Of the Ways Between

A Horror Adventure Module for Fate's Edge

Module Type: Horror Adventure

Designed for 3-6 players, Tier II-III characters

Game Master's Guide Included

Using the Deck System and Travel Guide
Featuring Creatures from the Mist Wraith to the Shadow Stalker
Incorporating Sanity Mechanics and Campaign Clocks

Contents

1 Introduction

1.1 Welcome to the Ways Between

In the vast and varied world of Fate's Edge, there exist places where the boundary between realities grows thin, where the paths of the living and the dead intersect, and where the very concept of direction becomes a matter of existential choice rather than mere navigation. These are the Ways Between - spirit paths, veilways, and crossroads that exist in the spaces between what we understand as the normal world.

This adventure module, "Of the Ways Between," is designed to challenge your players with the unknown horrors that lurk in these liminal spaces. Drawing inspiration from the Deck System and Travel Guide provided in Fate's Edge, we'll create a cohesive narrative that pushes characters to their psychological and physical limits while exploring the deeper mysteries of existence itself.

1.2 Module Overview

Adventure Hook: The PCs are drawn into the Ways Between through various means - a cursed artifact, a dying guide's last words, or perhaps they simply wander too far from a familiar path during a journey. Whatever the reason, they find themselves in a realm where the normal rules of space, time, and reality no longer apply.

Setting: The Ways Between - a realm of spirit paths, crossroads, and threshold spaces that exist between the living world and whatever lies beyond.

Themes: Isolation, the unknown, psychological horror, moral ambiguity, and the thin veil between life and death.

Tone: Ominous, surreal, and deeply unsettling. Reality is fluid, and what seems real one moment may prove to be illusion the next.

Recommended Character Tier: Seasoned to Veteran (41-150 XP)

Estimated Play Time: 3-5 sessions

2 The Ways Between - Setting the Scene

2.1 What Are the Ways Between?

The Ways Between are not a single location but rather a concept - a collection of paths, crossroads, and threshold spaces that exist in the margins of reality. They are the spaces between one place and another, the moments between heartbeats, and the breath between life and death. In Fate's Edge terms, they represent the ultimate expression of the game's core philosophy that every choice carries weight and every path leads somewhere unexpected.

2.2 Key Characteristics

- **Fluid Reality:** The laws of physics and logic are suggestions rather than rules.
- **Psychological Manifestation:** The environment often reflects the inner state of those who traverse it.
- **Temporal Distortion:** Time moves differently here - it may speed up, slow down, or loop entirely.

- **Choice and Consequence:** Every decision carries weight, and the paths chosen (or not chosen) have lasting impact.

2.3 Navigating the Ways Between

Navigation in the Ways Between is not about following a map but about making meaningful choices. The Deck System becomes crucial here, as each draw represents not just a random encounter but a meaningful narrative element that shapes the journey.

3 Key NPCs and Entities

3.1 The Wayfinder

The Wayfinder is an entity that exists only in the moment of choosing between paths. Neither malevolent nor benevolent, it simply is - a manifestation of choice itself given form. It appears as whatever the observer needs it to be to make their decision, often taking the form of a trusted guide or a figure from the observer's past.

The Wayfinder

Threat Level: Epic
Harm: Varies
Complication Points: 3-4 CP per interaction
Description: The Wayfinder appears as a shifting figure whose form changes based on what the observer needs to see to make their choice. It speaks only in riddles and paradoxes, offering guidance that is simultaneously helpful and maddening.
Motivations: To facilitate choice, to maintain the balance of paths, to ensure that decisions are made
Abilities:

- Shape-shifting: Takes the form most needed by the observer
- Paradox Speech: Speaks in riddles that are both meaningless and profound
- Path Manipulation: Can alter the available choices, though not the consequences
- Temporal Echo: Can show glimpses of potential futures based on choices

Weaknesses:

- Cannot make choices for others
- Vulnerable to absolute certainty (has no form when all paths are identical)
- Cannot cross running water (symbolic of the flow of time and choice)

Sample Encounter: The Wayfinder appears at a crucial crossroads, offering guidance that seems helpful but leads to increasingly complex moral dilemmas. The GM can spend their CP to:

- 1 CP: The guidance leads to an unexpected ally
- 2 CP: The path splits again, each option more morally ambiguous

- 3 CP: The Wayfinder's form shifts to someone from the PC's past

- 4+ CP: A previous choice comes back to haunt the PCs in a new form

3.2   The Road's Own Child

Born from two paths crossing, raised by waymarks, the Road's Own Child is a being that exists in the space between destinations. It has no fixed form or nature, existing as a sort of living embodiment of journey itself.

The Road's Own Child

Threat Level: Major
Harm: >
Complication Points: 2-3 CP per scene
Description: The Road's Own Child appears as a young figure whose age and appearance shift with each encounter. It speaks in the voices of travelers it has met and carries the memories of every journey it has witnessed. It is curious, often helpful, but its understanding of the world is fundamentally different from those who have fixed origins and destinations.
Motivations: Curiosity, desire to understand fixed beings, protection of paths
Abilities:

- Memory Absorption: Can absorb the memories of travelers

- Path Walking: Can move along any path, even those not yet taken

- Voice Mimicry: Can perfectly mimic the voices of anyone it has heard

- Wayfinding: Never loses its way and can guide others perfectly

Weaknesses:

- Vulnerable to final destinations (it doesn't understand the concept of "arriving")

- Cannot cross thresholds it hasn't seen before

- Becomes confused by absolute statements

Sample Encounter: The Road's Own Child approaches the PCs offering to guide them, but its guidance leads to places that test their understanding of their own motivations. The GM can spend their CP to:

- 1 CP: The child leads them to a place that reflects their deepest fear

- 2 CP: It begins to absorb the memories of one of the PCs

- 3 CP: The path becomes a physical manifestation of an internal conflict

- 4+ CP: The child begins to age rapidly, becoming an old wanderer who has forgotten its way

4   Horror Elements and Sanity Mechanics

4.1   The Sanity System in the Ways Between

The Ways Between are inherently hostile to the human psyche. The fluid nature of reality, the constant questioning of what is real, and the existential weight of choice all contribute to a slow erosion of sanity that must be carefully managed.

> Sanity as Resource Management
>
> Sanity in the Ways Between is managed through the Boon system. Instead of traditional sanity points, players must spend Boons to prevent the Dread Clock from advancing. This creates a resource management challenge where players must choose between immediate tactical advantages and long-term psychological stability.

4.2   The Dread Clock

Dread Clock	Psychological deterioration and mounting horror
Segments	●●●●●●●●●●0/10

4.2.1   Advancement Triggers

- Witnessing death or violence: +1 segment (prevent with 1 Boon)
- Encountering the unknown: +1 segment (prevent with 1 Boon)
- Personal failure leading to harm: +1 segment (prevent with 1 Boon)
- Direct threat to sanity/morality: +2 segments (prevent with 2 Boons)
- Major revelation about the horror: +2 segments (prevent with 2 Boons)
- Companion/friend harmed or lost: +3 segments (prevent with 3 Boons)

4.2.2   Psychological Effects by Dread Level

- **0-2 Segments - Unease:** Characters feel on edge, -1 die to social rolls involving trust, minor sleep disturbances
- **3-4 Segments - Fear:** -1 die to all rolls when alone, startle easily, avoid dark spaces, nightmares
- **5-6 Segments - Terror:** -2 dice to rolls involving courage or rational thought, may flee from non-threatening situations
- **7-8 Segments - Madness:** -2 dice to most rolls, may act against own interests, hallucinations, unreliable perception
- **9-10 Segments - Broken:** Out of control, may become hostile to allies, permanent psychological damage, requires major intervention to recover

5   Key Locations in the Ways Between

5.1   The Spiral Path That Ascends But Always Returns

This path represents the futility of certain journeys and the trap of cyclical thinking. No matter how far one climbs, they always find themselves back at the beginning, though perhaps with new understanding or madness.

5.2   The Bridge of Whispered Promises

Crossing this bridge requires making a vow, and the bridge remembers every debt. Those who cross without making a promise find themselves unable to leave, trapped in a loop of trying to cross without success.

5.3   The Stone Circle Where Houses Are Now Constellations

This location represents the shift in perspective that occurs in the Ways Between. What was once familiar and grounded becomes distant and abstract, while the cosmic becomes immediate and personal.

5.4   The Tunnel Through Solid Memory

In this place, travelers can hear the thoughts of everyone who has ever passed through. The weight of collective memory can be overwhelming, and distinguishing one's own thoughts from those of others becomes difficult.

6   Monsters of the Ways Between

6.1   The Mist Wraith

Mist Wraith

Threat: Major
Harm: >
CP: Uncanny presence generates 2 CP per scene
Description: Semi-corporeal spirits that emerge from the deep mists of the Mistlands. They appear as translucent humanoid figures with hollow eyes and mouths that seem to whisper in forgotten tongues. Often guardians of ancient burial sites or places of great sorrow.
Motivations: Protecting sacred sites, seeking justice for past wrongs, feeding on life force
Abilities:

- Incorporeal: Cannot be harmed by non-magical weapons
- Life Drain: Successful attack inflicts Fatigue 1 in addition to harm
- Mist Form: Can become gaseous to avoid physical attacks
- Terrifying Presence: Opponents start Desperate vs. social/mental actions

Weaknesses:

- Vulnerable to blessed/clean weapons
- Sunlight forces solid form (Harm »becomes =)

- Cannot cross running water

- Specific unfinished business can be resolved

Sample Encounter: A Mist Wraith guards an ancient Aeler burial chamber. The GM can spend their CP to:

- 1 CP: Thick mist reduces visibility (-1 die to ranged attacks)

- 2 CP: Whispered voices cause confusion (players must reroll one success)

- 3 CP: Life drain affects multiple targets

- 4+ CP: Wraith merges with mist, becomes nearly impossible to target

6.2   Shadow Stalker

Shadow Stalker

Threat: Major
Harm: >
CP: Unnatural presence generates 2-3 CP per scene
Description: Creatures of living darkness that hunt in places where light fears to go. They appear as shifting pools of shadow that move with purpose and intelligence. Often found in ancient ruins, deep caves, or the darkest hours of night.
Motivations: Feeding on fear, protecting dark places, serving ancient masters
Abilities:

- Shadow Form: Can pass through small openings, ignore non-magical barriers

- Fear Feed: Grows stronger as opponents become afraid (start Desperate)

- Darkness Manipulation: Can extinguish lights, create areas of shadow

- Silent Movement: Cannot be detected by normal hearing

Weaknesses:

- Vulnerable to bright light (start Controlled vs. illuminated targets)

- Holy symbols/blessed items cause them harm

- Cannot cross consecrated ground

- Often bound to specific locations or tasks

Sample Encounter: A Shadow Stalker hunts the PCs through an abandoned temple. The GM can spend their CP to:

- 1 CP: Shadows deepen, reducing visibility

- 2 CP: Multiple stalkers emerge from darkness

- 3 CP: Target's shadow turns against them

- 4+ CP: Stalker merges with darkness, becomes nearly invisible

6.3   Curse Echo

Curse Echo

Threat: Moderate
Harm: =
CP: Paradoxical nature generates 1-2 CP unpredictably
Description: Manifestations of Acasian curses - repeated moments of trauma or tragedy that play out endlessly. They appear as ghostly reenactments of past events, unable to perceive the present but affecting it nonetheless.
Motivations: Repeating their final moments, seeking resolution, protecting something they died for
Abilities:

- Temporal Loop: Actions repeat in predictable patterns

- Curse Resonance: Other supernatural effects in area gain +1 die

- Unfinished Business: Cannot be permanently defeated until their purpose is fulfilled

- Echo Sight: Can perceive other supernatural entities clearly

Weaknesses:

- Follows strict behavioral patterns (predictable)

- Cannot adapt to new situations

- Specific actions can break their cycle

- Often vulnerable during key moments of their loop

Sample Encounter: A Curse Echo of a murdered merchant replays his final journey through a marketplace. The GM can spend their CP to:

- 1 CP: Echo's presence causes others to repeat past mistakes

- 2 CP: Environmental objects become cursed (doors jam, coins turn to leaves)

- 3 CP: Multiple echoes manifest (entire scene repeats)

7 Using the Deck System

7.1 Drawing from the Ways Between Deck

The Ways Between Generator provides a rich source of narrative content. Each draw should feel meaningful and contribute to the overall atmosphere of existential uncertainty and psychological horror.

7.1.1 Spades - Path Features

- Mist-shrouded ford where the water runs uphill; footsteps echo backwards

- Bone-lit corridor where shadows walk the walls but never touch the floor

- Threshold arch that shows your reflection as someone you might have been

- Spiral path that ascends but always returns to the same stone marker

- Bridge of whispered promises; cross with a vow and it remembers your debt

7.1.2   Hearts - Fellow Travelers

- Lost pilgrim who thinks they're going home but has forgotten where home is
- Toll-taker who accepts payment in memories you didn't know you had
- Wayward spirit guide whose directions are always technically correct but morally questionable
- Dream-merchant carrying a sack of nightmares and one perfect dream for sale

7.1.3   Clubs - Wayward Complications

- Path loops back to show you your own funeral preparations
- Reality thins - you can see the dreams of sleeping travelers
- Waymark points in the wrong direction; trust leads to places that never were
- Dream-bleed seeps through - your waking memories become someone else's nightmares

7.1.4   Diamonds - Path's Gifts

- Waymark that always points toward your next important choice
- Token of passage - road recognizes you as one who belongs
- Dream-catcher that filters nightmares from your rest
- Truth-compass that points to what you most need to know, not what you want to hear

7.2   Special Rules for Of 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.

8   Campaign Clocks

8.1   Reality Fracture Clock (12 segments)

Reality Fracture Clock	How much the fundamental laws of reality have been altered
Segments	●●●●●●●●●●●●0/12

Advancement Triggers:

- Impossible stellar movements observed: +1 segment per day

- Dimensional mathematics researched: +2 segments

- PCs directly perceive alien geometry: +3 segments

- Local reality becomes unstable: +2 segments per incident

- Ancient Aeler experiments disturbed: +3 segments

8.2   Collective Sanity Clock (10 segments)

Collective Sanity Clock	How much the observers and inhabitants are affected by cosmic horror
Segments	●●●●●●●●●●0/10

Advancement Triggers:

- Reality Fracture Clock advances: +1 segment

- Direct observation of alien entities: +2 segments each

- Comprehension of higher-dimensional concepts: +2 segments

- Witnessing impossible geometric shapes: +1 segment each

- Temporal anomalies experienced: +1 segment per hour

8.3   Existential Threat Clock (15 segments)

Existential Threat Clock	How close the cosmic entity is to fully manifesting in our reality
Segments	●●●●●●●●●●●●●●●0/15

Advancement Triggers:

- Reality Fracture reaches 6 segments: +2 segments

- Collective Sanity reaches 8 segments: +3 segments

- PCs attempt to communicate with alien intelligence: +3 segments

- Dimensional barriers weakened further: +2 segments

- Ancient Aeler safeguards fail: +4 segments

9   Sample Sessions

9.1   Session 1: Arrival in the Ways Between

Opening Scene: The PCs find themselves on a path that wasn't there moments before. The landscape around them shifts subtly - familiar landmarks become alien, and the sky above shows constellations that don't exist in their home world.

Key Encounters:

1. Investigation of the shifting landscape (Wits + Investigation)

2. First encounter with the Road's Own Child (Presence + Sway)

3. Discovery of a waymark that points in impossible directions (Wits + Lore)

4. Initial contact with the thinning of reality (Wits + Perception, DV 2)

Dread Clock Advancement:

- First observation of impossible constellations: +1 segment (prevent with 1 Boon)

- Realizing they cannot retrace their steps: +2 segments (prevent with 2 Boons)

- The Road's Own Child absorbs a memory: +1 segment (prevent with 1 Boon)

Campaign Clock Advancement:

- Reality Fracture: +1 (reality laws begin to bend)

- Collective Sanity: +1 (first signs of unreality)

9.2   Session 2: The Deeper Paths

Key Encounters:

1. Navigation through the Tunnel Through Solid Memory (Wits + Survival)

2. Encounter with a Mist Wraith guarding a threshold (combat + social)

3. Discovery of an ancient waystone with impossible inscriptions (Wits + Lore)

4. First direct contact with reality distortion (Spirit + Resolve, DV 4)

Dread Clock Advancement:

- Seeing first truly alien entity: +2 segments (prevent with 2 Boons)

- Being touched by reality distortion: +3 segments (prevent with 3 Boons)

- Discovering the extent of memory absorption: +2 segments (prevent with 2 Boons)

Campaign Clock Advancement:

- Reality Fracture: +2 (dimensional barriers disturbed)

- Collective Sanity: +2 (more travelers affected)

9.3   Session 3: The Truth Revealed

Key Encounters:

1. Confrontation with the Wayfinder at a crucial crossroads (Presence + Command)

2. Discovery of the true nature of the Ways Between (Wits + Arcana)

3. Choice: Attempt to seal the dimensional rift or embrace cosmic knowledge

4. Final observation of the entity through mathematical resonance

Dread Clock Advancement:

- Learning the truth about the Ways Between: +3 segments (prevent with 3 Boons)

- Witnessing the Wayfinder's true nature: +2 segments (prevent with 2 Boons)

- Realizing the scope of cosmic threat: +2 segments (prevent with 2 Boons)

Campaign Clock Advancement:

- Reality Fracture: +3 (major dimensional barrier weakened)
- Collective Sanity: +3 (party affected)
- Existential Threat: +2 (entity closer to manifestation)

10   Resolution Paths

10.1   The Paradox Seal

Use contradictory mathematical principles to create a logical paradox that forces the entity back beyond dimensional barriers. Success seals the rift but leaves the PCs with fragmented understanding of reality. Award 15-18 XP.

10.2   The Sacrificial Equation

Permanently bind oneself to the dimensional rift as an anchor to keep it stable. The PC becomes a living mathematical constant, existing partially outside normal reality but preventing the entity's full manifestation. Award 18-20 XP but fundamentally change character nature.

10.3   The Embrace of Infinity

Accept the entity's influence and allow it to rewrite reality according to alien logic. The PCs become heralds of a new cosmic order, gaining vast power but losing their humanity and connection to normal existence. Award 8-10 XP but transform PCs into agents of cosmic horror.

10.4   The Fractal Escape

Use the entity's own geometric principles against it, creating a recursive pattern that traps it in an infinite loop of self-reference. Requires significant mathematical understanding and risks fractal contamination. Award 20-22 XP if successful, but very difficult.

11   GM Tips and Advice

11.1   Atmosphere and Tension

Building Dread:

- Use lighting, sound, and physical environment to create unease
- Describe sensations and feelings, not just visual details
- Let silences and pauses carry weight
- Make the familiar seem alien and threatening

Pacing the Horror:

- Start subtle and build gradually
- Vary the intensity - allow moments of false security
- Use foreshadowing and ominous signs
- Save the biggest revelations for climactic moments

11.2   Managing Fear and Sanity

Fear as a Resource:

- Fear should be a narrative driver, not a punishment
- Let players feel powerful even when afraid
- Provide opportunities to confront and overcome fears
- Balance terror with moments of triumph

Sanity Management:

- Make sanity loss feel meaningful and personal
- Let it change how characters perceive and interact with the world
- Provide ways to recover or adapt to mental trauma
- Avoid making characters useless when sanity is low

11.3   Narrative Techniques

Unreliable Information:

- Not all sources are trustworthy
- Clues may be misleading or incomplete
- NPCs might be lying, mistaken, or hiding crucial information
- Let players discover the truth through investigation and deduction

The Unknown vs. The Known:

- The unknown should be terrifying because of what it might be
- Revelations should be both satisfying and horrifying
- Partial knowledge can be more unsettling than complete ignorance
- Let mystery be part of the horror

12   Appendix: Additional Resources

12.1   Custom Horror Mechanics

12.1.1   Geometric Perception

When PCs observe alien geometry or impossible stellar patterns, they must make Wits + Lore rolls (DV 3) to avoid comprehension effects. Each failure:

- Generates 2 CP that the GM can spend for reality distortions
- Advances Dread Clock by 2 segments (prevent with 2 Boons)
- May grant forbidden knowledge at great psychological cost

12.1.2 Temporal Distortion

As reality fractures, time becomes unreliable:

- +1 die to Investigation rolls for finding temporal anomalies
- But also experience time loops that generate 2 CP
- May become unstuck in time, unreliable narrators

12.1.3 Dimensional Bleed

PCs who reach 7+ Dread segments begin to exist partially outside normal space:

- Can perceive multiple dimensional layers simultaneously
- Speaking in mathematical equations without realizing it
- Attraction to impossible geometric patterns
- May be able to perceive the entity directly

12.2 Collective Insanity

The party's collective Dread affects their perception of reality:

- Average Dread level determines reality stability
- High average = shared hallucinations, impossible events become real
- Low average = grounding effect, some resistance to cosmic influence

12.3 Protective Items

- **Blessed Warding Stone:** Provides +2 dice to resist supernatural influence and reduces Dread Clock advancement by 1 (minimum 1). Crumbles to dust if Dread Clock fills completely.
- **Sanctified Salt:** Can be used to create protective circles or barriers. One use per session to prevent Dread Clock advancement or gain start Controlled vs. supernatural threats.
- **Prayer Book of the Steadfast:** Once per session, allows reroll of failed Spirit + Resolve roll and prevents 1 segment of Dread Clock advancement.

12.4 Cursed Artifacts

- **Whispering Blade:** A dagger that hums with voices inaudible to most. Wielder gains +1 die to stealth and investigation rolls but must make Spirit + Resolve (DV 2) each session or advance Dread Clock by 1.
- **Mirror of the Forgotten:** Shows glimpses of possible futures and past events. Provides valuable insights (Wits + Lore, DV 2) but each use advances Dread Clock by 1 and generates 1 CP.
- **Shroud of Whispers:** A burial cloth that grants immunity to fear effects but causes the wearer to hear the entity's whispers constantly. Must make Wits + Perception (DV 3) or advance Dread Clock by 2 each day worn.

13 Conclusion

"Of the Ways Between" is designed to challenge your players not just physically, but psychologically and existentially. The horror lies not in gore or jump scares, but in the slow erosion of certainty and the terrifying realization that the universe may be far stranger and more hostile than they ever imagined.

Remember that the best horror comes from what is left unsaid and unseen. Let the players' imaginations fill in the gaps, and trust in the power of implication over explicit description. The fear of what might be lurking in the shadows is often more effective than showing every monster in detail.

Most importantly, maintain communication with your players about comfort levels and boundaries. Horror can be deeply personal, and what one player finds thrilling, another might find genuinely distressing. A good horror game is one where everyone at the table is having fun and feeling appropriately challenged, not traumatized.

The mechanics provided here are tools to enhance the horror experience, not replace good storytelling and atmosphere. Use them to support your narrative goals and create memorable, chilling experiences for your players.

As the GM, you hold the quill that writes the legend, but it is the players who create the story. Guide them through the Ways Between, challenge their perceptions, and let them emerge changed by their journey - for better or for worse.

What are you willing to risk to reshape the world around you?

In the Ways Between, that question takes on new meaning. Every step is a risk, every choice a potential turning point, and every revelation a potential descent into madness. But for those brave enough to walk these paths, the rewards - knowledge, power, understanding - may be worth the price.

May your dice roll true, your choices be meaningful, and your players emerge from the Ways Between forever changed.

Quick Reference Cards

Dread Clock Management

Psychological Effects

Segments	Effects
0-2	Unease: -1 die to social rolls involving trust, minor sleep disturbances
3-4	Fear: -1 die to all rolls when alone, startle easily, avoid dark spaces
5-6	Terror: -2 dice to rolls involving courage or rational thought, may flee
7-8	Madness: -2 dice to most rolls, may act against own interests, hallucinations
9-10	Broken: Out of control, may become hostile, permanent psychological damage

Campaign Clocks Quick Reference

Reality Fracture Clock (12 segments):

- Measures how much fundamental laws of reality have been altered
- Triggers: Impossible phenomena, dimensional research, entity observation

Collective Sanity Clock (10 segments):

- Tracks psychological impact on party
- Triggers: Reality Fracture advancement, alien entity observation

Existential Threat Clock (15 segments):

- Measures entity's approach to full manifestation
- Triggers: Reality/Cosmic clock thresholds, communication attempts

Key Monster Abilities

Mist Wraith:

- Incorporeal, Life Drain, Mist Form, Terrifying Presence
- Weak: Blessed weapons, sunlight, running water

Shadow Stalker:

- Shadow Form, Fear Feed, Darkness Manipulation, Silent Movement
- Weak: Bright light, holy symbols, consecrated ground

Curse Echo:

- Temporal Loop, Curse Resonance, Unfinished Business, Echo Sight

- Weak: Predictable patterns, specific actions, vulnerable during key moments

Deck-Based Navigation

Spades (Places):

- Mist-shrouded ford, bone-lit corridor, threshold arch
- Spiral path, bridge of whispered promises

Hearts (Travelers):

- Lost pilgrim, toll-taker, wayward spirit guide
- Dream-merchant, child-ghost, merchant with map

Clubs (Complications):

- Path loops back, reality thins, waymark points wrong
- Dream-bleed seeps, toll demanded, path splits

Diamonds (Rewards):

- Waymark points to important choice, token of passage
- Dream-catcher, truth-compass, memory-anchor

Resolution Paths Summary

Path	Outcome & XP
Paradox Seal	Seal rift with contradictory math. Award 15-18 XP.
Sacrificial Equation	Bind self as dimensional anchor. Award 18-20 XP.
Embrace of Infinity	Accept entity's influence. Award 8-10 XP.
Fractal Escape	Trap entity in recursive pattern. Award 20-22 XP.