

# Stone & Silence

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

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

---

## Using This Packet

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

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

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

## A GM Enhancements Overview

Included options:

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

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

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

## C Magic Path Integration by Site

### Monastery of the Mute (Silence God)

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

### Weeping Crag Atelier (Star-Shaper)

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

## D Fail-Forward Reference

### Monastery — Silence Rites & Taboos

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

## Weeping Crag — Art Hazards & Angles

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

## E Diamond Position Shifts — Quick Reference

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

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

### Core Clocks

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

### Scene Menu

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

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

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

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

### SB Spend Prompts

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

### XP Triggers — Part I

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

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

### Core Clocks

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

### Set-Pieces

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

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

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

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

## Ritual Pillars (Break Any One)

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

## SB Spend Prompts

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

## XP Triggers — Part II

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

## H Session Planning with XP — Sample 3-Session Arc

### Session 1 (Monastery): ~18 XP

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

### Session 2 (Rite & Trail): ~16 XP

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

### Session 3 (Weeping Crag): ~20–24 XP

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

- Session Base: +6 XP

## I Enhanced NPC Magic Interactions

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

## J Player-Facing Guidelines

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

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

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

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

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

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

## K Printable Clocks

Sound Loss [6]

Library Taboos [4]

Local Reality Collapse [8]

Star Geometry Spread [6]

Monastic Trust [4]

Town Panic [4]

Elara's Conviction [6]