

Linn: Mist & Iron

Raids, Rivers, and Oathbinding (Fate's Edge v0.1)

A culture-focused module for coastal raids, river thrusts, oath-law, and seasonal expeditions by the Linns—seafarers of the north who strike the Violet Steppe littoral, run the Yloka up into the Abderrian Sea and Mistlands, and range as far south as Theona in the Dolmis. Built to slot into Amaranthine Sea, Political Intrigue, Wilderness, and Caravans using core Fate's Edge procedures (Position/DV, SB, clocks, Strings, Favor/Leverage/Exposure).

Design Goals

- **Oath before oar.** Social bonds, boasts, and blood-silver shape play as much as blades.
- **Raider–trader parity.** Raids, mercenary service, and escort trade are equally supported.
- **Seamless integration.** Uses existing chase/ship rules, faction clocks, and currencies—no new dice math.
- **Low bookkeeping.** Crew, ship, season wheel, and 2–3 visible clocks per scenario.

Quickstart (2 minutes)

1. Make a Crew/Clan Sheet (§1) and a Ship Sheet (§2). Pick 1–2 Strings (river-right, winter harbor, thing-seat) and 3–4 Tags.
2. Mark the Season Wheel (§3) and current Theaters (coast, river, mist). Start Repute [6], Feud [4], Oath Ledger.
3. Pick an opening Score Type (§4): Coastal Raid, River Strike, Escort/Trade, or Thing Moot.
4. Frame the approach, set Position/DV from tags/venue, play. On any 1, GM spends from Mist & Iron SB (§6.4).

1 Linn Crew/Clan Sheet (Template)

| | | | |
|--------------------|-------|--------|--------------------|
| [CLAN / CREW NAME] | | | |
| Aett | (home | seat): | Thing Affiliation: |
| _____ | | | _____ |

Strings (2–3): winter harbor • river-right • trade oath • feud settlement • warding chant • pilot's stone

Tags (2–4): Oathbound • Riverwise • Ice-Trained • Reaver-Known • Hospitable • Law-Strict • Skald-Loud • Wolf-Banner

Tracks:

- Repute [6] (standing among Linn and neighbors)
- Feud [4] (active quarrel; on fill → blood-price owed or war)
- Exposure [6] (to foreign powers; for non-Linn venues)

Oath Ledger: favors owed/held (name + what; acts like Favor/Leverage within Linn spheres)

Notables: steersman • war-leader • speaker • skald • shipwright

Repute [6]: Tick up for kept oaths, fair trade, valor; tick down for oath-breaking, cowardice, or sacrilege. High Repute grants Audience: Respectful at thing; low invites Audience: Skeptical.

Feud [4]: Name the counterparty. Ticks on insult, theft, or harm; clear by blood-silver, ordeal, or deed.

2 Ship Sheet (Longhulls & Rivercraft)

Pick a hull and 3–4 tags.

Longhull (raider): shallow draft, fast oars, beachable.

Broadshore (cargo): higher freeboard, stout frames, slower oars.

River-spear (cutter): light, narrow, collapsible mast for weirs.

Ship Tags (choose 3–4)

- Shallow Draft — River rapids Drive/Handle DV –1; cross bars, weirs.
- Beaching Hull — Land/sail from beaches; Disengage gains Position +1 at surf.
- Ice-Ready — In thaw/freeze scenes, first Condition +1 is ignored.
- Mistwise — In fog/gares, Navigate DV –1; Ambush at Sea starts one Position higher.
- River-Runner — Row Upstream DV –1; portage checks Position +1.
- Wolf-Boarding Gear — Board & Brace DV –1; entangling hooks/ropes.
- High Shields — +1 die defending vs arrows/sling; on 1: Side-Slip penalty (windage) applies.
- Skald-Drum — Once/score gain Audience: Fierce aboard; can rally morale.
- Pilots' Stones — Hidden cairn-marks; once/score Navigate Position +1 in shoals.

Roles (choose at table)

Steersman (helm), War-Leader (boarding/assault), Speaker (parley), Skald (morale/saga), Shore-hand (portage/repairs), Lookout (weather/ice).

3 Season Wheel & Theaters

Spring Muster → Summer Raids → Autumn Trade/Settling → Winter Hearth/Thing.

At each transition:

- Advance Politics (Mandate/Crisis) for coastal powers.
- Roll Weather/Ice [4–6] for the theater in play (coast, river, mistland).
- Offer Oath Opportunities (escort, feud settlement, shrine warding).

Theaters

- Coast (Abderrian/Mistlands): cliffs, skerries, tide races, fog.
- River (Yloka): bars, rapids, weirs, toll-fords, riverside towns.
- Dolmis Reach (south): broader seas, warmer storms, foreign courts.

4 Score Types & Procedures

Pick approach (Deceit • Speed • Shock • Parley) → set Position/DV from venue/tags → roll.

4.1 Coastal Raid (Objective: Plunder / Message / Prisoner)

Clocks: Alarm [4–6], Plunder [6–8], Ship Damage [4], Blood-Price [4].

Entry: surf landing, hidden cove, tide gate, harbor ruse.

On 1s: GM spends SB → alarm bells, hidden shoal, torch-chain across channel, watch-tower signal.

Resolution: When Plunder fills, choose coin or Strings (hostage pledge, toll writ, seasonal tithe). If Blood-Price fills, mark Feud +1 or pay blood-silver (Favor loss or obligation clock).

4.2 River Strike (Objective: Tollhouse / Weir / Rival Barge)

Clocks: Current [4], Pursuit [6], Sentries [4], Plunder/Terms [6].

Position tweaks: River-Runner/Shallow Draft help; crosswinds/hail hurt.

On 1s: weir gets raised, arrows from reed-blind, boom-chain snaps at wrong time.

4.3 Escort/Trade (Objective: Profit / Standing)

Use Market from Amaranthine/Caravans; add Linn perks:

- Thing Tokens (oath-markers) count as String once/session in Linn venues.
- Skald-Drum can convert Audience: Warm → Favor (narrow) once/score with a saga.

4.4 Thing Moot (Objective: Law / Settlement)

Venue: ring of stones, winter hall.

Moves: Oath-Swear (commit under penalty), Wager Wyrd (ordeal by feat), Blood-Silver (compensation roll), Witness the Saga (Skald stakes a truth).

Outcomes: resolve Feud, write Oath to ledger (acts as durable String), assign winter land or river-right.

5 Oaths, Blood-Silver, & Repute

- **Oath (currency):** Inside Linn spheres, treat Oath Ledger entries as Favor/Leverage equivalents; breaking one ticks Repute -1 and creates Feud +1.
- **Blood-Silver (settlement):** Pay with coin, hostage-string, or deed. Roll Petition/Broker vs DV 2-4 (standing, witnesses, hurt). On hit, reduce Feud -2; on partial, -1; on miss, counter-oath demanded.
- **Boasts & Sagas:** A public boast creates Audience: Expectant; fulfill it to gain Repute +1, fail and mark Exposure or Feud.

6 Sea & River Procedures

6.1 DV Ladders

- **Chase (Sea):** DV 2 reach • 3 skerries • 4 reef line • 5 storm eddies.
- **Chase (River):** DV 2 open • 3 bars • 4 rapids • 5 weirs/locks.
- **Board & Brace:** DV 3-5 (tags: Wolf-Boarding Gear lowers DV).

6.2 Weather/Ice Matrix [4-6]

Advance on 1s or fiction:

- **Fog/Mist:** sight Position -1; Mistwise cancels. On 1, Pursuit +1 (lost bearings).
- **Squall/Hail:** ranged actions -1 die; on 1, Condition +1 (sails/rig).
- **Ice/Floe:** Navigate DV +1; on 1, choose Delay (Distance stalls) or Keel-Scuff (Condition +1).

6.3 Portage & Weirs

Treat as Cross Hazard (Body+Tactics/Craft) DV 3-5; River-Runner/Shallow Draft grant Position +1. On 1, Oarline snaps or Axle-sled breaks.

6.4 Mist & Iron SB (GM menu)

- Hidden Shoal: sudden ground; Ship Damage +1 unless Position was high.
- Tower Fire: beacon lit; Pursuit +1 and Alarm +1.
- Oarline Breaks: lose Position; repair or fight short-handed.
- Witness at Cliff: an enemy skiff sees; Exposure +1 (foreign) or Feud +1 (Linn).
- Saga Twisted: rumor flips an Audience tag against you.

7 Linn Culture Tools (portrayal guidance)

- Emphasize law and reciprocity (oaths, blood-silver, witness) over caricature.
- Show plural livelihoods: fishers, traders, wardens, mercenaries, skalds—not only raiders.
- Let women/elders hold seats and steer deals; avoid monolith tropes.
- Lean into seasonality and thing assemblies as civic life.

Etiquette Hooks (once/scene in Linn venues): gift the host's hearth with salt/fish oil; name your mother's line; offer a verse—each can grant Position +1 in parley.

8 Factions & Fronts

- **Linns Union (docks & dues):** Strings—dock priority, barge pilots.
- **Mistland Wardens:** Strings—fog bell chains, cliff beacons.
- **Yloka Tollmen:** Strings—boom-chains, river seals.
- **Dolmis Factors:** Strings—winter contracts, bonded warehouses.
- **Shrine of Storm-Whale:** Strings—safe-run chants, tithe.

Front Clocks (examples):

- Reprisals Fleet [6–8] (coastal power organizes counterstrike).
- Thing Schism [6] (oath controversies split halls).
- Mistland Famine [6] (trade mission needed; gain Standing if solved).

9 Generators

9.1 Coastal Targets (d66)

11 tide mill • 12 beacon tower • 13 cliff monastery • 14 saltworks • 15 fishing fleet • 16 lord's boathouse • 21 skerry storehouse • 22 ropewalk • 23 ferry-chain • 24 dyeshed • 25 customs shed • 26 river gate • 31 amber beach • 32 quarry pier • 33 seal rookery • 34 barge yard • 35 sheep isle • 36 fortress quay • 41 smokehouse row • 42 eel-weirs • 43 pilot stone • 44 winter harbor • 45 tax sloop • 46 river lighthouse • 51 shrine cove • 52 smugglers' cut • 53 patrol launch • 54 tollhouse • 55 grain pier • 56 seawall breach • 61 ice slip • 62 wreckers' fires • 63 tide cave • 64 chain boom • 65 slate wharf • 66 mint barge.

9.2 River Hazards (d12)

1 bar on a bend • 2 sudden freshet • 3 weir rat-lines • 4 deadwood snag • 5 eel-pots • 6 ice pans • 7 hidden side-cut • 8 bluff echo • 9 toll chain half-raised • 10 reeds conceal archers • 11 rain-swollen ford • 12 sand-suck bank.

9.3 Thing Cases (d12)

1 insult in song • 2 stolen pilot stone • 3 broken oath on winter grain • 4 blood-price disputed • 5 marriage claim • 6 warding chant stolen • 7 hostage pledge lapsed • 8 salvage rights • 9 border cairn moved • 10 feud cooling terms • 11 saga witness contest • 12 mercenary pay withheld.

9.4 Sagas & Boons (d12)

1 oar-song that steadies arms • 2 whale omen at dawn • 3 amber find • 4 pilot's ghost shows a cut • 5 storm-whale spares you • 6 omen of red sails • 7 skald's verse spreads • 8 winter hall adopts you • 9 river seal renewed • 10 cliff bell silent • 11 mist opens path • 12 oath-ring warms (truth told).

10 Integration Notes

- **Amaranthine Sea:** Use ship chase and blockade tools; Linn Skald-Drum converts Audience to Favor once/score in port riots or dock disputes.
- **Caravans:** Swap staging at waystations with winter harbors; River-Runner aids barge convoys upriver.
- **Wilderness:** Portage/overland jumps tie into outpost assets; fjord hunts use Hunt/Chase ladders.
- **Political Intrigue:** Treat the Thing as a political venue; Repute sets default Position; Blood-Silver interacts with Favor/Exposure economies.

- **Psionics:** Seers translate as omen-readers; allow Psychic Weather Sense to soften fog/ice penalties once/leg.
- **Dragon's Lair:** Skerries and glacier valleys hide wrym shrines; oaths may bind to ancient powers for perilous boons.

11 Example of Play (short)

Setup: Longhull with Shallow Draft, Mistwise, Wolf-Boarding Gear. Crew Repute 3/6, Feud 1/4 (with Yloka Tollmen). Score: River Strike against a boom-chain tollhouse (Plunder/Terms).

Approach: Parley-then-Shock. Speaker petitions for winter discount (DV 3). Partial → Position stays Risky, GM spends 1 SB.

Action: War-Leader triggers Board & Brace at the boom. Wolf-Boarding Gear drops DV to 3. Hit → Plunder +2; a 1 shows → GM spends Tower Fire (Alarm +1, Pursuit +1).

Twist: Fog rolls in. Mistwise cancels Position penalty. Steersman runs a Pilots' Stone line: Navigate gains Position +1; Pursuit -1.

Close: Plunder fills. Crew chooses a seasonal tithe String instead of coin. Blood-Price at 2/4; they pledge blood-silver at winter thing to avoid Feud tick.

12 GM Reference (one page)

- **Crew:** Repute [6] • Feud [4] • Exposure [6] • Oath Ledger.
- **Ships:** choose hull + 3–4 tags. Roles: Steersman • War-Leader • Speaker • Skald • Shorehand • Lookout.
- **Season Wheel:** Spring muster • Summer raids • Autumn trade/settle • Winter thing.
- **Score Types:** Coastal Raid • River Strike • Escort/Trade • Thing Moot.
- **Key Clocks:** Alarm • Plunder • Ship Damage • Blood-Price • Pursuit.
- **Weather/Ice:** Fog/Mist • Squall/Hail • Ice/Floe.
- **SB Menu:** Hidden Shoal • Tower Fire • Oarline Breaks • Witness at Cliff • Saga Twisted.
- **Integration:** Portage ↔ Wilderness • Dock riots ↔ Amaranthine • Thing ↔ Political • Omens ↔ Psionics.

13 Changelog

v0.1 — First draft: crew/ship sheets, tags & roles, season wheel, sea/river procedures, raid/river/thing scores, oath & blood-silver economy, generators, integration, and an example.

End of v0.1

Hunger in the Mist

A Linn Adventure for Fate's Edge (v0.1)

Hunger in the Mist

A Linn Adventure for Fate's Edge (v0.1)

A coastal-river saga for Tier II–III parties, inspired by northern raiding epics and survival horror—reimagined for Fate's Edge without referencing any specific IP. Built to slot into Linn: Mist & Iron, Wilderness, Caravans, Amaranthine Sea, Political Intrigue, and Psionics.

Pitch

Winter's edge bites the Mistlands. Beacon towers fail. Villages whisper of Fog-Harriers—antler-helmed raiders who strike from fen and chalk caves, leaving carrion totems and vanished kin. The Linn hall of Stenskar seals its doors. . . then sends for help. The omens demand a mixed company: oarsmen and outsiders together, for the mist does not remember one tongue alone.

Play in 3–5 sessions: defend a hall; scout the black fen; unmask the Harriers; strike the warrens; end a brood-line at dawn.

Safety & Tone

- Horror and funerary imagery; keep consent tools handy.
- Keep Linn culture plural: traders, fishers, skalds, wardens—not caricature raiders.
- The Fog-Harriers are a syncretic cult of coastal and fen folk (not a “lost people” stereotype). Their practices are ritual, not racial.

What You Need

- Fate's Edge core SRD (Position/DV, SB, clocks, Strings).
- Linn: Mist & Iron (crew/ship tags, thing, oaths, sea/river ladders).
- Wilderness (camp, biomes: marsh/coast). Optional: Psionics (omens), Political (thing moot), Caravans/Sea if you bring escort/convoy play.

14 Cast & Hooks

PC hooks (choose or invent):

- Outsider Envoy from a southern city bearing a winter contract.
- Skald-Loud: your saga named a fen spirit; it answered.
- Mistland Warden: your bell-chain went silent; your oath binds you to find why.

- River Pilot: your pilot stones were moved; trade boats vanish.
- Noetic Adept (Psionics): your dreams taste of chalk and marrow; omens point north.

Notables

- Jarl Arnhild Stenskar (Speaker at winter thing). Strings: winter harbor, feud settlement.
- Hevr Skarn (War-Leader). String: oar-oath.
- Friga of the Bell Chain (Warden). String: beacon rites.
- The Fog-Harriers (cult). Strings: bog totems, whisper warrens, marrow resin.
- The Brood-Matron (Harrier oracle). String: bone throne in the chalk deeps.

15 Fronts & Clocks

Primary front — Hunger in the Mist

- Beacon Silence [6] — as it fills, coastal beacons fail; +1 Position to Harrier night strikes.
- Missing Boats [6] — trade collapses; famine pressure rises.
- Brood-Matron's Rite [8] — completes a mass anointing; Harriers fight at +1 Effect at night.

Local clocks

- Hall Panic [6] — rumor and grief; insert disadvantage tags until calmed.
- Feud with Tollmen [4] — complicates river help; clear at thing or pay blood-silver.
- Oath Debts [4] — favors owed by Stenskar; cash for aid or betrayal.

16 Adventure Structure

16.1 Act I — The Hall at Dusk (Defense & Oaths)

Scene A1: River Arrival

- Enter by longhull or barge under fog. Mistwise helps; otherwise Position −1 to Navigate.
- Encounter: wreckers' fires lure boats to a shoal (Hidden Shoal SB). Rescue or lose supplies.

Scene A2: Stenskar Winter Hall

- A funeral table, skalds quiet, children hidden. Hall Panic [6] starts at 2/6.
- Thinglet: a small moot in the hall: testimonies about antler masks and bog-incense.

- Oath: Arnhild swears guest-right and asks for a mixed company. Add Oar-Oath String: one boon per session on a roll taken in public defense of Stenskar.

Scene A3: Night Probe

- Harriers test the palisade with bone rattles and peat-smoke. Use Board & Brace if defending the river gate; ranged volleys are hampered by fog.
- On any 1, spend SB Witness at Cliff (enemy skiff sees you); tick Missing Boats +1.

Outcomes: stabilize Hall Panic, earn Beacon Rite String (Warden's trust), discover marrow resin (sweet narcotic used by Harriers).

16.2 Act II — Black Fen Recon (Scouting & Skirmish)

Travel: Wilderness Marsh biome; set Distance [6], Danger [4], Weather [4: fog/rain].

Intent: Scout or Hide to reduce Sign.

Key Sites

- Bell Chain #7: rope cut, bell stolen; recover clapper for Clue.
- Totem Isle: antler totems, peat-fires burning cold; a captive left as bait.
- Pilot Stone Cairn: moved downstream; reset to ease escape later (Position +1 on retreat).
- Fen Bear's Den: optional hunt; pelt as leverage at thing.

Encounters

- Harrier Skirmishers (Near): reed-masks, bone darts (Harm 1, poison tag Drowse → Weariness +1).
- Bog-Haze: Weather tick; on 1, Condition +1 unless Shelter tag.
- Whisper Caves Mouth: chalk dust, singing vents; enter now or return prepared.

Objectives

- Track the Harriers to the warrens (accumulate 3 Clues: totem analysis, captive interrogation, resin tracing).
- Seize totems/resin to learn their rite.
- Optionally bargain at riverside Thing to clear Feud with Tollmen.

16.3 Act III — The Whisper Warrens (Assault & Choice)

Dungeon Frame: single clock Warrens Depth [8]; three spokes: Bone Gallery, Steam Vents, Brood Halls. Advance on noise, heat, or delay. Harriers get Position +1 in darkness unless PCs carry warding light.

Rooms & Beats

1. Bone Gallery: trophy totems; a riddle-song carved in chalk (Insight DV 3 decodes entry order; on 1, Alarm [4] +1).
2. Steam Vents: scalding fog bursts; Cross Hazard DV 3–4.
3. Brood Halls: sleeping pits; marrow resin harvest; captives. Mercy vs Zeal choice: rescue captives (slows assault, gain 1 Boon) or leave them (assault faster, Harriers fight with +1 Effect until Brood-Matron's Rite is reduced).

The Brood-Matron

- Oracle-chieftain enthroned on jointed bone. Uses Drowse fumes, reed-pipes to coordinate, and antler staff to parry.
- Moves: Frenzy the Pack (allies gain +1 Effect for one exchange), Fog Veil (Position –1 for intruders), Marrow Breath (Weariness +1 area; SB spend).
- Strings: prophecy tokens (chalk sticks carved with tide glyphs) and a Bone Oath Ring that can settle Feud at a Thing if claimed.

Finale Options

- Strike the Matron: break the cult's coordination; Harriers fragment.
- Collapse the Vents: explosives or psionic overpressure to seal the warrens (Weather +1; retreat clock).
- Parley of Oaths: prove the Matron bent an ancient river oath; some Harriers stand down under witness.

Aftermath: if Brood-Matron's Rite was near full, pockets of Harriers fight on at night until Beacon Silence is restored.

17 Running the Fog-Harriers

They are human cultists. Their horror comes from ritual masks, peat-smoke tactics, and night discipline, not species. Frame them as a fen syncretic sect that fed on famine and fear. Some defect when confronted with oaths and proofs.

Harrier Types (framework)

- Skirmisher: reed mask, bone darts (Near), marsh knife (Close). Tags: Drowse, Reedslip (Hide/Disengage Position +1 in marsh). DV: 3 for ranged, 2 for melee.
- Reaver: antler helm, hooked spear (Close), net (entangle). Tag: Hook & Haul (on hit, reposition foe). DV: 2 for melee.
- Whisperer: smoke-runner, pipe-signals, resin flasks. Move: Fog Veil (once/scene Position -1 to ranged against allies). DV: 2.
- Brood-Matron: see above. DV: 4, Harm 2.

Use core opposition building: set DV by venue/cover (marsh, fog, night), hand out SB on 1s, and lean on Reedslip/Hook & Haul to shape the fight.

18 Oaths, Law, & Thing

- A Hall Thinglet can grant Witness for an oath; use it to settle Feud with Tollmen or bind local aid.
- Blood-Silver converts one Feud tick into truce; Boast publicly and fulfill it to gain Repute +1 at winter thing.
- The Bone Oath Ring from the warrens is admissible proof at a Thing; returning it can grant Standing with Mistland Wardens.

19 Wilderness & Travel Procedures

- Marsh Biome: Infiltrate Position +1; Drive Position -1. Hazards: sucking mud (Cross DV 3-5), miasma (Weariness +1 + Sickness [4]), hidden channel (Swim/Boat).
- Weather Matrix (Fog/Rain/Ice): see Wilderness; fog adds Pursuit +1 on 1s unless Mistwise.

Sample Leg: Stenskar → Black Fen Mouth (Distance [4], Danger [4], Weather [4: fog]). Intent Hide. On strong Hide Sign, reduce Sign -2; on 1, Witness at Cliff SB.

20 Sea & River Hooks

- River Strike: sabotage boom-chains raising for Harrier skiffs (Pursuit/Current clocks).
- Escort: run refugees or grain; Skald-Drum can convert Audience: Warm → Favor at a desperate dock.
- Ambush at Sea: Harrier cutters use kelp curtains; Mistwise counters.

21 Psionics Hooks (optional)

- Dream Weather: Noetic PC senses chalk singing → Clue to vent map; reduce Warrens Depth advance once.
- Aegis of Will: disperse dart volleys (convert Harm 1 → Fatigue).
- Foresight: warn of a night probe; set Hall Defense Position +1.

22 Rewards & Fallout

Strings: Beacon Rites • Bone Oath Ring • Winter Harbor • Pilot's Stones Reset • Tollmen Truce.

Boons: Mist opens path (Position +1 on a fog scene once) • Skald's Verse spreads (Audience: Warm on arrival).

Standing: with Mistland Wardens, Dock unions, or Linn thing.

Treasure: marrow resin (contraband), antler crafts, river seals, captives ransomed.

Campaign Ripples:

- The marrow resin points to a southern buyer → city or sea arc.
- The Bone Oath Ring ties to an ancient river oath → political arc.
- The chalk vents hint at wyrm channels → dragon arc.

23 Prep Aids

Visible clocks to start: Beacon Silence 2/6 • Missing Boats 1/6 • Hall Panic 2/6.

Handouts: Oath tokens, totem sketches, bell-chain map, pilot stones diagram.

Music: low frame drum; distant bells; water drip.

24 One-Page Reference

- Acts: Hall Defense → Fen Recon → Warrens Assault/Parley.
- Key Tags: Mistwise • Shallow Draft • River-Runner • Reedslip • Drowse.
- SB Menu (Mist & Iron): Hidden Shoal • Tower Fire • Oarline Breaks • Witness at Cliff • Saga Twisted.
- Wilderness SB: Unwelcome Smoke • Bad Footing • Foul Water.
- Clocks: Beacon Silence • Missing Boats • Brood-Matron's Rite • Hall Panic • Feud (Tollmen) • Oath Debts.
- Outcomes: Matron struck • Vents collapsed • Oaths proven.
- Advancement: Repute shift • Standing gained • Strings banked.

25 Changelog

v0.1 — First pass: three-act structure, fronts/clocks, scenes/venues, enemies, oaths & thing, wilderness/river/psionic hooks, rewards, and a one-page reference.

End of v0.1