

Fate's Edge

Reference Guide

Narrative-First Roleplaying System

Version 1.0

October 5, 2025

YOUR PUBLISHING LABEL OR NAME HERE

Contents

Character Sheet	1
1 Deck-Based Generators	5
1.1 Introduction to Deck Generators	5
1.2 Standard Deck Structure	5
1.3 Rank Severity and Clock Size	5
1.4 Draw Procedures	6
1.4.1 Quick Hook (2 cards)	6
1.4.2 Full Seed (4 cards)	6
1.4.3 Act Builder	6
1.5 Using the Deck in Play	6
1.6 Combo Rules	7
1.7 Regional Generator Summary	7
1.8 NPC Generation Deck	7
1.8.1 Generation Categories	7
1.8.2 Using the NPC Generator	7
1.9 Practical Deck Usage Examples	7
1.9.1 Example 1: Quick Scene Generation	7
1.9.2 Example 2: Consequences During Play	9
1.9.3 Example 3: NPC Creation	9
1.10 GM Guidance for Deck Usage	9
1.10.1 When to Use Which Deck	9
1.10.2 Interpreting Card Draws	10
1.10.3 Balancing Randomness and Narrative	10
2 Travel Reference	13
2.1 Introduction to Travel	13
2.2 Core Travel Procedure	13
2.2.1 Card Draw Sequence	13
2.2.2 Travel Clock Setup	13
2.2.3 Resolution and Consequences	13
2.3 Travel Modes and Special Rules	14
2.3.1 Sea Travel	14
2.3.2 Underground Passes (Aeler)	14
2.3.3 River Travel	14
2.3.4 Frontier and Border Crossings	14
2.4 Major Regional Routes	14

2.4.1	Amaranthine Coastway	14
2.4.2	Astroegro Straits	14
2.4.3	Dolmis Sea Circuits	15
2.4.4	Aelerian Underground Passes	15
2.4.5	Shadow Corridors (Valewood)	15
2.4.6	Green Gate Tidal Routes (Aelinnel)	15
2.4.7	Major River Systems	15
2.4.8	Steppe Frontier Routes	16
2.5	Strategic Gateways and Control Points	16
2.6	Special Travel Rules and Regional Features	16
2.6.1	Theona and Valewood Taboos	16
2.6.2	Aeler Ace Route Manipulation	16
2.6.3	Echoing Omens and Motifs	16
2.7	Worked Travel Examples	16
2.7.1	West-to-East Coastal Journey	16
2.7.2	Mountain Pass Expedition	18
2.7.3	Shadow Route Travel	18
2.7.4	Frontier Diplomacy Journey	18
2.8	Travel Pace and Consequence Guidelines	19
2.8.1	Standard Travel Times	19
2.8.2	Failure Consequences	19
2.8.3	Success Benefits	19
2.9	Location Decks for Navigation	19
2.10	Acasia — “Broken Marches” Generator	19
2.11	Aelaerem (Halflings)— “Hearth & Hollow” Generator	21
2.12	Aeler (Dwarves) — “Crowns & Under-Vaults” Generator	23
2.13	Aelinnel (Gnomes) — “Stone, Bough, and Bright Things” Generator	25
2.14	Black Banners — “Condotta & Crowns” Generator	26
2.15	Dungeon Generator	28
2.16	Ecktoria — “Marble & Fire” Generator	31
2.17	Kahfagia — “Pilot’s Mirror” Generator	32
2.18	Linn — “Skerries & Storm-Oaths” Generator	34
2.19	Mistlands — “Bells, Salt, and Breath” Generator	36
2.20	Silkstrand — “City of Bridges & Dyewater” Generator	38
2.21	Theona — “Three Greens, No Ninth” Generator	40
2.22	Thepyrgos — “City of a Thousand Stairs” Generator	41
2.23	Ubral — “The Stone Between Spears” Generator	43
2.24	Valewood — “Empire Under Leaves” Generator	45
2.25	Vhasia — “The Fractured Sun” Generator	47
2.26	Vilikari — “Laurels & Longhouses” Generator	49
2.27	Viterra — “The Last Kingdom” Generator	53
2.28	The Ways Between — “Spiritways & Veilways” Generator	55
2.29	The Wilds — “Roads, Ruins, and Weather” Generator	59
2.30	Ykrul (Orcs) — “Wolf Standards, Winter Camps” Generator	61
2.31	Zakov — “Salt & Serpent” Generator	63

3	Resource Management	67
3.1	Introduction to Resource Management	67
3.2	Supply Clock	67
3.2.1	Supply States	67
3.2.2	Filling the Supply Clock	67
3.2.3	Emptying the Supply Clock	68
3.3	Fatigue	68
3.3.1	Fatigue Effects	68
3.3.2	Clearing Fatigue	68
3.4	Gear Condition	68
3.4.1	Compromised Items	68
3.4.2	Breaking Point	68
3.4.3	Repair Options	69
3.5	Asset and Follower Management	69
3.5.1	Followers (On-Screen Resources)	69
3.5.2	Follower Assist Rules	69
3.5.3	Loyalty & Bonds (Optional Rules)	69
3.5.4	Stress, Harm, & Loss (GM Tools)	70
3.5.5	Off-Screen Assets	70
3.5.6	Asset Activations	70
3.5.7	Asset Condition Tracks	70
3.5.8	Maintenance and Repair	70
3.6	Bond-Driven Resource Generation	71
3.6.1	Requirements	71
3.6.2	Examples	71
3.6.3	Limitations	71
3.7	Over-Stack Rule	71
3.7.1	Structural Advantages	72
3.7.2	Over-Stack Trigger	72
4	Character Advancement	73
4.1	Introduction to Advancement	73
4.2	Starting Character Builds	73
4.2.1	Standard Starting XP	73
4.2.2	Enhanced Starting Options	73
4.2.3	Initial Complications Reminder	73
4.3	Player Archetypes	73
4.3.1	The Solo	74
4.3.2	The Mixed Player	74
4.3.3	The Mastermind	74
4.4	XP Costs and Advancement	75
4.4.1	Core Character Improvements	75
4.4.2	Off-Screen Assets	75
4.4.3	Talent Costs	75
4.5	Tiers of Reputation	75
4.6	Prestige Abilities and Talents	76
4.6.1	General Talents	76
4.6.2	Cultural and Ancestral Talents	76

4.6.3	High-Tier Prestige Abilities	77
4.7	Starting Build Examples	77
4.7.1	Solo Build (30–32 XP)	77
4.7.2	Mixed Build (32 XP)	78
4.7.3	Mastermind Build (34 XP)	78
4.8	Advancement Guidance	78
5	Magic System	79
5.1	Design Philosophy	79
5.2	The Three Paths of Magic	79
5.2.1	Casting (Freeform Magic)	79
5.2.2	Rites Users (Runekeepers)	79
5.2.3	Invokers (Symbol Path)	80
5.3	The Nature of Magic	80
5.4	The Eight Elements of Magic	80
5.4.1	Physical Elements	80
5.4.2	Metaphysical Elements	81
5.5	Magical Arts and Personal Expression	81
5.5.1	Declaring an Art	82
5.5.2	Art in Play	82
5.5.3	Examples	82
5.6	Casting Procedure (Freeform Magic)	82
5.6.1	Channel Phase	82
5.6.2	Weave Phase	82
5.6.3	Backlash	82
5.7	Rites Users (Runekeepers)	82
5.7.1	Becoming a Runekeeper	82
5.7.2	Using Rites	83
5.7.3	Runekeeper Special Rules	83
5.8	Invokers (Symbol Path)	83
5.8.1	Becoming an Invoker	83
5.8.2	Invoker Ritual Mechanics	83
5.8.3	Crack the Seal (Instant Casting)	83
5.8.4	Invoker Limitations	83
5.9	Freeform Spellcasting Details	84
5.9.1	DV Guidance	84
5.9.2	Backlash by Element	84
5.10	Magic Path Comparison	85
5.11	Advanced Magic Concepts	85
5.11.1	Mixing Paths	85
5.11.2	Magic in Combat	85
5.11.3	Magical Counterplay	85
5.12	Practical Magic Examples	86
5.12.1	Freeform Casting Example	86
5.12.2	Runekeeper Example	86
5.12.3	Invoker Example	86
5.13	Magic System Guardrails	86

6	Combat and Conflict	91
6.1	Core Philosophy	91
6.2	Combat Structure	91
6.2.1	Rounds and Turns	91
6.2.2	Action Declaration	91
6.3	Position States	91
6.4	Range Bands and Movement	92
6.4.1	Range Band Definitions	92
6.4.2	Movement Rules	92
6.5	Combat Actions	92
6.5.1	Standard Actions	92
6.5.2	Special Actions	92
6.6	Harm and Consequences	92
6.6.1	Harm Levels	92
6.6.2	Resisting Harm	93
6.7	Teamwork in Combat	93
6.7.1	Assistance	93
6.7.2	Setup Actions	93
6.7.3	Protection	93
6.8	Tactical Clocks	93
6.8.1	Common Combat Clocks	93
6.9	Position Dynamics	94
6.9.1	GM-Initiated Shifts	94
6.9.2	Player-Initiated Shifts	94
6.10	Magic in Combat	94
6.10.1	Casting Actions	94
6.10.2	Combat Spell Effects	94
6.11	Social Conflict	94
6.11.1	Social Skills	94
6.11.2	Social Position	95
6.11.3	Social Consequences	95
6.12	Mass Combat	95
6.12.1	Army as Followers	95
6.12.2	War Clocks	95
6.13	Environmental Combat	95
6.13.1	Environmental Hazards	95
6.13.2	Terrain Effects	96
6.14	Quick Reference	96
6.14.1	Position Effects	96
6.14.2	Harm Quick Reference	96
6.14.3	Common Action DVs	96
6.15	Combat Examples	96
6.15.1	Melee Combat Example	96
6.15.2	Ranged Combat Example	97
6.15.3	Magic Combat Example	97

7	Lore-Heavy Backgrounds, Skills, and Talents	99
7.1	Introduction to Lore-Heavy Content	99
7.2	Regional and Cultural Skills	99
7.2.1	Utaran Law and Precedent	99
7.2.2	Stone-Tongue (Aeler Affinity)	99
7.2.3	Monsoon-Reckoning	100
7.2.4	Heraldry and Lineage	100
7.2.5	Geasa and Oath-Weaving	100
7.3	Specialized Talents	100
7.3.1	Echo-Walker's Step (Prestige)	100
7.3.2	Margravine's Warrant (Acasia)	100
7.3.3	Pilot's Mirror Glint (Kahfagia)	101
7.3.4	Speak with the Pale Shepherd (Aelaerem)	101
7.3.5	Forge-Seal of Khaz-Vurim (Aeler)	101
7.3.6	Inspire (Bonded)	101
7.4	Background Packages	101
7.4.1	Sepulcher Adept (Aeler)	102
7.4.2	Lantern-Law Advocate (Kahfagia)	102
7.4.3	Curse-Breaker of Silkstrand (Acasia)	102
7.4.4	Voice of the Moot (Linn/Theona)	102
7.4.5	Legate of the Silent Gate (Mistlands)	102
7.5	Prestige Backgrounds (Campaign Tier)	103
7.5.1	The Cursed Child of Silkstrand	103
7.5.2	Stone-Speaker of Khaz-Vurim	103
7.5.3	The Last Dauphin's Shadow	103
7.5.4	Mist-Seer of the Weeping Gate	103
7.5.5	Keeper of the Foedus Stone	104
7.6	Magic System Integration	104
7.6.1	Rites and Pact Magic Integration	104
7.6.2	Freeform Casting Enhancement	104
7.7	Social and Leadership Applications	104
7.7.1	Bardic Traditions	104
7.7.2	Warleader and Command	105
7.8	Advanced Skill Uses	105
7.8.1	Synergistic Skill Combinations	105
7.8.2	Campaign-Scale Applications	105
7.9	Balance and Implementation	106
7.9.1	XP Cost Guidelines	106
7.9.2	Usage Limitations	106
7.10	Character Creation Examples	106
7.10.1	Lore-Heavy Starting Characters	106
7.10.2	Advanced Character Development	107
7.11	Guidance for Game Masters	107
7.11.1	Integrating Lore-Heavy Characters	107
7.11.2	Balancing Specialized Content	107

8	Tracking Tools and Resources	109
8.1	Introduction to Game Management	109
8.2	Character and Campaign Tracking	109
8.2.1	Character Advancement Tracker	109
8.2.2	Story Beat and Boon Tracker	109
8.3	Combat and Conflict Tools	110
8.3.1	Tactical Clock Tracker	110
8.3.2	Harm and Condition Tracking	110
8.4	Magic System Tools	111
8.4.1	Obligation and Backlash Tracker	111
8.4.2	Summoning Leash Tracker	111
8.5	Travel and Exploration Tools	112
8.5.1	Supply and Fatigue Tracker	112
8.5.2	Travel Leg Progress Tracker	112
8.6	Quick Reference Charts	112
8.6.1	Difficulty Value Reference	113
8.6.2	Position and Effect Reference	113
8.6.3	Story Beat Spend Menu	113
8.6.4	Boon Usage Reference	113
8.7	Session Preparation Tools	114
8.7.1	Session Checklist	114
8.7.2	Adventure Structure Template	114
8.8	Digital Tool Recommendations	114
8.8.1	Virtual Tabletop Integration	114
8.8.2	Mobile and App Tools	115
8.9	Troubleshooting Common Issues	115
8.9.1	Resource Management Problems	115
8.9.2	Tracking Overload Solutions	115
8.9.3	Balance and Pacing Adjustments	115
9	Appendices	119
9.1	Quick Reference Sheets	119
9.1.1	Core Mechanic Quick Reference	119
9.1.2	Attribute and Skill Summary	119
9.1.3	Experience Point Costs	120
9.1.4	Difficulty Value (DV) Reference	120
9.2	Deck Usage Reference	120
9.2.1	Deck Types and Meanings	120
9.2.2	Deck Usage Procedure	121
9.2.3	Rank Severity Guide	121
9.3	Magic System Quick Reference	121
9.3.1	Magic Paths Comparison	121
9.3.2	Casting Loop Summary	121
9.3.3	Eight Elements of Magic	121
9.4	Combat and Conflict Reference	122
9.4.1	Position States	122
9.4.2	Harm Levels and Effects	122
9.4.3	Range Bands	122

9.4.4	Movement Actions	122
9.5	Resource Management Reference	123
9.5.1	Story Beat Economy	123
9.5.2	Boon Usage Guide	123
9.5.3	Supply Clock States	123
9.6	Travel and Exploration Reference	123
9.6.1	Travel Clock Sizes	123
9.6.2	Card Draw Procedures	124
9.7	Character Advancement Guide	124
9.7.1	Reputation Tiers	124
9.7.2	Player Archetypes	124
9.8	Gamemaster Guidance	124
9.8.1	Session Preparation Checklist	124
9.8.2	Adjudication Principles	125
9.8.3	Pacing Tools	125
9.9	Common Rules Questions	125
9.9.1	Core Mechanic Clarifications	125
9.9.2	Magic System Questions	125
9.9.3	Combat and Conflict Questions	125
9.10	Regional Quick Reference	126
9.10.1	Major Regions and Themes	126
9.10.2	Key Geographical Features	126
9.11	Campaign Management Tools	127
9.11.1	Session Log Template	127
9.11.2	Campaign Clock Examples	127
9.11.3	Adventure Structure Template	127
9.12	Troubleshooting Common Issues	128
9.12.1	Player Engagement Issues	128
9.12.2	Balance and Challenge Issues	128
9.12.3	Tracking and Administration Issues	128
9.13	Advanced Play Techniques	129
9.13.1	Narrative-First Adjudication	129
9.13.2	Pacing and Rhythm Management	129
9.13.3	Player Spotlight Management	129

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
^r 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

Cap² 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 ≥ 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 = Cap² 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)
^r 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.

a

Spell [TAGS] Reference

rr

[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 §9.1.4).
- **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.

Chapter 6

Combat and Conflict

6.1 Core Philosophy

Combat in **Fate's Edge** uses the same consequence-forward mechanics as all other challenges. Every combat action can produce triumph and complication, and outcomes cascade through Story Beats (SB), clocks, and position changes. The focus is on narrative positioning, tactical choices, and meaningful risk—not granular simulation.

6.2 Combat Structure

6.2.1 Rounds and Turns

- **Rounds:** A few seconds of simultaneous action.
- **Turns:** Each participant takes one significant action per round.
- **Scenes:** A battle is usually one scene unless the fiction splits it.
- **Initiative:** Act in the order that makes sense fictionally; the GM adjudicates flow based on Position and established threats.

6.2.2 Action Declaration

1. **Approach:** Describe intent and method.
2. **Position:** GM sets *Controlled*, *Risky*, or *Desperate*.
3. **Pool:** Build dice (Attribute + Skill + situational/modifiers).
4. **Roll & Resolve:** Use DV and the Outcome Matrix; any 1s generate SB.

6.3 Position States

Controlled

Advantage: cover, flank, surprise, elevation. Failure leaves options; consequences are minor.

Risky

Even footing; typical exchange of blows. Failure has teeth; moderate consequences.

Desperate

Bad footing, outnumbered, wounded. Failure is severe; success might unlock extra narrative rewards.

6.4 Range Bands and Movement

6.4.1 Range Band Definitions

Close

Arm's length; grappling; only melee is practical.

Near

Same room/zone; most actions occur here.

Far

Same site but distant; requires movement to engage.

Absent

Off-screen/another area; requires significant effort/time.

6.4.2 Movement Rules

- **1 Move:** Shift one band (Close↔Near or Near↔Far).
- **Dash (action):** Shift two bands (Close→Far or Far→Close).
- **Engage:** Entering Close from Near usually costs a Move.
- **Disengage:** Leaving Close may require a test if threatened.

6.5 Combat Actions

6.5.1 Standard Actions

Attack

Strike with appropriate Skill (e.g., Combat/Melee/Ranged by your list).

Defend

Active defense against incoming harm (parry, block, roll aside).

Maneuver

Change Position, create advantage, or set up an ally.

Use Object

Interact with doors, levers, lanterns, terrain, or gear.

Cast Spell

Perform magical actions (see Chapter 5).

6.5.2 Special Actions

Aid

Provide assistance to another's action (costs as per Assist rules).

Ready

Prepare an action with a clear trigger.

Withdraw

Attempt to disengage safely.

Sprint

Spend your action to Dash (two-band shift).

6.6 Harm and Consequences

6.6.1 Harm Levels

Minor

−1 die to related actions; GM may flag narrative nuisance.

Moderate

–1 die to most actions; obvious impairment.

Severe

–2 dice to most actions; immediate danger, may force tests to act.

Critical

Incapacitated/dying; requires rescue or intervention.

Story Beats from Harm At the GM's discretion, fresh harm can immediately grant the GM 1–2 SB to reflect chaos, panic, or collateral danger in the scene.

6.6.2 Resisting Harm

Attempt to blunt or avoid harm with a relevant Attribute test (typical DV 3):

- **Success:** Reduce harm by one level.
- **Partial:** Reduce or transform the consequence (GM offers options).
- **Miss:** Full harm applies.
- Any 1s rolled still generate SB.

6.7 Teamwork in Combat**6.7.1 Assistance**

- **Cost:** 1 Boon (or a defined stress-like resource if used in your table).
- **Effect:** +1 die to the assisted roll.
- **Limit:** Total assist dice from all sources are capped at +3 (unless a Talent says otherwise).
- **Exception:** *Exceptional Coordination* allows one follower to grant +4 by itself.

6.7.2 Setup Actions

- Create cover, draw fire, threaten flanks, or reposition foes.
- On success, grant +1 Position *or* step up Effect for the next allied action.
- Must be fictionally justified by space, timing, and method.

6.7.3 Protection

- Interpose to take harm intended for an ally.
- You must be in a plausible Position to intervene.
- Resolve as a defense or resist, per fiction.

6.8 Tactical Clocks

Use clocks to track persistent pressures and battlefield states.

6.8.1 Common Combat Clocks***Mob Overwhelm* [6]**

Numbers begin to swamp the PCs.

***Fatigue Spiral* [4]**

Exhaustion degrades performance.

***Morale Collapse* [6]**

A side is on the brink of routing.

Environmental Collapse [8]

Fire, flood, or structure failure escalates.

Reinforcement Arrival [4]

Additional foes or allies appear.

6.9 Position Dynamics

6.9.1 GM-Initiated Shifts

- **Spend 1 SB:** Worsen a character's Position by one step.
- **Narrative Events:** Reinforcements, collapsing cover, *Dolmis* gale, etc.
- **Environment:** Weather, lighting, footing, smoke, crowding.

6.9.2 Player-Initiated Shifts

- **Spend 1 Boon:** Improve Position by one step for the current action.
- **Maneuvers:** Flank, gain elevation, break a shield wall.
- **Assets:** Trigger tools, terrain features, or followers to alter Position.

6.10 Magic in Combat

6.10.1 Casting Actions

Standard Casting

Channel then *Weave*: 1 action each, in order.

Rushed Casting

Combine phases at *Risky* with harsher consequences.

Rites Invocation

1 action; may *Push* for +1 Obligation.

Invoker Rituals

Usually too slow; *Crack the Seal* for instant effect at cost.

6.10.2 Combat Spell Effects

- Shift Position for multiple combatants.
- Create or advance tactical clocks.
- Spawn hazards (smoke, grease, quake) or advantages (light, ward, barrier).
- Grant offensive/defensive edges, with Backlash risks.

6.11 Social Conflict

6.11.1 Social Skills

Sway

Persuasion, negotiation, formal discourse.

Deception

Lies, misdirection, manipulation.

Performance

Oratory, entertainment, emotional appeal.

Insight

Reading people, spotting tells, motives.

Command

Leadership, intimidation, asserting authority.

6.11.2 Social Position**Controlled**

You hold leverage, information, or status.

Risky

Even footing; standard negotiation.

Desperate

You lack leverage; they hold the cards.

6.11.3 Social Consequences

SB often manifest as:

- Rumors, scandal, or damaged reputation.
- Allies turning wary or distant.
- Concessions owed: favors, payments, or oaths.
- Lost access, revoked privilege, or closed doors.
- Strained or broken relationships.

6.12 Mass Combat

Treat armies as high-Cap followers with domain tags and clocks.

6.12.1 Army as Followers

- **Cost:** Cap² XP to raise and maintain.
- **Types:** Infantry, cavalry, archers, engineers, fleets.
- **Capabilities:** Provide large assist dice to war-scale actions (still subject to caps unless a rule overrides).
- **Risks:** Supply, morale, command/control, terrain.

6.12.2 War Clocks**Supply Lines [8]**

Logistics and provisioning.

Army Morale [6]

Cohesion and willingness to fight.

Strategic Position [8]

Control of passes, ports, bridges.

Alliance Stability [6]

Political support and coalition strain.

6.13 Environmental Combat**6.13.1 Environmental Hazards****Fire [6]**

Spreading flames limit movement and cause harm.

Flood [8]

Rising water creates difficult terrain and drowning risk.

Collapse [6]

Structural failure; falling debris, blocked routes.

Weather [4]

Storms, fog, glare reduce visibility/accuracy.

6.13.2 Terrain Effects

- **Choke Points:** Favor defenders, constrain numbers.
- **Elevation:** Bonuses to ranged/oversight, harder to assault.
- **Cover:** Improves Position and reduces consequence severity.
- **Difficult Terrain:** Consumes movement; may worsen Position.

6.14 Quick Reference**6.14.1 Position Effects**

	Position	Typical Edge	Consequence Severity
<i>r</i>	Controlled	Better options, easier withdraw	Minor
	Risky	Standard options	Moderate
	Desperate	High reward potential	Severe

6.14.2 Harm Quick Reference

	Harm	Penalty	Typical SB Grant	Recovery
<i>r</i>	Minor	−1 die (related)	0–1 (GM option)	Rest/basic care
	Moderate	−1 die (most)	0–1 (GM option)	Treatment
	Severe	−2 dice (most)	1–2 (GM option)	Extended care
	Critical	Incapacitated	2+ (GM option)	Major intervention

6.14.3 Common Action DVs

	Action Type	Typical DV	Notes
<i>r</i>	Basic Attack	2	Standard melee/ranged in even footing
	Maneuver	2–3	Create advantage, change Position
	Active Defense	3	Parry, block, evade under pressure
	Complex Action	4	Big swing, multi-target, field control
	High-Risk	5+	Desperate gambit, extreme precision

6.15 Combat Examples**6.15.1 Melee Combat Example**

Kael strikes a cultist with an imbued blade (*Risky*, DV 2):

- Roll 5d10 → 9, 7, 5, 2, 1 ⇒ 3 successes, 1 SB.
- **Success with cost:** The cultist falls.
- GM spends 1 SB: *Blood spatters the ritual circle; the summoning clock advances 1.*

6.15.2 Ranged Combat Example

Lyra shoots at a distant archer (*Desperate*, DV 3):

- Roll 4d10 \rightarrow 10, 6, 3, 1 \Rightarrow 2 successes, 1 SB.
- **Partial:** The archer is hit but dives for cover.
- GM offers choice: shift Lyra to *Risky* (stay exposed) *or* take Minor harm from return fire.

6.15.3 Magic Combat Example

Theron raises a defensive ward (*Controlled*, DV 3):

- **Channel:** 2 successes, 0 SB.
- **Weave:** 3 successes, 2 SB.
- **Success with cost:** Ward holds; GM spends 2 SB to start *Ward Strain* [4].

Chapter 7

Lore-Heavy Backgrounds, Skills, and Talents

7.1 Introduction to Lore-Heavy Content

Lore-heavy backgrounds, skills, and talents provide deep integration with **Fate's Edge's** setting while maintaining mechanical consistency with the SRD. These options offer specialized capabilities tied to specific regions, cultures, and magical traditions, allowing characters to become true masters of their chosen domains.

7.2 Regional and Cultural Skills

7.2.1 Utaran Law and Precedent

Attribute: Wits or Presence + Utaran Law

Scope: Imperial codes, edicts, and forum custom from Ecktoria to the marches

Specialization: Legal/bureaucratic procedures, imperial precedent

Effects:

- On success in legal/bureaucratic scenes, downgrade one legal complication to *Bureaucratic Delay* (buys time without removing scrutiny).
- Critical success creates a temporary *Stay of Writ* (debt flip: clerk demands future favor).
- In Vhasia/Viterra ports, convert quarantine/levy complications to softer inspections.

Complications: Audit flags, paperwork trails, or offended minor officials.

7.2.2 Stone-Tongue (Aeler Affinity)

Attribute: Spirit + Stone-Tongue

Scope: Reading the memory of stone, from unworked rock to vault masonry

Specialization: Geological history, architectural insight, underground navigation

Effects:

- Ask 1–3 questions about who carved/used/strained the stone (Intricate description required).
- Each extra question risks 1 SB of haunt (fatigue or intrusive memory).
- Once per Aeler travel leg, peek at the next leg's location or complication card.

Complications: Disorientation; GM may add subtle echoes/omens to later scenes.

7.2.3 Monsoon-Reckoning

Attribute: Wits + Monsoon-Reckoning

Scope: Seasonal winds and their social/economic effects in southern/eastern regions

Specialization: Weather prediction, maritime timing, economic forecasting

Effects:

- Once per sea/river leg, shift weather complication severity down one rank.
- Or convert a weather complication to a *Forecast* boon (DV -1 to the next two navigation rolls).
- Intricate description requires reading skies, currents, and ledgers.

Complications: Failed predictions (miss by 2+) bank +1 SB for false windows later.

7.2.4 Heraldry and Lineage

Attribute: Presence + Heraldry

Scope: Houses, devices, marriages, feuds in Vhasia/Vilikari regions

Specialization: Noble identification, alliance tracking, protocol navigation

Effects:

- Gain Controlled position vs. titled NPCs in social interactions.
- Ask one specific House-truth on success.
- Critical success creates one-use *Letters of Lineage* pass (acts as local warrant).

Complications: Name a feud; someone slighted takes notice.

7.2.5 Geasa and Oath-Weaving

Attribute: Spirit + Geasa

Scope: Binding promises, taboos, and loopholes in Theona/Elven traditions

Specialization: Oathcraft, ritual binding, contractual magic

Effects:

- Attach a 4-segment geas clock to a willing target with defined trigger/consequence.
- Intricate description requires exact terms, witnesses, and tokens.
- GM must honor properly established geasa.

Complications: Failed geasa grant GM +2 SB as oath backlash or minor personal bind.

7.3 Specialized Talents

7.3.1 Echo-Walker's Step (Prestige)

Requirements: Visit site of deep memory (ruined city, great betrayal, etc.)

Cost: 20 XP

Use: Once per arc, enter perfect echo of past event at location

Effects:

- Observe past events perfectly; handle ephemeral objects.
- GM banks +2 SB; figures in echo may notice you (complication tag).
- Next mystery complication in arc treated as Known (DV -1).

7.3.2 Margravine's Warrant (Acasia)

Requirements: Complete job for petty ruler

Cost: 15 XP

Use: Carry portable warrant of rank (7–K value)

Effects:

- Bypass minor tolls, commandeer limited aid, sway magistrates in Acasia.
- Each use ticks Patron Exposure clock (3 segments).
- At Burned, warrant revoked and character wanted.

7.3.3 Pilot's Mirror Glint (Kahfagia)

Requirements: Survive hazardous channel using lantern-law

Cost: 12 XP

Use: Once per session predict lantern-law shift

Effects:

- Bank +1 free success on pilotage/navigation actions tied to the predicted shift.
- Failure grants GM +2 SB; timing off with convoy for current leg.

7.3.4 Speak with the Pale Shepherd (Aelaerem)

Requirements: Hearthbound tie and resolve hearth threat

Cost: 18 XP

Use: Ritual communion with protective spirits

Effects:

- Ask one question about cycles, loss, or protection; GM answers plainly.
- Requires significant personal offering.
- Gain *Melancholy* tag until next dawn (narrative weight).

7.3.5 Forge-Seal of Khaz-Vurim (Aeler)

Requirements: Craft masterwork in major Aeler forge

Cost: 16 XP

Use: Guild recognition and crafting authority

Effects:

- Automatic Controlled position with dwarven craft-guilds.
- Once per session upgrade a relevant action to *Intricate* when demonstrating method.
- Deception/shoddy work revokes Seal permanently.

7.3.6 Inspire (Bonded)

Cost: 3 XP (uses scale with Tier: 2/3/4 uses between downtime)

Prerequisite: Declared Bonded PC ally

Effects (choose Bonded ally in Near range):

- Bonded ally: +1 Boon and +1 die on next roll this scene.
- You: +1 die on next roll this scene.
- Each other PC in Near: +1 die on next roll this scene.

Limitations:

- Followers cannot benefit from Inspire.
- Each PC benefits once per scene maximum.
- All +1 dice count toward the +3 cap.
- Boons follow normal hold/carry limits.

7.4 Background Packages

Background packages combine cultural roles with signature talents, perks, scene keys, and narrative hooks.

7.4.1 Sepulcher Adept (Aeler)

Required Asset: Aeler Crypt Access or Oath-Pennant Keeper

Signature Talent: Whisper of the Unquiet Dead (6 XP)

Perks (choose one per session):

- Mitigate the first SB from spiritual/ancestral complications.
- Silence group movement in sealed stone spaces for one beat.
- Detect necromancy or grave-robbing instantly.

Scene Keys: Royal Crypt, Under-Vault Archive, Disputed Burial Site

Hooks: Ancestral spirit misidentification, senior adept censure, damning truths

7.4.2 Lantern-Law Advocate (Kahfagia)

Required Asset: Kahfagian Harbor Charter or Pilot's Guild Membership

Signature Talent: Jurisdiction on the Tide (5 XP)

Perks (choose one per session):

- Predict beacon shifts for pilotage advantage.
- Minor port official backs claims on technicalities.
- Halve customs levies through flawless paperwork.

Scene Keys: Admiralty Court, Fog-bound Harbor, Pilot's Guildhall

Hooks: Rival bylaw citations, precedent weaponization, lantern malfunctions

7.4.3 Curse-Breaker of Silkstrand (Acasia)

Required Asset: Silkstrand Safehouse or Archivolt Research Rights

Signature Talent: Follow the Unspooled Thread (7 XP)

Perks (choose one per session):

- Anchor location against a Curse for one scene.
- Identify persons/objects anchoring Curse knots.
- +1 effect protecting others from Curse fallout.

Scene Keys: Cursed Crossroads, Affected Estate, Archivolt Library

Hooks: Curse twisting successes, cult marking, knot transfer consequences

7.4.4 Voice of the Moot (Linn/Theona)

Required Asset: Thing-holm Speaking Rights or Foster-Bond with Jarl

Signature Talent: Word-Bond (6 XP)

Perks (choose one per session):

- Calm heated crowds with proverbs (Position → Controlled).
- Call minor boons from oath-bound parties.
- Detect geas/compulsion during parley.

Scene Keys: Thing Gathering, Wedding Feast, Oath-Swearing

Hooks: Loophole exploitation, conflicting judgments, oath nullification

7.4.5 Legate of the Silent Gate (Mistlands)

Required Asset: Protectorate Commission or Bell-Warden Authority

Signature Talent: Breath-Test (8 XP)

Perks (choose one per session):

- Command Cap 3 Protectorate squad for point security.

- Sanctify area against wraiths for one scene.
- Decode bell-logs for exact watch timing.

Scene Keys: Weeping Gate, Bell-Line Levee, Breach Site

Hooks: Local authority challenges, protocol exceptions, sacrificial demands

7.5 Prestige Backgrounds (Campaign Tier)

Prestige backgrounds represent destiny-tier roles earned through significant campaign achievements. Their signature talents are once-per-campaign abilities with major narrative impact.

7.5.1 The Cursed Child of Silkstrand

Requirements: Personal involvement in major Acasian Curse event; deep Silkstrand ties

Signature Talent: Laughter That Ends Sieges (20 XP, once/campaign)

Effects:

- End large-scale conflict (siege, battle, storm) through reality unraveling.
- No roll required; automatic success within line of sight.
- Creates *Silkstrand Echo* Front (6 segments) with personal consequences.

Epic Hook: Curse binds to character; minor echoes affect every session.

7.5.2 Stone-Speaker of Khaz-Vurim

Requirements: Broker monumental peace between Aeler holds or major powers

Signature Talent: Move the Mountain's Will (20 XP, once/campaign)

Effects:

- Reroute geological or political reality (pass opening, flooding, edict ignoring).
- No roll required; automatic success for defined objective.
- Creates *Geas of Stone* Front (8 segments) with monumental task.

Epic Hook: Loss of dwarven hospitality until geas completed.

7.5.3 The Last Dauphin's Shadow

Requirements: Public championing of Sun Court claimant; entangled in cause

Signature Talent: The Sunburst Warrant (18 XP, once/campaign)

Effects:

- Issue commands obeyed as from lost Sun-King (mobilization, levies, sanctuary).
- Concrete objective happens unless physically impossible.
- Creates *Candle of the Sun* Front (6 segments) tracking movement cohesion.

Epic Hook: Each use consumes loyalist assets through exposure or loss.

7.5.4 Mist-Seer of the Weeping Gate

Requirements: Endure Direwood and return changed; face uncommon horror

Signature Talent: Bargain with the Deep Mist (20 XP, once/campaign)

Effects:

- Parley with Mist's sentience for one true question or year-long protection.
- No roll required; automatic success for defined terms.
- Creates *Lost Thing* Front (6 segments) for surrendered attribute.

Epic Hook: Permanent loss of memory/name/sense/skill with narrative weight.

7.5.5 Keeper of the Foedus Stone

Requirements: Primary mediator preventing major faction war

Signature Talent: The Law That Binds Spears (18 XP, once/campaign)

Effects:

- Impose absolute truce between named factions with supernatural enforcement.
- No roll required; automatic success at treaty site.
- Creates *Coiled Blood* Front (8 segments) tracking compressed hostility.

Epic Hook: Passive escalation leading to worse conflict when truce breaks.

7.6 Magic System Integration

Lore-heavy backgrounds integrate seamlessly with Fate's Edge's magic systems, creating unique synergies between knowledge and supernatural power.

7.6.1 Rites and Pact Magic Integration

Rite-Bound Scholar:

- Use relevant Skills (Heraldry, Utaran Law) to improve Rite effectiveness.
- Background Perks can mitigate Obligation costs or reduce Backlash risks.
- Signature Talents can be used in conjunction with Rite effects for combined impact.

Example: A Lantern-Law Advocate using *Jurisdiction on the Tide* with Gate Patron Rites could create legally binding magical boundaries.

Pact Scholar Specialization:

- Lore Skills reduce SB costs for specific Outsider types.
- Background knowledge provides better Leash control for summoned entities.
- Cultural understanding helps navigate Patron relationships and Obligation management.

7.6.2 Freeform Casting Enhancement

Elemental Specialization:

- Regional skills provide DV reductions for thematically appropriate spells.
- Background Perks can mitigate Backlash for specific Element types.
- Cultural affinities grant +1 die when casting aligned with background themes.

Ritual Casting Advantages:

- Lore-heavy characters can serve as better ritual anchors or coordinators.
- Specialized knowledge reduces helper-cap requirements for complex rituals.
- Background talents can provide additional free successes in ritual contexts.

7.7 Social and Leadership Applications

7.7.1 Bardic Traditions

Court Bard:

- Uses *Inspire* to rally allies in social and combat situations.
- Heraldry Skill enhances *Inspire* effects with noble audiences.
- Utaran Law background provides Controlled position in legal contexts.
- Voice of the Moot background amplifies group decision-making influence.

Performance Integration:

- Use Performance to enhance social position through entertainment.
- Cultural knowledge allows for region-specific appeals and references.
- *Inspire* can be reflavored as epic recitations or stirring speeches.

7.7.2 Warleader and Command**Tactical Integration:**

- Use *Inspire* before major combat actions to ensure allied advantages.
- Combine with mass combat rules to amplify army effectiveness.
- Margravine's Warrant background provides authority for larger-scale commands.
- Stone-Speaker background makes *Inspire* effects more potent in defensive scenarios.

Strategic Applications:

- Heraldry identifies enemy formations and predicts tactics.
- Monsoon-Reckoning enables weather-aware campaign planning.
- Geasa can bind military agreements and truces.

7.8 Advanced Skill Uses**7.8.1 Synergistic Skill Combinations****Stone-Tongue + Heraldry:**

- Read historical events from stone to verify lineage claims.
- Identify ancient property boundaries or territorial disputes.
- Authenticate artifacts through geological and historical analysis.

Utaran Law + Geasa:

- Create legally binding magical contracts.
- Enforce imperial edicts through oath-based magic.
- Navigate legal loopholes using ritual precision.

Monsoon-Reckoning + Pilot's Mirror Glint:

- Perfect timing for maritime operations combining weather and law.
- Predict economic impacts of seasonal changes on trade routes.
- Coordinate complex naval maneuvers with environmental awareness.

7.8.2 Campaign-Scale Applications**Political Influence:**

- Heraldry can shift faction relationships through marriage alliances.
- Utaran Law can rewrite regional governance through precedent.
- Voice of the Moot can unite disparate groups under common cause.

Economic Manipulation:

- Monsoon-Reckoning allows commodity market speculation.
- Pilot's Mirror Glint can secure favorable trade route concessions.
- Margravine's Warrant enables regional economic control.

Historical Revelation:

- Stone-Tongue can uncover lost civilizations or hidden histories.

- Echo-Walker's Step can resolve ancient mysteries or conflicts.
- Curse-Breaker background can lift region-wide afflictions.

7.9 Balance and Implementation

7.9.1 XP Cost Guidelines

Minor Talents (2–4 XP)

Small situational bonuses, limited uses.

Major Talents (5–8 XP)

Significant scene-impacting abilities.

Prestige Talents (9–15 XP)

Campaign-defining capabilities.

Epic Talents (16–20 XP)

Once-per-campaign reality-shaping effects.

7.9.2 Usage Limitations

Session-Based Limits:

- Most talents limited to once per session.
- Some allow additional uses at increased cost or risk.
- Prestige talents often have arc or campaign-level restrictions.

Narrative Constraints:

- Many talents require specific fictional positioning.
- Regional talents only function in appropriate locations.
- Cultural talents may require maintaining certain relationships or status.

Resource Costs:

- Some talents consume Boons or other resources.
- Epic talents often have permanent narrative costs.
- Maintenance requirements for ongoing effects.

7.10 Character Creation Examples

7.10.1 Lore-Heavy Starting Characters

Example 1: Aeler Sepulcher Adept (34 XP)

- **Attributes:** Body 2 (6 XP), Wits 2 (6 XP), Spirit 2 (6 XP) \Rightarrow 18 XP
- **Skills:** Stone-Tongue 2 (4 XP), Lore 1 (2 XP) \Rightarrow 6 XP
- **Talent:** Whisper of the Unquiet Dead (6 XP)
- **Asset:** Aeler Crypt Access (4 XP)
- **Total: 34 XP** (*uses enhanced-starting options cap*)

Example 2: Kahfagia Lantern-Law Advocate (34 XP)

- **Attributes:** Wits 3 (9 XP), Presence 2 (6 XP), Spirit 2 (6 XP) \Rightarrow 21 XP
- **Skills:** Utaran Law 1 (2 XP), Sway 1 (2 XP) \Rightarrow 4 XP
- **Talent:** Jurisdiction on the Tide (5 XP)
- **Asset:** Pilot's Guild Membership (4 XP)
- **Total: 34 XP**

Example 3: Acasia Curse-Breaker (34 XP)

- **Attributes:** Wits 3 (9 XP), Presence 2 (6 XP), Spirit 2 (6 XP) \Rightarrow 21 XP
- **Skills:** Investigate 1 (2 XP) \Rightarrow 2 XP
- **Talent:** Follow the Unspooled Thread (7 XP)
- **Asset:** Silkstrand Safehouse (4 XP)
- **Total:** 34 XP

7.10.2 Advanced Character Development**Tier II Progression (40–90 XP):**

- Add complementary skills and secondary talents.
- Develop asset networks and faction relationships.
- Begin working toward prestige background requirements.

Tier III Mastery (90–150 XP):

- Acquire prestige talents and epic capabilities.
- Establish regional influence and legacy projects.
- Mentor younger characters in specialized traditions.

7.11 Guidance for Game Masters**7.11.1 Integrating Lore-Heavy Characters****Campaign Planning:**

- Include scenes that showcase specialized knowledge.
- Create challenges that allow lore-heavy abilities to shine.
- Balance between spotlight moments and general play.

Challenge Design:

- Provide opportunities for skill synergies.
- Include regional and cultural elements in adventures.
- Create consequences for specialized knowledge failures.

Reward Structures:

- Award XP for using lore-heavy abilities creatively.
- Provide narrative rewards for maintaining cultural ties.
- Offer unique opportunities tied to specialized knowledge.

7.11.2 Balancing Specialized Content**Party Composition:**

- Ensure each character has moments to contribute.
- Mix generalist and specialist abilities in the group.
- Create challenges that require multiple approaches.

Regional Focus:

- Rotate regional emphasis throughout the campaign.
- Allow characters to introduce their specialties.
- Balance deep cultural content with accessible elements.

Progression Pacing:

- Space out prestige talent acquisition appropriately.
- Ensure epic talents have meaningful campaign impact.
- Maintain challenge levels as capabilities grow.

Chapter 8

Tracking Tools and Resources

8.1 Introduction to Game Management

Practical tools for implementing Fate’s Edge gameplay mechanics without complex bookkeeping. These resources help GMs and players track important game elements while maintaining narrative flow and minimizing administrative overhead.

8.2 Character and Campaign Tracking

8.2.1 Character Advancement Tracker

Track character growth and XP expenditure over time:

Session	Player 1	Player 2	Player 3	Player 4	Total XP
Session 1	4	5	3	6	18
Session 2	6	7	5	6	24
Session 3	8	6	7	9	30
Session 4	5	8	6	7	26
Session 5	7	9	8	8	32
Total	30	35	29	36	130

Usage Notes:

- Record XP earned each session.
- Track cumulative totals for tier progression.
- Note major talent acquisitions and milestones.
- Update between sessions during downtime.

8.2.2 Story Beat and Boon Tracker

Track the flow of narrative currency during sessions:

Player	SB Generated	SB Spent	Boons Earned	Boons Spent
Player 1	3	2	2	1
Player 2	5	3	3	2
Player 3	2	4	1	3
Player 4	4	3	2	1
Session Total	14	12	8	7

Management Tips:

- Reset SB totals at session start (base budget: **4 + character tier**).
- Trim Boons to 2 at scene endings.
- Track Boon conversion to XP (2 Boons → 1 XP, max 2 XP/session).
- Monitor SB spends to maintain appropriate challenge level.

8.3 Combat and Conflict Tools

8.3.1 Tactical Clock Tracker

Track persistent combat conditions and environmental hazards:

Clock Name	Size	1	2	3	4	5	6	Effect
Mob Overwhelm	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	−1 die per 2 segments
Fatigue Spiral	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			+1 Fatigue per segment
Morale Collapse	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	−1 die to social actions
Fire Hazard	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Harm 1 per segment

Usage Guidelines:

- Tick segments when triggered by narrative events.
- Filled clocks create significant scene changes.
- Multiple clocks can interact for complex situations.
- Reset appropriate clocks between major scenes.

8.3.2 Harm and Condition Tracking

Track character injuries and ongoing conditions:

Character	Minor Harm	Moderate Harm	Severe Harm	Conditions
Player 1	<input type="checkbox"/>			Fatigue 1
Player 2	<input type="checkbox"/>	<input type="checkbox"/>		Compromised Gear
Player 3			<input type="checkbox"/>	
Player 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fatigue 2

Recovery Tracking:

- Minor harm clears with rest and basic care.
- Moderate harm requires medical treatment (DV 2).
- Severe harm needs extended care (DV 3).
- Critical harm requires major intervention (DV 4).

8.4 Magic System Tools

8.4.1 Obligation and Backlash Tracker

Track magical debts and consequences for spellcasters:

Patron/Element	1	2	3	4	5	6	Status	Backlash
Gate Patron	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Active	2 SB
^r Ikasha Patron	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Inactive	
Fire Element	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Active	1 SB
Fate Element	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Ready	

Management Rules:

- Mark Obligation segments when using Rites.
- Clear 1–2 segments per downtime through service.
- Track Backlash SB for freeform casting.
- Note active/inactive patron status.

8.4.2 Summoning Leash Tracker

Track summoned entities and their service limits:

Spirit	Cap	Leash	1	2	3	4	5
^r Lesser Spirit	1	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Greater Spirit	3	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Guardian	2	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Leash Triggers:

- Spirit takes harm.
- Command against nature.
- Split focus (another action while spirit acts).
- Rival contests control.
- Quick movement between range bands.
- Crossing wards.

8.5 Travel and Exploration Tools

8.5.1 Supply and Fatigue Tracker

Track party resources and exhaustion during journeys:

Resource	Full	Low	Dangerous	Empty	Effects
Supply Clock	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	No penalties
^r Food/Water	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fatigue at Dangerous
Ammunition	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Limited attacks
Gear Condition	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Penalties apply

Character	Fatigue 1	Fatigue 2	Fatigue 3	Fatigue 4	Effects
Player 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Re-roll success
^r Player 2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Re-roll one success
Player 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Normal
Player 4	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Re-roll each success

Recovery Rules:

- Night's rest removes 1 Fatigue (with adequate Supply).
- Cannot clear Fatigue if Supply is Dangerous or Empty.
- Extended downtime clears all Fatigue.
- Supply resets in civilization or through successful foraging.

8.5.2 Travel Leg Progress Tracker

Track journey segments and complications:

Leg	Destination	Clock	1	2	3	4	5	6	Status
^r Leg 1	Silkstrand	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	In Progress
Leg 2	Aeler Gate	8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Upcoming
Leg 3	Mistlands	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Future

Complication Tracking:

- Note drawn cards for each leg (Spade, Heart, Club, Diamond).
- Track SB generated during travel.
- Record environmental hazards and encounters.
- Mark completed legs and carryover effects.

8.6 Quick Reference Charts

Essential information for smooth gameplay decisions.

8.6.1 Difficulty Value Reference

DV	Difficulty	Typical Use Cases
2	Routine	Clear intent, modest stakes, controlled environment
3	Pressured	Time pressure, mild resistance, partial information
4	Hard	Hostile conditions, active opposition, precise timing
5+	Extreme	Multiple constraints, high precision, dramatic failure risk

8.6.2 Position and Effect Reference

Position	Consequence Severity	Typical Situations
Controlled	Minor complications	Advantageous position, surprise, preparation
Risky	Moderate consequences	Even odds, standard conflict situations
Desperate	Severe consequences	Disadvantaged, outnumbered, wounded

Effect	Impact Level	Examples
Limited	Minor impact	Scratch damage, slow progress, partial success
Standard	Expected impact	Normal damage, expected progress, full success
Great	Major impact	Significant damage, rapid progress, extra benefits

8.6.3 Story Beat Spend Menu

Quick reference for SB spending during gameplay:

SB Cost	Effect Scale	Examples
1 SB	Minor pressure	Noise, trace, +1 Supply segment, minor time loss
2 SB	Moderate setback	Alarm raised, lose position/cover, lesser foe appears
3 SB	Serious trouble	Reinforcements, key gear breaks, major complication
4+ SB	Major turn	Trap springs, authority arrives, scene shifts dramatically

8.6.4 Boon Usage Reference

Boon Cost	Effect	Limitations
1 Boon	Re-roll one die	Once per action
1 Boon	Activate on-screen Asset	Plausibility test required
1 Boon	Improve Position by 1 step	One step maximum per action
2 Boons	Convert to 1 XP	Once per session; max 2 XP via conversion
Var.	Power Rites/Abilities	As specified by talent or ability

8.7 Session Preparation Tools

8.7.1 Session Checklist

Pre-session preparation guide for GMs:

- **Review Previous Session**
 - Note unresolved complications and carried-over SB.
 - Check character conditions and ongoing effects.
 - Update faction status and relationship changes.
- **Prepare Current Session**
 - Set SB budget based on character tiers ($4 + \text{tier}$).
 - Prepare key scenes and opposition.
 - Set initial Position/Effect defaults.
 - Have consequence ideas ready for common actions.
- **Post-Session Tasks**
 - Award XP based on session accomplishments.
 - Update character advancement trackers.
 - Note ideas for future sessions based on player choices.
 - Reset SB and trim Boons for next session.

8.7.2 Adventure Structure Template

Basic structure for session planning:

Opening Scene

Establish current situation and immediate goals.

Development Scenes

2–3 challenges advancing main objective.

Climax

Major conflict or resolution point.

Resolution

Consequences and setup for next session.

Downtime

Character advancement and resource management.

8.8 Digital Tool Recommendations

8.8.1 Virtual Tabletop Integration

Recommended approaches for online play:

- **Character Sheets:** Use customizable sheets with built-in trackers.
- **Token Status:** Implement status markers for conditions/harm.
- **Clock Widgets:** Use progress bars or custom tokens for clocks.
- **Card Decks:** Digital card implementations for travel and consequences.
- **Shared Notes:** Collaborative documents for faction tracking.

8.8.2 Mobile and App Tools

Useful applications for game management:

- **Note-Taking Apps:** For session notes and player records.
- **Spreadsheet Apps:** For character advancement tracking.
- **Map Tools:** For visual representation of travel and locations.
- **Randomizers:** For card draws and random element generation.
- **Communication Apps:** For between-session planning and discussion.

8.9 Troubleshooting Common Issues

Solutions for typical gameplay challenges.

8.9.1 Resource Management Problems

Issue: Players hoard Boons excessively

- Create compelling spending opportunities each scene.
- Implement time-limited Boon benefits.
- Demonstrate value through GM spending examples.
- Remind players of Boon carryover limits (trim to 2 per scene).

Issue: SB spending feels punitive

- Focus on narrative complications rather than pure penalties.
- Use SB to create interesting challenges, not just setbacks.
- Balance positive and negative consequences.
- Involve players in consequence choices when appropriate.

8.9.2 Tracking Overload Solutions

Issue: Too many clocks and conditions

- Focus on 2–3 most relevant trackers per session.
- Use simple tally marks instead of complex sheets for minor elements.
- Delegate tracking responsibilities to players when possible.
- Digital tools can automate some tracking tasks.

Issue: Game flow interrupted by administration

- Prepare trackers in advance.
- Use quick reference sheets to minimize lookups.
- Practice efficient tracking methods.
- Accept minor inaccuracies to maintain narrative momentum.

8.9.3 Balance and Pacing Adjustments

Issue: Combat runs too long or too short

- Adjust opposition based on player capabilities.
- Use tactical clocks to create natural endpoints.

- Vary Position/Effect settings to control challenge level.
- Be prepared to narratively conclude resolved conflicts.

Issue: Magic system feels too powerful or weak

- Ensure proper Obligation and Backlash application.
- Balance freeform casting DVs appropriately.
- Remember Rites limitations and costs.
- Adjust based on character tier and specialization.

These tools and resources provide practical support for implementing Fate's Edge mechanics while maintaining the game's narrative focus and collaborative spirit. The key is finding the right balance between useful organization and excessive bookkeeping.

Chapter 9

Appendices

9.1 Quick Reference Sheets

9.1.1 Core Mechanic Quick Reference

1. **Approach:** Player states intent and method (Attribute + Skill combination).
2. **Execution:** Roll dice pool of d10s. Each 6+ is a success; each 1 generates 1 Story Beat.
3. **Outcome:**
 - **Basic** — Roll as-is; all 1s generate SB.
 - **Detailed** — Re-roll one die showing 1.
 - **Intricate** — Re-roll all 1s; add a positive flourish on success.

9.1.2 Attribute and Skill Summary

Attributes:

Body

Physical strength, endurance, athletic ability.

Wits

Perception, cleverness, quick thinking.

Spirit

Willpower, intuition, spiritual resilience.

Presence

Charm, command, social influence.

Skill Levels:

0 Untrained

Rely on raw Attribute only.

1 Familiar

Basic competence, occasional use.

2 Skilled

Reliable training, regular practice.

3 Expert

Professional mastery, notable ability.

4 Master

Renowned specialist, exceptional talent.

5 Legendary

Near-mythic capability, extraordinary.

9.1.3 Experience Point Costs

Improvement	Cost	Downtime
Attribute increase	New rating \times 3 XP	New rating days
Skill increase	New level \times 2 XP	New level days
On-Screen Follower	Cap ² XP	1–3 days
Minor Asset	4 XP	1 day
Standard Asset	8 XP	1 week
Major Asset	12 XP	1 month

9.1.4 Difficulty Value (DV) Reference

DV	Difficulty	Typical Situations
2	Routine	Clear intent, modest stakes, controlled environment
3	Pressured	Time pressure, mild resistance, partial information
4	Hard	Hostile conditions, active opposition, precise timing
5+	Extreme	Multiple constraints, high precision, dramatic failure risk

9.2 Deck Usage Reference**9.2.1 Deck Types and Meanings****Travel Decks (regional, 52-card)**

Used for journey content and location-based adventures.

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

Deck of Consequences (scene drama)

Used for immediate complications and narrative twists.

- Hearts = Social/Emotional fallout
- Spades = Harm/Escalation
- Clubs = Material cost/Resource drain
- Diamonds = Magical/Spiritual disturbance

Important: Never mix suit meanings across decks. Travel deck suits differ from Consequences deck suits.

9.2.2 Deck Usage Procedure

After a roll generating Story Beats:

1. **Direct Spend:** Translate SB into immediate consequences or clock ticks.
2. **Deck Draw:** Draw up to $\min(\text{SB}, 3)$ cards and synthesize a single twist.
3. Interpret cards based on suit meanings and highest rank.

9.2.3 Rank Severity Guide

Ace–3

Minor inconvenience or flavor complication.

4–6

Moderate setback with narrative impact.

7–9

Significant consequence altering the scene.

10–King

Major fallout introducing new problems or lasting effects.

9.3 Magic System Quick Reference

9.3.1 Magic Paths Comparison

Path	Requirements	Key Feature	Risk Type
Caster (Freeform)	Caster's Gift (2 XP)	Flexible improvisation	Backlash
Runekeeper (Rites)	Thiasos + Codex (6 XP)	Structured Rites	Obligation
Invoker (Symbols)	Patron's Symbol (4 XP)	Ritual precision	Symbol compromise

9.3.2 Casting Loop Summary

1. **Channel:** Wits + Arcana roll to gather Potential.
2. **Weave:** Wits + Art roll to shape spell effect.
3. **Backlash:** SB spent through thematic consequences.

9.3.3 Eight Elements of Magic

Earth

Solidity, stability, foundation.

Fire

Energy, transformation, destruction.

Air

Movement, speed, freedom.

Water

Fluidity, healing, adaptability.

Fate

Destiny, inevitability, causality.

Life

Vitality, creation, growth.

Luck

Chance, unpredictability, probability.

Death/Dreams

Endings, thresholds, subconscious.

9.4 Combat and Conflict Reference

9.4.1 Position States

Controlled

Advantageous position, minor consequences.

Risky

Standard situation, moderate consequences.

Desperate

Disadvantaged, severe consequences.

9.4.2 Harm Levels and Effects

Harm Level	SB Generation	Penalty	Recovery
Minor	1 SB on next 2 rolls	−1 die to related actions	Rest or basic care
Moderate	1 SB on next roll	−1 die to most actions	Medical treatment
Severe	2 SB on next roll	−2 dice to most actions	Extended care
Critical	3 SB on next roll	Incapacitated	Major intervention

9.4.3 Range Bands

Close

Arm's length, grappling distance.

Near

Same room or immediate area.

Far

Visible but not immediately reachable.

Absent

Off-screen or out of current scene.

9.4.4 Movement Actions

- **1 Move:** Shift one range band (Close↔Near or Near↔Far).
- **Dash Action:** Shift two bands in one action.
- **Disengage:** Test to leave Close range when threatened.
- **Sprint:** Rapid movement across the battlefield.

9.5 Resource Management Reference

9.5.1 Story Beat Economy

SB Cost	Effect Scale	Typical Effects
1 SB	Minor pressure	Noise, trace, time loss, +1 Supply segment
2 SB	Moderate setback	Alarm, lose position/cover, lesser foe appears
3 SB	Serious trouble	Reinforcements, key gear breaks, major complication
4+ SB	Major turn	Trap springs, authority arrives, scene shifts dramatically

9.5.2 Boon Usage Guide

Boon Cost	Effect	Limitations
1 Boon	Re-roll one die	Once per action
1 Boon	Activate on-screen Asset	Plausibility test required
1 Boon	Improve Position by 1 step	One step maximum per action
2 Boons	Convert to 1 XP	Once per session; max 2 XP
Variable	Power Rites/Abilities	As specified

Boon Limits:

- Hold maximum of 5 Boons at any time.
- Trim to 2 Boons at scene endings.
- Maximum 2 Boons from failures per character per scene.
- Conversion: 2 Boons = 1 XP (max 2 XP per session).

9.5.3 Supply Clock States

Full Supply (0)

No penalties; well-equipped.

Low Supply (2)

Minor narrative complications.

Dangerously Low (3)

Each character gains 1 Fatigue.

Out of Supply (4)

Severe penalties; starvation risk.

9.6 Travel and Exploration Reference

9.6.1 Travel Clock Sizes

4 segments

Short, straightforward journeys.

6 segments

Standard travel legs.

8 segments

Extended or complex journeys.

10 segments

Epic or highly dangerous travel.

9.6.2 Card Draw Procedures**Quick Hook (2 cards):**

- Draw one Spade (place) and one Heart (actor).
- Use higher rank to set clock size.

Full Seed (4 cards):

- Draw until one card of each suit appears.
- Spade = location, Heart = faction, Club = pressure, Diamond = leverage.
- Highest rank sets main clock size.

9.7 Character Advancement Guide**9.7.1 Reputation Tiers****Tier I – Rookie (0–40 XP)**

Local reputation; prestige locked.

Tier II – Seasoned (41–90 XP)

Regional notice; prestige may unlock.

Tier III – Veteran (91–150 XP)

National influence; second follower suggested.

Tier IV – Paragon (151–220 XP)

Movers and shakers; rivals emerge.

Tier V – Mythic (221+ XP)

Legendary status; kingdoms respond.

9.7.2 Player Archetypes**Solo**

70–90% self investment; minimal followers/assets.

Mixed

50–65% self; balanced with followers/assets.

Mastermind

25–40% self; focuses on networks and followers.

9.8 Gamemaster Guidance**9.8.1 Session Preparation Checklist**

- Review previous session notes and unresolved threads.
- Set initial SB budget (4 + character tiers).
- Prepare key scenes and opposition.

- Have consequence ideas ready for common actions.
- Check ongoing clocks and faction status.
- Prepare travel routes if journey expected.

9.8.2 Adjudication Principles

- **Fiction First:** Mechanics serve the narrative, not replace it.
- **Fail Forward:** Even failures should advance the story.
- **Player Agency:** Offer choices rather than impose outcomes.
- **Transparent Costs:** Clearly communicate risks and stakes.
- **Collaborative Spirit:** Work with players to create compelling fiction.

9.8.3 Pacing Tools

- Use clocks to create urgency and track progress.
- Vary scene intensity between high and low stakes.
- Include downtime for character development.
- Balance action, investigation, and social scenes.
- Use travel sequences for world-building and random encounters.

9.9 Common Rules Questions

9.9.1 Core Mechanic Clarifications

Q: Can players re-roll 1s to remove Story Beats?

A: No. Re-rolling 1s does not remove SB already generated. If re-rolled dice show 1 again, they generate additional SB.

Q: When does a miss award a Boon?

A: Only when all three conditions are met: procedure followed, stakes stated, and consequence lands immediately.

Q: Can players assist each other on every action?

A: Yes, but total assist dice are capped at +3 from all sources combined.

9.9.2 Magic System Questions

Q: Can a character use multiple magic paths?

A: Yes, but each path has its own tracking (Backlash, Obligation, Symbol states). Specializing is more efficient.

Q: How does Crack the Seal work for Invokers?

A: Convert a ritual to instant casting by setting the Symbol to *Compromised* and marking +2/+3 Obligation.

Q: What happens when a Patron's Obligation clock fills?

A: The GM resolves the debt in-fiction through service demands, omens, or narrative consequences.

9.9.3 Combat and Conflict Questions

Q: How does the Over-Stack rule work?

A: If the party enters a scene with ≥ 3 structural advantages, either start one challenge at +1

difficulty *or* bank +1 SB.

Q: Can players spend Boons to improve Position?

A: Yes. 1 Boon improves Position by 1 step for the current action.

Q: How does harm recovery work?

A: Minor clears with rest; moderate requires medical treatment (DV 2); severe needs extended care (DV 3); critical requires major intervention.

9.10 Regional Quick Reference

9.10.1 Major Regions and Themes

Acasia

Broken marches, curses, lawless territory.

Aeler

Underground vaults, dwarven culture, engineering.

Ecktoria

Imperial remnants, bureaucracy, coinhouses.

Kahfagia

Maritime trade, lantern-law, convoys.

Mistlands

Bells, wards, supernatural boundaries.

Silkstrand

Trade hub, intrigue, Acasia's only major city.

Vhasia

Fractured sun, political fragmentation.

Viterra

Last kingdom, river-based power.

Valewood

Forest empire, natural magic.

Ykrul

Steppe nomads, wolf standards.

Zakov

Salt and serpent, criminal syndicates.

9.10.2 Key Geographical Features

- **Amaranthine Sea:** Western sea, major trade routes.
- **Dolmis Sea:** Inner sea, island networks.
- **Astroegro Straits:** Crucial maritime chokepoint.
- **Belworth River:** Major river system, boundary between regions.
- **Aelerian Mountains:** Extensive underground networks.

9.11 Campaign Management Tools

9.11.1 Session Log Template

Session Element	Notes
Session Date	
Players Present	
Major Objectives	
Key Scenes	
Story Beats Generated	
Boons Awarded/Spent	
Clocks Advanced/Completed	Ad-
XP Awards	
Downtime Activities	
Next Session Hooks	

9.11.2 Campaign Clock Examples

Faction Rivalry (8 segments)

Tracks escalating conflict between major powers.

Ancient Curse (6 segments)

Progress of a regional supernatural affliction.

Imperial Collapse (10 segments)

Decline of a major governing power.

Magical Cataclysm (8 segments)

Buildup to a reality-altering event.

Trade War (6 segments)

Economic conflict affecting multiple regions.

9.11.3 Adventure Structure Template

Standard Three-Act Structure:

1. **Introduction:** Establish situation; introduce key NPCs and locations.
2. **Development:** 2–3 challenges that advance the main objective.
3. **Climax:** Major confrontation or resolution point.
4. **Resolution:** Consequences and setup for future adventures.

Alternative Structures:

- **Hex Crawl:** Exploration-focused with multiple points of interest.
- **Mystery:** Investigation-driven with clue accumulation.
- **Siege:** Defense-focused with resource management.
- **Journey:** Travel-based with episodic encounters.

9.12 Troubleshooting Common Issues

9.12.1 Player Engagement Issues

Issue: Players are passive or hesitant

- **Solutions:** Use leading questions, offer clear options, create immediate stakes.
- Provide obvious hooks and direct incentives for action.
- Use NPCs to demonstrate active approaches.
- Reward proactive play with narrative advantages.

Issue: Rules discussions slow the game

- **Solutions:** Make quick rulings; note for later review; keep momentum.
- Establish “ruling now, researching later” policy.
- Designate one player as rules reference to minimize lookups.
- Use standardized procedures for common actions.

9.12.2 Balance and Challenge Issues

Issue: Encounters are too easy or too hard

- **Solutions:** Adjust opposition on the fly; use SB to modulate difficulty.
- Remember that Position and Effect can be adjusted situationally.
- Use environmental factors to change challenge levels.
- Allow creative solutions to bypass straight combat.

Issue: Magic feels overpowered or underpowered

- **Solutions:** Ensure proper Backlash and Obligation application.
- Remember that high-DV spells carry significant risks.
- Use countermagic and magical opposition when appropriate.
- Ensure non-magical characters have meaningful contributions.

9.12.3 Tracking and Administration Issues

Issue: Too much bookkeeping slows play

- **Solutions:** Simplify tracking to essential elements; delegate to players.
- Use abstract ranges and conditions rather than precise measurements.
- Focus on narrative consequences rather than numerical modifiers.
- Use index cards or digital tools for complex tracking.

Issue: Players forget abilities or resources

- **Solutions:** Provide quick reference sheets; use visual aids.
- Create character-specific reminder cards.
- Use recap sessions to review capabilities.
- Encourage players to maintain updated character sheets.

9.13 Advanced Play Techniques

9.13.1 Narrative-First Adjudication

- Ask “What happens next?” rather than “What’s the rule?”
- **Use the Fiction:** Let the narrative dictate mechanical outcomes.
- **Embrace Improvisation:** Create rulings that serve the story.
- **Collaborative World-Building:** Involve players in creating details.
- **Consequence-Driven Play:** Ensure every action has meaningful results.

9.13.2 Pacing and Rhythm Management

Scene Pacing:

- Vary intensity between high-action and quiet moments.
- Use clocks to create natural endpoints.
- Alternate between player-driven and GM-driven scenes.
- Include breather moments for character development.

Campaign Rhythm:

- Balance episodic adventures with ongoing arcs.
- Use downtime effectively between major events.
- Vary the scope of challenges (personal, local, regional, global).
- Include both planned and emergent story elements.

9.13.3 Player Spotlight Management

- **Rotate Focus:** Ensure each character gets meaningful scenes.
- **Personal Arcs:** Develop individual character stories.
- **Group Dynamics:** Create situations that require teamwork.
- **Specialization Respect:** Allow experts to shine in their domains.
- **Shared Moments:** Include scenes that develop group bonds.

Index

- 1 Fatigue, 68
- 2 Fatigue, 68
- 3 Fatigue, 68
- 4 Fatigue, 68
- Marshal in exile, 49
- Queen-Mother, 49
- Raid-truce ribbon, 36
- Spice auctions, 34
- Abandoned worksite, 61
- Abbess-chatelaine, 49
- Aberderrin, 14, 15
- Aberderrin current, 36
- Absent, 92
- Acasia, 14, 16, *see* Broken Marches, 126
 - Rivers, 16
 - Silkstrand, 14, 16
- Acasian Marcher-Lord, 51
- Aces, 14
 - Route rewrite, 16
- Actors
 - Dungeon, 30
- Admiral of the Red Shoal, 34
- Admiralty, 34
- Advancement, 73
 - Costs, 75
 - Guidance, 78
 - Overview, 73
- Advantages, 71
- Aelaerem, *see* Hearth and Hollow
- Aeler, 14, 15, *see* Crowns and Under-Vaults, 76, 126
 - Aces, 16
 - Diamonds, 14
 - Gate Approach, 18
 - Gates, 15
 - Mistlands, 38
 - Passes, 15
 - Underways, 14, 16
- Aelinnel, 15, *see* Stone, Bough, and Bright Things
 - Green Gate, 15
- Aid, 92
- Alder King of the Twilit Court, 47
- Alice in Wonderland, 26
- Alliance Stability [6], 95
- Amaranthine, 14, 15
- Amber ziggurat, 47
- Appendices
 - Adjudication, 125
 - Advanced Techniques, 129
 - Advancement, 124
 - Adventure Template, 127
 - Attributes and Skills, 119
 - Balance Issues, 128
 - Boons, 123
 - Campaign Clocks, 127
 - Campaign Tools, 127
 - Card Draw, 124
 - Casting Loop, 121
 - Combat Questions, 125
 - Combat Reference, 122
 - Core Clarifications, 125
 - Core Mechanic, 119
 - Deck Procedure, 121
 - Deck Reference, 120
 - Deck Types, 120
 - DV Reference, 120
 - Engagement Issues, 128
 - Geography, 126
 - GM Guidance, 124
 - Harm Reference, 122
 - Magic Elements, 121
 - Magic Paths, 121

- Magic Questions, 125
- Magic Reference, 121
- Movement, 122
- Narrative Adjudication, 129
- Pacing, 125
- Pacing Management, 129
- Player Archetypes, 124
- Position States, 122
- Quick Reference, 119
- Range Bands, 122
- Rank Severity, 121
- Regional Reference, 126
- Regions, 126
- Reputation Tiers, 124
- Resource Reference, 123
- Rules Questions, 125
- Session Log, 127
- Session Preparation, 124
- Spotlight Management, 129
- Story Beats, 123
- Supply Clock, 123
- Tracking Issues, 128
- Travel Clocks, 123
- Travel Reference, 123
- Troubleshooting, 128
- XP Costs, 120
- Apple-Matron, 23
- Aqueducts, 18
- Arcana, 77, 82
- Archetypes, 73
 - Mastermind, 74
 - Example, 78
 - Mixed, 74
 - Example, 78
 - Solo, 74
 - Example, 77
- Archive Sister, 43
- Archivolt, 39
- Archon of Thepyrgos, 43
- Army Morale [6], 95
- Artifact Asset, 70
- Artifacts, 70, 71, 75
- Ash omens, 16
- Assets, 69, 74
 - Activation Cost, 70
 - Activations, 70
 - Breakage, 71
 - Compromised, 70, 83
 - Condition Tracks, 70
 - Costs, 75
 - Downtime Repair, 71
 - Maintained, 70
 - Maintenance, 70
 - Major, 70, 74, 75
 - Minimal, 74
 - Minor, 70, 74, 75
 - Neglected, 70
 - Off-Screen, 70
 - Off-Screen Effects, 70
 - On-Screen Effects, 70, 72
 - Plausibility, 70
 - Risk Flag, 70
 - Safehouse, 78
 - Standard, 70, 75
 - XP Repair, 71
- Assist Dice, 69
- Assists, 69, 71, 74
 - Cap, 76
 - Maximum, 69, 82, 86, 93, 95
 - Rules, 69
 - Source, 69
- Attack, 92
- Attributes, 74, 78
 - Body, 119
 - Costs, 75
 - Presence, 119
 - Spirit, 119
 - Wits, 119
- Audits, 15
- Avalanche galleries, 18
- Backgrounds, 101
 - Bardic, 104
 - Curse-Breaker, 102
 - Cursed Child, 103
 - Dauphin's Shadow, 103
 - Foedus Keeper, 104
 - Lantern-Law Advocate, 102
 - Legate of the Silent Gate, 102
 - Mist-Seer, 103
 - Prestige, 103
 - Sepulcher Adept, 102
 - Stone-Speaker, 103
 - Voice of the Moot, 102
 - Warleader, 105
- Backlash, 68, 69, 76, 79, 80, 94

- Backlash Soothing (Wood Elf), 76
- Bad omen, 61
- Banner-Bearer (Human), 76
- Bannerless One, 28
- Basilica of Saint Azerin, 39
- Bastide market, 49
- Battle Instincts, 76
- Beacon Crown, 43
- Beacon hill, 55
- Bell-Line levee, 38
- Bell-lines, 14, 15, 18
- Bell-warden, 38
- Bell-wardens, 18
- Bellmark, 43
- Bells, 16
- Bells, Salt, and Breath generator, 38
- Belworth ferry, 55
- Belworth River, 15
- Black Banners, *see* Condotta and Crowns
- Black Bog causeway, 41
- Black Broom Bog, 45
- Blackwood Road, 51
- Blood Frenzy (Ykrul), 77
- Blood Memory (Ykrul), 77
- Blue Cistern, 43
- Body, 76, 77
- Bonded warehouses, 34
- Bonds, 69, 71, 73, 77, 78
 - Examples, 71
 - Limits, 71
 - Mutual Requirement, 71
 - Requirements, 71
 - Session Limit, 71
 - Starting Bonus, 73
- Bone Fields, 28
- Bone whistle, 23
- Bone-lit corridor, 59
- Boom chains, 14
- Boom lifts, 18
- Boons, 70, 71, 82, 83, 93, 94
 - Award Conditions, 125
 - Timing, 71
- Border routier-captain, 55
- Border-lace, 55
- Borders, 14
- Bound Guardian, 30
- Boundary row, 61
- Bride's Causey, 45
- Bride-carrier, 45
- Bride-peacemaker, 41
- Bridge bailiff, 39
- Bridge of whispered promises, 59
- Bridge rights, 16
- Broken Marches generator, 21
- Build examples, 77
- Build styles, 73
- Burgess charter, 49
- Burial Field, 51
- Burn, 70
- Cache token, 61
- Cadres, 74
- Calendar grove, 47
- Calling the Long Road, 59
- Capability, 69
- Caravan crew, 61
- Cascading Failure, 30
- Cast Spell, 92
- Caster's Gift, 79
- Catastrophe, 61
- Cathedral works-yard, 49
- Censer-Knight, 24
- Censor's Hall, 32
- Chain-Harbor Barbican, 43
- Chamber of Seasons, 30
- Character Build
 - Mastermind, 124
 - Mixed Player, 124
 - Solo, 124
- Character Creation, 73
 - 30 XP, 73
 - 34 XP cap, 73
 - Enhanced Builds, 73
 - Examples, 77, 106
 - Starting Builds, 73
- Character Development, 107
- Checkpoints, 14
- Chevauchée, 49
- Child of the Crossroads, 59
- Church of the Flame
 - Acasia, 21
 - Ecktoria, 32
- City of a Thousand Stairs generator, 43
- City of Bridges and Dyewater generator, 39
- City that Breathes, 47
- City-key shard, 47

- Claimant chief, 61
- Clan chief
 - Ubral, 45
- Clan-Mother, 28
- Cliff ringfort, 41
- Clocks, 67, 77
 - 10-segment, 6, 13
 - 4-segment, 5, 13, 19
 - 6-segment, 5, 13, 18
 - 8-segment, 6, 13, 18
 - Ancient Curse, 127
 - Faction Rivalry, 127
 - Imperial Collapse, 127
 - Magical Cataclysm, 127
 - Size Determination, 5
 - Supply, 67
 - Trade War, 127
 - Travel, 13
 - Modifiers, 14
 - Road/River, 19
 - Sea/Mountain, 19
- Close, 92
- Codex, 79, 83
- Coin-house, 32
- Coin-houses, 18
- Collapse [6], 96
- Collective Consciousness, 30
- Combat, 77
 - Absent Range, 92, 122
 - Action Declaration, 91
 - Actions, 92
 - Aid, 92
 - Alliance Stability, 95
 - Army Morale, 95
 - Assistance, 93
 - Attack, 92
 - Cast Spell, 92
 - Clocks, 93
 - Close Range, 92, 122
 - Collapse Hazard, 96
 - Consequences, 92
 - Controlled, 91, 122
 - Core Philosophy, 91
 - Critical Harm, 93
 - Defend, 92
 - Desperate, 91, 122
 - Environmental, 95
 - Hazards, 95
 - Terrain, 96
 - Environmental Collapse, 94
 - Examples, 96
 - Magic, 97
 - Melee, 96
 - Ranged, 97
 - Far Range, 92, 122
 - Fatigue Spiral, 93
 - Fire Hazard, 95
 - Flood Hazard, 96
 - Harm, 92
 - Harm Levels, 92
 - Harm Recovery, 126
 - Initiative, 91
 - Magic Integration, 94
 - Maneuver, 92
 - Mass Combat, 95
 - Armies, 95
 - War Clocks, 95
 - Minor Harm, 92
 - Mob Overwhelm, 93
 - Moderate Harm, 93
 - Morale Collapse, 93
 - Movement, 92
 - Movement Rules, 92
 - Near Range, 92, 122
 - Over-Stack, 71, 86, 126
 - Over-Stack Trigger, 72
 - Player Shifts, 94
 - Position Dynamics, 94
 - Position Improvement, 126
 - Position Shifts, 94
 - Position States, 91
 - Protection, 93
 - Quick Reference, 96
 - DVs, 96
 - Harm, 96
 - Position, 96
 - Range Bands, 92
 - Definitions, 92
 - Ready, 92
 - Reinforcements, 94
 - Resisting Harm, 93
 - Risky, 91, 122
 - Rounds, 91
 - Setup Actions, 93
 - Severe Harm, 93
 - Special Actions, 92

- Sprint, 92
- Standard Actions, 92
- Strategic Position, 95
- Structural Advantages, 72
- Structure, 91
- Supply Lines, 95
- Tactical Clocks, 93
- Teamwork, 93
- Turns, 91
- Use Object, 92
- Weather Hazard, 96
- Withdraw, 92
- Comitatus, 16
- Command, 95
- Compass of True Directions, 59
- Complication Point (CP), 6
- Complications, 69, 73, 77, 78
 - Acasia, 21
 - Aelaerem, 23
 - Aeler, 24
 - Aelinnel, 26
 - Black Banners, 28
 - Clearing, 73
 - Ecktoria, 32
 - Initial, 73
 - Kahfagia, 34
 - Linn, 36
 - Mistlands, 38
 - Silkstrand, 39
 - Starting Bonus, 73
 - Taboos, 16
 - Theona, 41
 - Thepyrgos, 43
 - Ubral, 45
 - Valewood, 47
 - Vhasia, 49
 - Vilikari, 51
 - Viterra, 55
 - Ways Between, 59
 - Wilderness, 61
- Compromised, 70
- Conditions, 67
 - Fatigue, 68
- Condotta, 16, 28
 - Silkstrand, 39
- Condotta and Crowns generator, 28
- Consequences
 - Failure, 19
 - Travel, 13
- Constable, 49
- Control points, 16
- Controlled, 91, 95
- Convergence Point, 59
- Convoys, 18
- Coracle-captain, 41
- Core Mechanic
 - Approach, 119
 - Execution, 119
- Coronation writ, 55
- Cost, 69
- Council of Cairns, 45
- COUNTER, 85
- Craft, 69
- Critical, 93
- Crossing point, 61
- Crossroads, 59
- Crossroads boon, 59
- Crown in Council, 55
- Crown-Crypt, 24
- Crowns and Under-Vaults generator, 24
- Currents, 14
- Cursed Child of Silkstrand, 21
- Curses, 16
- Customs seal, 18
- Dales levy serjeant, 55
- Dangerously Low, 67
- Dawn escort letter, 55
- Dawn-knights, 55
- Debt, 19
- Debt-clearing, 59
- Debts, 16
- Deception, 94
- Deck Generators, 5
- Deck of Consequences
 - Twists, 72
- Deck-Based Generators, 13
- Decks
 - Act Builder, 6
 - Black Suits, 6
 - Club, 6
 - Color Combos, 7
 - Combo Rules, 7
 - Consequences, 5, 120
 - Diamond, 6
 - Draw Procedures, 6

- Examples, 7
- Face + Ace, 7
- Flushes, 7
- Full Seed, 6
- GM Guidance, 9
- Heart, 6
- Pairs, 7
- Quick Hook, 6
- Rank Severity, 5
- Ranks
 - Major, 121
 - Minor, 121
 - Moderate, 121
 - Significant, 121
- Red Suits, 6
- Regional Summary, 7
- Runs, 7
- Spade, 6
- Structure, 5
- Travel, 5, 13, 120
 - Draw Sequence, 13
- Usage, 6
- Decumanus-master, 32
- Defend, 92
- Delay, 19
- Description Ladder, 82
 - Basic Action, 71
 - Intricate Action, 71
- Desperate, 91, 95
- Difficulty Value (DV), 14, 68, 69, 72, 77, 84, 91
 - River, 14
- Dike-work allotment, 55
- Diplomacy
 - Frontier, 18
- Direwood, 38
- Discovery, 19
- DISPEL, 85
- Diversion, 19
- Dolmen, 26
- Dolmis, 14, 15
- Dolmis waystation, 36
- Doubleback, 61
- Downtime, 68–70, 83
 - Advancement, 75
 - Fatigue Recovery, 68
 - Followers, 69
 - Supply, 68
- Dream-catcher, 59
- Dream-Logic Navigation, 59
- Dream-Road Walker, 59
- Dredging consortium, 34
- Droppers' Bridge, 45
- Duchess-Regent, 32
- Dungeon features, 30
- Dungeon generator, 30
- Dungeon hazards, 30
- Dungeon inhabitants, 30
- Dungeon tools, 30
- Dungeon's Blessing, 30
- Dungeon's Creator, 30
- Dux Commission, 51
- Dux's Palace, 51
- Dwarf
 - Khaz-Vurim, 45
- Dwarves
 - Aeler, 24
 - Talents, 76
- Dyers' Guild, 39
- Earth's Exception, 61
- Echo-legionary, 47
- Echo-Walker's Step, 77
- Echo-Walker's Step (High Elf), 77
- Ecktoria, 14, 16, *see* Marble and Fire, 126
- Ecktoria (city), 32
- Ecktorian Factor, 51
- Ecktorian military, 28
- Elder of Elders, 51
- Elemental front, 61
- Elf-causey, 26
- Empire Under Leaves generator, 47
- Encounters
 - Travel, 13
- Engineer of Underways, 24
- Engineers, 18
- Environment, 72
- Environmental Collapse [8], 94
- Envoys, 16
- Everflame, 32
- Examples
 - Travel, 16
- Exceptional Coordination, 76
- Exchange passes, 18
- Expeditions, 18
- Experience Points (XP), 73

- Exploration, 13
- Factions, 13
 - Contacts, 19
- Faekin
 - Aelinnel, 26
- Faerie realm, 26
- Failure
 - Travel, 13
- Fairport, 16, 55
 - Approach, 18
- Familiars, 74
- Far, 92
- Fast reskin palette, 61
- Fatigue, 67, 68, 77, 86
 - Clearing, 68
 - Effects, 68
- Fatigue Spiral [4], 93
- Federate King (Rex-Dux), 51
- Fen causeway, 55
- Fen reeve, 55
- Fenwood comptroller, 55
- Fenwood ducal warrant, 55
- Ferryman of souls, 59
- Feud token, 36
- Feud-broker, 45
- Feud-peace charter, 45
- Feuds, 16
- Fiction-first, 71
- Field promotion, 28
- Field Repair, 69
- Filature hall, 39
- Fire [6], 95
- Flexibility, 79, 80
- Flood [8], 96
- Flood-Stairs, 39
- Foedus, 16
- Foedus Renewal, 18
- Foedus Renewal Seal, 51
- Foedus Stone, 16, 51
 - Parley, 18
- Fog-knight, 38
- Fog-wick tower, 41
- Followers, 69, 74
 - Assist, 69
 - Burn, 70
 - Cap, 74
 - Cap 2, 78
 - Cap 3, 78
 - Cap 5, 76
- Capability, 69
- Cost, 69, 95
- Costs, 75
- Initiative, 72
- Loss resilience, 74
- Loyalty, 69
- Loyalty Tags, 69
- Off-Screen, 69
- On-Screen, 69
- Pin, 70
- Risk, 74
- Seize, 70
- Slot Limit, 69
- Stress, 70
- Wound, 70
- Forager child, 61
- Foreshadowing, 16
- Forge-Patriarch (Dwarf), 76
- Foster-son, 36
- Fox-headed courier, 47
- Free Companies
 - Acasia, 21
 - Black Banners, 28
- Free Company
 - Silkstrand, 39
- Frontier Staple Market, 51
- Frontiers, 14
- Full Supply, 67
- Gabelle lease, 49
- Gate gully, 61
- Gear, 68
 - Breaking, 68
 - Compromised, 68
 - Repair, 69
- Geasa, 15
- General alarm, 61
- General Pardon, 49
- Geography
 - Aelerian Mountains, 126
 - Amaranthine Sea, 126
 - Astroegro Straits, 126
 - Belworth River, 126
 - Dolmis Sea, 126
- Geometers, 18
- Ghost-ferry, 38

- Gladiatrix, 32
- Glamour fog, 26
- Glassleaf gallery, 47
- Glyphed bridge, 47
- GM discretion, 71
- GM fiat, 67
- GM Guidance
 - Balancing, 107
 - Integration, 107
- GM guidance, 78
- GM tools, 70
- Gnomes
 - Aelinnel, 26
- Golden Edict, 32
- Golden Key, 43
- Golden Thread charter, 39
- Grand Forum, 32
- Grand Magistrate, 32
- Great Fairground, 49
- Great Law Day, 51
- Green Favor, 41
- Green Gate, 26
- Green Host, 41
- Green Knight, 26
- Green lanes, 18
- Green Market, 26
- Green Moot Hill, 41
- Green Neighbor, 41, 47
- Grey Tor Hill-fort, 45
- Guest-right token, 45
- Guide, 61
- Guild Ties (Human), 76
- Guilds
 - Dyers, 18
- Halflings
 - Aelaerem, 23
- Hall of Dawning, 55
- Harp-satirist, 41
- Hazards, 13
 - Gales, 14, 18
 - Linn, 15
 - Weather, 14
- Hazel Queen of the Lethai-ar, 47
- Hazel token, 47
- Heart Chamber, 30
- Hearth and Hollow, 23
- Hearth and Hollow generator, 23
- Hearth-aunt, 45
- Hearth-Mother, 51
- Hedge-witch, 23
- Hedgerow muster-green, 55
- Heretic perfect, 49
- Hermit-healer, 61
- Hidden passages, 16
- High Chief, 28
- High Elves
 - Talents, 77
- High Jarl, 36
- High King Beneath the Peaks, 24
- High Priest of the Everflame, 32
- High-Mist Pass, 38
- Hill guide, 45
- Hill-Palace Amphitheater, 51
- Hooks, 16
- Horse-Reeve, 51
- Host-rights, 15
- Hostage protocol, 16
- Hostage Treaty, 51
- Humans
 - Talents, 76
- Hungering Dark, 30
- Huntsman Between, 47
- Huntsman of the Moonlit Ride, 26
- Imperial Arena, 32
- Information
 - Regional, 19
- Insight, 94
- Invoker Rituals, 94
- Invokers, 80, 83
 - Becoming, 83
 - Crack the Seal, 83, 125
 - Limitations, 83
 - Ritual Mechanics, 83
- Iron Stomach, 76, 77
- Island customs, 15
- Ivory observatory, 47
- Journeys, 13
- Junction, 59
- Jurisdiction, 14, 19
- Justiciar, 55
- Kahfagia, 14, *see* Pilot's Mirror, 126
- Kahfagia (empire), 34
- Kassamira, 16, 34

- Keeper of the Crossroads, 59
- Keeper of the Dead-roads, 59
- Kelp-skerry gut, 36
- Key of Echoes, 30
- Key-Sister, 24
- Khaz-Vurim Steps, 45
- King's High Road, 49
- Lady Beneath the Hawthorn, 41
- Lady of the Tor, 45
- Lady of Thorns, 26
- Lame King, 21
 - envoy, 39
- Landmarks, 16
- Lanista, 32
- Lantern law, 14
- Lantern of Clarity, 30
- Lantern writ, 15, 18
- Lantern-law, 34
- Last Dauphin, 49
- Laurel-deed, 32
- Laurels and Longhouses generator, 51
- Legate of the Mists, 38
- Legs of travel, 13
- Lethai-ar, 47
- Letter of marque, 34
- Letters patent, 18, 49
- Levees, 18
- Levies, 16
- Library of Keys, 43
- Light vs Everflame, 55
- Lighthouse-Patriarch, 43
- Linn, 14, 15, *see* Skerries and Storm-Oaths
- Linnic tribes, 36
- Logistics, 74
- Long Mile, 59
- Longhouse Quarter, 51
- Lookout knoll, 61
- Lord Warden of the Fens, 38
- Lore, 76, 78
- Lore-Heavy
 - Balance, 106
 - Examples, 106
 - GM Guidance, 107
 - Magic Integration, 104
 - Social Applications, 104
- Lore-Heavy Content, 99
- Lorekeeper (High Elf), 77
- Low Supply, 67
- Lumenor, 24
- Magic
 - Advanced Concepts, 85
 - Arts, 81
 - Declaring, 82
 - Examples, 82
 - In Play, 82
 - Backlash, 82, 121
 - Elemental, 84
 - Casting, 79
 - Casting Procedure, 82
 - Channel, 82, 121
 - Combat, 85
 - Combat Casting, 94
 - Combat Effects, 94
 - Counterplay, 85
 - Design Philosophy, 79
 - Duration, 86
 - DV Guidance, 84
 - Elements, 80
 - Air, 81, 121
 - Death, 81, 122
 - Earth, 80, 121
 - Fate, 81, 121
 - Fire, 80, 121
 - Life, 81, 122
 - Luck, 81, 122
 - Metaphysical, 81
 - Physical, 80
 - Water, 81, 121
 - Examples, 86
 - Freeform, 86
 - Invoker, 86
 - Runekeeper, 86
 - Freeform Casting, 84
 - Freeform Enhancement, 104
 - Guardrails, 86
 - Healing, 68
 - Invoker Combat, 94
 - Invokers, 80
 - Mixing Paths, 85, 125
 - Narrative Weight, 79, 80
 - Nature, 80
 - Obligation Resolution, 125
 - Path Comparison, 85
 - Plausibility, 86

- Risk, 79
- Rites, 82
 - Using, 83
- Rites in Combat, 94
- Rites Integration, 104
- Rites Users, 79
- Rushed Casting, 94
- Stacking, 86
- Standard Casting, 94
- Symbols, 83
- Thematic Consequence, 80
- Three Paths, 79
- Volatility, 80
- Weave, 82, 121
- Magical Repair, 69
- Maintained, 70
- Major Asset, 70
- Mallus Bench-Right, 51
- Maneuver, 92
- Marble and Fire generator, 32
- March Notary, 51
- Marcher's Fortress, 28
- Marcott
 - Approach, 18
- Margravine of the Broken March, 21
- Maritime
 - Travel, 14
- Master of Ropes, 43
- Matriarch of the Ladder, 43
- Matron of Silkstrand, 39
- Matron of Wells, 41
- Measure Vault, 24
- Mechanics, 79, 80
 - Assist Maximum, 125
- Memory Currency, 59
- Memory-anchor, 59
- Mercenaries, 28
- Merchant of Curiosities, 30
- Milefort XVII, 51
- Milestones, 76
- Minor, 92
- Minor Asset, 70
- Mirror-keeper, 34
- Mirror-Light Tower, 34
- Mist-pilot, 36
- Mist-Seer, 38
- Mistlands, 14, 15, 36, *see* Bells, Salt, and Breath, 126
 - Approach, 18
 - Mistlands (region), 38
 - Mob Overwhelm [6], 93
 - Moderate, 93
 - Modes of Travel, 14
 - Monastery of the Ladder, 43
 - Monster-hunter, 61
 - Moon-cistern, 47
 - Moonwell, 26
 - Moot Hollow, 45
 - Moot Oak, 23
 - Morale Collapse [6], 93
 - Moss-scribe, 47
 - Mother's Orchard, 23
 - Motifs, 16
 - Mummers, 23
 - Narrative identity, 73, 78
 - Narrative-first, 68
 - Navigation
 - Islands, 15
 - Mistlands, 18
 - Shadow corridors, 18
 - Near, 92
 - Neglected, 70
 - Net-wife, 36
 - Networks, 74
 - Neurodivergent, 26
 - New Raivon, 51
 - Nomophylax, 43
 - Notary
 - Archivolt, 39
 - Noyan, 18
 - NPCs
 - Ambition, 7
 - Attitude, 7
 - Belief, 7
 - Generation Deck, 7
 - Twist, 7
 - Oar-master, 36
 - Oath-bead, 26
 - Oath-examiner, 43
 - Oath-ferryman, 38
 - Oath-Keeper, 24
 - Oath-singer, 45
 - Oathsap ampoule, 47
 - Obishaal, 59

- Obligation, 69, 80, 83, 94
- Off-Screen Capability, 69
- Ogham grove, 41
- Old Legionary, 51
- Omens, 16, 19, 77
- Omissions, 16
- Out of Supply, 67
- Outcome Matrix, 84

- Pacing, 19
- Paiza, 16, 19
- Palazzo della Matrona, 39
- Pale Causeway, 21
- Pale Shepherd, 23
- Palikar Captain, 43
- Pall Indulgence, 38
- Pall Watch-tower, 38
- Parish surveyor, 55
- Parish-map correction, 55
- Parlement, 18
- Parlement clerk, 49
- Parlement Hall, 49
- Party resources, 67
- Pass of Ashes, 45
- Passage of Grace, 59
- Path That Should Not Be, 59
- Path-wardens, 18
- Pathweaver, 47
- Patron's Symbol, 80, 83
- Payden's Port, 18
- PC Choice Lever, 70
- Penalties, 68
- People
 - Acasia, 21
 - Aelaerem, 23
 - Aeler, 24
 - Aelinnel, 26
 - Black Banners, 28
 - Ecktoria, 32
 - Kahfagia, 34
 - Linn, 36
 - Mistlands, 38
 - Silkstrand, 39
 - Theona, 41
 - Thepyrgos, 43
 - Ubral, 45
 - Valewood, 47
 - Vhasia, 49
 - Vilikari, 51
 - Viterra, 55
 - Ways Between, 59
 - Wilderness, 61
- Performance, 94
- Permits and papers, 13
 - Aeler, 14, 15
 - Aelinnel, 15
 - Dual authority, 14
 - Harbor, 15
 - Ports, 14
 - Ykrul, 19
- Pilgrim's Stair, 43
- Pilgrims, 61
- Pilot's Mirror generator, 34
- Pilots
 - Kahfagia, 34
- Pin, 70
- Places
 - Acasia, 21
 - Aelaerem, 23
 - Aeler, 24
 - Aelinnel, 26
 - Black Banners, 28
 - Dungeon, 30
 - Ecktoria, 32
 - Kahfagia, 34
 - Linn, 36
 - Mistlands, 38
 - Silkstrand, 39
 - Theona, 41
 - Thepyrgos, 43
 - Ubral, 45
 - Valewood, 47
 - Vhasia, 49
 - Vilikari, 51
 - Viterra, 55
 - Ways Between, 59
 - Wilderness, 61
- Places and terrain, 13
- Planning, 74
- Player choice, 70
- Poachers, 61
- Politics
 - Vhasia, 15
- Pont-du-Tithe, 18, 49
- Ports, 14
- Position, 82, 84, 85, 91

- Surprise, 72
- Positioning
 - Narrative, 19
- Power, 80
- Power curve, 78
- Presence, 76
- Pressures
 - Dungeon, 30
- Prestige Abilities, 75, 76
 - High tier, 77
- Private audience, 61
- Privateers
 - Kahfagia, 34
- Procedures
 - Travel, 13
- Pronoia grant, 43
- Proper Repair, 69
- Prospectors, 61
- Protectorate, 18
 - Mistlands, 38
- Prowlers shadow, 61
- Purple-Border Warrant, 51
- Pursuit, 61
- Quarantine, 14
- Quarantine sign, 61
- Quartermaster, 61
- Quartermaster of the Dawn, 55
- Queen of the Marches, 51
- Queen of Viterra, 55
- Queen's Causeway, 49
- Queen's Highway, 55
- Queen's Progress, 55
- Quests, 71
- Ranger's Step (Wood Elf), 76
- Rasputitsa, 16
- Ravel (smuggler), 39
- Ready, 92
- Red Shoal, 34
- Red thread, 23
- Redcaps, 47
- Redwater Dyeworks, 39
- Reflection Points, 59
- Regional features, 16
- Reinforcement Arrival [4], 94
- Reiver band, 45
- Relationships, 78
- Reliability, 79
- Remount, 61
- Remounts, 16
- Repaired Imperial Bridge, 51
- Reputation Tiers, 75
 - Mythic, 75, 124
 - Paragon, 75, 124
 - Rookie, 75, 124
 - Seasoned, 75, 124
 - Veteran, 75, 124
- Requirements, 79, 80
- Rescue debt, 61
- Resolve, 76, 77
- Resource Management, 67
- Resources, 19, 67
 - Assets and Followers, 69
 - Bond-Driven Generation, 71
 - Gear Condition, 68
 - Overview, 67
 - Supply Clock, 67
- Rest, 68
- Rewards
 - Acasia, 21
 - Aelaerem, 23
 - Aeler, 24
 - Aelinnel, 26
 - Black Banners, 28
 - Dungeon, 30
 - Ecktoria, 32
 - Kahfagia, 34
 - Linn, 36
 - Mistlands, 38
 - Silkstrand, 39
 - Theona, 41
 - Thepyrgos, 43
 - Ubral, 45
 - Valewood, 47
 - Vhasia, 49
 - Vilikari, 51
 - Viterra, 55
 - Ways Between, 59
 - Wilderness, 61
- Right-of-way pass, 61
- Risk, 69, 71, 79, 80
- Risky, 91, 95
- Rites Invocation, 94
- Rituals
 - Preparation, 72

- River dike crown, 55
- River travel, 14
- River-carter syndic, 55
- Rivers
 - Major systems, 15
- Road warden, 49
- Road's Own Child, 59
- Road's Own Name, 59
- Road-warden commission, 61
- Roads, Ruins, and Weather generator, 61
- Roadwarden's Charter, 59
- Ropeyard Terrace, 43
- Rothari, 21
- Route blocked, 61
- Route song, 61
- Routes
 - Major, 14
- Routier captain, 49
- Roving war-band, 61
- Royal Forest, 49
- Ruined outpost, 61
- Rumors, 18
- Runekeepers, 79, 82
 - Becoming, 82
 - Special Rules, 83
- Runestone causey, 36
- Rushed Casting, 94

- Safe-conduct, 49
- Safe-conduct token, 28
- Safe-haven waystone, 59
- Safety, 80
- Saint of Broken Warps, 39
- Saint's Well, 41
- Salt Gate, 39
- Salt-farmer, 49
- Salt-monk, 38
- Sea circuits, 15
- Sea states, 14
- Sea travel, 14
- Sea-Queen of the Linn, 36
- Seize, 70
- Severe, 93
- Shardwright, 47
- Shatterline bazaar, 32
- Sheepwalk Ledge, 45
- Shelter hollow, 61
- Shield-band, 36
- Shield-Brother, 51
- Shifting Walls, 30
- Shipwrights, 18
- Shroud-diver, 38
- Signal height, 61
- Significant actions, 68
- Silk Exchange, 39
- Silkstrand, 21, *see* City of Bridges and Dyewater, 126
 - Approach, 18
- Silkstrand (city), 39
- Silver Tongue, 76
- Singing Wastes, 28
- Skald, 36
- Skerries and Storm-Oaths generator, 36
- Skills, 74
 - Advanced Uses, 105
 - Campaign Scale, 105
 - Command, 95
 - Costs, 75
 - Deception, 94
 - Engineering, 14
 - Expert, 119
 - Familiar, 119
 - Geasa, 100
 - Geology, 14
 - Heraldry, 100
 - Insight, 94
 - Legendary, 120
 - Master, 120
 - Monsoon-Reckoning, 100
 - Performance, 94
 - Regional, 99
 - Sailing, 14
 - Skilled, 119
 - Stone-Tongue, 99
 - Survival, 14
 - Sway, 94
 - Synergies, 105
 - Untrained, 119
 - Utaran Law, 99
- Sky-Bridge, 43
- Social Conflict, 94
 - Allies, 95
 - Consequences, 95
 - Controlled, 95
 - Desperate, 95
 - Obligations, 95

- Position, 95
- Relationships, 95
- Reputation, 95
- Risky, 95
- Skills, 94
- Standing, 95
- Speed, 80
- Spine Underway, 24
- Spiral path, 59
- Spirit, 76, 77
- Spirit Shield (Dwarf), 76
- Spirit-Shield, 77
- Spiritways and Veilways generator, 59
- Sprint, 92
- Standard Asset, 70
- Standard Casting, 94
- Star-road, 47
- Stealth, 76, 77
- Stone circle, 59
- Stone Prince of Aelinnel, 26
- Stone, Bough, and Bright Things generator, 26
- Stone-Sense (Dwarf), 76
- Stone-Speaker of Vurim, 45
- Stone-Speaker's clause, 45
- Stone-wight, 26
- Storm-oath, 36
- Story Beats
 - Re-rolling, 125
- Story Beats (SB), 67, 68, 72, 77, 80, 82, 84, 91, 93, 94
 - Banked, 73
 - Complications, 68
 - Follower risk, 69
 - From Harm, 93
 - GM spends, 74
 - Mitigation, 82
 - Spends, 67
- Straits, 14
- Strategic Position [8], 95
- Strikes, 18
- Structure, 79
- Success
 - Travel, 13, 19
- Suits
 - Club, 13, 19
 - Diamond, 13, 16
 - Heart, 13, 15, 16
 - Spade, 13, 15, 16
- Sun Palace at Lence, 49
- Sunburst Warrant, 49
- Supply, 67, 68
 - Civilization, 68
 - Dangerously Low, 67, 123
 - Emptying, 68
 - Filling, 67
 - Full, 67, 123
 - Low, 67, 123
 - Out of Supply, 67, 123
 - Purchasing, 68
 - States, 67
- Supply Clock, 67
- Supply Lines [8], 95
- Supply pinch, 61
- Surveyors' Mile-Zero, 32
- Survival, 69, 76, 77
 - Foraging, 67, 68
- Sway, 77, 78, 94
- Sweet winds, 18
- Synod, 14
- Synod Hall, 43
- Synod indulgence, 43
- Taboo-witness, 41
- Tags, 72
 - COUNTER, 85
 - DISPEL, 85
 - UNWARD, 85
 - WARD, 85
- Talents, 76
 - Costs, 75
 - Cultural, 76
 - Echo-Walker's Step, 100
 - Exceptional Coordination, 69
 - Forge-Seal, 101
 - General, 76
 - Inspire, 101
 - Major, 75
 - Margravine's Warrant, 100
 - Minor, 75
 - Pale Shepherd, 101
 - Pilot's Mirror Glint, 101
 - Specialized, 100
 - Usage Limits, 106
 - XP Costs, 106
- Tarlington, 55

- Tarlington Falls, 15
- Teamwork, 71, 74
- Temporal Echoes, 30
- Territorial beast, 61
- Thalassoi marines, 34
- The Black Colonel, 28
- The Fractured Sun generator, 49
- The Last Kingdom generator, 55
- The Ninth Law, 41
- The Pointe, 34
- The Stone Between Spears generator, 45
- The Stranger, 61
- The Wayfinder, 59
- Theona, 14, 15, *see* Three Greens, No Ninth
 - Dolmis, 15
 - Taboos, 16
- Theona (islands), 41
- Thepyrgos, 14, *see* City of a Thousand Stairs
 - Straits, 14
- Thepyrgos (city-state), 43
- Thiasos, 79, 82
- Thin Shore, 15
 - Approach, 18
 - Transit, 18
- Thing-holm, 36
- Thing-speaker, 36
- Thirteenth Milestone, 59
- Thorn Court, 26
- Three Greens, No Ninth generator, 41
- Three-Fires Ridge, 45
- Three-Isles King, 41
- Three-Queens Bridge, 18, 39
- Thresher-King, 23
- Throne of Echoes, 30
- Throne-bower, 47
- Tide-runner, 34
- Tides, 15
- Tideworks, 18
- Time scales
 - Significant Time, 83
- Time-Drift, 59
- Timing
 - Tides, 15
- Token of passage, 59
- Toll waiver, 61
- Toll-taker, 59
- Tools
 - Advancement Tracker, 109
 - Adventure Template, 114
 - Backlash Tracker, 111
 - Boon Reference, 113
 - Boon Tracker, 109
 - Character Tracking, 109
 - Clock Tracker, 110
 - Combat, 110
 - Digital, 114
 - DV Reference, 113
 - Fatigue Tracker, 112
 - Harm Tracker, 110
 - Introduction, 109
 - Magic, 111
 - Mobile, 115
 - Obligation Tracker, 111
 - Position Reference, 113
 - Quick Reference, 112
 - SB Menu, 113
 - Session Checklist, 114
 - Session Preparation, 114
 - Story Beat Tracker, 109
 - Summoning Tracker, 111
 - Supply Tracker, 112
 - Travel, 112
 - Travel Progress, 112
 - Troubleshooting, 115
 - Balance, 115
 - Resources, 115
 - Tracking, 115
 - Virtual Tabletop, 114
- Tower Quarter, 43
- Trade, 19
- Trade hubs, 14
- Trail nexus, 61
- Travel, 13
 - Aces, 14, 16
 - Aelerian Passes, 15
 - Amaranthine Coastway, 14
 - Astroegro Straits, 14
 - Card Draw, 13
 - Clocks, 13
 - 10-segment, 13, 124
 - 4-segment, 13, 123
 - 6-segment, 13, 123
 - 8-segment, 13, 124
 - Club, 13
 - Coastal Haul, 16
 - Consequences, 13

- Core Procedure, 13
- Diamond, 13
- Dolmis Circuits, 15
- Echoing Omens, 16
- Failure Consequences, 19
- Frontier Blends, 14
- Frontier Mediation, 18
- Gateways, 16
- Green Gate, 15
- Heart, 13
- Law Boundaries, 14, 19
- Mode Rules, 14
- Mountain Passes, 18
- Pace, 19
- Priority, 19
- Regional Routes, 14
- River Roads, 15
- Rivers, 14
- Rule of 9s, 15, 18
- Sea Legs, 14
- Shadow Corridors, 15, 19
- Shadow Routes, 18
- Spade, 13
- Special Rules, 16
- Steppe Frontiers, 16
- Success Benefits, 19
- Taboos, 14, 16
- Time scales, 19
- Travel light, 67
- Underways, 14
- Worked Examples, 16
- Triumphal procession, 32
- Trouvère, 49
- Truce cord, 61
- Truce-bough, 15
- Truth-compass, 59
- Tunnel through memory, 59
- Twin Court, 51
- Two Crowns, 49
- Two-altars cleric-pair, 55
- Ubral, 15, *see* The Stone Between Spears
- Ubral (kingdom), 45
- Uncounted Bridge, 41
- Under-Market, 24
- Under-Seal, 24
- Underground routes, 14
 - Risks, 15
- Underway Pass, 18
- Unfound stiles, 18
- Unnumbered Right, 41
- UNWARD, 85
- Upkeep, 69, 74
- Urban travel, 19
- Use Object, 92
- Valeheart Clause, 47
- Valeheart Spire, 47
- Valewood, 14, 15, 38, *see* Empire Under
 - Leaves, 126
 - Shadow Corridors, 15
 - Taboos, 16
- Valewood (ancient empire), 47
- Valora, 55
- Vault of Whispers, 30
- Vault Warden, 24
- Vault-Queen, 24
- Vaultmouth, 24
- Versatile (Human), 76
- Versatility, 74
- Vhasia, 15, *see* The Fractured Sun, 126
 - Marcott, 14, 15
- Vhasia (kingdom), 49
- Vilikari, 16, 18, *see* Laurels and Longhouses
 - Black Banners, 28
- Vilikari (federates), 51
- Vintner-guild syndic, 49
- Viterra, 14, 15, *see* The Last Kingdom, 126
 - Fairport, 14, 15
- Viterra (kingdom), 55
- Volva of the Mist, 36
- Wall Strategos, 43
- War
 - Black Banners, 28
- War-Maiden, 51
- War-mark, 28
- WARD, 85
- Ward-salt, 15, 18, 38
- Warden patrol, 61
- Warden's Cairn, 45
- Warden's favor, 61
- Warden-coterie, 47
- Wardship, 49
- Warglord, 77
- Warglord (Ykrul), 77

- Watch-fire warden, 45
- Watch-geese, 23
- Water source, 61
- Way-cord, 15, 18, 47
- Way-wisdom, 59
- Wayfarer's Passage, 59
- Wayfinder Compass, 30
- Waymark, 59
- Ways Between, *see* Spiritways and Veilways
- Waystation, 59
- Wayward Guide, 59
- Wayward spirit guide, 59
- Weather [4], 96
- Weather turn, 61
- Weather window, 61
- Weave Anchor (High Elf), 77
- Weeping Gate, 38
- Well-keeper, 41
- Wergild counter, 45
- Wergild Ford, 45
- Wergild Table, 51
- Whale-road, 36
- White Flood, 24
- White-Ribbon courier, 24
- Wick-warden, 41
- Wild Hunt, 26
- Wild Speaker (Wood Elf), 77
- Wilderness, *see* Roads, Ruins, and Weather
- Wilds, 14, 15
- Winter churches, 23
- Witchlight Bridge, 38
- Withdraw, 92
- Wits, 76, 77
- Wold-Wardens, 23
- Wolf Road, 16
- Wood Elves
 - Talents, 76
- Worldbuilding, 16
- Wormhouses, 39
- Wound, 70
- Wraith-indemnity, 38
- Wraiths, 15, 18
- XP
 - Assets, 70
 - Awards, 73
 - Costs, 75
 - Followers, 69
 - Spreads, 74
 - Totals, 75
 - Upkeep, 69
- Ykrul, 16, 18, 126
 - Black Banners, 28
 - Talents, 77
- Ykrul Envoy, 51
- Yloka, 15
- Zakov, 15, 126