation, or magical backlash.

### 3.3.1 Fatigue Effects

#### 1 *Fatigue*

Minor drain. On your next significant roll, re-roll *one* success (player's choice).

#### 2 *Fatigue*

Worn down. On each significant roll, re-roll one success.

#### 3 *Fatigue*

Failing fast. On each significant roll, re-roll *two* successes.

#### 4 *Fatigue*

Collapse/KO/spiritual break. You fall out of the scene until treated or rescued.

### 3.3.2 Clearing Fatigue

- A night's rest with adequate Supply removes 1 level of Fatigue.
- You cannot clear Fatigue if the party's Supply clock is *Dangerously Low* or *Out of Supply*.
- Magical healing or special abilities may provide additional Fatigue recovery.
- Extended downtime (3+ days) in safety clears all Fatigue.

## 3.4 Gear Condition

Gear in **Fate's Edge** does not have hit points or detailed durability tracking. Instead, equipment suffers consequences only when drama demands it.

### 3.4.1 Compromised Items

- Compromised status is introduced via SB spends or narrative consequence.
- A **Compromised** item gives  $-1$  die on relevant rolls until repaired.
- Multiple Compromised items affecting the *same* action do not stack penalties.

### 3.4.2 Breaking Point

If a Compromised item suffers another significant setback, it breaks entirely and becomes unusable.

### 3.4.3 Repair Options

#### *Field Repair*

Temporary fix; requires *Craft* or *Survival* check (DV 2) to remove the penalty for one scene.

#### *Proper Repair*

Permanent restoration; requires proper tools, materials, and significant downtime.

#### *Magical Repair*

Certain spells or rituals can instantly restore gear, but may carry Obligation or Backlash costs.

## 3.5 Asset and Follower Management

### 3.5.1 Followers (On-Screen Resources)

#### *Cost*

Cap<sup>2</sup> XP to acquire.

#### *Assist Dice*

When applicable, the follower adds help dice equal to min(Cap, helper's relevant Skill), capped at **+3** dice total from all sources. *Exception: Exceptional Coordination* Talent allows one follower to provide **+4** assist dice.

#### *Capability*

Ranges from 1–5 (5 is exceptional).

#### *Upkeep*

Each Downtime period, pay XP equal to Cap *or* spend a Scene tending the relationship.

#### *Risk*

If the GM spends 2+ SB on an action you take with assistance, they may endanger, injure, or separate the follower instead of you if fictionally appropriate.

#### *Off-Screen Capability*

Once per downtime, a Cap 5 follower can solve one significant problem but generates 1 SB for the party; the GM must describe how their action creates consequences.

### 3.5.2 Follower Assist Rules

- Assist dice come from the helper's capabilities, not the leader's.
- Total Assist on any roll (from any sources) is hard-capped at **+3**. *Exception: Exceptional Coordination* may allow **+4** from a single follower.
- Only one follower may assist a given action at a time.
- Followers cannot assist actions beyond their narrative scope or capabilities.

### 3.5.3 Loyalty & Bonds (Optional Rules)

- Track a simple Loyalty tag per follower: *Wary* / *Steady* / *Devoted*.
- *Devoted* followers can once per arc convert one GM Complication targeting them into a lesser setback.
- *Wary* followers cost +1 XP to maintain during Downtime.
- Loyalty can change based on how the PC treats the follower and shared experiences.

### 3.5.4 Stress, Harm, & Loss (GM Tools)

#### *Pin*

The follower is separated/boxed out of the current action.

#### *Wound*

The follower is Injured: until treated off-screen, their effective Cap counts as 1 lower.

#### *Burn*

Mark the follower as *Neglected* immediately.

#### *Seize*

Escalate to *Compromised* status.

#### *PC Choice Lever*

The GM should offer the player a meaningful choice about follower risk.

### 3.5.5 Off-Screen Assets

#### *Minor Asset (4 XP)*

Safehouse, small charter, local business.

#### *Standard Asset (8 XP)*

Noble title, guild section, spy ring, significant property.

#### *Major Asset (12 XP)*

City license, regional network, major institution influence.

#### *Artifact Asset (16+ XP)*

Unique items or positions with campaign-level significance.

### 3.5.6 Asset Activations

- **Off-Screen Activation:** At campaign start or during Downtime, activate an off-screen asset by spending **1 Boon** or **2 XP**.
- **Off-Screen Effects:** Use each Asset's listed off-screen effect once per session for free.
- **On-Screen Activation:** To reshape the current scene, spend **1 Boon**.
- **Plausibility Test:** The Asset must have appropriate scope and reach for the intended effect.

### 3.5.7 Asset Condition Tracks

#### *Maintained*

Full capability; no penalties. The asset is in good standing and fully functional.

#### *Neglected*

−1 die when used (assist or leverage). Narratively: slower response, sullen staff, short-staffed operations.

#### *Compromised*

Unavailable for use. Narratively: captured, burned, seized, defected, or otherwise incapacitated.

### 3.5.8 Maintenance and Repair

- After a story arc or 2–3 sessions of heavy use, the GM may flag the resource as *at risk*.
- To keep an asset *Maintained*, the player must either:

- Spend Downtime repairing/servicing it, or
- Pay XP immediately (representing replacement parts, masterwork upkeep).
- If neglected, the asset becomes *Neglected* (–1 die) and may eventually become permanently lost.
- Superior and Artifact assets do not require normal upkeep; if *Compromised* through complications, only narrative quests can repair them.

## 3.6 Bond-Driven Resource Generation

When a player takes a significant action to aid an ally with whom they share a bond, and explicitly references that bond in an *Intricate* description, they may mark that bond to gain **1 Boon** *after* the action resolves.

### 3.6.1 Requirements

#### Requirements for Bond-Driven Boon Generation:

- **Mutual Bond:** Player shares a defined bond with the ally they’re aiding.
- **Intricate Description:** Player describes how the bond motivates their action using rich, multi-sensory details.
- **Significant Aid:** Meaningful assistance beyond basic dice bonuses.
- **Fiction First:** The bond genuinely drives the choice to help, not added retroactively.

### 3.6.2 Examples

#### Valid Examples:

- “Remembering how they saved me from the falling rubble in Aeler, I throw myself in front of the crossbow bolt meant for them!”
- “Thinking of our shared vow to protect the innocent, I use my last healing potion to stabilize them instead of saving it for myself.”
- “Drawing on our years fighting side-by-side in the Border Wars, I rally the other mercenaries to keep fighting alongside them when morale fails.”

### 3.6.3 Limitations

#### Restrictions on Bond-Driven Generation:

- Once per bond per session.
- Must involve meaningful sacrifice or risk.
- GM approval required for what constitutes “significant action.”
- Cannot be used for basic assistance rolls or minor favors.
- The Boon is awarded *after* the action resolves, not before.

## 3.7 Over-Stack Rule

The Over-Stack rule prevents excessive accumulation of advantages from trivial sources while rewarding meaningful preparation.

### 3.7.1 Structural Advantages

Structural advantages include:

- Active buffs or beneficial tags affecting the party.
- Favorable venue or environmental factors.
- Unused *Follower Initiative* for the scene.
- On-screen Asset activation providing immediate benefits.
- Opponent disadvantaged by fiction (surprised, trapped, etc.).
- Ritual preparation that applies to the current situation.

### 3.7.2 Over-Stack Trigger

- If the party enters a scene with  $\geq 3$  structural advantages, apply Over-Stack once for that scene.
- The GM chooses either:
  - Start one named obstacle or challenge at **+1 DV**, or
  - The GM banks **+1 SB** for the first Deck Twist in the scene.
- This represents narrative pushback when characters have overwhelming advantages.
- Over-Stack applies only once per scene, regardless of how many advantages accumulate.



## Chapter 4

# Character Advancement

### 4.1 Introduction to Advancement

Character advancement in **Fate's Edge** reflects meaningful growth in capability and standing. XP is awarded for table-facing accomplishments, hard choices, and dramatic friction that defines your story. Advancement should always reinforce narrative identity: what drives, obligations, and affinities are shaping the character?

### 4.2 Starting Character Builds

#### 4.2.1 Standard Starting XP

Players begin with **30 XP** to allocate during initial character creation. This represents a balanced baseline for competent starting characters.

#### 4.2.2 Enhanced Starting Options

Players may exceed the standard 30 XP build through narrative engagement:

- **Bonds:** Up to two player-defined mutual bonds may be taken for +2 XP total (+1 XP each).
- **Complications:** Up to two initial complications may be accepted for +4 XP total (+2 XP each).

This allows for a maximum starting build of **34 XP**. Players are encouraged to aim for 30 XP and use bonds/complications to enhance characterization rather than pure mechanical optimization.

#### 4.2.3 Initial Complications Reminder

For each initial complication taken at character creation:

- Start each scene with +1 banked SB per character with initial complications.
- These complications remain until cleared through play or character development.

### 4.3 Player Archetypes

Not every group plays the same way. These archetypes describe how players typically spend XP and seek spotlight.

### 4.3.1 The Solo

**Definition**

Invests XP primarily in Attributes and Skills. Minimal followers, minimal holdings. All power is on the character sheet.

**Typical XP Spread**

70–90% Self; 0–10% On-screen help; 0–20% Off-screen assets.

**Strengths**

Consistent scene impact; few moving parts; resilient to follower loss.

**Risks**

Limited fiction reach between sessions; can stall when problems demand logistics or networks.

**Starting Focus**

Attributes 2–3, Skills 1–2, minimal assets.

### 4.3.2 The Mixed Player

**Definition**

Splits XP between self-growth and one or two meaningful assets (a small follower or a reliable holding).

**Typical XP Spread**

50–65% Self; 15–25% On-screen help; 15–25% Off-screen assets.

**Strengths**

Versatile: credible in scenes and has a lever for special problems.

**Risks**

Upkeep pressure; helper can be targeted when the GM spends 2+ Story Beats.

**Starting Focus**

Balanced approach with one minor asset or low-cap follower.

### 4.3.3 The Mastermind

**Definition**

Prioritizes followers/cadres/familiars and off-screen networks. The character sheet is the hub of a larger apparatus.

**Typical XP Spread**

25–40% Self; 35–55% On-screen help; 20–40% Off-screen assets.

**Strengths**

Scene control via assistance; strategic reach between sessions; strong heist/social-planning play.

**Risks**

Dependency on assist lanes; followers can be endangered on 2+ SB spends; upkeep pressure.

**Starting Focus**

Significant investment in followers or major assets from the beginning.

## 4.4 XP Costs and Advancement

### 4.4.1 Core Character Improvements

#### Attributes

Cost = new rating  $\times$  3 XP. Requires downtime equal to new rating in days.

#### Skills

Cost = new level  $\times$  2 XP. Requires downtime equal to new level in days.

#### On-Screen Followers

Cost = Cap<sup>2</sup> XP. Requires 1–3 days downtime to recruit and brief.

### 4.4.2 Off-Screen Assets

#### Minor Asset

4 XP; requires 1 day downtime to establish.

#### Standard Asset

8 XP; requires 1 week downtime to establish.

#### Major Asset

12 XP; requires 1 month downtime to establish.

#### Artifact Asset

16+ XP; requires significant campaign effort to acquire.

### 4.4.3 Talent Costs

#### Minor Talents

2 XP — Small narrative tricks, situational bonuses.

#### Major Talents

4 XP — Strong abilities, permanent +1 effects in niches.

#### Prestige Abilities

6+ XP — Campaign-defining effects, rare and powerful.

## 4.5 Tiers of Reputation

Though there are no character levels, total XP spent creates soft “tiers” that shape how the world responds to characters:

#### Tier I – Rookie

(0–40 XP): Local reputation; prestige abilities locked.

#### Tier II – Seasoned

(41–90 XP): Regional notice; prestige abilities may unlock.

#### Tier III – Veteran

(91–150 XP): National influence; second follower slot suggested.

#### Tier IV – Paragon

(151–220 XP): Movers and shakers; rivals emerge to challenge.

#### Tier V – Mythic

(221+ XP): Legendary status; kingdoms and cults respond directly.

## 4.6 Prestige Abilities and Talents

Prestige abilities are narrative milestones unlocked through mastery or story events. They are priced at 6+ XP and include campaign-shaping effects.

### 4.6.1 General Talents

#### **Battle Instincts**

(Cost: 6 XP): Once per scene, re-roll a failed defense roll.

#### **Silver Tongue**

(Cost: 4 XP): Gain +1 die when persuading or deceiving through speech.

#### **Iron Stomach**

(Cost: 3 XP): Immune to mundane poisons and spoiled food; halve complications from toxic sources.

#### **Exceptional Coordination**

(Cost: 8 XP): One follower can provide +4 assist dice (exception to the +3 cap).

### 4.6.2 Cultural and Ancestral Talents

#### **Humans**

##### **Versatile**

(3 XP): Once per session, swap one Skill die for another you lack.

##### **Guild Ties**

(7 XP; Requires Presence 2+): Call in favors from a guild or order once per session.

##### **Banner-Bearer**

(15 XP; Requires Presence 4+, Resolve 3): Inspire an allied unit; once per battle, erase 2 complications for the group.

#### **Dwarves (Aeler)**

##### **Stone-Sense**

(5 XP; Dwarf only): Detect flaws in stone; +1 die to underground *Lore* or *Survival* checks involving stonework.

##### **Spirit Shield**

(8 XP; Requires Spirit 3+): Commune with ancestors; once per session, block 1 complication for an ally.

##### **Forge-Patriarch**

(18 XP; Requires Body 4+, Lore 3): Found a forge-citadel; gain loyal smiths and engineers (Cap 5 followers).

#### **Wood Elves**

##### **Backlash Soothing**

(5 XP; Wood Elf only): Once per session, cancel 1 Backlash die in natural terrain.

##### **Ranger's Step**

(9 XP; Requires Wits 3+, Stealth 2): Move unseen in forests; treat terrain penalties as one step lower.

**Wild Speaker**

(18 XP; Requires Spirit 5+, Survival 3): Speak to beasts and trees; once per session, command local wildlife as allies.

**High Elves****Lorekeeper**

(4 XP; High Elf only): Recall obscure history or magic without rolling once per session.

**Weave Anchor**

(8 XP; Requires Wits 3+, Arcana 3): Reduce magical Backlash by 1 when casting Intricate spells.

**Echo-Walker's Step**

(20 XP; High Elf only; Requires Wits 5, Arcana 4): Step briefly into the Ways Between; once per arc, turn a complication into a boon.

**Ykrul****Blood Frenzy**

(4 XP; Requires Body 2+): When reduced to half health, gain +1 die on melee rolls.

**Blood Memory**

(7 XP; Requires Body 3+): After battle, gain 1 temporary Skill die reflecting a foe's tactics in the next scene.

**Warglord**

(18 XP; Requires Body 5, Sway 3): Rally scattered warbands; once per campaign, unify tribes under one banner.

**4.6.3 High-Tier Prestige Abilities****Echo-Walker's Step**

(High Elf; Cost: 20 XP; Requires Wits 5, Arcana 4): Once per arc, observe a perfect echo of a past event at your location. GM immediately banks +2 SB; scenes touching that memory carry an omen. Grants DV -1 on one action that uses the revealed truth.

**Warglord**

(Ykrul; Cost: 18 XP; Requires Body 5, Sway 3): Once per campaign, unify scattered warbands into a single host for a season. Start a Logistics clock and a Grudge clock; either one filling fractures the host.

**Spirit-Shield**

(Aeler; Cost: 15 XP; Requires Spirit 4, Resolve 3): Once per session, erase up to 3 SB from an ally's current roll; you immediately mark Fatigue +1 and the GM banks +1 SB as backlash.

**4.7 Starting Build Examples****4.7.1 Solo Build (30–32 XP)**

- Body 3 (9 XP), Wits 2 (6 XP), Spirit 2 (6 XP).
- Skills: Combat 2 (4 XP), Stealth 1 (2 XP), Survival 1 (2 XP).
- Minor Talent: Iron Stomach (3 XP).
- **Total:** 32 XP (requires 1 bond or minor complication).

### 4.7.2 Mixed Build (32 XP)

- Attributes: Body 2 (6 XP), Wits 2 (6 XP), Spirit 2 (6 XP).
- Skills: Sway 2 (4 XP), Lore 1 (2 XP).
- Minor Asset: Safehouse (4 XP).
- Cap 2 Follower (4 XP).
- **Total:** 32 XP.

### 4.7.3 Mastermind Build (34 XP)

- Attributes: Body 2 (6 XP), Wits 3 (9 XP), Spirit 2 (6 XP).
- Skills: Sway 2 (4 XP).
- Cap 3 Follower (9 XP).
- **Total:** 34 XP (requires 2 bonds or complications).

## 4.8 Advancement Guidance

- Advancement should always reinforce narrative identity and character goals.
- Consider how new abilities fit the character's story and relationships.
- Balance immediate power with long-term narrative potential.
- Work with the GM to ensure advancements make sense in the campaign context.

## Chapter 5

# Magic System

### 5.1 Design Philosophy

Magic in **Fate's Edge** is not a tool of convenience but a dangerous negotiation with the fabric of reality. It is powerful, flexible, and transformative—yet every attempt to shape it carries risk. The dice never merely ask “does it work?” but always whisper “what is the cost?”

### 5.2 The Three Paths of Magic

#### 5.2.1 Casting (Freeform Magic)

Freeform casting represents raw, improvisational magic where practitioners shape reality through will and elemental understanding.

**Requirements**

**Caster's Gift** Talent (2 XP)

**Mechanics**

Weave & Cast using the Eight Elements

**Flexibility**

Attempt any effect describable in elemental terms

**Risk**

Backlash based on rolled 1s and scope; higher DVs for larger effects

**Reliability**

Improvisation is costly; repetition builds familiarity in-fiction

#### 5.2.2 Rites Users (Runekeepers)

Runekeepers follow structured paths using formal Rites granted by Patrons or preserved in ancient lore.

**Requirements**

Patron bond + **Thiasos (Familiar)** Talent (2 XP) + **Codex** Talent (4 XP)

**Mechanics**

Invoke defined Rites with predictable outcomes; track *Obligation*

**Structure**

Clear procedures, components, and limits per Rite

**Risk**

Obligation debt to Patrons; optional *Push It* for greater effect

**Power**

Reliable effects with bounded consequences

**5.2.3 Invokers (Symbol Path)**

Invokers use consecrated *Symbols* to access a Patron's rites through ritual, without a full bond.

**Requirements**

**Patron's Symbol Talent** (4 XP per Patron)

**Mechanics**

Ritual access to Rites; may *Crack the Seal* for instant casting

**Safety**

Lower immediate risk via preparation

**Speed**

Slower by default; instant casting carries heavy cost

**Flexibility**

Multiple Symbols allow access to multiple Patrons (with limits)

**5.3 The Nature of Magic**

- **Volatile by design:** Each working pushes boundaries that resist being bent.
- **Risk embodied:** Each roll of **1** generates Story Beats (SB) that drive Backlash or broader twists.
- **Narrative weight:** Casting always alters the scene, even on a success.
- **Thematic consequence:** Backlash aligns with the invoked element or its opposition.

**5.4 The Eight Elements of Magic****5.4.1 Physical Elements****Earth**

**Nature:** Solidity, stability, foundation

**Domain:** Stone, soil, metal, structure

**Manifestation:** Shape, sense, and move earth/stone

**Backlash Theme:** Rigidity, collapse, awakening

**Fire**

**Nature:** Energy, transformation, destruction

**Domain:** Flame, heat, light, change

**Manifestation:** Ignite, heat, burn, purify

**Backlash Theme:** Uncontrolled spread, scorching, consumption



**Air****Nature:** Movement, speed, freedom**Domain:** Breath, sound, motion, flight**Manifestation:** Push/pull, drafts, resonance**Backlash Theme:** Whipping, dispersal, loss of control**Water****Nature:** Fluidity, healing, adaptability**Domain:** Liquids, tides, rain, flow**Manifestation:** Calm, cleanse, channel, mend**Backlash Theme:** Stagnation, flooding, contamination**5.4.2 Metaphysical Elements****Fate****Nature:** Destiny, inevitability, long-term consequence**Domain:** Oath, causality, prophecy, *anti-magic***Manifestation:** Read threads, bias choices, seal oaths**Backlash Theme:** Paradox, loops, unintended design**Life****Nature:** Vitality, creation, restoration**Domain:** Health, growth, repair, birth**Manifestation:** Heal, bolster, accelerate growth**Backlash Theme:** Overgrowth, fever, untidy healing**Luck (Fortune)****Nature:** Chance, unpredictability, probability**Domain:** Coincidence, openings, windfalls**Manifestation:** Skew odds, reveal breaks**Backlash Theme:** Side-coincidence, misfire elsewhere, ironic reversal**Death/Dreams (Obishaal)****Nature:** Endings, thresholds, subconscious, *Ways Between***Domain:** Sleep, spirits, doors, endings**Manifestation:** Speak with the dead, dreamcraft, passage**Backlash Theme:** Hauntings, nightmares, thin walls, threshold opens**5.5 Magical Arts and Personal Expression**

Your *Art* is the narrative method by which your **Weave** and **Cast** work (sigils, sung names, lantern-law, bone charms, contracts, salt-thread, etc.).

### 5.5.1 Declaring an Art

When you gain magical capability, define your Art by describing:

- **Gesture & medium** (ink, chord, breath, light, bone, law)
- **Typical Elements** you lean on (pick two you are often aligned to)
- **Signature style** that distinguishes your approach

### 5.5.2 Art in Play

- **Spotlight bump (1/scene)**: if your Art is *clearly honored in fiction* (right tools/time/setting), gain +1 die on your **Cast**. Counts toward the +3 dice cap.
- **Off-style strain**: if forced to work *against* your Art (no tools, hostile locus), the GM may set a worse **Position** or front-load **Backlash** choices on a Partial.

### 5.5.3 Examples

- *Sealwright's Chant* — lantern, chain, chalk; Elements: Earth/Fire; *I sing hinges into hearing.*
- *Salt-Thread Scribe* — salt, silk, breath; Elements: Water/Luck; *Knots remember routes and debts.*
- *Name-Caller* — true names, oaths, bells; Elements: Fate/Air; *Words stand up when I say them.*

## 5.6 Casting Procedure (Freeform Magic)

All freeform spellcasting follows a structured sequence called the *Casting Loop*. It unfolds across two phases of play: gathering strength, then weaving it into form.

### 5.6.1 Channel Phase

Focus and draw Potential: roll *Wits + Arcana*. Each success is fuel for shaping. Each 1 immediately generates SB.

### 5.6.2 Weave Phase

On the following turn, shape Potential: roll *Wits + (Art)* to define the effect. The Description Ladder applies (Basic/Detailed/Intricate).

### 5.6.3 Backlash

SB spent by the GM manifest as uncontrolled, thematic consequences. Scale severity with SB spent and scope.

**Mitigation:** Boons do not reduce SB unless a Talent or Asset explicitly states “Mitigate SB.”

## 5.7 Rites Users (Runekeepers)

### 5.7.1 Becoming a Runekeeper

- Acquire **Thiasos (Familiar)** Talent (2 XP) — your circle/attendant spirit.

- Acquire **Codex Talent** (4 XP) — your book of Rites & workings.
- Choose one or more **Patrons** whose Rites you may invoke.
- Track **Obligation** per Patron (debt accrued through Rite use).

### 5.7.2 Using Rites

1. **Invoke (1 action):** Perform the Rite's procedure (names, signs, tools).
2. **Mark Obligation:** Typically +1 segment to that Patron's ledger.
3. **Push It (optional):** Amplify effect; mark +1 additional Obligation (once per Rite per scene).
4. **Setback:** On 1s or a Miss, GM inflicts consequence or marks +1 Obligation.

### 5.7.3 Runekeeper Special Rules

- **Cross-Patron Interference:** Switching Patrons in the same scene marks +1 Obligation to the second Patron.
- **Obligation Clearing:** Clear 1–2 segments per Downtime via service, quest, or spending 1 Boon.
- **Patron's Gift:** With Thiasos, once per scene imbue an item with +1 **Weapon** and +1 thematic Skill for the scene.

## 5.8 Invokers (Symbol Path)

### 5.8.1 Becoming an Invoker

- Acquire **Patron's Symbol Talent** (4 XP per Patron).
- Each Symbol grants ritual access to that Patron's Rite list.
- No Thiasos or Codex required (more independent, less raw throughput).

### 5.8.2 Invoker Ritual Mechanics

- **Ritual Time:** Requires *Significant Time* (typically 10–30 minutes).
- **Obligation:** Always marks +1 Obligation on completion.
- **No Push:** Invoker Rites cannot use *Push It*.
- **Symbol Display:** The Symbol must remain visible throughout the ritual.

### 5.8.3 Crack the Seal (Instant Casting)

Bypass ritual time for immediate effect:

- **Cost:** Set the Symbol to **Compromised** and mark +2 Obligation (+3 for high-power rites).
- **Effect:** Resolve the Rite instantly as one action.
- **Risk:** GM may spend 1 SB for thematic instability or collateral cost.
- **Aftermath:** Compromised Symbol requires Downtime restoration.

### 5.8.4 Invoker Limitations

- **Multi-Symbol Overload:** Carrying 4+ Symbols causes +1 Obligation on the first ritual each scene.

- **Rival Symbols:** Using a rival Patron's Symbol while invoking worsens Position and marks +1 Obligation.
- **Concurrency Limit:** Maximum ongoing rituals equals **Spirit**; extras end the oldest or mark +1 Obligation.

## 5.9 Freeform Spellcasting Details

1. **Declare:** Describe your Weave and name 1–2 Elements that color it.
2. **Set DV:** GM sets DV by scope/situation (see Table 5.1).
3. **Roll Weave:** *Wits + Art*; 6+ = success, 1 = SB.
4. **Apply Outcome:** Use the standard Outcome Matrix.
5. **Backlash:** On Partial/Miss (or two 1s on a Hit), color cost by chosen Element or its opposite.

### 5.9.1 DV Guidance

DV	Scope	Description
2	Small/local	One target, Near range, simple effects. Aligned tools may step up Effect.
3	Scene-scale	Small zone, multi-targets, sturdy barriers, strong veils. Opposed locus may reduce Effect.
4	Big swing	Zone control, Far reach, complex transport. Expect Backlash if rushed.
5+	Set-piece/ritual	Battlefield rewriting, reality edits. Requires prep, aids, or locus.

Table 5.1: Spellcasting Difficulty Guidance

### 5.9.2 Backlash by Element

- **Earth** → rubble, pin, heavy footing    **vs Air** → sound carries, exposure
- **Fire** → burns, flares    **vs Water** → slick, sputter, dim
- **Air** → scatter, drop, vertigo    **vs Earth** → stuck, dust choke
- **Water** → leak, flood, cold drag    **vs Fire** → smoke, shorted gear
- **Fate** → options close    **vs Luck** → mischance hits ally
- **Luck** → side-effect elsewhere    **vs Fate** → harsher fixed outcome
- **Life** → overgrowth, fever    **vs Death/Dreams** → numbness, sleep-tug
- **Death/Dreams** → fade, threshold opens    **vs Life** → pain returns, rot

Aspect	Caster (Freeform)	Runekeeper (Rites)	Invoker (Symbols)
Access Cost	Caster's Gift (2 XP)	Thiasos + Codex (6 XP)	Patron's Symbol (4 XP each)
Flexibility	High (any describable effect)	Medium (defined Rites)	Medium (ritual access)
<sup>r</sup> Speed	Medium (2 actions)	Fast (1 action)	Slow (Significant Time)
Risk Type	Backlash (elemental)	Obligation (Patron debt)	Symbol compromise + Obligation
Power Scale	Scales with risk	Reliable, set effects	Safer, limited amplification
Specialization	Elemental mastery	Patron service	Multi-Patron access

Table 5.2: Comparison of Magic Paths

## 5.10 Magic Path Comparison

## 5.11 Advanced Magic Concepts

### 5.11.1 Mixing Paths

- **Bookkeeping:** Track Backlash, Obligation, and Symbol states separately.
- **Efficiency:** Specialists gain stronger benefits in their chosen path.
- **Narrative:** Broader toolkits, less depth; spotlight your *Art* to unify.
- **Recommendation:** New players specialize; veterans can mix intentionally.

### 5.11.2 Magic in Combat

- **Casting:** 2 actions (Channel + Weave); rushing risks worse Position/Backlash.
- **Rites:** 1 action to Invoke; may *Push* for +1 Obligation.
- **Invoker Rituals:** Usually too slow; use *Crack the Seal* for instant effect at high cost.
- **Interruption:** [COUNTER] can interrupt any magical action during its window.

### 5.11.3 Magical Counterplay

#### **DISPEL**

Ends ongoing magical effects (DV by fiction).

#### **COUNTER**

Interrupts a cast/rite during its casting window.

#### **WARD**

Blocks entities/effects by specification.

#### **UNWARD**

Suppresses or removes a WARD.

## 5.12 Practical Magic Examples

### 5.12.1 Freeform Casting Example

**Situation:** Lyra (Pyromancer) needs a barrier against pursuing guards.

**Action:** “I weave a wall of fire across the corridor using Fire.”

**GM:** Scene-scale, DV 3. Describe approach.

**Lyra:** “I trace sigils in the air with glowing embers from my fingertips.” (Detailed)

**Roll:** Wits + Pyromancy: 8, 6, 4, 1, 1 → 3 successes, 2 SB.

**Result:** Wall created. GM spends 1 SB: fire spreads; spends 1 SB: commander recognizes your signature.

### 5.12.2 Runekeeper Example

**Situation:** Kael (Gate Runekeeper) seals a door against demons.

**Action:** Invoke *Circle of Denial* [WARD].

**Mechanics:** Invoke (+1 Obligation); standard use needs no roll.

**Effect:** Ward established. Next demon crossing tests DV = its Cap (3).

**Push:** Kael *Pushes* to strengthen the ward (+1 Obligation).

### 5.12.3 Invoker Example

**Situation:** Elara (Invoker with Ikasha Symbol) needs shadow concealment.

**Normal:** 30-minute ritual (+1 Obligation).

**Emergency:** *Crack the Seal* for instant effect.

**Cost:** Symbol → Compromised; +2 Obligation.

**Consequence:** GM spends 1 SB: “The shadows seem alive and watchful.”

## 5.13 Magic System Guardrails

- **Duration defaults:** Buffs  $\approx$  3 beats; areas 1 beat. Sustaining costs 1 Fatigue/beat.
- **Stacking limits:** Same-source effects don’t stack; take the best instance.
- **Assist cap:** Magical assistance follows the +3 dice cap like other assists.
- **Over-Stack:** Active spells count toward structural advantages for the Over-Stack rule.
- **Plausibility test:** All magic must fit the fiction and established setting limits.

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## Spell [TAGS] Reference

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[TAG]	Category	Gated By	D
Effect (summary)	Duration	Cost/Risk	C
[BIND]	Control/Restraint	Ritual: Gate; Skill: Command+Arcana	3-
Fixes target in place or to locus; starts/advances <i>Leash</i> .	1 beat (sustain)	SB on 1s; sustain = 1 Fatigue/beat	[I
[SEAL]	Control/Boundary	Ritual: Wards; Talent: Sealwright	3-
Closes portal/container; locks threshold or effect.	Scene (or clock)	Obligation (Rite) or SB	[U

[TAG]	Category	Gated By	D
Effect (summary)	Duration	Cost/Risk	C
[UNSEAL]	Control/Boundary	Skill: Arcana+Wits	3-
Opens sealed thing without damage (if keyed).	Instant	SB; alarms possible	[3-
[COMMAND]	Control/Will	Ritual: Dominion; Skill: Presence	3-
Issue short imperative to lesser mind/spirit.	1 beat	SB; +1 DV vs strong wills	[1-
[COMPEL]	Control/Geas	Skill: Geasa (Spirit); Ritual: Oath	4-
Bind a stated taboo/trigger (attach 4-seg clock).	Arc/clock	Obligation or SB on failures	[4-
[LEASH]	Summoning Control	Ritual: Gate; Talent: Binder	2-
Establish/advance control track for summoned entity.	While active	SB on strain triggers	[3-
[SEVER]	Control/Break	Skill: Arcana or Fate	4-
Cut tethers (Leashes, bindings, glamours).	Instant	Backlash by element	[1-
[WARD]	Protection/Zone	Ritual: Wards; Skill: Runecraft	2-
Block or filter entities/effects by tag.	Scene (or 3 beats)	Obligation or SB	[1-
[UNWARD]	Protection/Break	Skill: Arcana+Tools	3-
Suppress or unpick a ward's key.	1 beat	SB; noise/trace	[1-
[REFLECT]	Protection/Meta	Talent: Counter-Circle	4-
Turn the next targeted effect back on source.	1 beat (or 1 use)	SB; risky on partial	[0-
[DISPEL]	Meta/End Effect	Skill: Arcana; Ritual: Unravel	2-
End an ongoing magical effect (DV by scale).	Instant	SB; collateral	—
[COUNTER]	Meta/Interrupt	Skill: Arcana (Reaction)	3-
Interrupt casting in its window.	Instant	SB; on miss GM +1 SB	—
[AMPLIFY]	Meta/Boost	Talent: Focused Weave	+
Increase Effect one step on current working.	Instant	+1 SB or +1 Obligation	[0-
[MITIGATE]	Meta/SB Control	Talent/Asset: "Mitigate SB"	—
Convert up to 2 SB from this cast to strain clock.	Instant	1 Fatigue or asset tick	—
[EXTEND]	Meta/Duration	Talent: Sustainer	+
Double default duration.	As set	+1 Fatigue/beat	[1-
[REWEAVE]	Meta/Repair	Skill: Arcana	3-
Patch a faltering effect (stabilize clock).	Instant	SB or component	[1-
[LEVITATE]	Movement/Air	Element: Air; Art: Kinesis	3-
Lift/hold target or self at Near height.	1 beat (sustain)	SB: drift/drop	[0-
[PULL]	Movement/Vector	Element: Air/Earth	2-
Draw object/creature toward locus.	Instant	SB: collide/entangle	[1-
[PUSH]	Movement/Vector	Element: Air/Force	2-
Shove or knockback one band.	Instant	SB: spin/overpush	[1-
[ANCHOR]	Space/Lock	Element: Earth/Fate	3-
Fixes thing to place; resists movement/banish.	Scene	SB: stuck when you don't want it	[3-
[TRANSPORT]	Space/Move Many	Ritual: Passage; Art: Wayfinding	4-
Move targets across bands/locations.	Instant	Prep or Obligation; SB: scatter	[1-
[TELEPORT]	Space/Blink	Element: Fate/Air	5-
Instant relocate in line-of-sight (or known sigil).	Instant	High SB on partial	[1-
[SENSE]	Perception	Skill: Insight/Arcana	2-
Detect presence of a named tag/element.	Instant	SB: false positives	[3-
[REVEAL]	Perception	Element: Light/Fate	3-
Unveil hidden/glamoured things.	1 beat	SB: expose more than intended	[3-

[TAG] Effect (summary)	Category Duration	Gated By Cost/Risk	D C
[SCRY] Observe distant place/target via focus.	Divination Scene or 3 beats	Ritual: Sight; Skill: Lore SB: noticed/scry-back	3- [V]
[DIVINE] Ask about likely outcome/path.	Divination/Omens Instant	Element: Fate SB: omen debt/paradox	3- —
[MARK] Tag target for later [SENSE]/[SCRY].	Tracking Arc or 3 scenes	Talent: Hunter's Sigil SB on application	2- [C]
[PROTECT] Reduce/deflect next harm or tag.	Protection/Shield 1–3 beats (1 use)	Element: Water/Earth SB: thematic backlash	2- [I]
[FORTIFY] Boost resilience; improve Position/Effect.	Protection/Buf 3 beats	Element: Earth/Life SB: rigidity / speed loss	3- [I]
[ABSORB] Convert incoming harm to SB or Fatigue.	Protection/Soak Instant	Talent: Spellguard Fatigue + SB	4- [I]
[HASTE] Speed one ally; extra Move or +Effect.	Time/Boost 1–3 beats	Element: Air/Fate SB: tunnel vision	3- [I]
[SLOW] Impose drag; worsen Position or remove Move.	Time/Hinder 1–3 beats	Element: Water/Fate SB: area spillover	3- [I]
[WEAKEN] Lower Attribute/Skill effectiveness one step.	Debuff 1–3 beats	Element: Fate/Death SB: misfire to ally	3- [I]
[ENTANGLE] Restrain limbs/ground; -Position or lose action.	Debuff/Control 1–2 beats	Element: Earth/Plant SB: self-snag	2- [S]
[SILENCE] Suppress sound/casting words in a zone/target.	Debuff/Nullify 1–3 beats	Element: Air/Shadow SB: dull senses	3- [I]
[BLIND] Obscure sight of target/zone.	Debuff/Sense 1–2 beats	Element: Shadow/Light SB: friendly fire risk	3- [I]
[IGNITE] Set alight; create burning hazard.	Fire/Heat Instant / 1–3 beats	Element: Fire SB: spread / scorch	2- [I]
[DOUSE] Extinguish, cool, suppress flames/heat.	Water/Quench Instant	Element: Water SB: steam/slick	2- [I]
[STONE] Raise wall, seal crack, shape masonry.	Earth/Shape Scene/clock	Element: Earth SB: collapse/rigidity	3- [S]
[SHOCK] Stun, overload, arc between targets.	Air/Lightning Instant	Element: Air SB: backfeed	2- [C]
[FREEZE] Ice over surfaces/liquids; slow or trap.	Water/Cold 1–3 beats	Element: Water SB: brittle snap	3- [I]
[MELT] Thaw or liquefy; clear [FREEZE] effects.	Fire/Heat Instant	Element: Fire SB: runoff	2- [I]
[WIND] Gusts, deflect missiles, carry sound.	Air/Control 1–3 beats	Element: Air SB: scatter/noise	2- [A]
[FLOOD] Surge of water; zone hazard/knockdown.	Water/Volume 1–3 beats	Element: Water SB: collateral	4- [I]
[DRAIN] Clear liquids or pressure from zone.	Water/Void Instant	Element: Water/Earth SB: sinkhole	3- —
[LIGHT] Illuminate, reveal, blind at high Effect.	Radiance 1–3 beats	Element: Fire/Light SB: beacon/attention	2- [S]



[TAG] Effect (summary)	Category Duration	Gated By Cost/Risk	D C
[SHADOW] Deepen darkness; hide edges and tracks.	Obscuration 1–3 beats	Element: Shadow/Death SB: things watch	2- [1]
[HEAL] Mend living harm one step; stabilize.	Life/Repair Instant	Element: Life SB: fever/overgrowth	3- [1]
[RESTORE] Remove [COMPROMISED] from gear/constructs.	Structure/Mend Scene / 1 beat	Skill: Craft; Ritual: Repair Components or SB	3- [3]
[CLEANSE] Remove poisons/blights/marks.	Purify Instant	Element: Water/Life SB: weaken briefly	2- [0]
[CURSE] Attach hostile tag/clock to target.	Bane Arc/clock	Ritual: Malediction; Skill: Hex Obligation or SB	3- [0]
[BLESS] Grant favorable tag (luck, favor, ward-key).	Boon 3 beats / scene	Ritual: Benediction Obligation (minor)	2- [1]
[BANISH] Drive outsider/spirit across threshold.	Spirit/Expel Instant	Ritual: Gate; Skill: Exorcism SB: rage/echo	3- [1]
[SUMMON] Call named class of entity (start <i>Leash</i> ).	Spirit/Call Scene/contract	Ritual: Gate Obligation; SB: hungry guest	3- [1]
[DREAM] Enter/influence sleeping mind/realm.	Mind/Oneiric Scene	Element: Death/Dreams SB: nightmares/bleed	3- [1]
[WAKE] Break sleep/charm; end [DREAM].	Mind/Counter Instant	Skill: Medicine or Spirit SB: shock/disorientation	2- [1]
[NIGHTMARE] Inflict fear/visions; fill small clock.	Mind/Fear 1–3 beats	Element: Death/Dreams SB: echo lingers	3- [0]
[FATELOCK] Fix outcome boundary (“this door will hold”).	Fate/Anchor Scene/clock	Element: Fate; Talent: Oaths Paradox SB later	4- [0]
[LUCK] Tilt odds; convert 1 miss to 1 success (once).	Fortune/Shift 1 beat	Element: Luck SB: side-effect elsewhere	3- [1]
[OMEN] Mark a looming twist the GM may cash later.	Fortune/Flag Arc	Element: Fate/Luck GM banks +1 SB	2- —
[PROPHECY] Declare true but costly future clause.	Fate/Foretell Campaign	Ritual: Oracle SB bank + omen costs	4- [1]
[GLAMOUR] Alter appearance/sound/scent; not substance.	Illusion/Seeming 1–3 beats	Element: Air/Shadow SB: seams show	3- [1]
[VEIL] Hide subject/area from casual notice.	Illusion/Hide 1–3 beats	Element: Shadow/Water SB: blindspot	2- [1]
[PHANTOM] Create interactive illusion (no weight).	Illusion/Construct 1–3 beats	Talent: Image-Craft SB: bleed/noise	3- [1]
[NAME] Speak a true name to compel or reveal.	Word/True Name Instant / 1 beat	Talent: Name-Caller SB: name echoes	4- [3]
[OATH] Bind parties to terms; create oath clock.	Word/Binding Arc	Skill: Geasa; Ritual: Pact Obligation shared	3- [1]
[UNGEAS] Lawful release or loophole clause.	Word/Release Instant	Skill: Geasa+Utaran Law (or Ritual) SB: fallout	4- [0]
[BRIDGE] Create traversable surface/path.	Terrain/Create Scene	Element: Earth/Water/Air SB: sway/crack	3- [3]

[TAG]	Category	Gated By	D
Effect (summary)	Duration	Cost/Risk	C
[SHATTER]	Terrain/Break	Element: Sound/Stone	3-
Rupture brittle/strained matter.	Instant	SB: debris	[3-
[SANCTIFY]	Place/Threshold	Ritual: Consecration	3-
Make area inhospitable to named tag.	Scene/arc	Obligation	[1-
[PROFANE]	Place/Defile	Ritual: Desecration	3-
Flip sanctity; empower rival forces.	Scene/arc	Obligation; social fallout	[3-
[TETHER]	Utility/Link	Element: Fate	2-
Link two objects for later [PULL]/[SENSE].	Arc	SB on stretch	[3-
[STORE]	Utility/Charge	Talent: Capacitor	3-
Bank 1–2 successes in a vessel (once).	Scene/arc	SB if overfilled	[1-
[TRANSFER]	Utility/Hand-off	Skill: Arcana+Tools	3-
Move an ongoing effect between hosts.	Instant	SB: spill	[1-

### Usage Notes

- **DV guidance:** 2 small/local, 3 scene-scale, 4 big swing, 5+ set-piece/ritual (see §??).
- **Duration defaults:** Buffs 3 beats; areas 1 beat. Sustaining costs 1 Fatigue/beat (see Magic Guardrails).
- **Costs:** “SB” = Story Beats generated/at risk; Obligation applies to Rituals; some tags list explicit sustain/asset ticks.
- **Counters:** A listed counter doesn’t guarantee success; resolve with the appropriate action (often [COUNTER], [DISPEL], or fiction).
- **Gating:** “Gated By” lists *typical* prerequisites. Swap in specific Patrons, Arts, or Talents to taste.

## 5.14 Rites by Patron

Each Patron's rites are organized into three tiers of power. All Invocations cost **1 Boon** unless noted. Push It effects now require a meaningful cost or limitation.

### 5.14.1 The Witness (Observation & Truth)

**Eyes in the Shadow (Low, 4 XP)** *Duration: Scene; Range: Self; Stacking: No. Materials:* Obsidian focus; a drop of blood. **Effect:** Auto-succeed on one mundane Notice this scene *or* ask one yes/no about immediate surroundings. **Push It:** Also gain +1 die on all investigation rolls this scene, but mark Exposure +1. *Requires: Familiar (Invoke: 1 Boon).*

**Rite of the Unblinking Gaze (Low, 5 XP)** *Duration: Hour; Range: Self; Stacking: No. Materials:* A drop of ink placed on the eyelid. **Effect:** Perfectly recall anything you consciously focus on within Near range for the duration. This grants +2 effect to a single Recall action or allows automatic success on memorizing a single page, map, or short sequence. **Push It:** The memory becomes eidetic and can be perfectly reproduced, but you cannot form new memories for the next hour and suffer Fatigue 1. *Requires: Familiar (Invoke: 1 Boon).*

**Veil of the Unseen Observer (Standard, 7 XP)** *Scene; Self; No. Effect:* +2 dice to perception/investigation/recall; ask one specific factual question the GM must answer if knowable. **Push It:** Pierce one mundane disguise/obfuscation once, but generate 1 SB (Spades) from the revelation. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Rite of the Frozen Moment (Standard, 8 XP)** *Duration: Instant; Range: Self; Stacking: No. Materials:* A shard of glass or ice. **Effect:** As a reaction to taking harm from a single, small object (e.g., an arrow, a thrown knife), you freeze it in motion for one beat, causing the attack to miss. The object hangs in stasis. **Push It:** The frozen object can be gently redirected, but you suffer Fatigue 1 from the temporal strain. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Gaze of Absolute Truth (High, 10 XP)** *Scene; Near; No. Effect:* You cannot be lied to; see through illusions/disguises in Near; ask one "true nature" question about a magically altered subject. **Push It:** Extend to allies in Close for one beat, but you become vulnerable to all forms of deception for the scene. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons). Obligation: 6 segments.*

**Rite of the Perfect Record (High, 11 XP)** *Scene; Zone; No. Materials:* A silvered lens or a pool of still water. **Effect:** For the scene, you can perfectly replay the last 6 seconds of events within the zone as a silent, ghostly image. This can reveal hidden actions, confirm alibis, or expose lies. Alternatively, you may ask the GM one question about an event that occurred in the zone within the last hour. **Push It:** The replay includes sound, but you must witness the replay yourself and cannot act during it. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons). Obligation: 6 segments.*

### 5.14.2 The Sacred Geometry (Order & Pattern)

**Find the Pattern (Low, 5 XP)** *Action; Self; Yes (investigation only).* **Materials:** A compass and a straightedge. **Effect:** +1 die to decode patterns/codes/systems; re-roll one 1 on math/logic rolls. **Push It:** Upgrade effect by one step on a single roll, but you become obsessed with finding patterns in unrelated phenomena for the scene and suffer -1 die to social rolls. *Requires: Familiar (Invoke: 1 Boon).*

**Rite of the Ordered Step (Low, 4 XP)** *Duration: Scene; Range: Self; Stacking: No. Materials:* Walking in a perfect square. **Effect:** Your movements become unnaturally precise. Ignore penalties from difficult terrain for walking. +1 die to any action requiring perfect physical calibration or balance. **Push It:** You can walk a short distance across a fragile surface without causing a sound or breakage, but you must follow a geometrically perfect path and cannot deviate for the scene. *Requires: Familiar (Invoke: 1 Boon).*

**Thread the Loom of Chance (Standard, 7 XP)** *Action; Self; No. Materials:* A set of weighted dice or a balanced scale. **Effect:** Re-roll up to *two dice* **Push It:** Treat one zone tag as favorable for this action, but you must accept an equal but opposite consequence later in the scene. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Rite of the Golden Ratio (Standard, 7 XP)** *Duration: Scene; Range: Touch; Stacking: No. Materials:* A measured length of string, divided according to the golden ratio. **Effect:** Touch one object no larger than a door. For the scene, its structure is optimized. A door becomes harder to break (+1 effect to resist), a weapon strikes truer (+1 die to its next attack), or a tool provides +1 effect on its next use. **Push It:** The optimization affects two similar, connected objects, but the effect on the second object is half strength. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Rewrite the Fundamental Equation (High, 12 XP)** *Scene; Zone; No. Materials:* A complex geometric diagram drawn at the zone's center. **Effect:** Declare one physics/magic rule different within a zone (no instant kills; GM veto for scene-enders). Once/scene, downgrade one *Miss* to *Success & Cost*. **Push It:** Affect a second adjacent zone for one beat, but the change creates an unstable paradox that generates 2 SB. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons). Obligation: 7 segments.*

**Rite of the Platonic Form (High, 13 XP)** *Duration: Scene; Range: Near; Stacking: No. Materials:* A perfectly shaped crystal or gem. **Effect:** You perceive the ideal form behind reality. Choose one: Gain +2 dice to see through illusions and disguises; or, when crafting or repairing, you achieve a flawless result, granting the object +1 effect on its first use. **Push It:** You can impose this perfect form for a moment, causing a flawed object to function perfectly once, but the object shatters afterward. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons). Obligation: 7 segments.*

### 5.14.3 Ikasha, She Who Sleeps (Latent Potential & Shadow)

**Touch the Umbral Veil (Low, 4 XP)** *Action; Self; Yes (stealth only). Materials:* A piece of black cloth. **Effect:** Start *Controlled* on one Stealth roll or add +1 effect to hiding/moving quietly. **Push It:** Gain brief shadow-muffling (ignore one noisy tell), but you leave behind a shadow-double that mimics your movements. *Requires: Familiar (Invoke: 1 Boon).*

**Rite of the Whispering Shade (Low, 5 XP)** *Duration: Scene; Range: Zone; Stacking: No. Materials:* Extinguishing a candle. **Effect:** Cause shadows in the zone to subtly move and distort. This can be used to grant +1 die to a Create Diversion action or to impose a 1 die penalty on a single enemy's concentration-based action. **Push It:** The shadows form a brief, terrifying shape, but the shadows remember your face and may seek you out later. *Requires: Familiar (Invoke: 1 Boon).*

**Draw from the Umbral Reservoir (Standard, 8 XP)** *Action; Self or Ally; No. Materials:* A vial of water from a moonless night. **Effect:** +2 dice to stealth/deception/inner-reserve or clear *Fatigue 1* from target. **Push It:** Also gain one free escape attempt, but you must pay the favor forward by helping another escape within the next scene. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Rite of the Secret Keeper's Burden (Standard, 9 XP)** *Duration: Instant; Range: Touch; Stacking: No. Materials:* A lock of the target's hair or a personal item. **Effect:** Compel a touched creature to truthfully answer one specific, direct question. They may be cryptic, but cannot lie. The GM may allow a Resolve roll to resist if the question touches on a deeply protected secret. **Push It:** You learn not only the answer, but a key emotional context, but the target learns one of your secrets in return. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Become the Shadow Itself (High, 12 XP)** *Scene; Self; No. Materials:* Standing in a pool of absolute darkness. **Effect:** Intangible to mundane harm; pass through small openings; +2 dice to Stealth; auto-succeed one escape. Cannot manipulate normal objects. **Push It:** Interact with a single bound object once, but you become partially corporeal and vulnerable for one beat. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons).* *Obligation:* 7 segments.

**Rite of the Silent Council (High, 13 XP)** *Duration: Scene; Range: Near; Stacking: No. Materials:* Whispering a question into a darkened corner. **Effect:** The shadows themselves become your informants. You may ask up to three yes/no questions about events that have occurred within the area in the last 24 hours, receiving answers from the collective memory of the darkness. **Push It:** You may ask one of the questions about an event that is currently happening out of your direct sight, but the shadows demand a favor in return to be paid within the week. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons).* *Obligation:* 7 segments.

#### 5.14.4 Khemesh, the Kraken (Crushing Depths)

**Grasp of the Minor Depth (Low, 5 XP)** *Action; Near; Yes (move/drag only).* **Materials:** A handful of wet sand. **Effect:** +1 effect to pull/drag/pressure *or* on a hit against you, force attacker to generate 1 SB (their suit). **Push It:** Impose *Off-Balance* (minor condition) on a target you move, but you become briefly waterlogged and suffer 1 die to your next action. *Requires: Familiar (Invoke: 1 Boon).*

**Rite of the Briny Taste (Low, 4 XP)** *Duration: Scene; Range: Self; Stacking: No. Materials:* A sip of salt water. **Effect:** You exert a subtle, constant pressure. Foes in Close range feel a palpable sense of weight, suffering 1 die on initiative or quick-draw actions. You gain +1 die to resist being moved or grappled. **Push It:** A single foe in Close range is visibly slowed, but the pressure affects you as well, causing Fatigue 1. *Requires: Familiar (Invoke: 1 Boon).*

**Command the Grasp of the Abyss (Standard, 8 XP)** *Action; Near; No. Materials:* A deep-sea shell held to the ear. **Effect:** Force one foe into *Desperate* position *or* +2 effect to destruction. **Push It:** Spread *Desperate* to a second engaged foe, but you must make a Spirit + Resolve test (DV 2) or become momentarily overwhelmed by the depths. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Rite of the Inexorable Tide (Standard, 7 XP)** *Duration: Scene; Range: Zone; Stacking: No. Materials:* Tracing a wave pattern on the ground. **Effect:** The environment becomes sluggish and heavy. All movement within the zone costs 1 extra AP, or the first movement each character makes is treated as one position step worse (Controlled→Risky, Risky→Desperate). **Push It:** The effect is particularly strong against one named target, affecting them twice, but the tide turns against you if you remain in the zone. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Command the Abyssal Maw (High, 12 XP)** *Action; Zone; No. Materials:* The sound of a great wave crashing. **Effect:** Force all opponents in scene into *Desperate* if fictionally justified *or* +3 effect to pure destruction. **Push It:** Collapse cover or footing in one zone, but you become partially submerged in the conceptual depths and suffer 1 die to social actions for the scene. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons).* *Obligation:* 7 segments.

**Rite of the Kraken's Embrace (High, 14 XP)** *Duration: Scene; Range: Near; Stacking: No. Materials:* The bone of a large sea creature. **Effect:** You create a zone of crushing deep-sea pressure. All within it suffer 2 dice to physical actions and cannot take two actions in a beat. Those who start their turn in the zone must resist or gain the *Stunned* condition. **Push It:** The pressure becomes tangible, allowing you to make a crushing attack against everyone in the zone, but you must concentrate fully and cannot take other actions. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons).* *Obligation:* 7 segments.

### 5.14.5 Raéyn of the Sea (Tides & Flux)

**Read the Gentle Current (Low, 4 XP)** *Action; Self; Yes (nav only).* **Materials:** A floating leaf or a weather vane. **Effect:** +1 die to navigation/weather/flow *or* shift 1 SB (minor) to a different suit. **Push It:** Grant an ally +1 die on the next travel check, but you become temporarily disoriented and suffer 1 die to your next navigation roll. *Requires: Familiar (Invoke: 1 Boon).*

**Rite of the Shifting Sand (Low, 5 XP)** *Duration: Scene; Range: Self; Stacking: No.* **Materials:** A handful of sand or a changing cloud. **Effect:** You adapt to changing circumstances. Once per scene, when a situation changes unexpectedly (a new foe arrives, the weather turns), you may take a moment to reassess, granting yourself +1 die on your next action related to the new situation. **Push It:** An ally in Close range also gains this benefit, but you must guide them through the adaptation, limiting your own actions. *Requires: Familiar (Invoke: 1 Boon).*

**Ride the Tides of Fate (Standard, 7 XP)** *Action; Self; No.* **Materials:** A coin flipped three times. **Effect:** Shift one declared SB spend to a different suit *or* +1 die to water travel/change-navigation. **Push It:** Reduce one foe's effect by one step if they contest movement, but the tides remember and may turn against you later. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Rite of the Ebbing Vigor (Standard, 8 XP)** *Duration: Scene; Range: Near; Stacking: No.* **Materials:** A retreating wave or a fading echo. **Effect:** You can weaken a target's resolve. A single character in Near range suffers 1 die to Resolve rolls and their emotions become more volatile (GM may shift generated SB towards Hearts or Spades). **Push It:** The target also suffers 1 die on their next action based on their current dominant emotion, but their emotional state becomes unpredictable and may affect allies as well. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Call the Storm's Judgment (High, 12 XP)** *Scene; Zone; No.* **Materials:** Shouting into the wind. **Effect:** Name a target; environment opposes them: 1 die to actions and they generate SB on success involving exertion. *Or* clear all *Fatigue* in Near allies. **Push It:** Extend penalty to a second, related target, but the storm's attention is drawn and may affect unintended targets. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons). Obligation: 7 segments.*

**Rite of the Uncharted Course (High, 13 XP)** *Duration: Scene; Range: Self; Stacking: No.* **Materials:** A map with a blank spot. **Effect:** You become a nexus of beneficial chance. Once per beat, you may reroll a single die for any roll you make or an ally in Close range makes. Alternatively, you may force an enemy to reroll a single die on their successful action. **Push It:** You may use this ability twice in a single beat, but you must choose which rolls to influence before seeing the results. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons). Obligation: 7 segments.*

### 5.14.6 The Clockwork Demon (Forbidden Tech & Entropy)

**Whisper to the Gears (Low, 4 XP)** *Action; Near; Yes (simple mech).* **Materials:** A drop of oil or a loose screw. **Effect:** +1 die to simple mechanisms *or* make a broken simple device work once. **Push It:** Also gain +1 effect on this fix, but the device becomes temperamental and may fail at a critical moment. *Requires: Familiar (Invoke: 1 Boon).* **Note:** Consider upgrading to +2 effect for more impact.

**Rite of the Unseen Flaw (Low, 5 XP)** *Duration: Instant; Range: Near; Stacking: No.* **Materials:** Tapping a complex device three times. **Effect:** You intuitively understand a point of failure in a single mechanical or social system you can see. On your next action to exploit that flaw, you gain +2 effect. **Push It:** The flaw manifests immediately as a minor, distracting failure, but you can also exploit a second, related flaw with +1 effect. *Requires: Familiar (Invoke: 1 Boon).*

**Wind the Gears of the Proscribed (Standard, 9 XP)** *Scene; Near; No. Materials:* A forbidden tool or diagram. **Effect:** Temporarily repair/enhance a device for the scene *or* +2 dice to Crafts/Engineering with forbidden methods. **Push It:** Add one extraordinary flourish, but the device becomes unstable and may explode or malfunction violently. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Rite of the Calculated Breakdown (Standard, 8 XP)** *Duration: Scene; Range: Zone; Stacking: No. Materials:* Scattering a handful of rust or sand. **Effect:** Accelerate entropy in a zone. Complex devices are more likely to jam or fail (1 die to operate), and structures creak and strain. You gain +1 effect to any action that aims to break or sabotage something in the zone. **Push It:** A single device of your choice in the zone suffers a catastrophic failure, becoming unusable, but you can scavenge useful components from the wreckage. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Wind the Engine of Forbidden Knowledge (High, 15 XP)** *Scene; Near; No. Materials:* A core of unstable energy. **Effect:** Dramatically repair/create a complex device for a scene *or* +3 dice to forbidden engineering. **Push It:** Device exceeds specs for one action, but the unstable energy creates a hazardous field that affects all nearby. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons).* *Obligation:* 7 segments.

**Rite of the Final Scrap (High, 14 XP)** *Duration: Instant; Range: Touch; Stacking: No. Materials:* A hammer blow or a final command. **Effect:** You touch a complex object or structure (up to the size of a small building) and command it to fail. It suffers an immediate, catastrophic, and irreversible breakdown. This is not an explosion, but a rapid dissolution into its component, useless parts. **Push It:** The breakdown is contained and quiet, but the released energy must go somewhere and affects the surrounding area. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons).* *Obligation:* 7 segments.

#### 5.14.7 Isoka, Angel of Serpents (Change & Shedding)

**Loosen the Old Skin (Low, 4 XP)** *Scene; Self; Yes (resist only).* **Materials:** A discarded snakeskin or a loose thread. **Effect:** +1 die to resist an ongoing Condition this scene *or* re-roll one 1 on escape/evasion. **Push It:** Also ignore one minor movement penalty, but you leave behind a piece of your old self that others can use against you. *Requires: Familiar (Invoke: 1 Boon).*

**Rite of the Subtle Shift (Low, 5 XP)** *Duration: Scene; Range: Self; Stacking: No. Materials:* Shifting a small object from one pocket to another. **Effect:** Your demeanor becomes fluid. +1 die to Deceive rolls to appear as a slightly different social class or profession. Alternatively, +1 effect to blend into a new crowd or environment. **Push It:** The change is convincing enough to bypass a single, minor security check, but you must maintain the deception and cannot easily return to your original identity. *Requires: Familiar (Invoke: 1 Boon).*

**Shed the Skin of the Former Self (Standard, 8 XP)** *Scene; Self; No. Materials:* A full change of clothes and a new mannerism. **Effect:** +2 dice to resist a named ongoing Condition; once/session declare a minor physical contingency retroactively. **Push It:** Clear a *temporary* identity-based minor Condition, but your former identity becomes aware of the change and may seek you out. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Rite of the Forked Tongue (Standard, 7 XP)** *Duration: Scene; Range: Self; Stacking: No. Materials:* A deliberate, harmless lie told to a mirror. **Effect:** Your words become ambiguously persuasive. When you Sway or Command, you may choose to have a successful roll generate *Diamonds* (leverage) instead of the usual SB, as your words create useful misunderstandings or plausible deniability. **Push It:** A specific, carefully worded lie you tell this scene is accepted as truth, but the truth you've displaced seeks to return and complicate matters. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Complete Metamorphosis (High, 12 XP)** *Scene; Self; No.* **Materials:** A complete and total change of identity, including personal effects. **Effect:** Full appearance/voice change; start *Controlled* on Deceive/Stealth; once/scene declare minor contingency retroactively. **Push It:** Also spoof scent/biometric for one check, but your original identity becomes partially unmoored and may act independently. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons).* *Obligation: 7 segments.*

**Rite of the Cast-Off History (High, 13 XP)** *Duration: Extended; Range: Self; Stacking: No.* **Materials:** Burning all records of your old life. **Effect:** You perform an extended ritual to shed a past identity. Upon completion, all mundane records and common knowledge of your former self become hazy and unreliable. Those seeking you via that identity suffer 2 dice to their efforts. This does not affect magical scrying or those who knew you intimately. **Push It:** The ritual creates a false but plausible "death" for your old identity, but someone who knew you well may sense the deception. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons).* *Obligation: 7 segments.*

#### 5.14.8 Inaea, Angel of the Spider (Webs & Fate)

**Tie a Simple Knot (Low, 4 XP)** *Action; Near; Yes (link once).* **Materials:** A single strand of thread. **Effect:** Declare two minor events linked; force 1 SB (suit chosen by GM) on a foe *or* grant +1 die later to a related roll. **Push It:** Pre-load the +1 as a held advantage this scene, but the web of fate becomes more complex and may entangle unintended targets. *Requires: Familiar (Invoke: 1 Boon).*

**Rite of the Tangled Thread (Low, 5 XP)** *Duration: Scene; Range: Near; Stacking: No.* **Materials:** Gently tugging on a web or net. **Effect:** You create a minor, invisible snare of fate. Designate a small area (e.g., a doorway, a patch of floor). The first person to enter that area suffers a minor stumble or fumble, imposing 1 die on their next action. **Push It:** The snare is strong enough to briefly entangle, allowing an ally a free attack, but the entanglement affects all who enter, friend or foe. *Requires: Familiar (Invoke: 1 Boon).*

**Weave the Strand of Inevitability (Standard, 8 XP)** *Scene; Near; No.* **Materials:** Weaving three different colored threads together. **Effect:** Link two actions: when A moves, B becomes vulnerable/entangled; typically forces SB or grants +2 dice to prediction/setup. **Push It:** Name a delayed beat where the link snaps tight, but the strain on the web affects you as well. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Rite of the Weaver's Glance (Standard, 7 XP)** *Duration: Scene; Range: Self; Stacking: No.* **Materials:** Watching a spider build its web. **Effect:** You see the connections between people. For the scene, you can easily discern who holds influence over whom in a social situation, and you gain +1 die to rolls to exploit those connections (Sway, Command, or Blackmail). **Push It:** You discern one specific, hidden obligation or debt, but the web of connections becomes more visible to others as well. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Weave the Tapestry of Inevitability (High, 13 XP)** *Scene; Zone; No.* **Materials:** A complex knotwork pattern drawn on the ground. **Effect:** Name two targets; successes by one impose consequences on the other for the scene. **Push It:** Add a third minor linkage for one beat, but the complexity of the web makes it harder to control. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons).* *Obligation: 7 segments.*

**Rite of the Grand Design (High, 14 XP)** *Duration: Extended; Range: Zone; Stacking: No.* **Materials:** A map of the location with threads pinned to key points. **Effect:** Over an extended period, you weave a "script" for a social or investigative encounter within a location. Once set, you can once per scene declare that a character's action plays directly into your planned narrative, allowing you to control their position for their next action (e.g., making a cautious character *Desperate* or a hostile one *Controlled*). **Push It:** The script includes a hidden "trap," forcing a character of your choice to generate *Spades* SB on



their next success, but the web of fate becomes more tangled and affects you as well. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons)*. *Obligation: 7 segments*.

### 5.14.9 Mor'iraath, Demon of Fire (Consumption)

**Spark of the Inner Flame (Low, 4 XP)** *Action; Self; Yes (destruction/passion)*. **Materials:** A hot coal or a pinch of sulfur. **Effect:** +1 effect to destruction/passion *or* ignore *Fatigue 1* from a brief exertion. **Push It:** Add a searing tell (may shift one SB suit to Clubs), but you suffer minor burns. *Requires: Familiar (Invoke: 1 Boon)*.

**Rite of the Forge-Heart (Low, 5 XP)** *Duration: Scene; Range: Self; Stacking: No*. **Materials:** A hot coal held to the chest. **Effect:** Ignore environmental penalties from cold; cause flammable objects you touch (paper, dry cloth) to smolder; add +1 effect to actions involving heating or melting. **Push It:** Your body radiates enough heat to become a minor source of warmth and light, but you suffer *Fatigue 1* from the internal heat. *Requires: Familiar (Invoke: 1 Boon)*.

**Kindle the Ember of Annihilation (Standard, 7 XP)** *Action; Near; No*. **Materials:** A shouted oath or a broken token. **Effect:** Next damaging action gains *Severe* if it hits *or* +2 effect to pure destruction. **Push It:** Ignite a hazardous tag in the scene, but the fire may spread beyond your control. *Requires: Familiar + Codex (Invoke: 1 Boon)*.

**Rite of Consuming Zeal (Standard, 8 XP)** *Duration: Instant; Range: Near; Stacking: No*. **Materials:** A passionate, convincing argument. **Effect:** When you make a direct threat or declaration of intent, the target must resist with *Resolve* or be shaken, suffering 1 die on their next social action against you and generating *Spades* SB on a success. **Push It:** The intimidation spreads, applying a lesser version to a second, closely associated target, but your own passion becomes consuming and you suffer 1 die to your next social action. *Requires: Familiar + Codex (Invoke: 1 Boon)*.

**Unleash the Ember of Total Annihilation (High, 13 XP)** *Action; Zone; No*. **Materials:** A significant sacrifice thrown into a fire. **Effect:** Next damaging action gains *Critical* if it hits *or* +3 effect to catastrophic destruction; may ignore first two *Fatigue* from one burst. **Push It:** Shockwave escalates collateral one step, but the fire consumes part of your own essence and you suffer *Fatigue 1*. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons)*. *Obligation: 7 segments*.

**Rite of the Phoenix's Pyre (High, 14 XP)** *Duration: Scene; Range: Touch; Stacking: No*. **Materials:** An object of great personal value. **Effect:** You ritually destroy something meaningful (a weapon, a tool, a token) in a controlled conflagration. In return, you or an ally touched by the flames may clear all *Fatigue* and one major physical Condition, emerging refreshed but marked by soot and the smell of smoke. **Push It:** The renewal also grants +1 die to all actions for the next scene, but the fire's hunger grows and demands greater sacrifices in the future. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons)*. *Obligation: 7 segments*.

### 5.14.10 Mykkiel, Angel of Law (Edict & Process)

**Invoke the Letter of the Law (Low, 4 XP)** *Action; Self; Yes (authority only)*. **Materials:** A scroll or a badge of office. **Effect:** +1 die when acting as authority/enforcing a known rule *or* force a successful minor action against you to either accept a small narrative consequence or re-roll at 1 die. **Push It:** Name the statute; gain +1 effect on compliance, but you become bound by the same strict interpretation. *Requires: Familiar (Invoke: 1 Boon)*.

**Rite of the Ordered Task (Low, 5 XP)** *Duration: Scene; Range: Self; Stacking: No. Materials:* A checklist or a set of instructions. **Effect:** You impose perfect order on a single, multi-step mundane process (e.g., searching a room, compiling reports, crafting a simple item). The task is completed in half the normal time, or you gain +1 effect on the final outcome. **Push It:** The efficiency is contagious, granting one ally involved in the task a similar benefit, but you become obsessed with order and suffer 1 die to creative or spontaneous actions. *Requires: Familiar (Invoke: 1 Boon).*

**Proclaim the Edict of the Justiciar (Standard, 8 XP)** *Scene; Self; No. Materials:* Speaking in a formal tone of command. **Effect:** +1 die to Command/Sway while enforcing a known law *or* force a foe who just succeeded against you to “pay the price” (minor immediate consequence or re-roll at 1 die). **Push It:** Your edict covers allies in Close for one exchange, but you become the focus of attention and all social actions against you are treated as if you were the primary target. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Rite of the Unbreakable Vow (Standard, 7 XP)** *Duration: 24 Hours; Range: Near; Stacking: No. Materials:* A handshake or a signed agreement. **Effect:** You witness a promise made between two parties. If either party knowingly breaks the vow, they are afflicted with the *Guilty* condition (1 die to all actions until they atone) until they make amends. **Push It:** The condition is more severe, also causing them to generate *Spades* SB on successful actions until atonement, but you become partially responsible for ensuring the vow is kept. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Declare the Judgement of the Justiciar (High, 12 XP)** *Scene; Zone; No. Materials:* Striking a gavel or a shield. **Effect:** +2 dice to authority actions; opponents who violate clear principles generate *Hearts* SB; once/scene, force a foe to accept a significant immediate consequence or re-roll at 2 dice. **Push It:** Sanctify the venue for one scene tag (lawful), but you become the arbiter of justice and must deal with the consequences of your judgments. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons). Obligation: 7 segments.*

**Rite of the Final Decree (High, 13 XP)** *Duration: Instant; Range: Near; Stacking: No. Materials:* A sealed verdict or an unbreakable chain. **Effect:** You pronounce a magical judgment on a single target who has clearly broken a major, established law. The target must resist with Resolve or be paralyzed by magical chains for one beat, and all allies gain +1 effect on their first attack or action against the target. **Push It:** The judgment is absolute; the target cannot benefit from protective magic for the duration of the scene, but the weight of absolute justice affects you as well and you suffer 1 die to mercy-based actions for the scene. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons). Obligation: 7 segments.*

#### 5.14.11 Varnek Karn, the Bone King (Death & Dominion)

**Whisper to Restless Spirits (Low, 4 XP)** *Action; Near; Yes (death sites).* **Materials:** A bone fragment or a pinch of grave dust. **Effect:** +1 die to recent-death investigation *or* ask one yes/no about a death in the last day. **Push It:** Sense nearest unquiet grave, but the spirits take note of your interest and may seek you out later. *Requires: Familiar (Invoke: 1 Boon).*

**Rite of the Grave’s Chill (Low, 5 XP)** *Duration: Scene; Range: Self; Stacking: No. Materials:* Holding a cold stone to your heart. **Effect:** You emanate an aura of death. Animals are uneasy around you, and you gain +1 die to Intimidate rolls. You can also cause nearby plants to wilt slightly. **Push It:** A single, small creature must flee from you in panic, but the aura of death clings to you and affects your interactions with the living. *Requires: Familiar (Invoke: 1 Boon).*

**Command the Restless Dead (Standard, 9 XP)** *Scene; Near; No. Materials:* A skull or a funerary bell. **Effect:** Command minor undead up to your *Arcana* (treat as Cap 3 follower swarm; Spades-leaning complications) *or* +2 dice to resist disease/poison/necromancy or step down one undead-themed

Harm. **Push It:** Add a simple tactic to the swarm for one beat, but the undead become more aggressive and harder to control. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Rite of the Soul's Price (Standard, 8 XP)** *Duration: Instant; Range: Touch; Stacking: No.*  
**Materials:** A silver coin placed on a corpse's eyes. **Effect:** You can ask a single, recently deceased corpse (dead less than an hour) one question about the moments leading to its death. The corpse answers with its dying thoughts, though the memory may be fragmented. **Push It:** The corpse can also answer one question about a secret it knew in life, but the act disturbs other nearby spirits. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Awaken the Army of Bones (High, 13 XP)** *Extended; Zone; No.* **Materials:** A banner made of bones raised over a graveyard. **Effect:** Command an undead force (Cap 5 equivalent) for an extended conflict; concentration required *or* +3 dice to death magic and immunity to fear from undead this scene. **Push It:** One formation maneuver at Great effect, but the army's hunger grows and it may turn on you if not fed regularly. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons).* *Obligation: 7 segments.*

**Rite of the Eternal Guardian (High, 14 XP)** *Duration: Permanent; Range: Touch; Stacking: No.* **Materials:** The intact skeleton of a loyal creature or warrior. **Effect:** You animate a single skeleton to serve as a permanent, mindless guardian for a location or object you designate. It has the stats of a Cap 2 follower and will obey simple commands related to its guard duty. It can be destroyed, but not turned. **Push It:** The guardian is exceptionally sturdy, effectively Cap 3 for the purposes of resilience and combat, but it becomes partially sentient and may develop its own agenda over time. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons).* *Obligation: 7 segments.*

#### 5.14.12 Mab, She of the Thorned Crown (Twilight Bargains)

*And speak not Nine to Mab...*

**Fae Fortune's Favor (Low, 4 XP)** *Action; Self; Yes (luck/social).* **Materials:** A four-leaf clover or a laugh. **Effect:** Re-roll one die showing 1–2 on luck/charm *or* start *Controlled* on one whimsical charm/deceit. **Push It:** Name a fae quirk that colors the scene, but you become temporarily bound by fae logic and cannot act directly against it. *Requires: Familiar (Invoke: 1 Boon).*

**Rite of the Thorny Promise (Low, 5 XP)** *Duration: 24 Hours; Range: Near; Stacking: No.* **Materials:** A spoken pact between two willing parties, sealed with a pricked finger. **Effect:** A simple, verbal agreement is made magically binding. If either party knowingly breaks the exact terms, they suffer a minor but persistent consequence (e.g., *Itchy* condition, 1 die on a specific type of action). **Push It:** The consequences of breaking the pact become more severe, but Mab takes note of the bargain and may demand a favor in return. *Requires: Familiar (Invoke: 1 Boon).*

**Bargain Beneath the Hawthorn (Standard, 7 XP)** *Scene; Self; No.* **Materials:** A token exchanged under a tree. **Effect:** +2 dice to Persuasion/Deceive if phrased as a formal bargain; once/session retroactively declare a minor owed favor with an on-scene NPC (GM defines their take). **Push It:** Gain an extra +1 die for a particularly clever twist, but the bargain creates an equal but opposite obligation that must be fulfilled. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Rite of the Glamour's Veil (Standard, 8 XP)** *Duration: Scene; Range: Self; Stacking: No.* **Materials:** A small mirror or a lock of hair from the target. **Effect:** Choose one individual you can see. You appear maximally appealing or intimidating to them. Gain +2 dice on a single Sway or Command roll against that target. **Push It:** The effect is strong enough to briefly override a known fact or strong first impression, but the glamour affects your own perception as well. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Courtship with the Thorned Queen (High, 13 XP)** *Scene; Zone; No. Materials:* A gift of exquisite beauty or terrible cost. **Effect:** +2 dice to all social interactions; force one NPC who opposes you to generate *Hearts* SB; once, declare an action “blessed by the Court” (spectacular success mirrored by a later opposite consequence). **Push It:** Temporary immunity to social manipulation for one beat, but the Court’s attention is drawn and they may demand a price for the favor. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons). Obligation: 7 segments.*

**Rite of the Unseelie Audience (High, 14 XP)** *Duration: Scene; Range: Zone; Stacking: No. Materials:* A circle of mushrooms and a spoken invitation to the Court. **Effect:** You temporarily overlay the scene with the influence of Mab’s court. Social interactions are governed by strict, arcane rules of etiquette. You know these rules perfectly, granting you +2 effect to all social rolls. Those who break the rules suffer a minor supernatural consequence (a loss of voice, a twisted limb) chosen by the GM. **Push It:** You can name one specific rule that an opponent is certain to break, triggering the consequence immediately, but you must also abide by all the rules and cannot act outside them. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons). Obligation: 7 segments.*

### 5.14.13 Nidhoggr, the World-Worm (Dreaming Antiquity)

**Glimpse the Ancient’s Shadow (Low, 5 XP)** *Action; Near; Yes (lore sense). Materials:* A fossil or a piece of weathered stone. **Effect:** +1 die to ancient history *or* sense ancient auras/sites in Near. **Push It:** Briefly glean a single historic image, but the ancient knowledge disturbs your understanding of the present. *Requires: Familiar (Invoke: 1 Boon).*

**Rite of the Dusty Tome (Low, 4 XP)** *Duration: Scene; Range: Self; Stacking: No. Materials:* Reading from a forgotten text. **Effect:** The weight of ages settles on you. You gain +1 die to resist magical charms and illusions, as they seem fleeting compared to eternal truths. Conversely, you suffer 1 die to actions involving modern technology or fast-paced events. **Push It:** You can identify the approximate age of any object you touch, but you become temporarily disconnected from contemporary concerns. *Requires: Familiar (Invoke: 1 Boon).*

**Drink from the Dreaming Deep (Standard, 9 XP)** *Action; Self; No. Materials:* Sleeping atop a historic site. **Effect:** Learn one hidden fact (ask a specific question; suffer *Fatigue 1* and mark *Exposure +1*) *or* +2 dice to forbidden/ancient lore or reality-warping. **Push It:** Also gain an omen, but the ancient knowledge comes with a curse that affects your dreams. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Rite of the Stone-Sleeper’s Murmur (Standard, 8 XP)** *Duration: Scene; Range: Touch; Stacking: No. Materials:* Pressing your ear against a very old wall or stone. **Effect:** The stone shares its memories. You can ask the GM one question per beat about events that have occurred in direct contact with that stone within the last century. The answers are vague, sensory impressions (e.g., “many cold footsteps,” “the warmth of a great fire”). **Push It:** You receive a clear, brief image related to one of the answers, but the stone’s memories become part of your own and may surface at inconvenient times. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Dive into the World-Worm’s Dreaming (High, 14 XP)** *Scene; Self; No. Materials:* A deep trance induced by ancient incense. **Effect:** Ask three factual questions about past/hidden truth; suffer *Fatigue 2* and *Exposure +2* *or* +3 dice to deep reality work and one *Miss→Success & Cost* per scene. **Push It:** Share one glimpse with an ally, but the ancient knowledge affects both of you and creates shared visions. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons). Obligation: 7 segments.*

**Rite of the Awakened Chronicle (High, 15 XP)** *Duration: Extended; Range: Zone; Stacking: No. Materials:* Inscribing a forgotten history onto a suitable surface. **Effect:** You perform a ritual to make a location “remember” a past event. Over an extended period, you can cause a ghostly replay of a historical scene to manifest visibly and audibly for all present. This is only a memory and cannot be interacted with,

but it reveals the truth of what occurred. **Push It:** The replay includes the emotional state of one key participant, revealed as a chilling aura or a warm glow, but the memory becomes partially real and affects the present. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons). Obligation: 7 segments.*

#### 5.14.14 The Outsider (Elsewhere & Intrusion)

**Peek Through the Veil (Low, 5 XP)** *Action; Self; Yes (env penalty).* **Materials:** A key that opens nothing. **Effect:** Treat one environmental/position penalty as one step less severe *or* +1 die to detect planar auras. **Push It:** Reveal a nearby exit not previously obvious, but the exit leads to an unpredictable location. *Requires: Familiar (Invoke: 1 Boon).*

**Rite of the Unseen Door (Low, 4 XP)** *Duration: Scene; Range: Self; Stacking: No.* **Materials:** Marking a doorway with an impossible angle. **Effect:** You sense all points of entry and egress within Near range, even hidden ones. You gain +1 die to find hidden doors or to barricade existing ones. **Push It:** You can cause one small, unlocked door to appear locked and stuck for the scene, but you also create an unintended exit that leads to an unknown location. *Requires: Familiar (Invoke: 1 Boon).*

**Step Sideways (Standard, 8 XP)** *Action; Self; No.* **Materials:** A reflection that moves on its own. **Effect:** Treat the next zone you enter as having a favorable environmental aspect for one action *or* +2 dice to extradimensional/teleportation/resisting planar effects. **Push It:** Also slide one pursued ally with you, but the dimensional shift affects your perception and you suffer 1 die to your next action. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Rite of the Borrowed Perspective (Standard, 7 XP)** *Duration: Scene; Range: Near; Stacking: No.* **Materials:** Looking at a location through a piece of stained glass. **Effect:** You can project your senses to a nearby location you have visited before (within the same building or complex). You can see and hear from that spot as if you were there, but you are physically vulnerable and unaware of your surroundings. **Push It:** You can whisper a short message that can be faintly heard at the target location, but your attention is split and you suffer 1 die to all actions in your current location. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Tear the Fabric of Reality (High, 14 XP)** *Scene; Near; No.* **Materials:** A shard of impossible geometry. **Effect:** For one action, ignore all environmental/position penalties; create a temporary portal to a similar location within Near (GM sets exact destination) *or* +3 dice to planar magic; immunity to non-magical environmental effects this scene. **Push It:** Leave a short-lived echo (hazard tag), but the tear in reality attracts unwanted attention from otherworldly entities. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons). Obligation: 7 segments.*

**Rite of the Nowhere House (High, 15 XP)** *Duration: Scene; Range: Zone; Stacking: No.* **Materials:** Defining a space that is neither inside nor outside. **Effect:** You create a temporary, extradimensional pocket space large enough to hold a few people. It is safe from the outside world but has no exits other than the one you create. Time passes strangely inside (an hour outside is a minute inside, or vice versa, GM's choice). **Push It:** The space can store a small, non-living object indefinitely, retrieving it later from any similar pocket space you create, but the space becomes semi-permanent and may develop its own rules over time. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons). Obligation: 7 segments.*

#### 5.14.15 Maelstreus, the Red Prince (Infernal Deals)

**Whisper of the Red Court (Low, 3 XP)** *Action; Self; Yes (temptation).* **Materials:** A gold coin or a tempting offer. **Effect:** +1 die to Persuasion/Deceive involving deals *or* sense when someone contemplates a dubious bargain. **Push It:** Name a small inducement that counts as leverage, but the Red Prince takes note of the deal and may demand a favor in return. *Requires: Familiar (Invoke: 1 Boon).*

**Rite of the Opened Palm (Low, 4 XP)** *Duration: Scene; Range: Self; Stacking: No. Materials:* Offering a gift with obvious strings attached. **Effect:** When you give someone something they explicitly desire, they suffer 1 die to resist your next social action against them. The desire can be for information, an object, or even a feeling. **Push It:** The target feels a compulsion to offer you something of "equal value" in return, but the compulsion affects their judgment and may lead them into dangerous situations. *Requires: Familiar (Invoke: 1 Boon).*

**Seal with Infernal Ink (Standard, 6 XP)** *Action; Self; No. Materials:* A contract signed in blood or ash. **Effect:** Choose: +2 effect on one action *or* start *Controlled* on one action; then mark a fitting Condition (e.g., *Compromised/Indebted/Tempted*). *Or* downgrade a *Miss*→*Partial* *or* *Partial*→*Success* & *Cost*. **Push It:** The target owes a small favor, but the contract creates an equal but opposite obligation that must be fulfilled. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Rite of the Calculated Debt (Standard, 7 XP)** *Duration: Scene; Range: Near; Stacking: No. Materials:* Pointing out a past kindness or injury. **Effect:** You make a target acutely aware of a debt they owe (to you or someone else). They suffer 1 die to all actions until they take a concrete step to repay it, or until they perform a significant favor for you to "clear the slate." **Push It:** The debt feels so pressing that the target must address it at the worst possible time, but the pressure affects their mental state and they may make reckless decisions. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Summon the Red Prince's Contract (High, 10 XP)** *Scene; Near; No. Materials:* A scroll of vellum that is never blank. **Effect:** Bind one NPC to a significant agreement or suffer immediate supernatural consequence; *or* +3 dice to all deal-making and one *Miss*→*Success* & *Cost* on social this scene. **Push It:** Seed a clause that will return as a future complication, but the Red Prince's attention is drawn and he may demand additional concessions. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons). Obligation: 7 segments.*

**Rite of the Inescapable Clause (High, 11 XP)** *Duration: Permanent; Range: Touch; Stacking: No. Materials:* The final signature on a magically binding pact. **Effect:** You forge a supernatural contract with a willing or coerced signatory. The terms are enforced by the Red Prince's power. Breaking the contract results in a severe, predefined supernatural punishment (e.g., loss of a sense, a major curse, servitude). The GM has final veto on game-breaking terms. **Push It:** The contract includes a hidden "fine print" that benefits you in a way the signatory did not anticipate, but the Red Prince takes a special interest in the contract and may interfere to ensure its fulfillment. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons). Obligation: 7 segments.*

#### 5.14.16 The Traveler (Ways Between & Roads)

**Set the Waystone (Low, 5 XP)** *Duration: Scene; Range: Self; Stacking: Yes (travel only). Materials:* A chalk sigil or ribboned pebble placed by the Thiasos at a threshold, milestone, or crossroads. **Effect:** Start *Controlled* on one Traverse/Scout movement this scene *or* treat one terrain/visibility penalty as one step less severe. **Push It:** One ally in *Close* also gains the same benefit on their next movement, but the waystone marks your passage and may attract unwanted attention. *Requires: Familiar (Invoke: 1 Boon).*

**Rite of the Quickened Step (Low, 4 XP)** *Duration: Scene; Range: Self; Stacking: No. Materials:* A light pack and comfortable shoes. **Effect:** You move with preternatural ease. Ignore fatigue from a long walk. +1 die to rolls to keep pace with a faster traveler or to navigate a crowded street. **Push It:** You can take a "shortcut," allowing you to arrive at a nearby destination a few minutes ahead of expected time, but the shortcut may lead through unexpected territory. *Requires: Familiar (Invoke: 1 Boon).*

**Walk the Hidden Mile (Standard, 9 XP)** *Duration: Scene; Range: Self; Stacking: No. Materials:* A thread measured to your stride, knotted by the Thiasos, and a sketched route. **Effect:** Once per beat, if a plausible path exists, you may move *one additional zone* as part of a successful action; you may also

ignore engagement *once* this scene while repositioning. Alternatively, when a travel/pursuit complication hits you, shift it from *Spades/Diamonds* (harm/hazard) to *Clubs* (delay/resources). **Push It:** Bring one ally in *Close* along when you take your bonus zone shift, but the hidden path affects both of you and may lead to unexpected destinations. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Rite of the Guided Path (Standard, 8 XP)** *Duration: Scene; Range: Self; Stacking: No.* **Materials:** A map you've annotated with personal notes. **Effect:** You intuitively sense the safest or most discreet route to a known destination within the current region. You and your group cannot become lost, and you gain +1 effect to avoid random encounters or patrols while traveling. **Push It:** The path reveals a single, hidden point of interest along the way, but the revelation comes with a price that must be paid. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Unfold the Pilgrim's Road (High, 16 XP)** *Duration: Scene; Range: Zone; Stacking: No.* **Materials:** Dust from a crossroads traced into a narrow arch, a road-nail or ring of keys held by the Thiasos. **Effect:** Choose one: (A) Open a short-lived *Way-Between* linking two **known thresholds** within the current map; you and up to *Near* allies may traverse it instantly once, ignoring engagement; or (B) For this scene, treat your first zone change each beat as *free*, and gain +2 dice on chase/escape/navigation actions. **Push It:** Either extend the portal to include all allies in *Near* or force current pursuers to lose one position step, but the *Way-Between* becomes partially permanent and may attract unwanted traffic (generate 2 SB). *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons). Obligation: 6 segments.*

**Rite of the Endless Road (High, 15 XP)** *Duration: Extended; Range: Self; Stacking: No.* **Materials:** A journey of a hundred miles begun with a single step. **Effect:** You and your companions undertake a long journey. The travel time is halved, and the group arrives refreshed, clearing all minor Fatigue related to travel. Additionally, you may ask the GM one far-reaching question about the destination or what you might encounter on the way, receiving a vague but truthful omen. **Push It:** The journey also provides a crucial piece of information or a minor beneficial item relevant to your goal at the destination, but the road remembers your passage and may exact a toll later. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons). Obligation: 7 segments.*

#### 5.14.17 The Carrion-King (Decay & Cycles)

**Rite of Gentle Rot (Low, 5 XP)** *Duration: Instant; Range: Touch; Stacking: Yes (decay only).* **Materials:** A piece of spoiled food or a dead insect. **Effect:** Accelerate natural decay on one small, non-living object (e.g., rot a rope, tarnish a metal lock, spoil a meal). This grants +1 effect to actions like "Break" or "Sabotage." **Push It:** The decay spreads slightly, affecting a second, similar object in *Close* range, but the accelerated decay attracts scavengers and vermin. *Requires: Familiar (Invoke: 1 Boon).*

**Rite of the Wilting Bloom (Low, 4 XP)** *Duration: Scene; Range: Self; Stacking: No.* **Materials:** A withered flower. **Effect:** You exude an aura of mild decay. You gain +1 die to resist disease and poison. Food you carry is preserved from further rot, but becomes tasteless. **Push It:** A single small plant or source of food within *Near* range withers to dust, but the decay affects your own vitality and you suffer Fatigue 1. *Requires: Familiar (Invoke: 1 Boon).*

**Rite of the Cycle's Turn (Standard, 8 XP)** *Duration: Scene; Range: Touch; Stacking: No.* **Materials:** A recently deceased creature (dead less than an hour). **Effect:** Draw vitality from death to fuel creation. Choose one: Purify a small amount of food/water; cause a patch of useful fungi/herbs to sprout; or grant yourself or an ally +1d on the next roll to resist disease or poison. **Push It:** The created substance is of exceptional quality or potency, but the cycle's turn affects the balance of life and death in the area. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Rite of the Peaceful Rest (Standard, 7 XP)** *Duration: Instant; Range: Near; Stacking: No.*  
**Materials:** A handful of grave dirt sprinkled over a corpse. **Effect:** Lay a minor spirit to rest. This prevents a corpse from being easily animated as undead, or quiets a minor haunting, granting +2 dice to the next social roll with any remaining spirits or mourners. **Push It:** The soothing effect grants you or an ally temporary immunity to fear effects from undead for the scene, but the peaceful rest comes at the cost of disturbing other spirits. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Rite of the Final Compost (High, 13 XP)** *Duration: Scene; Range: Zone; Stacking: No.*  
**Materials:** A handful of grave dirt. **Effect:** Accelerate decay within a zone. Structures become unstable (1d to rolls relying on them), and opponents suffer 1d on rolls to maintain equipment or complex efforts. Alternatively, you can rapidly consume a large obstacle (a barricade, a thick door) over the course of the scene. **Push It:** The area becomes choked with fertile but sickening growth, inflicting a *Sickened* condition on those who remain in the zone for more than a few beats, but the growth may prove useful later. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons). Obligation: 7 segments.*

**Rite of the Great Cycle (High, 14 XP)** *Duration: Extended; Range: Touch; Stacking: No.*  
**Materials:** Burying a seed in rich, rotten earth. **Effect:** You can ritually transform a significant amount of dead matter (a large corpse, a fallen tree) into something new over an extended period. This could be a fertile patch of land, a unique alchemical ingredient, or a temporary, beneficial environmental feature. The GM sets the scale and time required. **Push It:** The process is accelerated, taking only a single scene, but is more visually dramatic and obvious, attracting attention from those who would interfere with the cycle. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons). Obligation: 7 segments.*

#### 5.14.18 The Gallow's Bell (Consequences & Retribution)

**Rite of the Whispered Name (Low, 4 XP)** *Duration: Scene; Range: Self; Stacking: No.*  
**Materials:** A noose fragment; whispered confession. **Effect:** Mark a target for "attention" - GM must introduce a complication related to their recent actions within 3 scenes. **Push It:** Complication occurs immediately in current scene, but the whispered name echoes and may affect others who share the target's name. *Requires: Familiar (Invoke: 1 Boon).*

**Curse of the Unsettled Sleep (Low, 5 XP)** *Duration: Scene; Range: Self; Stacking: No.* **Materials:** Dream-catcher woven with guilt; midnight vigil. **Effect:** Target dreams of their misdeeds, creating roleplay opportunities and narrative weight. **Push It:** Dreams provide a true omen about future consequences, but the dreams also reveal one of your own secrets to the target. *Requires: Familiar (Invoke: 1 Boon).*

**Rite of the Broken Mirror (Standard, 8 XP)** *Scene; Near; No.* **Materials:** Shattered mirror; drop of the target's blood. **Effect:** Target's reflection shows their "true nature" to others - social actions create narrative complications when deception attempted. **Push It:** Reflection becomes actively hostile, creating social tension, but the mirror's magic affects all reflections in the area. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Mark of the Unfinished Business (Standard, 7 XP)** *Duration: Extended; Range: Touch; Stacking: No.* **Materials:** Unfinished letter; broken chain link. **Effect:** Target feels narrative weight of incomplete obligations - story complications until resolution. **Push It:** The unfinished business becomes more specific and demanding, but you become partially responsible for helping resolve it. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Curse of the Singing Chain (High, 13 XP)** *Scene; Near; No.* **Materials:** Iron chain that held a prisoner; funeral bell hammer. **Effect:** Target hears echoes of every promise they've broken - suffer Fatigue 1 and narrative social complications when lying. **Push It:** Chain manifests physically, restricting movement narratively, but the chain's magic affects all chains in the area. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons). Obligation: 7 segments.*



**The Bell That Rings Thrice (High, 14 XP)** *Extended; Zone; No.* **Materials:** Gallows rope; three iron bells rung in sequence. **Effect:** Target suffers three escalating narrative consequences related to their nature/sins over the next session. **Push It:** Consequences affect allies/family members as well, but the bell's toll marks you as an agent of retribution. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons).* *Obligation: 7 segments.*

#### 5.14.19 The Sealed Gate (Banishment, Wards & Seals)

**Rite of the Marked Boundary (Low, 4 XP)** *Duration: Scene; Range: Zone; Stacking: No.* **Materials:** Chalk mixed with salt; drawn sigil at threshold. **Effect:** +2 dice to resist entry by marked supernatural threat type; create visible ward that deters 1-2 SB worth of minor entities. **Push It:** Ward also alerts you when triggered by a mental ping, but the ward's magic attracts the attention of other supernatural entities. *Requires: Familiar (Invoke: 1 Boon).*

**Seal of the Forbidden Door (Low, 5 XP)** *Duration: Extended; Range: Touch; Stacking: No.* **Materials:** Seven locks of different metals; blessed chain. **Effect:** Seal a door, chest, or passage against unauthorized entry - any attempt triggers 2 SB of supernatural effects. **Push It:** Seal becomes permanent until properly broken with ritual, but the seal's magic affects all locks and seals in the area. *Requires: Familiar (Invoke: 1 Boon).*

**Rite of the Cleansing Fire (Standard, 8 XP)** *Scene; Near; No.* **Materials:** Holy oil; silver brazier inscribed with banishment runes. **Effect:** Banish minor supernatural presence from area - force 1-2 SB worth of entities to retreat or suffer -2 dice to actions. **Push It:** Banishment becomes permanent for the scene, but the cleansing fire affects all supernatural entities, friend or foe. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Ward of the Unbroken Circle (Standard, 7 XP)** *Duration: Extended; Range: Zone; Stacking: No.* **Materials:** Continuous loop of iron wire; seven candles of different colors. **Effect:** Create a ward that prevents teleportation/planar travel within zone - all such attempts generate 2 SB of backlash. **Push It:** Ward also blocks summoned entities from entering, but the ward's magic affects all teleportation and planar travel, including your own. *Requires: Familiar + Codex (Invoke: 1 Boon).*

**Command of the Sealed Realm (High, 12 XP)** *Scene; Zone; No.* **Materials:** Lead box containing name of realm; key made from meteoric iron. **Effect:** Seal an entire zone against supernatural entry - all entities of specified type suffer Desperate position to enter. **Push It:** Seal extends to block planar travel in/out of zone, but the seal's magic affects all planar travel and may trap you within the zone. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons).* *Obligation: 7 segments.*

**Rite of the Final Banishment (High, 14 XP)** *Instant; Near; Stacking: No.* **Materials:** Vessel containing the entity's true name; silver mirror facing away. **Effect:** Permanently banish a single supernatural entity to its native realm - it cannot return without equal magic. **Push It:** Banishment damages the entity, imposing permanent -2 dice to all its actions, but the banishment's magic affects the fabric of reality and may create unintended consequences. *Requires: Familiar + Codex + Tier III (Invoke: 2 Boons).* *Obligation: 7 segments.*

#### 5.14.20 The Oath of Flame and Light (Radiance, Vows, and Holy Fire)

**Lay on Hands of Ember (Low, 6 XP)** *Duration: Action; Range: Touch; Stacking: Yes (healing/warding only).* **Materials:** The Symbol warmed over a true flame while the Familiar intones a vow of care. **Effect:** Choose one: (a) *Step down* one level of *mundane or shadow-touched Harm* on the target, or (b) *clear 1 Fatigue* from the target, or (c) grant the target *start Controlled* on their next Resist vs fear/corruption this scene. **Push It:** Also remove one minor lingering condition tied to dread or pain (*Shaken, Rattled*, etc.), but you take on a portion of the target's suffering. **Requires:** Familiar + Patron's Symbol. **Invoke:** 1 Boon. **Obligation:** 5 segments.

**Brand of the Dawn (Standard, 9 XP)** *Duration: Action; Range: Near (mark), Self (strike); Stacking: No.* **Materials:** Trace the sun-sign in the air with the Symbol; the Familiar draws a spark across your blade or palm. **Effect:** Mark one undead, demon, or outsider you can see. Until the end of the scene, your next successful strike against the marked target gains **+2 effect**. On that hit you may declare *Turn*: the target must *withdraw one zone immediately* or *stand their ground and generate 2 SB (Spades)*. Alternatively, inscribe the sun-sign on a threshold: for this scene, named foes crossing it suffer **-1 die** on their next action. **Push It:** When you declare *Turn*, extend the choice to *one additional* engaged foe of the same type, but the brand's light attracts other undead or demons to the area (generate 2 SB). **Requires:** Familiar + Codex + Patron's Symbol. **Invoke:** 1 Boon. **Obligation:** 5 segments.

**Sanctuary of the Just Flame (High, 13 XP)** *Duration: Scene; Range: Zone; Stacking: No.* **Materials:** A ring of salt and light traced with the Symbol while the Familiar recites your oath by name. **Effect:** Consecrate the zone. Undead, demons, and outsiders that *enter or act* within the sanctuary suffer **-1 die** on their first action each beat. Allies within the zone *immediately clear 1 Fatigue* and gain **+1 die** to Resist fear/corruption for the scene. *Once this scene*, name one such foe in the zone: they must *withdraw from the sanctuary immediately* or suffer a **significant immediate consequence** (GM spend, typically *Spades* or *Hearts*). **Push It:** Extend the sanctuary's edge to an adjacent zone for one beat *or* attempt a decisive banishment against a single marked foe (test *Spirit + Faith*, DV by foe's might; on success they are expelled from the scene), but the sanctuary's power draws the attention of powerful undead or demonic entities. **Requires:** Familiar + Codex + Tier III + Patron's Symbol. **Invoke:** 2 Boons. **Obligation:** 7 segments.

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# The Book of Unwritten Bargains

A Grimoire of Patrons and Their Rites

For Use in the Shattered City and Beyond

*Beware the price of borrowed power, for every boon granted is a chain forged.*



# A Whisper in the Static

The world you know is a lie, a thin scrim over the rotting canvas of what truly *is*. The gods are silent, if they ever spoke at all. In their absence, other things listen. They press against the membrane of reality from the Outside, from the spaces between stars, from the deep, forgotten places of the world. They are not gods. They are hungers. Concepts given alien sentience. They are the **Patrons**.

To invoke a **Rite** is not to cast a spell. It is to strike a bargain. It is to offer a piece of your will—a **Boon**—and in return, a sliver of their impossible power flows through you. But with each invocation, you mark a segment on that Patron’s **Obligation Clock**. You are ringing a bell in the silence, and something turns its head. When the clock fills, the Patron’s attention manifests. It is never pleasant.

Some bind a fragment of the Patron’s essence as a **Thiasos**, a familiar that serves as a conduit and a warning. Others codify these dangerous pacts in a **Codex**, a text that must be meticulously maintained to keep the bargains stable. The most cautious walk the **Invoker Path**, using sacred **Symbols** and lengthy rituals to placate the Patron’s nature, trading speed for a measure of safety.

This book contains the known bargains. Speak the words, provide the offering, pay the Boon. But remember: every debt must be settled. The only question is, what will you owe when the final segment is marked?

## On the Nature of Bargains

- **Invoke:** Spend the required Boon(s) and mark +1 segment on the Rite’s Obligation Clock.
- **Push It:** Use the Rite’s alternative, more potent clause. This always marks an **additional +1 segment**.
- **Backlash:** If a roll aided by a Rite results in a Miss or a Success with a Cost, mark +1 segment on its Clock.
- **Cap:** A single Rite can only mark a maximum of +3 segments per scene.





## Chapter 6

# The Patrons and Their Rites

### 6.1 The Witness: The Unblinking Eye

There are no secrets, only unobserved facts. The Witness is the Patron of this absolute truth. It is the silent watcher in the shadowed corner, the perfect memory of the stone, the unerring record of events. It does not judge, it only *knows*. Its followers are investigators, archivists, and spies who trade ambiguity for the cold comfort of certainty. The Witness is unique; it is never jealous of other favored patrons, for in its domain, all actions are merely data to be filed away.

#### 6.1.1 Low-Power Rites

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** Obsidian focus; a drop of blood.

**Effect:** Auto-succeed on one mundane Notice this scene *or* ask one yes/no about immediate surroundings.

**Push It:** Also gain +1 die on all investigation rolls this scene, but mark Exposure +1.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

*Duration: Hour; Range: Self; Stacking: No.*

**Materials:** A drop of ink placed on the eyelid.

**Effect:** Perfectly recall anything you consciously focus on within Near range for the duration. This grants +2 effect to a single Recall action or allows automatic success on memorizing a single page, map, or short sequence.

**Push It:** The memory becomes eidetic and can be perfectly reproduced, but you cannot form new memories for the next hour.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

#### 6.1.2 Standard-Power Rites

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** None.

**Effect:** +2 dice to perception/investigation/recall; ask one specific factual question the GM must answer if knowable.

**Push It:** Pierce one mundane disguise/obfuscation once, but generate 1 SB (Spades) from the revelation.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

*Duration: Instant; Range: Self; Stacking: No.*

**Materials:** A shard of glass or ice.

**Effect:** As a reaction to taking harm from a single, small object (e.g., an arrow, a thrown knife), you freeze it in motion for one beat, causing the attack to miss. The object hangs in stasis.

**Push It:** The frozen object can be gently redirected, but you suffer Fatigue 1 from the temporal strain.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

### 6.1.3 High-Power Rites

*Duration: Scene; Range: Near; Stacking: No.*

**Materials:** None.

**Effect:** You cannot be lied to; see through illusions/disguises in Near; ask one “true nature” question about a magically altered subject.

**Push It:** Extend to allies in Close for one beat, but you become vulnerable to all forms of deception for the scene.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

*Duration: Scene; Range: Zone; Stacking: No.*

**Materials:** A silvered lens or a pool of still water.

**Effect:** For the scene, you can perfectly replay the last 6 seconds of events within the zone as a silent, ghostly image. This can reveal hidden actions, confirm alibis, or expose lies. Alternatively, you may ask the GM one question about an event that occurred in the zone within the last hour.

**Push It:** The replay includes sound, but you must witness the replay yourself and cannot act during it.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

## 6.2 Ikasha, She Who Sleeps: The Umbral Potential

Where light creates a hard edge, shadow holds infinite possibility. Ikasha is the patron of that potential. She dwells in the spaces between, in the latent power of the unacted thought, the path not taken. Her grammar is subtlety and understanding, favoring vows made without torches. She loathes the rigid law of Mykkiel, for shadow cannot be bound, and favors the fluid tides of Raéyn. Her rites are for those who move unseen, who draw strength from silence, and who understand that the greatest power often lies in waiting.

### 6.2.1 Low-Power Rites

*Duration: Action; Range: Self; Stacking: Yes (stealth only).*

**Materials:** A piece of black cloth.

**Effect:** Start *Controlled* on one Stealth roll or add +1 effect to hiding/moving quietly.

**Push It:** Gain brief shadow-muffling (ignore one noisy tell), but you leave behind a shadow-double that mimics your movements.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

*Duration: Scene; Range: Zone; Stacking: No.*

**Materials:** Extinguishing a candle.

**Effect:** Cause shadows in the zone to subtly move and distort. This can be used to grant +1 die to a Create Diversion action or to impose a 1 die penalty on a single enemy’s concentration-based action.

**Push It:** The shadows form a brief, terrifying shape, but the shadows remember your face and may seek you

out later.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

### 6.2.2 Standard-Power Rites

*Duration: Action; Range: Self or Ally; Stacking: No.*

**Materials:** A vial of water from a moonless night.

**Effect:** +2 dice to stealth/deception/inner-reserve *or* clear *Fatigue 1* from target.

**Push It:** Also gain one free escape attempt, but you must pay the favor forward by helping another escape within the next scene.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

*Duration: Instant; Range: Touch; Stacking: No.*

**Materials:** A lock of the target's hair or a personal item.

**Effect:** Compel a touched creature to truthfully answer one specific, direct question. They may be cryptic, but cannot lie. The GM may allow a Resolve roll to resist if the question touches on a deeply protected secret.

**Push It:** You learn not only the answer, but a key emotional context, but the target learns one of your secrets in return.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

### 6.2.3 High-Power Rites

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** Standing in a pool of absolute darkness.

**Effect:** Intangible to mundane harm; pass through small openings; +2 dice to Stealth; auto-succeed one escape. Cannot manipulate normal objects.

**Push It:** Interact with a single bound object once, but you become partially corporeal and vulnerable for one beat.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

*Duration: Scene; Range: Near; Stacking: No.*

**Materials:** Whispering a question into a darkened corner.

**Effect:** The shadows themselves become your informants. You may ask up to three yes/no questions about events that have occurred within the area in the last 24 hours, receiving answers from the collective memory of the darkness.

**Push It:** You may ask one of the questions about an event that is currently happening out of your direct sight, but the shadows demand a favor in return to be paid within the week.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

## 6.3 The Sacred Geometry: The Unseen Architecture

Beneath the chaos of the world lies a perfect, immutable order. The Sacred Geometry is the patron of this underlying pattern—the mathematical truth of a spiral shell, the harmonic ratio of a chord, the inevitable logic of a falling domino. Its followers are architects, engineers, and mathematicians who see the universe as a solvable equation. To invoke its rites is to impose a fragment of this absolute order upon a messy reality, but perfection is a demanding master, and even a single flaw can unravel the entire design.

### 6.3.1 Low-Power Rites

*Duration: Action; Range: Self; Stacking: Yes (investigation only).*

**Materials:** A compass and a straightedge.

**Effect:** +1 die to decode patterns/codes/systems; re-roll one 1 on math/logic rolls.

**Push It:** Upgrade effect by one step on a single roll, but you become obsessed with finding patterns in unrelated phenomena for the scene.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** Walking in a perfect square.

**Effect:** Your movements become unnaturally precise. Ignore penalties from difficult terrain for walking. +1 die to any action requiring perfect physical calibration or balance.

**Push It:** You can walk a short distance across a fragile surface without causing a sound or breakage, but you must follow a geometrically perfect path.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

### 6.3.2 Standard-Power Rites

*Duration: Action; Range: Self; Stacking: No.*

**Materials:** A set of weighted dice or a balanced scale.

**Effect:** Re-roll *all* dice on one roll *or* downgrade *Miss/Partial* to *Success & Cost*.

**Push It:** Treat one zone tag as favorable for this action, but you must accept an equal but opposite consequence later in the scene.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

*Duration: Scene; Range: Touch; Stacking: No.*

**Materials:** A measured length of string, divided according to the golden ratio.

**Effect:** Touch one object no larger than a door. For the scene, its structure is optimized. A door becomes harder to break (+1 effect to resist), a weapon strikes truer (+1 die to its next attack), or a tool provides +1 effect on its next use.

**Push It:** The optimization affects two similar, connected objects, but the effect on the second object is half strength.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

### 6.3.3 High-Power Rites

*Duration: Scene; Range: Zone; Stacking: No.*

**Materials:** A complex geometric diagram drawn at the zone's center.

**Effect:** Declare one physics/magic rule different within a zone (no instant kills; GM veto for scene-enders). Once/scene, downgrade one *Miss* to *Success & Cost*.

**Push It:** Affect a second adjacent zone for one beat, but the change creates an unstable paradox that generates 2 SB.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

*Duration: Scene; Range: Near; Stacking: No.*

**Materials:** A perfectly shaped crystal or gem.

**Effect:** You perceive the ideal form behind reality. Choose one: Gain +2 dice to see through illusions and disguises; or, when crafting or repairing, you achieve a flawless result, granting the object +1 effect on its first use.

**Push It:** You can impose this perfect form for a moment, causing a flawed object to function perfectly once, but the object shatters afterward.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

## 6.4 Khemesh, the Kraken: The Crushing Depths

The pressure of the abyss is not merely physical; it is a cosmic force of inevitability. Khemesh, the Kraken, is the patron of this relentless pressure—the weight of the ocean, the slow grind of tectonic plates, the inescapable pull of the grave. Its domain is not just water, but all that is heavy, inexorable, and crushing. Its followers are those who understand that sometimes the most direct solution is to apply overwhelming force, and that all things, given enough time and pressure, will eventually break.

### 6.4.1 Low-Power Rites

*Duration: Action; Range: Near; Stacking: Yes (move/drag only).*

**Materials:** A handful of wet sand.

**Effect:** +1 effect to pull/drag/pressure *or* on a hit against you, force attacker to generate 1 SB (their suit).

**Push It:** Impose *Off-Balance* (minor condition) on a target you move, but you become briefly waterlogged and suffer 1 die to your next action.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** A sip of salt water.

**Effect:** You exert a subtle, constant pressure. Foes in Close range feel a palpable sense of weight, suffering 1 die on initiative or quick-draw actions. You gain +1 die to resist being moved or grappled.

**Push It:** A single foe in Close range is visibly slowed, but the pressure affects you as well, causing Fatigue 1.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

### 6.4.2 Standard-Power Rites

*Duration: Action; Range: Near; Stacking: No.*

**Materials:** A deep-sea shell held to the ear.

**Effect:** Force one foe into *Desperate* position *or* +2 effect to destruction.

**Push It:** Spread *Desperate* to a second engaged foe, but you must make a Spirit + Resolve test (DV 2) or become momentarily overwhelmed by the depths.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

*Duration: Scene; Range: Zone; Stacking: No.*

**Materials:** Tracing a wave pattern on the ground.

**Effect:** The environment becomes sluggish and heavy. All movement within the zone costs 1 extra AP, or the first movement each character makes is treated as one position step worse (Controlled→Risky, Risky→Desperate).

**Push It:** The effect is particularly strong against one named target, affecting them twice, but the tide turns

against you if you remain in the zone.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

### 6.4.3 High-Power Rites

*Duration: Action; Range: Zone; Stacking: No.*

**Materials:** The sound of a great wave crashing.

**Effect:** Force all opponents in scene into *Desperate* if fictionally justified *or* +3 effect to pure destruction.

**Push It:** Collapse cover or footing in one zone, but you become partially submerged in the conceptual depths and suffer 1 die to social actions for the scene.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

*Duration: Scene; Range: Near; Stacking: No.*

**Materials:** The bone of a large sea creature.

**Effect:** You create a zone of crushing deep-sea pressure. All within it suffer 2 dice to physical actions and cannot take two actions in a beat. Those who start their turn in the zone must resist or gain the *Stunned* condition.

**Push It:** The pressure becomes tangible, allowing you to make a crushing attack against everyone in the zone, but you must concentrate fully and cannot take other actions.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

## 6.5 Raéyn of the Sea: The Eternal Flux

Where Khemesh represents the crushing weight of the deep, Raéyn embodies its opposite: the ceaseless, fluid motion. She is the patron of tides, change, and the gentle but undeniable pull of circumstance. Her domain is not destruction but transformation—the erosion of shores, the shifting of sands, the turning of fortunes. Her followers are sailors, diplomats, and gamblers who understand that fighting the current is futile, but riding it can carry one to unexpected shores. She favors adaptability over rigid force.

### 6.5.1 Low-Power Rites

*Duration: Action; Range: Self; Stacking: Yes (nav only).*

**Materials:** A floating leaf or a weather vane.

**Effect:** +1 die to navigation/weather/flow *or* shift 1 SB (minor) to a different suit.

**Push It:** Grant an ally +1 die on the next travel check, but you become temporarily disoriented and suffer 1 die to your next navigation roll.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** A handful of sand or a changing cloud.

**Effect:** You adapt to changing circumstances. Once per scene, when a situation changes unexpectedly (a new foe arrives, the weather turns), you may take a moment to reassess, granting yourself +1 die on your next action related to the new situation.

**Push It:** An ally in Close range also gains this benefit, but you must guide them through the adaptation, limiting your own actions.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

### 6.5.2 Standard-Power Rites

*Duration: Action; Range: Self; Stacking: No.*

**Materials:** A coin flipped three times.

**Effect:** Shift one declared SB spend to a different suit *or* +1 die to water travel/change-navigation.

**Push It:** Reduce one foe's effect by one step if they contest movement, but the tides remember and may turn against you later.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

*Duration: Scene; Range: Near; Stacking: No.*

**Materials:** A retreating wave or a fading echo.

**Effect:** You can weaken a target's resolve. A single character in Near range suffers 1 die to Resolve rolls and their emotions become more volatile (GM may shift generated SB towards Hearts or Spades).

**Push It:** The target also suffers 1 die on their next action based on their current dominant emotion, but their emotional state becomes unpredictable and may affect allies as well.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

### 6.5.3 High-Power Rites

*Duration: Scene; Range: Zone; Stacking: No.*

**Materials:** Shouting into the wind.

**Effect:** Name a target; environment opposes them: 1 die to actions and they generate SB on success involving exertion. *Or* clear all *Fatigue* in Near allies.

**Push It:** Extend penalty to a second, related target, but the storm's attention is drawn and may affect unintended targets.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** A map with a blank spot.

**Effect:** You become a nexus of beneficial chance. Once per beat, you may reroll a single die for any roll you make or an ally in Close range makes. Alternatively, you may force an enemy to reroll a single die on their successful action.

**Push It:** You may use this ability twice in a single beat, but you must choose which rolls to influence before seeing the results.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

## 6.6 The Clockwork Demon: The Entropy of Progress

Some patrons are ancient forces of nature; others are born of mortal ambition. The Clockwork Demon is a creature of forbidden knowledge and inevitable decay—the patron of technology that bites the hand that builds it, of complex systems that collapse under their own weight. It thrives on the paradox of creation leading to destruction. Its followers are mad engineers, saboteurs, and those who understand that every innovation contains the seeds of its own obsolescence. To bargain with the Demon is to embrace progress with all its glorious, catastrophic failures.

### 6.6.1 Low-Power Rites

*Duration: Action; Range: Near; Stacking: Yes (simple mech).*

**Materials:** A drop of oil or a loose screw.

**Effect:** +1 die to simple mechanisms *or* make a broken simple device work once.

**Push It:** Also gain +1 effect on this fix, but the device becomes temperamental and may fail at a critical moment.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

*Duration: Instant; Range: Near; Stacking: No.*

**Materials:** Tapping a complex device three times.

**Effect:** You intuitively understand a point of failure in a single mechanical or social system you can see. On your next action to exploit that flaw, you gain +2 effect.

**Push It:** The flaw manifests immediately as a minor, distracting failure, but you can also exploit a second, related flaw with +1 effect.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

### 6.6.2 Standard-Power Rites

*Duration: Scene; Range: Near; Stacking: No.*

**Materials:** A forbidden tool or diagram.

**Effect:** Temporarily repair/enhance a device for the scene *or* +2 dice to Crafts/Engineering with forbidden methods.

**Push It:** Add one extraordinary flourish, but the device becomes unstable and may explode or malfunction violently.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

*Duration: Scene; Range: Zone; Stacking: No.*

**Materials:** Scattering a handful of rust or sand.

**Effect:** Accelerate entropy in a zone. Complex devices are more likely to jam or fail (1 die to operate), and structures creak and strain. You gain +1 effect to any action that aims to break or sabotage something in the zone.

**Push It:** A single device of your choice in the zone suffers a catastrophic failure, becoming unusable, but you can scavenge useful components from the wreckage.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

### 6.6.3 High-Power Rites

*Duration: Scene; Range: Near; Stacking: No.*

**Materials:** A core of unstable energy.

**Effect:** Dramatically repair/create a complex device for a scene *or* +3 dice to forbidden engineering.

**Push It:** Device exceeds specs for one action, but the unstable energy creates a hazardous field that affects all nearby.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

*Duration: Instant; Range: Touch; Stacking: No.*

**Materials:** A hammer blow or a final command.

**Effect:** You touch a complex object or structure (up to the size of a small building) and command it to fail. It suffers an immediate, catastrophic, and irreversible breakdown. This is not an explosion, but a rapid dissolution into its component, useless parts.

**Push It:** The breakdown is contained and quiet, but the released energy must go somewhere and affects the



surrounding area.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

## 6.7 Isoka, Angel of Serpents: The Art of Shedding

Change is not always gentle like the tides; sometimes it is a violent, necessary shedding. Isoka is the patron of this transformative release—the casting off of old skins, identities, and loyalties. She represents the cunning required to survive when environments shift, and the freedom found in letting go of what no longer serves. Her followers are spies, survivors, and revolutionaries who understand that adaptation is the highest form of strength. To invoke her rites is to embrace metamorphosis, but every shed skin leaves evidence behind.

### 6.7.1 Low-Power Rites

*Duration: Scene; Range: Self; Stacking: Yes (resist only).*

**Materials:** A discarded snakeskin or a loose thread.

**Effect:** +1 die to resist an ongoing Condition this scene *or* re-roll one 1 on escape/evasion.

**Push It:** Also ignore one minor movement penalty, but you leave behind a piece of your old self that others can use against you.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** Shifting a small object from one pocket to another.

**Effect:** Your demeanor becomes fluid. +1 die to Deceive rolls to appear as a slightly different social class or profession. Alternatively, +1 effect to blend into a new crowd or environment.

**Push It:** The change is convincing enough to bypass a single, minor security check, but you must maintain the deception and cannot easily return to your original identity.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

### 6.7.2 Standard-Power Rites

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** A full change of clothes and a new mannerism.

**Effect:** +2 dice to resist a named ongoing Condition; once/session declare a minor physical contingency retroactively.

**Push It:** Clear a *temporary* identity-based minor Condition, but your former identity becomes aware of the change and may seek you out.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** A deliberate, harmless lie told to a mirror.

**Effect:** Your words become ambiguously persuasive. When you Sway or Command, you may choose to have a successful roll generate *Diamonds* (leverage) instead of the usual SB, as your words create useful misunderstandings or plausible deniability.

**Push It:** A specific, carefully worded lie you tell this scene is accepted as truth, but the truth you've displaced seeks to return and complicate matters.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

### 6.7.3 High-Power Rites

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** A complete and total change of identity, including personal effects.

**Effect:** Full appearance/voice change; start *Controlled* on Deceive/Stealth; once/scene declare minor contingency retroactively.

**Push It:** Also spoof scent/biometric for one check, but your original identity becomes partially unmoored and may act independently.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

*Duration: Extended; Range: Self; Stacking: No.*

**Materials:** Burning all records of your old life.

**Effect:** You perform an extended ritual to shed a past identity. Upon completion, all mundane records and common knowledge of your former self become hazy and unreliable. Those seeking you via that identity suffer 2 dice to their efforts. This does not affect magical scrying or those who knew you intimately.

**Push It:** The ritual creates a false but plausible "death" for your old identity, but someone who knew you well may sense the deception.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

## 6.8 Inaea, Angel of the Spider: The Weaver of Fates

Where Isoka sheds connections, Inaea spins them. She is the patron of intricate webs—both social and circumstantial. Her domain is not raw chance, but the subtle connections between cause and effect, the debts owed, the favors called in. She sees the world as a vast tapestry, and her followers are manipulators, strategists, and those who understand that pulling the right thread can make the whole design unravel. To bargain with Inaea is to become a conscious part of the pattern, but webs entangle the weaver as surely as the fly.

### 6.8.1 Low-Power Rites

*Duration: Action; Range: Near; Stacking: Yes (link once).*

**Materials:** A single strand of thread.

**Effect:** Declare two minor events linked; force 1 SB (suit chosen by GM) on a foe *or* grant +1 die later to a related roll.

**Push It:** Pre-load the +1 as a held advantage this scene, but the web of fate becomes more complex and may entangle unintended targets.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

*Duration: Scene; Range: Near; Stacking: No.*

**Materials:** Gently tugging on a web or net.

**Effect:** You create a minor, invisible snare of fate. Designate a small area (e.g., a doorway, a patch of floor). The first person to enter that area suffers a minor stumble or fumble, imposing 1 die on their next action.

**Push It:** The snare is strong enough to briefly entangle, allowing an ally a free attack, but the entanglement affects all who enter, friend or foe.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

### 6.8.2 Standard-Power Rites

*Duration: Scene; Range: Near; Stacking: No.*

**Materials:** Weaving three different colored threads together.

**Effect:** Link two actions: when A moves, B becomes vulnerable/entangled; typically forces SB or grants +2 dice to prediction/setup.

**Push It:** Name a delayed beat where the link snaps tight, but the strain on the web affects you as well.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** Watching a spider build its web.

**Effect:** You see the connections between people. For the scene, you can easily discern who holds influence over whom in a social situation, and you gain +1 die to rolls to exploit those connections (Sway, Command, or Blackmail).

**Push It:** You discern one specific, hidden obligation or debt, but the web of connections becomes more visible to others as well.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

### 6.8.3 High-Power Rites

*Duration: Scene; Range: Zone; Stacking: No.*

**Materials:** A complex knotwork pattern drawn on the ground.

**Effect:** Name two targets; successes by one impose consequences on the other for the scene.

**Push It:** Add a third minor linkage for one beat, but the complexity of the web makes it harder to control.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

*Duration: Extended; Range: Zone; Stacking: No.*

**Materials:** A map of the location with threads pinned to key points.

**Effect:** Over an extended period, you weave a "script" for a social or investigative encounter within a location. Once set, you can once per scene declare that a character's action plays directly into your planned narrative, allowing you to control their position for their next action (e.g., making a cautious character *Desperate* or a hostile one *Controlled*).

**Push It:** The script includes a hidden "trap," forcing a character of your choice to generate *Spades* SB on their next success, but the web of fate becomes more tangled and affects you as well.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

## 6.9 Mor'iraath, Demon of Fire: The Consuming Hunger

Fire does not create; it transforms through destruction. Mor'iraath is the patron of this primal consumption—the wildfire that clears the forest, the forge-fire that tempers steel, the passionate blaze that burns away hesitation. Its domain is pure, unadulterated transformation through heat and light. Its followers are revolutionaries, blacksmiths, and those who believe that sometimes the old must be utterly destroyed to make way for the new. To bargain with Mor'iraath is to wield incredible power, but fire is indiscriminate and always hungers for more fuel.

### 6.9.1 Low-Power Rites

*Duration: Action; Range: Self; Stacking: Yes (destruction/passion).*

**Materials:** A hot coal or a pinch of sulfur.

**Effect:** +1 effect to destruction/passion *or* ignore *Fatigue 1* from a brief exertion.

**Push It:** Add a searing tell (may shift one SB suit to Clubs), but you suffer minor burns.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** A hot coal held to the chest.

**Effect:** Ignore environmental penalties from cold; cause flammable objects you touch (paper, dry cloth) to smolder; add +1 effect to actions involving heating or melting.

**Push It:** Your body radiates enough heat to become a minor source of warmth and light, but you suffer *Fatigue 1* from the internal heat.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

## 6.9.2 Standard-Power Rites

*Duration: Action; Range: Near; Stacking: No.*

**Materials:** A shouted oath or a broken token.

**Effect:** Next damaging action gains *Severe* if it hits *or* +2 effect to pure destruction.

**Push It:** Ignite a hazardous tag in the scene, but the fire may spread beyond your control.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

*Duration: Instant; Range: Near; Stacking: No.*

**Materials:** A passionate, convincing argument.

**Effect:** When you make a direct threat or declaration of intent, the target must resist with *Resolve* or be shaken, suffering 1 die on their next social action against you and generating *Spades* SB on a success.

**Push It:** The intimidation spreads, applying a lesser version to a second, closely associated target, but your own passion becomes consuming and you suffer 1 die to your next social action.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

## 6.9.3 High-Power Rites

*Duration: Action; Range: Zone; Stacking: No.*

**Materials:** A significant sacrifice thrown into a fire.

**Effect:** Next damaging action gains *Critical* if it hits *or* +3 effect to catastrophic destruction; may ignore first two *Fatigue* from one burst.

**Push It:** Shockwave escalates collateral one step, but the fire consumes part of your own essence and you suffer *Fatigue 1*.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

*Duration: Scene; Range: Touch; Stacking: No.*

**Materials:** An object of great personal value.

**Effect:** You ritually destroy something meaningful (a weapon, a tool, a token) in a controlled conflagration. In return, you or an ally touched by the flames may clear all *Fatigue* and one major physical Condition, emerging refreshed but marked by soot and the smell of smoke.

**Push It:** The renewal also grants +1 die to all actions for the next scene, but the fire's hunger grows and demands greater sacrifices in the future.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

## 6.10 Mykkiel, Angel of Law: The Unyielding Edict

If the world is chaos, then Mykkiel is its antithesis. He is the patron of order, process, and absolute justice—the letter of the law made manifest. His domain is the contract, the statute, the unbreakable rule. His followers are judges, bureaucrats, and enforcers who believe that civilization rests upon immutable principles. To bargain with Mykkiel is to wield authority with divine sanction, but law is a double-edged sword that binds the wielder as much as the target. He is particularly disdainful of the chaotic nature of Ikasha’s shadows.

### 6.10.1 Low-Power Rites

*Duration: Action; Range: Self; Stacking: Yes (authority only).*

**Materials:** A scroll or a badge of office.

**Effect:** +1 die when acting as authority/enforcing a known rule *or* force a successful minor action against you to either accept a small narrative consequence or re-roll at 1 die.

**Push It:** Name the statute; gain +1 effect on compliance, but you become bound by the same strict interpretation.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** A checklist or a set of instructions.

**Effect:** You impose perfect order on a single, multi-step mundane process (e.g., searching a room, compiling reports, crafting a simple item). The task is completed in half the normal time, or you gain +1 effect on the final outcome.

**Push It:** The efficiency is contagious, granting one ally involved in the task a similar benefit, but you become obsessed with order and suffer 1 die to creative or spontaneous actions.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

### 6.10.2 Standard-Power Rites

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** Speaking in a formal tone of command.

**Effect:** +1 die to Command/Sway while enforcing a known law *or* force a foe who just succeeded against you to “pay the price” (minor immediate consequence or re-roll at 1 die).

**Push It:** Your edict covers allies in Close for one exchange, but you become the focus of attention and all social actions against you are treated as if you were the primary target.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

*Duration: 24 Hours; Range: Near; Stacking: No.*

**Materials:** A handshake or a signed agreement.

**Effect:** You witness a promise made between two parties. If either party knowingly breaks the vow, they are afflicted with the *Guilty* condition (1 die to all actions until they atone) until they make amends.

**Push It:** The condition is more severe, also causing them to generate *Spades* SB on successful actions until atonement, but you become partially responsible for ensuring the vow is kept.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

### 6.10.3 High-Power Rites

*Duration: Scene; Range: Zone; Stacking: No.*

**Materials:** Striking a gavel or a shield.

**Effect:** +2 dice to authority actions; opponents who violate clear principles generate *Hearts* SB; once/scene, force a foe to accept a significant immediate consequence or re-roll at 2 dice.

**Push It:** Sanctify the venue for one scene tag (lawful), but you become the arbiter of justice and must deal with the consequences of your judgments.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

*Duration: Instant; Range: Near; Stacking: No.*

**Materials:** A sealed verdict or an unbreakable chain.

**Effect:** You pronounce a magical judgment on a single target who has clearly broken a major, established law. The target must resist with Resolve or be paralyzed by magical chains for one beat, and all allies gain +1 effect on their first attack or action against the target.

**Push It:** The judgment is absolute; the target cannot benefit from protective magic for the duration of the scene, but the weight of absolute justice affects you as well and you suffer 1 die to mercy-based actions for the scene.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

## 6.11 Varnek Karn, the Bone King: The Final Dominion

All paths lead to the same throne. Varnek Karn is the patron of death's inevitability and the dominion that extends beyond the grave. His kingdom is silent, cold, and absolute. His followers are necromancers, grave-wardens, and those who understand that death is not an end but a transition to a different kind of power. To bargain with the Bone King is to claim authority over the departed, but his gifts always carry the chill of the tomb, and the dead serve with the resentment of those eternally bound.

### 6.11.1 Low-Power Rites

*Duration: Action; Range: Near; Stacking: Yes (death sites).*

**Materials:** A bone fragment or a pinch of grave dust.

**Effect:** +1 die to recent-death investigation *or* ask one yes/no about a death in the last day.

**Push It:** Sense nearest unquiet grave, but the spirits take note of your interest and may seek you out later.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** Holding a cold stone to your heart.

**Effect:** You emanate an aura of death. Animals are uneasy around you, and you gain +1 die to Intimidate rolls. You can also cause nearby plants to wilt slightly.

**Push It:** A single, small creature must flee from you in panic, but the aura of death clings to you and affects your interactions with the living.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

### 6.11.2 Standard-Power Rites

*Duration: Scene; Range: Near; Stacking: No.*

**Materials:** A skull or a funerary bell.

**Effect:** Command minor undead up to your *Arcana* (treat as Cap 3 follower swarm; Spades-leaning complications) *or* +2 dice to resist disease/poison/necromancy *or* step down one undead-themed Harm.

**Push It:** Add a simple tactic to the swarm for one beat, but the undead become more aggressive and harder to control.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

*Duration: Instant; Range: Touch; Stacking: No.*

**Materials:** A silver coin placed on a corpse's eyes.

**Effect:** You can ask a single, recently deceased corpse (dead less than an hour) one question about the moments leading to its death. The corpse answers with its dying thoughts, though the memory may be fragmented.

**Push It:** The corpse can also answer one question about a secret it knew in life, but the act disturbs other nearby spirits.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

### 6.11.3 High-Power Rites

*Duration: Extended; Range: Zone; Stacking: No.*

**Materials:** A banner made of bones raised over a graveyard.

**Effect:** Command an undead force (Cap 5 equivalent) for an extended conflict; concentration required *or* +3 dice to death magic and immunity to fear from undead this scene.

**Push It:** One formation maneuver at Great effect, but the army's hunger grows and it may turn on you if not fed regularly.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

*Duration: Permanent; Range: Touch; Stacking: No.*

**Materials:** The intact skeleton of a loyal creature or warrior.

**Effect:** You animate a single skeleton to serve as a permanent, mindless guardian for a location or object you designate. It has the stats of a Cap 2 follower and will obey simple commands related to its guard duty. It can be destroyed, but not turned.

**Push It:** The guardian is exceptionally sturdy, effectively Cap 3 for the purposes of resilience and combat, but it becomes partially sentient and may develop its own agenda over time.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

## 6.12 Mab, She of the Thorned Crown: Twilight Bargains

*And speak not Nine to Mab...* Some bargains are written in blood; others are woven with moonlight and thorns. Mab is the patron of fae logic, twilight bargains, and promises that bind more tightly than chains. Her court exists in the spaces between yes and no, where every gift carries a price and every favor creates a debt. Her followers are tricksters, diplomats, and those who understand that the most powerful agreements are those where both parties believe they've won. To bargain with Mab is to dance with chaos, but her favors are never free, and her memory is eternal.

### 6.12.1 Low-Power Rites

*Duration: Action; Range: Self; Stacking: Yes (luck/social).*

**Materials:** A four-leaf clover or a laugh.

**Effect:** Re-roll one die showing 1–2 on luck/charm *or* start *Controlled* on one whimsical charm/deceit.

**Push It:** Name a fae quirk that colors the scene, but you become temporarily bound by fae logic and cannot

act directly against it.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

*Duration: 24 Hours; Range: Near; Stacking: No.*

**Materials:** A spoken pact between two willing parties, sealed with a pricked finger.

**Effect:** A simple, verbal agreement is made magically binding. If either party knowingly breaks the exact terms, they suffer a minor but persistent consequence (e.g., *Itchy* condition, 1 die on a specific type of action).

**Push It:** The consequences of breaking the pact become more severe, but Mab takes note of the bargain and may demand a favor in return.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

### 6.12.2 Standard-Power Rites

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** A token exchanged under a tree.

**Effect:** +2 dice to Persuasion/Deceive if phrased as a formal bargain; once/session retroactively declare a minor owed favor with an on-scene NPC (GM defines their take).

**Push It:** Gain an extra +1 die for a particularly clever twist, but the bargain creates an equal but opposite obligation that must be fulfilled.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** A small mirror or a lock of hair from the target.

**Effect:** Choose one individual you can see. You appear maximally appealing or intimidating to them. Gain +2 dice on a single Sway or Command roll against that target.

**Push It:** The effect is strong enough to briefly override a known fact or strong first impression, but the glamour affects your own perception as well.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

### 6.12.3 High-Power Rites

*Duration: Scene; Range: Zone; Stacking: No.*

**Materials:** A gift of exquisite beauty or terrible cost.

**Effect:** +2 dice to all social interactions; force one NPC who opposes you to generate *Hearts* SB; once, declare an action “blessed by the Court” (spectacular success mirrored by a later opposite consequence).

**Push It:** Temporary immunity to social manipulation for one beat, but the Court’s attention is drawn and they may demand a price for the favor.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

*Duration: Scene; Range: Zone; Stacking: No.*

**Materials:** A circle of mushrooms and a spoken invitation to the Court.

**Effect:** You temporarily overlay the scene with the influence of Mab’s court. Social interactions are governed by strict, arcane rules of etiquette. You know these rules perfectly, granting you +2 effect to all social rolls. Those who break the rules suffer a minor supernatural consequence (a loss of voice, a twisted limb) chosen by the GM.

**Push It:** You can name one specific rule that an opponent is certain to break, triggering the consequence immediately, but you must also abide by all the rules and cannot act outside them.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*



## 6.13 Nidhoggr, the World-Worm: The Dreaming Antiquity

Before cities, before kings, before even the first fires of mortals, there was the Dream. Nidhoggr is the patron of this primordial memory—the knowledge that sleeps in stone, the history written in fossil beds, the truths that predate language itself. Its followers are archaeologists, historians, and those who seek answers in the dust of ages. To bargain with the World-Worm is to gain perspective measured in millennia, but ancient knowledge carries ancient curses, and some truths are better left buried.

### 6.13.1 Low-Power Rites

*Duration: Action; Range: Near; Stacking: Yes (lore sense).*

**Materials:** A fossil or a piece of weathered stone.

**Effect:** +1 die to ancient history *or* sense ancient auras/sites in Near.

**Push It:** Briefly glean a single historic image, but the ancient knowledge disturbs your understanding of the present.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** Reading from a forgotten text.

**Effect:** The weight of ages settles on you. You gain +1 die to resist magical charms and illusions, as they seem fleeting compared to eternal truths. Conversely, you suffer 1 die to actions involving modern technology or fast-paced events.

**Push It:** You can identify the approximate age of any object you touch, but you become temporarily disconnected from contemporary concerns.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

### 6.13.2 Standard-Power Rites

*Duration: Action; Range: Self; Stacking: No.*

**Materials:** Sleeping atop a historic site.

**Effect:** Learn one hidden fact (ask a specific question; suffer *Fatigue 1* and mark *Exposure +1*) *or* +2 dice to forbidden/ancient lore or reality-warping.

**Push It:** Also gain an omen, but the ancient knowledge comes with a curse that affects your dreams.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

*Duration: Scene; Range: Touch; Stacking: No.*

**Materials:** Pressing your ear against a very old wall or stone.

**Effect:** The stone shares its memories. You can ask the GM one question per beat about events that have occurred in direct contact with that stone within the last century. The answers are vague, sensory impressions (e.g., "many cold footsteps," "the warmth of a great fire").

**Push It:** You receive a clear, brief image related to one of the answers, but the stone's memories become part of your own and may surface at inconvenient times.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

### 6.13.3 High-Power Rites

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** A deep trance induced by ancient incense.

**Effect:** Ask three factual questions about past/hidden truth; suffer *Fatigue 2* and *Exposure +2 or +3* dice to deep reality work and one *Miss→Success & Cost* per scene.

**Push It:** Share one glimpse with an ally, but the ancient knowledge affects both of you and creates shared visions.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

*Duration: Extended; Range: Zone; Stacking: No.*

**Materials:** Inscribing a forgotten history onto a suitable surface.

**Effect:** You perform a ritual to make a location "remember" a past event. Over an extended period, you can cause a ghostly replay of a historical scene to manifest visibly and audibly for all present. This is only a memory and cannot be interacted with, but it reveals the truth of what occurred.

**Push It:** The replay includes the emotional state of one key participant, revealed as a chilling aura or a warm glow, but the memory becomes partially real and affects the present.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

## 6.14 The Outsider: The Intrusion from Elsewhere

Some patrons belong to this world, however alien their nature. The Outsider does not. It is the patron of the spaces between spaces, the angles that shouldn't exist, the doors that open to nowhere. Its domain is intrusion, violation of natural law, and the unsettling truth that reality has cracks. Its followers are explorers of the impossible, thieves who steal from other dimensions, and those who find safety in being where they shouldn't be. To bargain with the Outsider is to become a living paradox, but every intrusion weakens the fabric of what is real.

### 6.14.1 Low-Power Rites

*Duration: Action; Range: Self; Stacking: Yes (env penalty).*

**Materials:** A key that opens nothing.

**Effect:** Treat one environmental/position penalty as one step less severe *or* +1 die to detect planar auras.

**Push It:** Reveal a nearby exit not previously obvious, but the exit leads to an unpredictable location.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** Marking a doorway with an impossible angle.

**Effect:** You sense all points of entry and egress within Near range, even hidden ones. You gain +1 die to find hidden doors or to barricade existing ones.

**Push It:** You can cause one small, unlocked door to appear locked and stuck for the scene, but you also create an unintended exit that leads to an unknown location.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

### 6.14.2 Standard-Power Rites

*Duration: Action; Range: Self; Stacking: No.*

**Materials:** A reflection that moves on its own.

**Effect:** Treat the next zone you enter as having a favorable environmental aspect for one action *or* +2 dice to extradimensional/teleportation/resisting planar effects.

**Push It:** Also slide one pursued ally with you, but the dimensional shift affects your perception and you suffer 1 die to your next action.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

*Duration: Scene; Range: Near; Stacking: No.*

**Materials:** Looking at a location through a piece of stained glass.

**Effect:** You can project your senses to a nearby location you have visited before (within the same building or complex). You can see and hear from that spot as if you were there, but you are physically vulnerable and unaware of your surroundings.

**Push It:** You can whisper a short message that can be faintly heard at the target location, but your attention is split and you suffer 1 die to all actions in your current location.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

### 6.14.3 High-Power Rites

*Duration: Scene; Range: Near; Stacking: No.*

**Materials:** A shard of impossible geometry.

**Effect:** For one action, ignore all environmental/position penalties; create a temporary portal to a similar location within Near (GM sets exact destination) *or* +3 dice to planar magic; immunity to non-magical environmental effects this scene.

**Push It:** Leave a short-lived echo (hazard tag), but the tear in reality attracts unwanted attention from otherworldly entities.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

*Duration: Scene; Range: Zone; Stacking: No.*

**Materials:** Defining a space that is neither inside nor outside.

**Effect:** You create a temporary, extradimensional pocket space large enough to hold a few people. It is safe from the outside world but has no exits other than the one you create. Time passes strangely inside (an hour outside is a minute inside, or vice versa, GM's choice).

**Push It:** The space can store a small, non-living object indefinitely, retrieving it later from any similar pocket space you create, but the space becomes semi-permanent and may develop its own rules over time.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

## 6.15 Maelstreus, the Red Prince: Infernal Deals

Some bargains are made with hunger; others with calculation. Maelstreus is the patron of the perfectly unfair deal—the contract where the fine print damns you, the offer you can't refuse, the debt that compounds eternally. His domain is leveraged power, where every gain comes from another's loss. His followers are lawyers, merchants, and manipulators who understand that the most binding chains are those we willingly put on ourselves. To bargain with the Red Prince is to gain immediate advantage, but his scales always balance in the end, and the interest is paid in soul-currency.

### 6.15.1 Low-Power Rites

*Duration: Action; Range: Self; Stacking: Yes (temptation).*

**Materials:** A gold coin or a tempting offer.

**Effect:** +1 die to Persuasion/Deceive involving deals *or* sense when someone contemplates a dubious bargain.

**Push It:** Name a small inducement that counts as leverage, but the Red Prince takes note of the deal and

may demand a favor in return.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** Offering a gift with obvious strings attached.

**Effect:** When you give someone something they explicitly desire, they suffer 1 die to resist your next social action against them. The desire can be for information, an object, or even a feeling.

**Push It:** The target feels a compulsion to offer you something of "equal value" in return, but the compulsion affects their judgment and may lead them into dangerous situations.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

### 6.15.2 Standard-Power Rites

*Duration: Action; Range: Self; Stacking: No.*

**Materials:** A contract signed in blood or ash.

**Effect:** Choose: +2 effect on one action *or* start *Controlled* on one action; then mark a fitting Condition (e.g., *Compromised/Indebted/Tempted*). *Or* downgrade a *Miss*→*Partial* or *Partial*→*Success* & *Cost*.

**Push It:** The target owes a small favor, but the contract creates an equal but opposite obligation that must be fulfilled.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

*Duration: Scene; Range: Near; Stacking: No.*

**Materials:** Pointing out a past kindness or injury.

**Effect:** You make a target acutely aware of a debt they owe (to you or someone else). They suffer 1 die to all actions until they take a concrete step to repay it, or until they perform a significant favor for you to "clear the slate."

**Push It:** The debt feels so pressing that the target must address it at the worst possible time, but the pressure affects their mental state and they may make reckless decisions.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

### 6.15.3 High-Power Rites

*Duration: Scene; Range: Near; Stacking: No.*

**Materials:** A scroll of vellum that is never blank.

**Effect:** Bind one NPC to a significant agreement or suffer immediate supernatural consequence; *or* +3 dice to all deal-making and one *Miss*→*Success* & *Cost* on social this scene.

**Push It:** Seed a clause that will return as a future complication, but the Red Prince's attention is drawn and he may demand additional concessions.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

*Duration: Permanent; Range: Touch; Stacking: No.*

**Materials:** The final signature on a magically binding pact.

**Effect:** You forge a supernatural contract with a willing or coerced signatory. The terms are enforced by the Red Prince's power. Breaking the contract results in a severe, predefined supernatural punishment (e.g., loss of a sense, a major curse, servitude). The GM has final veto on game-breaking terms.

**Push It:** The contract includes a hidden "fine print" that benefits you in a way the signatory did not anticipate, but the Red Prince takes a special interest in the contract and may interfere to ensure its fulfillment.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

## 6.16 The Traveler: The Ways Between

Paths are not merely lines on a map; they are living things that remember every footstep. The Traveler is the patron of these arterial routes—the hidden shortcuts, the forgotten trails, the roads that change when no one is looking. Its followers are messengers, scouts, and those who understand that the journey itself holds more power than the destination. To bargain with the Traveler is to move through the world as if it were made of doors, but every path taken leaves an echo, and some roads prefer not to be walked.

### 6.16.1 Low-Power Rites

*Duration: Scene; Range: Self; Stacking: Yes (travel only).*

**Materials:** A chalk sigil or ribboned pebble placed by the Thiasos at a threshold, milestone, or crossroads.

**Effect:** Start *Controlled* on one Traverse/Scout movement this scene *or* treat one terrain/visibility penalty as one step less severe.

**Push It:** One ally in *Close* also gains the same benefit on their next movement, but the waystone marks your passage and may attract unwanted attention.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** A light pack and comfortable shoes.

**Effect:** You move with preternatural ease. Ignore fatigue from a long walk. +1 die to rolls to keep pace with a faster traveler or to navigate a crowded street.

**Push It:** You can take a "shortcut," allowing you to arrive at a nearby destination a few minutes ahead of expected time, but the shortcut may lead through unexpected territory.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

### 6.16.2 Standard-Power Rites

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** A thread measured to your stride, knotted by the Thiasos, and a sketched route.

**Effect:** Once per beat, if a plausible path exists, you may move *one additional zone* as part of a successful action; you may also ignore engagement *once* this scene while repositioning. Alternatively, when a travel/pursuit complication hits you, shift it from *Spades/Diamonds* (harm/hazard) to *Clubs* (delay/resources).

**Push It:** Bring one ally in *Close* along when you take your bonus zone shift, but the hidden path affects both of you and may lead to unexpected destinations.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** A map you've annotated with personal notes.

**Effect:** You intuitively sense the safest or most discreet route to a known destination within the current region. You and your group cannot become lost, and you gain +1 effect to avoid random encounters or patrols while traveling.

**Push It:** The path reveals a single, hidden point of interest along the way, but the revelation comes with a price that must be paid.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

### 6.16.3 High-Power Rites

*Duration: Scene; Range: Zone; Stacking: No.*

**Materials:** Dust from a crossroads traced into a narrow arch, a road-nail or ring of keys held by the Thiasos.

**Effect:** Choose one: (A) Open a short-lived *Way-Between* linking two **known thresholds** within the current map; you and up to *Near* allies may traverse it instantly once, ignoring engagement; or (B) For this scene, treat your first zone change each beat as *free*, and gain +2 dice on chase/escape/navigation actions.

**Push It:** Either extend the portal to include all allies in *Near* or force current pursuers to lose one position step, but the *Way-Between* becomes partially permanent and may attract unwanted traffic.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

*Duration: Extended; Range: Self; Stacking: No.*

**Materials:** A journey of a hundred miles begun with a single step.

**Effect:** You and your companions undertake a long journey. The travel time is halved, and the group arrives refreshed, clearing all minor Fatigue related to travel. Additionally, you may ask the GM one far-reaching question about the destination or what you might encounter on the way, receiving a vague but truthful omen.

**Push It:** The journey also provides a crucial piece of information or a minor beneficial item relevant to your goal at the destination, but the road remembers your passage and may exact a toll later.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

## 6.17 The Carrion-King: The Cycle of Decay

Life feeds on death, and death nourishes life. The Carrion-King is the patron of this essential, unending cycle—the rot that fertilizes new growth, the breakdown that makes way for rebuilding. Its followers are farmers, healers, and those who understand that endings are merely transitions. To bargain with the Carrion-King is to work with nature's most fundamental process, but decay is indiscriminate, and those who dance with rot risk becoming part of the compost.

### 6.17.1 Low-Power Rites

*Duration: Instant; Range: Touch; Stacking: Yes (decay only).*

**Materials:** A piece of spoiled food or a dead insect.

**Effect:** Accelerate natural decay on one small, non-living object (e.g., rot a rope, tarnish a metal lock, spoil a meal). This grants +1 effect to actions like "Break" or "Sabotage."

**Push It:** The decay spreads slightly, affecting a second, similar object in Close range, but the accelerated decay attracts scavengers and vermin.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** A withered flower.

**Effect:** You exude an aura of mild decay. You gain +1 die to resist disease and poison. Food you carry is preserved from further rot, but becomes tasteless.

**Push It:** A single small plant or source of food within *Near* range withers to dust, but the decay affects your own vitality and you suffer Fatigue 1.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

### 6.17.2 Standard-Power Rites

*Duration: Scene; Range: Touch; Stacking: No.*

**Materials:** A recently deceased creature (dead less than an hour).

**Effect:** Draw vitality from death to fuel creation. Choose one: Purify a small amount of food/water; cause a patch of useful fungi/herbs to sprout; or grant yourself or an ally +1d on the next roll to resist disease or poison.

**Push It:** The created substance is of exceptional quality or potency, but the cycle's turn affects the balance of life and death in the area.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

*Duration: Instant; Range: Near; Stacking: No.*

**Materials:** A handful of grave dirt sprinkled over a corpse.

**Effect:** Lay a minor spirit to rest. This prevents a corpse from being easily animated as undead, or quiets a minor haunting, granting +2 dice to the next social roll with any remaining spirits or mourners.

**Push It:** The soothing effect grants you or an ally temporary immunity to fear effects from undead for the scene, but the peaceful rest comes at the cost of disturbing other spirits.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

### 6.17.3 High-Power Rites

*Duration: Scene; Range: Zone; Stacking: No.*

**Materials:** A handful of grave dirt.

**Effect:** Accelerate decay within a zone. Structures become unstable (1d to rolls relying on them), and opponents suffer 1d on rolls to maintain equipment or complex efforts. Alternatively, you can rapidly consume a large obstacle (a barricade, a thick door) over the course of the scene.

**Push It:** The area becomes choked with fertile but sickening growth, inflicting a *Sickened* condition on those who remain in the zone for more than a few beats, but the growth may prove useful later.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

*Duration: Extended; Range: Touch; Stacking: No.*

**Materials:** Burying a seed in rich, rotten earth.

**Effect:** You can ritually transform a significant amount of dead matter (a large corpse, a fallen tree) into something new over an extended period. This could be a fertile patch of land, a unique alchemical ingredient, or a temporary, beneficial environmental feature. The GM sets the scale and time required.

**Push It:** The process is accelerated, taking only a single scene, but is more visually dramatic and obvious, attracting attention from those who would interfere with the cycle.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

## 6.18 The Gallows-Bell: Consequences and Retribution

Every action echoes. The Gallows-Bell is the patron of these echoes—the inevitable consequences that return like a tolling bell. Its domain is not punishment, but balance; not vengeance, but the restoration of cosmic equilibrium. Its followers are judges, avengers, and those who believe that debts must be paid, whether in this life or the next. To bargain with the Bell is to become an instrument of fate's reckoning, but those who ring the bell too often may find themselves standing beneath it.

### 6.18.1 Low-Power Rites

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** A noose fragment; whispered confession.

**Effect:** Mark a target for "attention" - GM must introduce a complication related to their recent actions within 3 scenes.

**Push It:** Complication occurs immediately in current scene, but the whispered name echoes and may affect others who share the target's name.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

*Duration: Scene; Range: Self; Stacking: No.*

**Materials:** Dream-catcher woven with guilt; midnight vigil.

**Effect:** Target dreams of their misdeeds, creating roleplay opportunities and narrative weight.

**Push It:** Dreams provide a true omen about future consequences, but the dreams also reveal one of your own secrets to the target.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

### 6.18.2 Standard-Power Rites

*Duration: Scene; Range: Near; Stacking: No.*

**Materials:** Shattered mirror; drop of the target's blood.

**Effect:** Target's reflection shows their "true nature" to others - social actions create narrative complications when deception attempted.

**Push It:** Reflection becomes actively hostile, creating social tension, but the mirror's magic affects all reflections in the area.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

*Duration: Extended; Range: Touch; Stacking: No.*

**Materials:** Unfinished letter; broken chain link.

**Effect:** Target feels narrative weight of incomplete obligations - story complications until resolution.

**Push It:** The unfinished business becomes more specific and demanding, but you become partially responsible for helping resolve it.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

### 6.18.3 High-Power Rites

*Duration: Scene; Range: Near; Stacking: No.*

**Materials:** Iron chain that held a prisoner; funeral bell hammer.

**Effect:** Target hears echoes of every promise they've broken - suffer Fatigue 1 and narrative social complications when lying.

**Push It:** Chain manifests physically, restricting movement narratively, but the chain's magic affects all chains in the area.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

*Duration: Extended; Range: Zone; Stacking: No.*

**Materials:** Gallows rope; three iron bells rung in sequence.

**Effect:** Target suffers three escalating narrative consequences related to their nature/sins over the next session.

**Push It:** Consequences affect allies/family members as well, but the bell's toll marks you as an agent of retribution.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*



## 6.19 The Sealed Gate: Banishment, Wards, and Seals

Some things should not be in this world. The Sealed Gate is the patron of this fundamental truth—the power to say "no" to the unnatural, to reinforce boundaries, to keep the Outside out. Its followers are exorcists, wardens, and guardians who stand at the thresholds between worlds. To bargain with the Gate is to become a living lock, but every seal requires maintenance, and the pressure from the other side never ceases.

### 6.19.1 Low-Power Rites

*Duration: Scene; Range: Zone; Stacking: No.*

**Materials:** Chalk mixed with salt; drawn sigil at threshold.

**Effect:** +2 dice to resist entry by marked supernatural threat type; create visible ward that deters 1-2 SB worth of minor entities.

**Push It:** Ward also alerts you when triggered by a mental ping, but the ward's magic attracts the attention of other supernatural entities.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

*Duration: Extended; Range: Touch; Stacking: No.*

**Materials:** Seven locks of different metals; blessed chain.

**Effect:** Seal a door, chest, or passage against unauthorized entry - any attempt triggers 2 SB of supernatural effects.

**Push It:** Seal becomes permanent until properly broken with ritual, but the seal's magic affects all locks and seals in the area.

*Requires: Familiar. Invoke: 1 Boon. Obligation: 4 segments.*

### 6.19.2 Standard-Power Rites

*Duration: Scene; Range: Near; Stacking: No.*

**Materials:** Holy oil; silver brazier inscribed with banishment runes.

**Effect:** Banish minor supernatural presence from area - force 1-2 SB worth of entities to retreat or suffer -2 dice to actions.

**Push It:** Banishment becomes permanent for the scene, but the cleansing fire affects all supernatural entities, friend or foe.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

*Duration: Extended; Range: Zone; Stacking: No.*

**Materials:** Continuous loop of iron wire; seven candles of different colors.

**Effect:** Create a ward that prevents teleportation/planar travel within zone - all such attempts generate 2 SB of backlash.

**Push It:** Ward also blocks summoned entities from entering, but the ward's magic affects all teleportation and planar travel, including your own.

*Requires: Familiar + Codex. Invoke: 1 Boon. Obligation: 5 segments.*

### 6.19.3 High-Power Rites

*Duration: Scene; Range: Zone; Stacking: No.*

**Materials:** Lead box containing name of realm; key made from meteoric iron.

**Effect:** Seal an entire zone against supernatural entry - all entities of specified type suffer Desperate position to enter.

**Push It:** Seal extends to block planar travel in/out of zone, but the seal's magic affects all planar travel and may trap you within the zone.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

*Duration: Instant; Range: Near; Stacking: No.*

**Materials:** Vessel containing the entity's true name; silver mirror facing away.

**Effect:** Permanently banish a single supernatural entity to its native realm - it cannot return without equal magic.

**Push It:** Banishment damages the entity, imposing permanent -2 dice to all its actions, but the banishment's magic affects the fabric of reality and may create unintended consequences.

*Requires: Familiar + Codex + Tier III. Invoke: 2 Boons. Obligation: 6 segments.*

## The Oath of Flame and Light

Some pacts are made not with alien entities, but with principles of purity and protection. The Oath of Flame and Light represents this sacred tradition—a binding vow to stand against corruption and darkness. Its followers are paladins, healers, and guardians who wield light as both weapon and ward.

### 6.19.4 Rites of the Oath

*Duration: Action; Range: Touch; Stacking: Yes (healing/warding only).*

**Materials:** The Symbol warmed over a true flame while the Familiar intones a vow of care.

**Effect:** Choose one: **(a)** *Step down* one level of *mundane or shadow-touched Harm* on the target, **or** **(b)** *clear 1 Fatigue* from the target, **or** **(c)** grant the target *start Controlled* on their next Resist vs fear/corruption this scene.

**Push It:** Also remove one minor lingering condition tied to dread or pain (*Shaken, Rattled*, etc.), but you take on a portion of the target's suffering.

*Requires: Familiar + Patron's Symbol. Invoke: 1 Boon. Obligation: 4 segments.*

*Duration: Action; Range: Near (mark), Self (strike); Stacking: No.*

**Materials:** Trace the sun-sign in the air with the Symbol; the Familiar draws a spark across your blade or palm.

**Effect:** Mark one undead, demon, or outsider you can see. Until the end of the scene, your next successful strike against the marked target gains **+2 effect**. On that hit you may declare *Turn*: the target must *withdraw one zone immediately* or *stand their ground and generate 2 SB (Spades)*. Alternatively, inscribe the sun-sign on a threshold: for this scene, named foes crossing it suffer **-1 die** on their next action.

**Push It:** When you declare *Turn*, extend the choice to *one additional* engaged foe of the same type, but the brand's light attracts other undead or demons to the area.

*Requires: Familiar + Codex + Patron's Symbol. Invoke: 1 Boon. Obligation: 5 segments.*

*Duration: Scene; Range: Zone; Stacking: No.*

**Materials:** A ring of salt and light traced with the Symbol while the Familiar recites your oath by name.

**Effect:** Consecrate the zone. Undead, demons, and outsiders that *enter or act* within the sanctuary suffer **-1 die** on their first action each beat. Allies within the zone *immediately clear 1 Fatigue* and gain **+1 die** to Resist fear/corruption for the scene. *Once this scene*, name one such foe in the zone: they must *withdraw from the sanctuary immediately* or suffer a **significant immediate consequence** (GM spend, typically

*Spades or Hearts*).

**Push It:** Extend the sanctuary's edge to an adjacent zone for one beat *or* attempt a decisive banishment against a single marked foe (test *Spirit + Faith*, DV by foe's might; on success they are expelled from the scene), but the sanctuary's power draws the attention of powerful undead or demonic entities.

*Requires: Familiar + Codex + Tier III + Patron's Symbol. Invoke: 2 Boons. Obligation: 6 segments.*