



The Wyrd Engine

A Universal Roleplaying System

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CHAPTER 1: THE WYRD ENGINE

he Wyrd Engine is designed for fast-paced, story-driven play, blending the narrative freedom of Fate with a more structured approach to character abilities. The system emphasises quick character creation and streamlined mechanics, making it an excellent choice for one-shots and episodic campaigns. Game Masters should be able to generate all player characters for a session in less than an hour, and players should be able to pick up a pre-made character and start playing within minutes, allowing for flexible, drop-in play that suits rotating groups or short, focused sessions.

With accessibility in mind, The Wyrd Engine is built to be intuitive for newcomers to tabletop role-playing games. By reducing the mechanical complexity and focusing on descriptive actions, it ensures that even those with no prior experience can easily engage with the game. The system provides a strong foundation for storytelling while avoiding cumbersome rules, making it ideal for groups that want to dive straight into adventure without an extended learning curve.

TYPES OF PLAY

Roleplaying games can be structured in different ways, each offering a unique experience. The Wyrd Engine is primarily designed for *one-shots* and *episodic play*, but it can also support longer campaigns with some adjustments.

ONE-SHOTS

A one-shot is a self-contained session that tells a complete story in a single sitting. These are excellent for introducing new players, testing out new settings, or running short, focused narratives without long-term commitment.

PROS:

- Easy to set up and play with minimal preparation.
- Great for newcomers and drop-in players.
- Allows for high-stakes storytelling without long-term consequences.

CONS:

- Limited time for character development.
- Less room for complex, unfolding plots.

EPISODIC PLAY

Episodic games consist of multiple short adventures featuring recurring characters. Each session is largely self-contained, but there may be ongoing story threads that connect them.

PROS:

- Balances flexibility with continuity.
- Easy to accommodate changing player rosters.
- Encourages character growth while keeping stories manageable.

CONS:

- May lack the deep, overarching narrative of long campaigns.
- Requires careful pacing to make each session feel complete.

CAMPAIGN PLAY

A campaign is a long-running game with an ongoing story, often spanning multiple sessions with the same characters and overarching narrative.

PROS:

- Allows for deep character development and long-term storytelling.
- Provides a sense of progression and investment.

CONS:

- Requires long-term player commitment.
- Can be difficult to maintain momentum if players miss sessions.

The Wyrd Engine is optimised for one-shots and episodic games, ensuring quick character creation and fast-paced play. However, it can support campaigns with minor modifications, such as introducing progression mechanics or expanding character options over time.

DESIGN GOALS

The Wyrd Engine is built upon the following key design principles:

NARRATIVE-DRIVEN MECHANICS

While many systems provide detailed simulationist mechanics, The Wyrd Engine prioritises narrative flow. Rules are designed to reinforce storytelling rather than constrain it, ensuring that mechanics facilitate player agency and character development rather than slow down the action.

MODULAR AND SETTING-AGNOSTIC

The Wyrd Engine is intended to be adaptable to multiple settings, from Victorian steampunk mysteries to cosmic horror and high fantasy. Core mechanics remain consistent, while setting-specific options allow groups to tailor the experience to their preferred genre.

ACCESSIBILITY AND EASE OF PLAY

Complexity often serves as a barrier to entry for new players. Two staples of roleplaying games—*narrative play*, where players act out scenes, and *detailed rule sets*, rooted in strategy games—can be stumbling blocks. These two elements are paradoxically at odds: if improvisation is difficult, rules help resolve interactions, but overly complex systems slow down play. The Wyrd Engine leans toward narrative play, with most outcomes determined through roleplaying and the Game Master's discretion. However, its simple skills and traits system provides a structured resolution method when needed.

CHARACTER PROGRESSION

While The Wyrd Engine is primarily designed for one-shots and episodic play, it does allow for character progression. Players can choose to develop their characters over multiple sessions, gaining new skills and traits as they progress. This is done through a flexible advancement system that rewards players for their choices and actions, allowing them to shape their characters' growth in meaningful ways. The advancement system is designed with narrative growth in mind, allowing characters to evolve in ways that reflect their experiences and choices rather than simply increasing numerical values. This approach encourages players to invest in their characters and the story, creating a more immersive experience.

COLLABORATIVE STORYTELLING

Roleplaying is a shared experience, and The Wyrd Engine encourages player collaboration. Mechanics are designed to give all players opportunities to contribute meaningfully to the story, ensuring that every character has a role to play in the unfolding narrative.

WHAT THE WYRD ENGINE IS NOT

While the system borrows elements from both narrative and tactical games, it is not intended to be a rigid simulation of reality. It does not use attributes, equipment-heavy mechanics, or detailed statistical modelling. Instead, The Wyrd Engine focuses on storytelling flexibility while maintaining just enough

mechanical structure to create meaningful choices in gameplay.

By keeping these goals in mind, The Wyrd Engine offers a roleplaying experience that is both structured and freeing, supporting deep character development and immersive storytelling without unnecessary mechanical complexity.

INFLUENCES

The Wyrd Engine draws inspiration from several well-regarded systems, most notably GURPS and Fate Core. While both offer robust and flexible mechanics, they can be overly complex for novice or casual players. The Wyrd Engine aims to capture their strengths while streamlining play for accessibility and narrative flow.

From GURPS, we adopt a point-based character creation system and a flexible skill structure. Traits in The Wyrd Engine correspond loosely to GURPS advantages and disadvantages but are presented in a simplified, narrative-friendly format. We deliberately avoid the dense specialisation trees and extensive option lists that can overwhelm new players, but the system allows for it, as we explain in [CHAPTER 3: THE WYRD TOOLBOX](#), and we give a few examples in [CHAPTER 4: SKILL LIST](#).

From Fate Core, we embrace its narrative-first philosophy, particularly its emphasis on character-driven storytelling and broad, versatile skill definitions. However, we have chosen to omit the *Aspects* system. While Aspects are a powerful tool for experienced players, they often require a level of improvisation and narrative control that can prove daunting to newcomers. In practice, we found they slowed early engagement, despite their long-term potential for creative play.

Traits in **THE WYRD ENGINE** function much like Fate Stunts—granting narrative permission, mechanical bonuses, or rule-bending effects—but are structured to be more immediately usable and self-contained. Skills, meanwhile, follow a model similar to Fate's broad skill categories, allowing for versatility without excessive granularity.

If you're familiar with GURPS or Fate Core, many elements of **THE WYRD ENGINE** will feel intuitive. If not, we believe you'll still find it an approachable, flexible system designed to support both story and strategy without getting in the way of play.



PART 1

THE WYRD ENGINE MECHANICS

CHAPTER 2: CORE MECHANICS

 THE Wyrd Engine is a lightweight, narrative-driven tabletop roleplaying system designed for quick character creation, streamlined play, and minimal bookkeeping. It aims to provide a simple yet flexible framework that new players can easily pick up while still offering enough depth to engage experienced groups. The system leans into storytelling and improvisation, ensuring that the mechanics never overshadow the unfolding drama of the game.

Unlike more complex RPG systems that emphasise character progression, detailed mechanics, and long-term development, THE WYRD ENGINE is built for episodic or one-shot adventures where characters are meant to be jumped into and played immediately. This makes it ideal for groups of mixed experience, casual game nights, convention play, or players who enjoy exploring different settings and tones without committing to long-term character progression.

By focusing on scene-based resolution, simple skills and traits, and intuitive conflict resolution, THE WYRD ENGINE keeps the story moving forward while still offering a satisfying level of challenge and tension.

While the system lacks deep specialisation mechanics, its flexibility allows players to create compelling, unique characters through traits, skills, and equipment that influence their play style. Success in the Wyrd Engine isn't dictated by meticulous number-crunching but rather by player ingenuity, teamwork, and the creative use of their abilities. Every character is designed to be compelling and memorable right from the start, ensuring they have the tools to make an impact within the narrative. The result is a game that emphasises momentum, character-driven storytelling, and high-action scenarios without getting bogged down in excessive rules.

CONFLICT RESOLUTION AT A GLANCE

Whenever characters encounter an obstacle—be it an unsolvable riddle, a desperate struggle to escape a flooded sewer or a battle against a coven of deadly necromancers—they must find a way to overcome the challenge. Whether through wit, skill, or sheer determination, resolving conflicts is at the heart of the game, driving the story forward and shaping the fate of the characters.

With The Wyrd Engine, all conflict resolution follows the same pattern that combines **4dF** Fudge Dice, described on this page, **Skills** described on page 6, and **Traits** described on page 9.

You combine these three and compare them to a **Difficulty Levels (DL)**, described on page 12, and the result determines the outcome of a conflict.

STEPS IN CONFLICT RESOLUTION

- Roll four Fudge Dice (**4dF**). Each die has **+** (plus), **-** (minus), and **0** (blank) faces. Add up the plusses and minuses.
- The roll result is added to a relevant **Skill** modifier.
- If relevant, **Traits** can be applied as bonuses.
- The final result is compared against a **difficulty level (DL)** to determine success or failure:
 - $4dF + \text{Skill} + \text{Trait} > \text{DL}$ (Success)
 - $4dF + \text{Skill} + \text{Trait} = \text{DL}$ (Tie)
 - $4dF + \text{Skill} + \text{Trait} < \text{DL}$ (Failure)

A **Tie** will usually qualify as a success, but the GM may decide that the outcome is a partial success or a compromise. This is up to the GM's discretion and should be based on the context of the situation and add minor complications to the success.

These steps will always be the general pattern for resolving conflicts, only differing in which skills and traits are involved, how the difficulty level is determined, and what the consequences of success or failure will be.

FUDGE DICE (4dF)

Fudge dice are dice that can give you one of three values: **–**, **0**, or **+**. You can buy this type of dice if you want, but you can also use any normal six-sided die and declare 1 and 2 to be **–**, 3 and 4 to be **0**, and 5 and 6 to be **+**.

Whenever we roll dice in The Wyrd Engine, we roll four such dice (we write it as **4dF**) and we add up the result, where **–** counts as **-1**, **0** as **0**, and **+** as **+1**. So, for example:

$$\begin{aligned} + + - 0 &= +1 + 1 - 1 + 0 = 1 \\ + - - 0 &= +1 + 0 - 1 + 0 = 0 \\ - - - 0 &= -1 - 1 - 1 + 0 = -3 \\ - + - 0 &= -1 + 1 - 1 - 1 = -2. \end{aligned}$$

Using **4dF** gives us a distribution of outcomes that look like this:



You are unlikely to roll the extremes; you should expect to hit ± 4 about 1% of the time (each)—about one time out of a hundred rolls, you should get +4, and about one time in a hundred, you should get -4. You expect to get an outcome above +3 or below -3 about 6% of the time (each)—about one in twenty for each.

Another way to visualise the outcome of a 4dF is as the chance you have of rolling higher than some threshold value:



It is impossible to roll lower than -4 with a 4dF roll, but you can tie with it (with probability 1/81). To roll higher than or equal to -3, you just have to avoid $\text{---} \text{---} \text{---}$, and this outcome only happens one out of 81 rolls. To roll equal to +4 you *have* to roll $+$ $+$ $+$ $+$, which also happens with probability 1/81. To roll *higher* than +4 is impossible, since this is the highest value you can roll.

In conflict resolution, this graph is relevant as it tells us how likely it is for a character without the necessary skills and relevant traits to succeed at any given difficulty level. It is this graph of success probabilities you should have in mind when setting difficulty levels, and we return to it later. The graph, as it is here, is the probabilities you get if you had to rely on 4dF alone, without any skills or traits.

SKILLS

Skills reflect a character's ability across a broad range of actions — from sharp observation and quick reflexes to combat prowess or persuasive charm. When a character attempts a meaningful action with an uncertain outcome, they roll **4dF** and add the relevant skill modifier. For player characters and most non-player characters, skills are ranked as follows:

SKILL LEVELS IN THE WYRD ENGINE

Skill Level	Description
Untrained (0)	A character with no special training, relying on instinct or common sense.
Novice (+1)	Someone with basic knowledge or minimal hands-on experience in a skill.
Skilled (+2)	A well-trained individual who regularly practices and applies their ability.
Expert (+3)	A master in the field, capable of performing under extreme conditions.

For extreme monsters, e.g., demons, dragons, or killer robots, skills might go higher (e.g. **Superior (+4)** or **Epic (+5)**). You will usually not go lower than **Untrained (0)** unless a character is impaired, e.g., drugged or recovering after severe physical or mental trauma, in which case you can (e.g. **Weak (-1)**).

Characters begin with a defined set of skill ranks, representing their strengths and weaknesses. Unlike systems with extensive skill lists, THE WYRD ENGINE keeps skills broad and flexible, allowing them to cover a wide range of related actions. For instance, a character with a high **Athletics** skill might use it to outrun pursuers, climb treacherous cliffs, or leap between rooftops. Similarly, depending on the character's background, Lore could represent expertise in ancient history, arcane knowledge, or scientific principles.

The list of skills a character can have will depend on the setting in which the game is taking place, and there is not a fixed list of skills for all Wyrd games. Generally, you should feel free to make up your own skills—remembering to keep them broad in scope—and decide between player and GM when a skill is applicable. If you like, though, you can make more detailed skill lists if that is more to your taste. In the sidebar, you can see an example of this from *The Grand Casebook* setting, a Victorian/Steampunk/-Gothic Horror setting.

When a character lacks a skill, they roll with a default modifier of 0, relying solely on luck and circumstance. This ensures that even untrained characters have a chance—however slim—of succeeding in tasks outside their expertise.

EXAMPLE SKILLS

INVESTIGATION & KNOWLEDGE

- *Investigate*—Analysing crime scenes, following leads, searching for hidden clues.
- *Lore*—Understanding history, science, the occult, and the unnatural.
- *Notice*—Spotting details, sensing danger, and staying aware of surroundings.

SOCIAL & INFLUENCE

- *Rapport*—Gaining trust, persuading, and negotiating.
- *Deceive*—Lying, creating convincing cover stories, and disguises.
- *Provocation*—Intimidation, interrogation, and getting a reaction from others.
- *Contacts*—Knowing the right people and gathering information through connections.
- *Empathy*—Reading emotions, understanding motives, and connecting with others.

PHYSICAL & DEXTERITY

- *Athletics*—Running, jumping, climbing, and escaping dangerous situations.
- *Stealth*—Moving unseen, tailing a suspect, sneaking into restricted areas.
- *Fight*—Engaging in hand-to-hand combat, fencing, or using melee weapons.
- *Shoot*—Firearms, throwing weapons, and ranged combat.

RESILIENCE & WILLPOWER

- *Will*—Resisting fear, staying composed under pressure, enduring mental strain.
- *Physique*—Strength, endurance, and the ability to withstand injury or exhaustion.

MECHANICAL & PRACTICAL SKILLS

- *Burglary*—Lockpicking, safecracking, and breaking into places unseen.
- *Resources*—Access to wealth, favours, or valuable possessions.
- *Crafts*—Repairing devices, modifying tools, or working with mechanical systems.

MAKING SKILL LISTS

The skills you can use in The Wyrd Engine are not fixed in the rules. Different settings and different kinds of games will have different skills, since the needs of the game will be different. Generally, you should feel free to make up your own skills—remembering to keep them broad in scope—and decide between player and GM when a skill is applicable. If you like, though, you can make more detailed skill lists if that is more to your taste.

THE RIGHT LEVEL FOR SKILLS

A good rule of thumb for creating skills is to think about the kinds of actions you want to be able to do in the game. For example, if you want to be able to do a lot of social interaction, you might want to have a *Social* skill that covers all social interactions. If you want to be able to do a lot of physical actions, you might want to have a *Physical* skill that covers all physical actions.

Equally important is the scope of each skill. They should generally be broad enough that you can reasonably expect to use each skill at least once per session. If you have a skill that you never use, it might be too narrow. On the other hand, if you have a skill that is so broad that it covers everything, it might be too powerful.

IT IS OKAY TO ADJUST SKILL LISTS

You can adjust the skill list as you go along. If you find that a skill is not being used, you can remove it from the list. If you find that a skill is being used too much, you can add a new skill to cover that area. This is a good way to keep the game fresh and interesting.



SKILLS IN ACTION

Let us throw the character *Inspector Julian Hargrave* (see sidebar) into some difficult situations and see how he can use his skills to resolve them.

EXAMPLE CHARACTER

INSPECTOR JULIAN HARGRAVE

Determined and methodical, Inspector Julian Hargrave is a seasoned detective. His years of experience have made him an expert at uncovering the truth, though his rigid approach sometimes clashes with the unpredictable nature of crime-solving.

Skills

Expert (+3)	Investigate
Skilled (+2)	Notice, Rapport
Novice (+1)	Will, Provoke, Athletics

ANALYSING A CRIME SCENE

Situation: A renowned socialite has been found dead in her study. The room appears to suggest suicide, but something about the scene seems off. Julian examines the area for inconsistencies.

Difficulty Level: The GM decides that the difficulty level is **Formidable (+3)** – The crime scene is staged well, but subtle clues remain for an expert to notice.

Resolution: Julian rolls $\oplus \oplus \ominus \square$ and adds +3 (**Investigate**) for a total of +4. Since he exceeds the DR, he notices an overturned chair that contradicts the suicide setup. A closer look reveals a footprint near the window, suggesting an intruder.

SPOTTING AN AMBUSH

Situation: Julian follows a suspect through the fog-laden streets when he hears an unusual shuffle behind him. Is someone trailing him?

Difficulty Level: The GM determines that the difficulty level is **Difficult (+2)** – The follower is cautious but not an expert in stealth.

Resolution: Julian rolls $\oplus \ominus \ominus \square$ and adds +2 (**Notice**), for a total of +1, meeting the DR. He catches the reflection of a blade in a shop window just in time to evade an ambush.

GAINING A WITNESS' TRUST

Situation: A frightened maid refuses to discuss her employer's illicit dealings. Julian must convince her to cooperate.

Difficulty Level: The GM decides that the difficulty is **Challenging (+1)** – She is hesitant but not impossible to persuade.

Resolution: Julian rolls $\oplus \ominus \ominus \square$ and adds +2 (**Rapport**)

for a total of +0. A tie is a failure, or is it? If he changes his tactics or offers protection to try again, it might turn into a partial success.

INTIMIDATING A THIEF

Situation: A pickpocket is caught red-handed. Instead of arresting him, Julian wants to frighten him into revealing who he works for.

Difficulty Level: The GM judges that the difficulty is **Basic (0)** – The thief is young and inexperienced but used to trouble.

Resolution: Julian rolls $\oplus \oplus \square \square$ and adds +1 (**Provoke**) for a total of +3. He exceeds the DR, causing the thief to stammer out the name of a notorious smuggler before running off.



TRAITS

In THE WYRD ENGINE, Traits represent unique abilities, specialised knowledge, or personal characteristics that distinguish characters and items from one another. Unlike skills, which define general competence, Traits provide a *mechanical advantage* or *narrative permission* in certain situations.

Each player character has exactly **three Traits**, carefully chosen to enhance their strengths or reflect their backstory. Non-player characters and monsters can have fewer or far more traits. Traits are broader than skills and allow a character to *break* or *bend* normal rules in ways that make them feel distinct.

Items can also have traits (but not skills). This is a way to add game-mechanic flavour to non-creatures and replaces weapon bonuses and similar mechanisms in other role-playing rule sets.

HOW TRAITS WORK

Traits function in the following ways:

- **Situational Bonus:** A Trait can provide a *+2 bonus* to any relevant skill check if it clearly applies.
- **Expanded Capabilities:** A Trait may allow a character to attempt actions that others simply *cannot*, such as deciphering an ancient language or crafting elaborate mechanical devices.
- **Once per Scene/Session Special Ability:** Some Traits grant a powerful ability that can be used once per scene or once per session, such as instantly escaping a locked room or declaring an old friend in the right place at the right time.

Traits *do not stack*—if multiple Traits apply to a roll, the player must choose which one to use.

CREATING EFFECTIVE TRAITS

When designing Traits, they should:

- Be *broad* enough to be useful in multiple situations.
- Be *specific* enough to define a unique aspect of the character.
- Provide a *clear mechanical or narrative benefit*.

Traits can reflect personality, training, supernatural gifts, or anything else that defines a character's abilities. Below are examples of well-crafted Traits:

EXAMPLE TRAITS

- **Master Duelist** – Gain *+2 to Fight* when using a rapier or fencing techniques.
- **Shadow Walker** – Can move silently even in well-lit areas, allowing *Stealth rolls in places others couldn't*.
- **Unshakable Will** – Once per session, completely ignore the effects of fear, mind control, or intimidation.
- **Underworld Connections** – Gain *+2 to Contacts* when dealing with criminals, smugglers, or fences.
- **Inventive Genius** – Can craft *unique gadgets* with Crafts that would be impossible for an ordinary engineer.

USING TRAITS IN PLAY

In the following examples we see how traits can be used in different situations to help our characters resolve a situation they find themselves in.

APPLYING A +2 BONUS

Situation: Felix Cavendish, an eccentric inventor, is attempting to repair a damaged mechanical safe under a tight time limit. His player wants to use his Trait "*Inventive Genius*".

Difficulty Level: The GM sets the repair difficulty at **Arduous (+4)**, as the damage is severe.

Resolution: Felix rolls and adds his Crafts skill (+3) for a total of **+2** which would normally be a failure.

However, because his Trait *Inventive Genius* applies, he adds an additional **+2**, bringing his final result to **+4** which is a success. The safe is repaired flawlessly and even runs more efficiently than before.

EXPANDED CAPABILITIES

Situation: Isadora Lovelace, a gifted spiritualist, wants to communicate with a recently deceased victim in order to uncover clues about a murder. Normally, the **Lore** skill wouldn't allow this.

Trait: "*A Glimpse Beyond the Veil*" allows her to attempt supernatural interactions.

Resolution: Since her Trait permits it, the GM allows a roll using **Lore**. The outcome determines how much information she can extract.

ONCE PER SESSION ABILITY

Situation: Cornelius Flint, a silver-tongued rogue, has been cornered in an alley by the city watch. Escape seems impossible.

Trait: "*Always an Escape Plan*" allows him, once per session, to declare he had an escape route planned all along.

Resolution: Instead of rolling, the GM allows him to describe a secret hatch in the alley leading to the sewers, letting him escape cleanly.

EXAMPLE CHARACTER

FELIX CAVENDISH

A brilliant but erratic inventor-for-hire, Felix Cavendish is both a mechanical genius and a walking disaster. His creations are revolutionary—when they don't explode. A rogue innovator who skirts the edges of legality, he thrives on the challenge of solving impossible problems with machines that push the limits of science.

Skills

Expert (+3)	Crafts
Skilled (+2)	Investigate, Resources
Novice (+1)	Lore, Will, Contacts
Untrained (0)	Notice, Stealth, Deceive, Athletics

Traits

- Master Tinkerer** — Gain +2 to Crafts when repairing or modifying machinery.
- Unstable Prototype** — Once per session, declare an experimental gadget with an unpredictable effect.
- A Calculated Risk** — Use Will instead of Athletics when escaping dangerous situations.



EXAMPLE CHARACTER

ISADORA "ISA" LOVELACE

A renowned spiritualist and occult investigator, Isa Lovelace walks the thin line between science and the supernatural. Some believe she is merely an expert in human nature, while others whisper that she truly communes with forces beyond the veil. With piercing intuition and an enigmatic presence, she seeks knowledge that others fear to uncover.

Skills

Expert (+3)	Empathy
Skilled (+2)	Investigate, Lore
Novice (+1)	Rapport, Will, Notice
Untrained (0)	Stealth, Deceive, Resources, Contacts

Traits

- A Glimpse Beyond the Veil** — Gain +2 to Empathy when sensing the emotions of the deceased.
- Foreboding Intuition** — Once per session, declare a warning based on an unseen force.
- The Cards Never Lie** — Use Lore instead of Investigate when predicting an outcome.

EXAMPLE CHARACTER

CORNELIUS "CORYN" FLINT

A silver-tongued thief and a master of misdirection, Cornelius Flint moves between high society and the criminal underworld with effortless charm. He lives by one rule—if someone is foolish enough to leave their wealth unguarded, it deserves a new owner. While he prefers to talk his way out of danger, he always has an escape plan ready when words fail.

Skills

Expert (+3)	Deceive
Skilled (+2)	Burglary, Rapport
Novice (+1)	Athletics, Stealth, Notice
Untrained (0)	Contacts, Fight, Will, Resources

Traits

- Master of Misdirection** — Gain +2 to Deceive when distracting someone in conversation.
- Sleight of Hand** — Once per session, declare you have already lifted a small item unnoticed.
- Always an Escape Plan** — Use Burglary instead of Athletics when escaping confinement.

FINAL NOTES ON TRAITS

Traits are not just mechanical advantages; they define a character's core competencies and role in the narrative. Players should use them creatively, and GMs should reward clever applications that fit the story.

GAME MASTER TIP

If a player wants to use a Trait in a way that isn't obvious, ask them to describe *how* it applies. Encourage creativity while keeping balance in mind.

GEAR

Unlike other systems that track individual items, inventory weight, and resource management, THE WYRD ENGINE keeps gear streamlined and abstract. Instead of worrying about encumbrance, ammunition, or minor supplies, characters only track **gear that truly matters**. This means that most mundane equipment is assumed to be available when reasonable, and only items that provide a mechanical or narrative advantage are recorded.

GEAR AS TRAITS

Gear in *The Wyrd Engine* functions similarly to Traits. Instead of listing specific damage values or weight, an item has a **trait** that defines its benefit in play.

THE WYRD ENGINE gear should:

- Provide a *specific mechanical advantage* (e.g. +2 bonus to a relevant skill check).
- Offer a *unique function* that enables new actions.
- Be *narratively significant*—not just generic supplies.

Notice that the first two requirements closely resemble the description of traits. This is intentional, as it allows gear to have game mechanic effects while reusing the same rules already introduced.

EXAMPLE GEAR

Detective's Magnifying Glass Gain +2 to Investigate when examining tiny details or analysing documents.

Clockwork Grappling Hook Once per session, escape or reach a high place instantly.

Masterwork Dueling Pistol Gain +2 to Shoot in one-on-one confrontations.

Encrypted Notebook Allows the player to store complex cyphers or hidden information that only they can decode.

Hidden Blade Use Stealth instead of Fight in a surprise attack.

Reinforced Trench Coat Gain +2 to Physique when resisting blunt force trauma.

USING GEAR IN PLAY

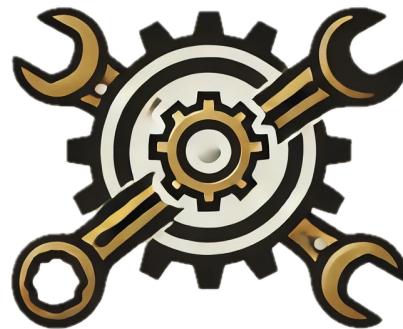
Gear should not be micromanaged but used to define a character's tools, specialities, and advantages. If an item logically fits a character's concept—such as a detective having a notebook or a thief carrying lock-picks—it's assumed to be available without taking up a slot. Only equipment that *enhances gameplay* or *creates narrative opportunities* should be explicitly listed.

The trait-like behaviour of gear can also serve a second purpose in *The Wyrd Engine*: Gear provides a way to boost characters abilities—quite substantially—by +2 bonuses whenever the gear's requirements are met. For advancing characters when preparing them for a battle with the final boss of a scenario, a Game Master can gift the players with increasingly powerful gear as rewards for minor battles. Using gear is a simple way to handle character advancement in *The Wyrd Engine*.

Once player characters start relying on such powerful items, a Game Master has a second trick to add excitement: unlike traits, gear can be taken away again. Recovering stolen gear necessary for the final confrontation is an excellent way to add side-quests to a game session.

GAME MASTER TIP

If a player asks, "Do I have this item?" consider whether it fits their role and background. If it makes sense, they do. If it would provide a major advantage, it should be a tracked piece of gear with a trait.



DIFFICULTY LEVELS

While *The Wyrd Engine* uses a simple resolution mechanic, it is important to establish how difficult a given action is. The Game Master determines the **Difficulty Level (DL)** based on the complexity of the task, the environment, and any obstacles the characters may face.

PASSIVE OPPPOSITION

The **Difficulty Level (DL)** represents the challenge level of a task, and we write it as either numerically, as **DL +1** or **DL +3**, or use mnemonic names like **Challenging (+1)** or **Formidable (+3)**.

The simplest tasks involve no active opposition—where success or failure is determined solely by the character’s own abilities. This could be deciphering an ancient cipher, scaling a rocky cliff, or crafting a delicate mechanism—situations where the only obstacle is the task itself, rather than an opposing force.

In these cases, the player rolls **4dF** + their **Skill Modifier** and applies any relevant **Trait** or **Gear bonus** (Gear Traits). If the total meets or exceeds the DR, the action succeeds.

The GM determines the difficulty level based on two factors: how inherently challenging the task is and how critical it is to the game’s progression. A well-balanced difficulty keeps the players engaged—offering real challenges without creating dead ends. While setbacks can enrich the story, a GM should never impose an insurmountable barrier that halts progress entirely. Instead, every challenge should be an opportunity for clever thinking, teamwork, and dramatic tension.

The table on page 13 can guide you in determining the difficulty level for a task.

For levels up to **DL -1**, rolls are usually unnecessary unless dramatic tension is involved. For characters with appropriate skills, **DL 0** tasks can also be handled without rolls.

We can superimpose the difficulty levels on the **4dF** success rate graph to directly visualise how difficult it will be with just dice rolls to reach a given level:

4dF versus Difficulty Levels



The graph tells us that even **DL -3** tasks can fail if you are unskilled and unlucky enough, and **DL +1** tasks will fail a third of the time for someone without the necessary skills.

Adding skills effectively shifts the difficulty levels. When playing the game, we add skill levels to the **4dF** rolls, as this is the easiest way to calculate the result, but when setting difficulty levels, it is easier to think in terms of how difficult an unskilled character would find a task, and then shift the difficulty levels down by one for each skill level a character has.

A skill level of **Novice (+1)** adds one to the **4dF**, which effectively shifts the difficulties down by one. If we are adding **+1** to a roll, the unmodified range of **-4** to **+4** for an **Untrained (0)** character instead becomes the shifted range of **-3** to **+5**, for example. With this switch, the difficulty with which a **Novice (+1)** character hits a **DL +1** level will be the same as if he only had to reach the **DL 0** level.

A **DL 0** task, which has a **2/3** chance of success for an **Untrained (0)** character will be a success one out of twenty for a **Novice (+1)** and a guaranteed success for an **Expert (+3)** character. A **DL +5** task, which will be impossible for an **Untrained (0)** and not much easier for a **Novice (+1)**, but has a one-in-five chance of success for an **Expert (+3)**. Add in a **Trait (+2)**—which shifts the range by an additional two points—and an **Expert (+3)** character will, under the right circumstances, have a one-in-three chance of doing the impossible.



DIFFICULTY LEVELS IN THE WYRD ENGINE

Difficulty Level	Example Task
Trivial (-3)	A task so easy that failure is nearly impossible (walking across a stable floor, recalling your own name).
Simple (-2)	A straightforward action requiring minimal effort (identifying a common herb, climbing a ladder).
Easy (-1)	A minor challenge that most people can accomplish without effort (jumping over a puddle, recalling common knowledge).
Basic (0)	An ordinary action requiring some attention (spotting a misplaced item, balancing on a narrow beam).
Challenging (+1)	A moderate test of skill or effort (spotting a hidden compartment, climbing a wooden fence).
Difficult (+2)	A task requiring training or experience (tracking footprints in the rain, persuading a sceptical guard).
Formidable (+3)	A demanding task that pushes a character's limits (picking a complex lock under pressure, leaping between rooftops).
Arduous (+4)	A demanding task that pushes skill and focus to the limit (spotting inconsistencies in a forged document, hitting a target at long range under pressure).
Extreme (+5)	A rare and challenging feat requiring expertise and composure (gaining the trust of a bitter rival, performing a delicate operation in poor conditions).
Legendary (+6)	A remarkable accomplishment requiring extraordinary talent or luck (evading a sudden hail of gunfire, persuading a powerful ancient being to stand down).
Impossible (+7)	A feat beyond mortal capability under normal circumstances (overturning the natural order of the world, persuading a god to forsake its essence).

The table below shows the probability of success for the different difficulty levels at different skill levels:

SUCCESS PROBABILITY PER SKILL LEVEL

Difficulty	0	+1	+2	+3
Trivial (-3)	98.8%	100.0%	100.0%	100.0%
Simple (-2)	93.8%	98.8%	100.0%	100.0%
Easy (-1)	81.5%	93.8%	98.8%	100.0%
Basic (0)	61.7%	81.5%	93.8%	98.8%
Challenging (+1)	38.7%	61.7%	81.5%	93.8%
Difficult (+2)	18.5%	38.7%	61.7%	81.5%
Formidable (+3)	6.2%	18.5%	38.7%	61.7%
Arduous (+4)	1.2%	6.2%	18.5%	38.7%
Extreme (+5)	-	1.2%	6.2%	18.5%
Legendary (+6)	-	-	1.2%	6.2%
Impossible (+7)	-	-	-	1.2%

Players will not need to consult this table during a game—in THE WYRD ENGINE we are not keen on using tables for game mechanics—but it should give a Game Master a rough idea of how to set difficulty levels when planning a game session.

GAME MASTER TIP

When deciding on difficulty levels, you should focus on the narrative aspects of the game rather than realism in difficulty. You want to give the players exciting challenges, but any conflict resolution should have narrative relevance. Don't ask for dice rolls if you can act out a scene instead, and don't ask for dice rolls unless both failure and success will have exciting consequences. It is okay to have automatic wins and automatic losses if the alternative will break the story you are trying to tell, and it is okay to set unrealistically low or high difficulty levels if that is what it takes to tell a good story.

ACTIVE OPPPOSITION

When two characters compete directly but are not in combat (for that, see below), both roll **4dF + their relevant skill**. The highest result wins. If the character

that attempts to do something gets the higher result, he will succeed, but if the opponent gets the higher result, he will not.

If you want to add a little flavour to active oppositions, at the Game Master's discretion, you can add **boons** to active opposition resolution:

BOONS

- If one character beats the other by **1 or 2 points**, they succeed with a minor advantage.
- If they beat the other by **3 or more points**, their success is so impressive that the GM can, at their discretion, provide the winning character with a **boon**.

A **boon** is a one-use trait invented for the situation at hand. It is only active for the current scene and is lost if not used after the scene ends.

TIES AND PARTIAL SUCCESSES

Not every roll results in a clean success or failure. A roll that **ties** with the Difficulty Level can, at the GM's discretion, result in a partial success or a complication. This should still be a success, just with a twist that adds tension or drama to the scene. If the GM cannot think of such a twist, consider ties successes.

The complications caused by a tie could be a new obstacle, a delay, or a cost to the character. The GM should use ties to keep the story moving and the players engaged, not to punish them for bad luck.

- **Success with a Cost:** The action succeeds, but at a price (e.g., escaping a pursuer but losing an important clue).
- **Mixed Success:** The character achieves part of their goal, but not completely (e.g., unlocking a door but setting off an alarm).

- **A New Complication:** The failure introduces an unexpected twist (e.g., picking a lock only to find guards already inside).

INTERPRETING FAILURE

A failed roll doesn't necessarily mean the character is incompetent—it simply means their approach didn't work this time. The GM should ensure failures lead to new choices, not dead ends.

A failure can also be turned into a complication instead. This can be a way to keep the story moving forward and to keep the players engaged. A failure that leads to a dead end is not as interesting as a failure that leads to a new choice. If the players fail to pick a lock, they might set off an alarm, but they might also find a hidden passage or a secret compartment. Make failure complications harsher than ties, of course, but if a failure will interrupt the story, consider turning it into a complication instead.

GAME MASTER TIP

If a failed roll would stop the story in its tracks, offer the player an alternative: "You can still succeed but at a cost." This keeps the momentum going while making failure meaningful.

BOOSTS: OPTIONAL RULE FOR INCREASING SUCCESS

As an optional rule, you can allow players to create **Boosts**—temporary numerical bonuses such as +1 or +2 that can be applied to a relevant roll. Boosts represent situational advantages, quick thinking, or clever tactics that enhance a character's chance of success.

Boosts can take different forms, including:

- **Preparation:** Taking extra time to study a problem, setting up tools, or laying a trap.
- **Tactical Advantage:** Gaining higher ground, flanking an enemy, or exploiting a distraction.
- **Environmental Factors:** Using dim lighting for stealth, a rainstorm to obscure movement, or an echoing chamber to amplify a command.
- **Teamwork:** Coordinating efforts with allies, assisting with a skill check, or providing cover in combat.

To gain a Boost, a player must describe how their actions create an advantage and roll an appropriate skill or trait check. If successful, they gain a Boost that applies to their next relevant roll. Boosts typically last for a single action but may persist longer if narratively justified.

Boosts are a simple way to reward creativity, reinforce teamwork, and give players more control over their success in *The Wyrd Engine*.

EFFORT: OPTIONAL RULE FOR COMPLEX TASKS

Closely related to boosts is to gameplay splitting an obstacle into multiple tasks.

Not every challenge can be solved in a single moment. Some obstacles are too complex, too dangerous, or simply too massive for one roll to resolve. In such cases, you can use the optional **Effort** rule to let characters build toward success over time.

The Effort rule allows a player to spend **multiple turns**, using **different skills**, to gradually construct a bonus that can help them overcome a task that would otherwise be impossible. This rule is especially useful when facing high difficulty thresholds, narrative bottlenecks, or complex multi-stage problems.

Each step in the process must be justified through the narrative. The player describes how each skill contributes to the larger goal, and the GM may call for a roll to determine how effective that contribution is. Each successful roll adds a cumulative **+1 bonus** toward the final test.

USING EFFORT

GM	"The vault is protected by a complex magical lock. It will take a total of +6 to bypass it."
Player	"I want to use Lore to study the runes and understand the locking glyphs."
GM	"That makes sense. Roll it."
Player	"Success. That gives me +1. Next, I want to use Craft to assemble a device that can mirror the unlocking pattern."
GM	"Good. Roll."
Player	"Another success. I've got +2 total. Finally, I'll use Presence to lead the group in synchronising the final activation—it needs perfect timing."
GM	"Perfect. That brings your total to +3. Add that to your actual Arcane Mechanics skill roll to attempt the final bypass."

The Effort rule is not meant to replace contests or challenges that already involve multiple rolls. Rather, it provides a mechanical way to reward creative multi-step problem solving when dealing with static, high-difficulty tasks.

GAME MASTER TIP

This approach can, in theory, build up bonuses to a level where nothing is impossible. To rain it in, there are several options.

- Limit the number of steps to three or four or cap the total bonus to a maximum of e.g. **+3**.
- Add consequences for failure, such as resetting the bonus or introducing complications from wasted time and effort. This works best if there are narrative consequences for failure.
- Require that each step be a different skill, or at least a different trait. This will force players to think creatively and use their skills in unexpected ways.

Consider using Effort when the challenge is dramatic, but not urgent. Time pressure is often a reason to deny Effort and force a direct roll instead. Likewise, Effort should not be used in combat unless the narrative supports a multi-round buildup (e.g., preparing a magical ritual or charging a weapon).

This optional rule encourages teamwork, creativity, and versatility. It gives characters a way to use more than just their best skill—and lets the story breathe while heroes rise to meet daunting challenges.

TEAMWORK: OPTIONAL RULE FOR ASSISTING ALLIES

In *The Wyrd Engine*, collaboration can be just as important as individual skill. As an optional rule, players may assist one another to increase the chances of

success in a task or conflict. When a character helps an ally, they provide a **Teamwork Bonus**, a small numerical boost that enhances the primary actor's roll.

Teamwork Bonuses can take different forms, including:

- **Direct Assistance:** Actively working alongside an ally, such as two people lifting a heavy object or multiple minds solving a puzzle.
- **Tactical Coordination:** Calling out enemy movements in battle, providing covering fire, or distracting an opponent.
- **Shared Knowledge:** Using past experiences or expertise to guide another character's actions, such as an engineer giving instructions to a less skilled mechanic.
- **Moral Support:** Bolstering an ally's resolve with encouragement, inspiration, or leadership.

To assist, the supporting player must describe how they are helping and roll an appropriate skill or trait check. If successful, they grant the primary actor a **+1 bonus** to their roll. In special cases—such as exceptional teamwork, well-planned strategies, or group efforts—the GM may allow the bonus to increase to **+2**.

Only one character can provide a Teamwork Bonus per roll unless the GM rules that multiple participants are required. This system encourages cooperation and allows players to combine their strengths to overcome greater challenges.



BASIC COMBAT IN THE WYRD ENGINE

The role of combat varies by setting, scenario, and playstyle. Some games favour **quick, brutal encounters**, where a single shot or swift blade ends a fight instantly, while others emphasise **heroic battles** against overwhelming foes. The **tone and pacing** should reflect the game's themes—whether it's gritty realism, where injuries are severe, or cinematic action, where characters endure incredible feats. Combat may be **tactically complex**, rewarding careful planning, or more **freeform**, focusing on dramatic exchanges over strict mechanics. THE WYRD ENGINE offers a flexible system to suit different narratives. For detailed combat mechanics and customisation, see [CHAPTER 5: COMBAT](#).

Basic combat in THE WYRD ENGINE, as described in this chapter, is designed to be **fast and cinematic**. Most combat encounters resolve within a few quick combat maneuvers and rounds of opposition rolls, keeping the action moving without bogging down in excessive mechanics. At the same time, characters are relatively hard to take out. In real life, a single blow, stab, or gunshot wound is enough to kill a person, but in the combat rules in this chapter, taking out a character will take a few rounds unless the opponent is super-human in capabilities.

The combat rules do not distinguish between physical and mental combat. If your setting involves psychic or magic attacks, the wounds characters can suffer might all be on the inside, but the game mechanics will be the same as physical combat.

INITIATIVE: WHO ACTS FIRST?

Combat follows a structured yet flexible turn order:

DETERMINING INITIATIVE

- **Surprise & Readiness:** If one side is clearly ambushing the other, they act first.
- **Tactical Positioning:** If no clear ambush is present, the GM determines turn order based on readiness.
- **Rolling for Initiative:** If multiple characters are competing to act first, roll **4dF + Notice** (or another relevant skill). The highest roll acts first, with ties resolved narratively.

TAKING ACTIONS IN COMBAT

On their turn, a character can do the following:

- **One primary action** (Attack, defend, use an item, create an advantage using an offensive or defensive manoeuvre)
- **One minor action** (Draw a weapon, reposition, open a door, shout a command)
- **Free actions** (Speaking briefly, minor environmental interactions)

ATTACKING AND DEFENDING

Attacks are resolved using opposed rolls:

ATTACK RESOLUTION

- The attacker rolls **Attack** = $4dF + \text{skill} + \text{traits}$
- The defender rolls **Defend** = $4dF + \text{skill} + \text{traits}$
- If **Attack** > **Defend**, the attack lands and deals damage.

Relevant skills depend on the setting, but attack skills could be **Fight** for melee or **Shoot** for firearms, while defence skills could be **Athletics** for dodging or **Fight** for parrying. Traits are any relevant character or gear traits that match the combat situation.

If the defender has a higher score than or equal to the attacker, the attack is averted, and no damage is dealt. Ties are always in the defender's favour. If the attacker scores higher, the damage inflicted on the defender is the attacker's score minus the defender's.

CALCULATING DAMAGE

Stress = **Attack** - **Defend** when **Attack** > **Defend**.

Stress is determined by how much the **Attack** exceeds **Defend**. Effects such as weapons efficiency or armour thickness are considered through the gear's traits in the combat rolls. This has the same effect as adding weapon and defence bonuses within the existing conflict resolution system. We don't need extra combat rules if we don't want them.

EXAMPLE ATTACK

Jonathan Blackwood swings a cane at an enemy thug. He rolls **4dF +2 (Fight)**, while the thug rolls **4dF +1 (Athletics)** to dodge. If Jonathan's result is higher, the hit lands; otherwise, it is defended.

Jonathan rolls **⊕⊕⊕⊖** = 2 and gets a score of **Attack** = **+4** when combined with his **Fight** skill. The thug then rolls **⊕⊖⊖⊖** = -1, giving him a score of **Defend** = **0** when combined with his **Athletics**.

Since Jonathan's score is higher, so he scores a hit, and the damage he inflicts is **Stress** = **Attack** - **Defend** = **+4 - 0 = +4**. The thug takes **+4** in damage.

STRESS: FATIGUE AND WOUNDS

THE WYRD ENGINE uses the term **Stress** for all types of damage a character can sustain. This includes physical, mental, and social damage. Stress is a measure of how much damage a character can take before they are incapacitated. The term **Stress** is used to represent the overall damage a character can take, while **Fatigue** and **Wounds** are used to represent different types of damage.

THE WYRD ENGINE uses **Fatigue** to represent minor injuries and **Wounds** for more serious, lasting harm. Neither kind of stress is necessarily physical;

mental damage is lumped in with physical stress in the core rules. In games where reputation or social standing is important, social damage can be represented as stress or wounds. The GM and players should agree on how to represent these types of damage in the game.

FATIGUE AND WOUNDS

- Fatigue:** Represents minor setbacks, fatigue, or temporary injuries. These are automatically cleared after a fight.
- Wounds** come in three levels of severity. They take longer to heal, and adds penalties for future actions.

Any damage inflicted must be soaked up by either **Fatigue** or **Wounds**. By default, each player has three *Fatigue boxes*, **OOO**, and three *Wounds boxes* where the wounds are split into three categories: one **Mild Wound** (♡), one **Moderate Wound** (♥), and one **Severe Wound** (❤). NPCs can have different distributions of stress boxes and different settings can have different defaults for player characters. These boxes, combined, are where a character can soak up damage.

Stress

Fatigue:	OOO
Mild:	♡ _____
Mod:	♥ _____
Severe:	❤ _____

When a character sustains **Stress**, the damage dealt is converted one-to-one into these stress and wound boxes. Stress is soaked up by the boxes top-to-bottom; the fatigue boxes will soak up the first three points of stress. After that, the following stress point is inflicted as a mild wound, the next as a moderate wound, and finally, the character suffers a severe wound. If all stress boxes are ticked off, and the character takes further damage, the character is **out of action** (see **DEATH AND THE END OF COMBAT** on page on page 20).

For characters with more than one of a given wound type, the wound boxes are ticked off the way fatigue boxes are, from left to right. If, for example, a monster has three **Fatigue**, three **Mild Wounds** and two **Moderate Wounds** and suffers 4 stresses, it would tick off all three fatigue boxes and one mild wound. If it then suffered 3 more stresses, it would tick off the remaining two mild wounds and one moderate wound.

EXAMPLE: FATIGUE DAMAGE

As Captain Elias Mercer crouches in the engine room, setting the last charge to sabotage the enemy airship, he is caught off guard by a patrolling crew member. A swift jab to the ribs and a pistol whip to the shoulder deal +2 damage. With no previous injuries, the damage is absorbed entirely by his fatigue boxes ticking off two of them

Stress

Fatigue: **XXO**

Mild: ♡ _____

Mod: ♥ _____

Severe: ❤ _____

Gritting his teeth, he shoves the attacker aside and makes his escape—knowing the real danger will come when the explosives detonate.

When you tick off fatigue boxes, the damage has no noticeable effect. Fatigue is not considered lasting damage but the exhaustion accumulating from combat (or the “flesh wounds” from 90s action movies). Once the damage goes into wounds, however, future skill rolls are affected.

Wound Type

Mild Wound -1 to relevant skill rolls

Moderate Wound -2 to relevant skill rolls

Severe Wound -3 to relevant skill rolls

When taking a wound of any of the three kinds, the player and Game Master decide on which relevant skills or traits are affected by the wound. The -2 and -3 penalties for **Moderate** and **Severe** Wounds can be split among multiple skills as long as the total penalty remains the same. Any future rolls involving those skills or traits will have the penalty applied until the wound is healed (see **HEALING AND RECOVERY** on page 19).

For characters or creatures with multiple of the same type of wounds, additional wounds of the same kind do not add additional penalties when using the core rules.

EXAMPLE: WOUND DAMAGE

While fleeing the engine room, Captain Mercer, the enemy he knocked aside, recovers, reaches for his gun, and fires off a shot (**⊕ ⊕ ⊖ ⊚** + Shoot (+1) for an **Attack** of +2). Mercer attempts to duck (**⊕ ⊖ ⊖ ⊚** + Athletics (+1) for a **Defend** of 0). The difference is a **Stress** of +2.

Mercer only has one fatigue box left, so one of the damage points goes into his **Mild** wound, and the player and GM decide that the bullet grazes Captain Mercer’s shoulder, which would affect the **Athletics** skill.

Stress

Fatigue:	xxx
Mild:	x Athletics (-1)
Mod:	♥♥
Severe:	♥

Taking the wound in his strides, he exits the room and continues his escape.

When a character takes a wound with a penalty greater than one, the player and GM decide how to split the penalty between skills. The player can choose to apply the penalty to a single skill or split it between multiple skills. The total penalty must equal the wound's severity.

EXAMPLE: WOUND DAMAGE

Captain Mercer rushes to the railing of the airship to throw himself off before the explosive device he planted detonates. The interruption in the engine room, unfortunately, has delayed him too long. The second he jumps, the bomb detonates. The shockwave hits his back with a +1 of damage. His Fatigue and Mild Wound are already ticked off, so he has to take the damage to his **Moderate Wound**. The **Moderate Wound** give him a penalty of -2, which he and the GM decide to split between **Atheletics** and **Awareness** (reasoning that getting blown up is likely to affect Mercer both physically and mentally).

Stress

Fatigue:	xxx
Mild:	x Athletics (-1)
Mod:	x Athletics (-1), Awareness (-1)
Severe:	♥

The two penalties to **Athletics** stack, so any roll involving **Athletics** will have a -2 penalty.

As long as a character has any damage in a wound category, the penalty applies. Additional stress to a wound category that is already marked does not add additional penalties. Penalties from different categories can stack, however.

EXAMPLE: MONSTER WITH MULTIPLE WOUNDS

The players confront a swamp-dwelling horror known as the Hollow Maw. This creature has three **Fatigue** boxes, two **Mild Wounds**, two **Moderate Wounds**, and one **Severe Wound**. It starts the fight uninjured.

Stress

Fatigue:	ooo
Mild:	♥♥
Mod:	♥♥
Severe:	♥

Round 1: A quick spell from the party's mage lashes the creature with burning light for +3 damage. The Hollow Maw absorbs this with its three **Fatigue** boxes.

Stress

Fatigue:	xxx
Mild:	♥♥
Mod:	♥♥
Severe:	♥

Round 2: The fighter drives a spear into the beast's flank, scoring a hit that deals +1 damage. With its fatigue exhausted, the damage now overflows into wounds and we mark one **Mild Wound**. The GM decides the mild wound impairs its ability to lurch forward.

Stress

Fatigue:	xxx
Mild:	x ♥ Movement (-1)
Mod:	♥♥
Severe:	♥

Round 3: The barbarian charges in, swinging a massive axe for +3 of damage. This ticks the second **Mild Wound** and both **Moderate Wounds**. The GM rules that the creature is now disoriented all its senses are impaired.

Stress

Fatigue:	xxx
Mild:	xx Movement (-1)
Mod:	xx Senses (-2)
Severe:	♥

Even though we have ticked two mild and two moderate wounds, we have only added one -1 penalty for both mild wounds and one -2 for both moderate wounds.

Round 4: A lucky shot from the gunslinger pierces part of the creature's exposed back, causing +3 damage. The Hollow Maw only has one (severe) wound left, which is not enough to soak up three damage, so it is now taken **out of action**.

Stress	
Fatigue:	xxx
Mild:	xx Movement (-1)
Mod:	xx Senses (-2)
Severe:	x All Actions (-3)

If all stress boxes are filled, and take further damage, the character is out of action. What this means is up to the GM, but games are usually more fun if player characters live to fight another day. For one-shot games, it is okay to kill off characters towards the end of the session, but don't do it early in the game.

COMBAT MANEUVERS

Instead of simply attacking, players can use tactical manoeuvres. Simply slugging it out, with attacks and defence opposition rolls, makes for long and tedious combat. Two equally matched characters are expected to need more than ten rounds before one is taken out (see table on page 52) and there is little excitement in that.

Instead, players can use their skills to create advantages for themselves or their allies, or to hinder their enemies. This is done by using a skill roll to create an advantage or disadvantage in the combat situation. Instead of attacking, a character can use the action to add a bonus to their next attack or defence roll, adding a +2 to the next roll. This is done by rolling **4dF + skill** and comparing the result to the GM's target number (which as usual depends on what the character is trying to achieve). If the roll is successful, the character can add a +2 bonus to their next attack or defence roll.

COMBAT MANEUVERS

- Disarm:** Use Fight to knock a weapon from an opponent's hands.
- Grapple:** Use Fight vs. Athletics to restrain an enemy.
- Push:** Use Athletics to shove an opponent into hazards.
- Feint:** Use Deceive to trick an enemy into missing a defence.
- Suppressing Fire:** Use Shoot to force enemies into cover.
- Intimidate:** Use Provoke to demoralize foes.

THE WYRD ENGINE does not have rules for all the myriad ways actions can be used in combat. However, the GM should generally convert an action into either an unopposed or opposed obstacle and let the outcome affect bonuses and penalties for future dice rolls. Using manoeuvres gives players a way to use skills besides the obvious combat skills (e.g. **Fight** or **Shoot**) as part of a combat encounter. A character with poor combat skills, with little chance of effec-

tively dealing damage, might use other skills to stack up bonuses until an effective attack is possible.

If a manoeuvre attempt fails, all accumulated bonuses of that form, attack or defence, are lost. The risk of losing accumulated bonuses prevents combat from turning into one long string of manoeuvres.

Combat manoeuvres adds a little bit of tactical depth to combat, without making it too complicated. Players can use their skills to create advantages for themselves or their allies, or to hinder their enemies. There is strategy in deciding when to build bonuses and when to attack, and since bonuses are always used at the next attack or defence rolls, characters can team up to let a weak attack from one character defuse built up defense bonuses, making the defender vulnerable to the next attack that might have built up sufficient bonuses to be an effective kill.

HEALING AND RECOVERY

- Fatigue** clears at the end of a scene.
- Mild Wounds** require a short rest (a few hours) or first aid.
- Moderate Wounds** require days of rest or professional medical care.
- Severe Wounds** require weeks of rest, surgery, or supernatural healing (if applicable).

When healing wounds, *all* marked wound boxes are cleared at the same time. They are healed in parallel, so a character with both **Mild** and **Moderate** wounds will have the mild wounds healed the following day (regardless of how many wounds are ticked) and the moderate wounds after a week (with no delay because the mild wounds were healing at the same time).

WEAPONS AND GEAR IN COMBAT

Weapons do not deal numeric damage but affect combat through **Traits**. Weapon traits work the same way as any gear trait and can be used when attacking or defending.

EXAMPLES OF WEAPON TRAITS

- Weapons with Traits** grant +2 in relevant situations (e.g., "Mastercrafted Rapier" gives +2 to Fight in duels).
- Firearms** can inflict instant Wounds if the shot is well-placed.
- Improvised Weapons** may impose a penalty unless the character is skilled in their use.

When a weapon's **Trait** adds to the attack of a character, it will indirectly affect the damage the attack is inflicting. More interesting uses of weapon traits give other advantages to their wielder.

EXAMPLE WEAPON TRAITS

- **Fine Dueling Sabre** – +2 to Fight when dueling.
- **Hidden Derringer** – Once per scene, draw a concealed firearm unnoticed.

DEATH AND THE END OF COMBAT

When a character suffers a **Severe Wound** and takes further damage, they are at risk of death. The simplest choice here is to equate all damage boxes ticked off and character death, but this is not always the best option. It might be fine for nameless mooks the players are fighting but for player characters or important (or just interesting) NPCs, it is often more interesting to consider such a character **defeated** rather than **dead**.

Instead of killing off characters, take them captured. Beat them up and leave them for death. Anything *interesting* that can still count as a defeat. Of course, depending on their situation and the setting you are playing in. A zombie is unlikely to capture a character, so true to the zombie genre, you might want to kill off characters there. A vampire, on the other hand, could start monologuing about vampiric superiority for long enough that the character could be rescued.

If you do consider the last wound as essentially death, you might still allow:

- A final desperate action before succumbing.
- A chance to survive if an ally intervenes.
- A dramatic consequence, such as permanent injury.

GAME MASTER TIP

If a player is at risk of death, consider instead narrative consequences rather than instant removal. A major wound or permanent injury can be more interesting than a sudden death.

CONCEDING THE FIGHT

Taking damage until every **Stress** and **Wound** box is filled isn't the only way to lose a fight. Aside from relentless automatons or mindless undead, few combatants fight to the bitter end if they can avoid it. Most will choose survival over certain death, whether that means surrendering, retreating, or negotiating terms. Even when capture is worse than death, most characters will attempt to escape rather than throw their lives away in a hopeless battle.

In **THE WYRD ENGINE**, conceding a fight is a structured choice, not a failure. When a character concedes, they avoid immediate defeat on their opponent's terms but **must accept significant narrative consequences**. The victorious side determines the outcome, though the conceding player can influence how events unfold. A character might escape, but only after dropping their weapons and fleeing unarmed. They might surrender and be taken prisoner, leading to future complications. A successful concession may even allow a character to bargain their way out, leaving them battered but still in play.

By conceding, players trade mechanical defeat for a **more dramatic and survivable consequence**, shaping the story in ways a simple knockout never could. Game Masters should encourage this approach—fights that end in death leave no room for development, but those that end in setbacks, bargains, or rivalries fuel engaging future encounters.

Combat ends when one side is defeated, flees, or surrenders. Survivors must then deal with the consequences of their wounds, the choices they made, and the path ahead.

GAME MASTER TIP

Avoid fights to the death when possible—sometimes the real story begins when players choose to live. If they retreat, make escape costly: a vengeful pursuer, a lost artefact, or new complications.

Letting enemies flee can be even more compelling. Survivors may warn allies, regroup, or return with reinforcements.

Death ends a fight; consequences deepen the story.



CHARACTER CREATION

Creating a character in THE WYRD ENGINE is a quick and streamlined process, designed to get players into the game with minimal preparation. Each character is defined by a small but meaningful set of attributes that shape their role in the story. Unlike systems with long-term progression, THE WYRD ENGINE prioritises narrative impact over mechanical advancement, making character creation simple yet flexible.

Every player character is built using the following elements:

STEP 1: CONCEPT

Before assigning mechanics, players should develop a brief **character concept**. This is a short description of who the character is, their role in the story, and what makes them interesting. Concepts should be evocative but flexible, helping guide both roleplay and mechanical choices.

EXAMPLE CHARACTER CONCEPTS

- A disgraced noble turned detective, haunted by his past.
- An eccentric engineer whose inventions are as brilliant as they are dangerous.
- A silver-tongued con artist who survives by wit and charm.
- A fearless occult investigator seeking forbidden knowledge.

STEP 2: CHOOSE SKILLS

Each character has a set of **Skills** that determine their strengths and weaknesses. Skills represent broad areas of expertise rather than hyper-specialised talents, ensuring versatility.

Characters receive a total of **six skill ranks**, distributed as follows:

- **1 Expert (+3) skill**
- **2 Skilled (+2) skills**
- **3 Novice (+1) skills**

All unselected skills default to **Untrained (0)**.

When assigning skills, players should consider their character's background and expertise. A veteran detective might prioritise **Investigate** and **Notice**, while a rogue might favour **Stealth** and **Deceive**.

The total sum of skill ranks should equal **10**. This ensures that every character is balanced in overall competence while allowing for specialisation.

STEP 3: SELECT TRAITS

Every character has exactly **three Traits**. Traits represent exceptional abilities, personal quirks, or special training that set a character apart.

Traits provide one of three benefits:

- **A +2 bonus** when applied to a relevant skill check.
- **A special ability** that can be used *once per scene or session*.

- **A narrative permission** to attempt actions that would normally be impossible.

EXAMPLE TRAITS

- **Master Duelist** – *Gain +2 to Fight when using a rapier or fencing techniques.*
- **Inventive Genius** – *Can craft unique gadgets that defy conventional mechanics.*
- **Unshakable Will** – *Once per session, ignore the effects of fear or mind control.*
- **Underworld Connections** – *Gain +2 to Contacts when dealing with criminals.*
- **The Cards Never Lie** – *Use Lore instead of Investigate when predicting an outcome.*

Traits should enhance a character's strengths and provide unique advantages in play. They should not be overly broad or cover multiple unrelated areas.

STEP 4: SELECT GEAR

THE WYRD ENGINE does not track mundane items or encumbrance. Instead, **gear** is used to track items that have a significant impact on gameplay. Unlike traits, gear is not inherent to a character but can be acquired or lost during play. At the Game Master's discretion, players can start out with a fixed number of gear items, say three per character. Alternatively, important gear can work as plot devices, with the Game Master deciding when and how to introduce them into the game.

Each piece of gear functions like a Trait, providing either:

- **A +2 bonus** when used appropriately.
- **A special ability** usable once per scene or session.
- **A narrative permission** to perform unique actions.

EXAMPLE GEAR

- **Clockwork Lockpick** – *+2 to Burglary when opening mechanical locks.*
- **Enchanted Mirror** – *Once per session, reveal a hidden truth.*
- **Mastercrafted Rapier** – *+2 to Fight in one-on-one duels.*
- **Detective's Notebook** – *Use Investigate instead of Report when questioning suspects.*
- **Hidden Derringer** – *Once per scene, draw a concealed firearm unnoticed.*

STEP 5: FATIGUE AND WOUNDS

Characters have a limited ability to absorb harm before suffering long-term effects. A standard character has:

- **Three Fatigue Boxes** – Used to absorb minor failures.
- **Mild, Moderate, and Severe Wounds** – Represent lasting harm or setbacks.

Stress	
Fatigue:	OOO
Mild:	♡
Mod:	♥
Severe:	❤

Stress replace traditional hit points and can reflect physical, mental, or social strain. A "Mild" would might be a bruised rib, while a "Severe" wound could be a permanent injury or a shattered reputation.

STEP 6: FINAL DETAILS

With mechanics in place, players can now define their characters':

- **Name** – Fitting for the setting and character con-

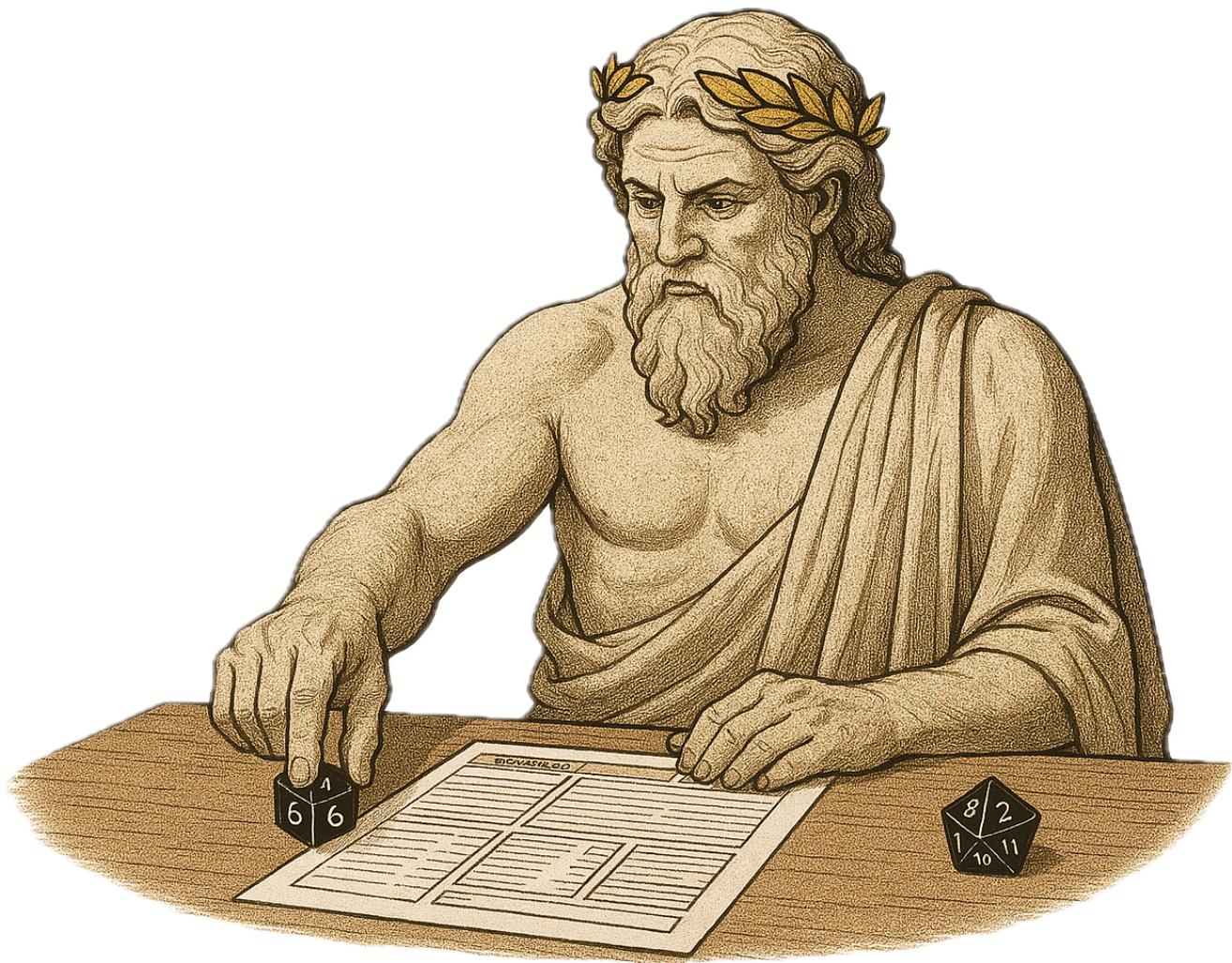
cept.

- **Appearance** – Distinctive traits, clothing, and demeanour.
- **Personality** – Key personality traits, motivations, or quirks.
- **Backstory** – A brief origin story or notable past experiences.

FINAL ADVICE FOR PLAYERS

Focus on character over numbers. The Wyrd Engine is designed for narrative-driven play, so build a character that fits the story rather than optimising for maximum efficiency.

Once these steps are complete, the character is ready for play!



CREATING NON-PLAYER CHARACTERS

Non-player characters, or **NPCs**, are any characters controlled by the GM that the players interact with. While NPCs can follow the same rules as player characters, this is often unnecessary and can slow down gameplay. Instead, THE WYRD ENGINE provides a flexible approach to NPC design, ensuring that simple characters are easy to run while important ones get the attention they deserve.

Not every NPC needs a full stat block. A faceless soldier or a bystander caught in the action doesn't require the same level of detail as a powerful antagonist or a recurring ally. To keep gameplay fluid and engaging, NPCs in THE WYRD ENGINE are divided into three categories:

- Mooks:** Nameless threats that exist to provide obstacles or increase tension.
- Dramatis Personae:** Named characters who have a role in the story but whose details may be fleshed out as needed.
- Living, Breathing Characters:** Fully realised NPCs with the skills, traits, and motivations to shape the world.

FOR NPCs, THE RULES DO NOT APPLY

For all three categories, the key rule of NPCs is this: **NPCs are not Player Characters**. The rules that apply to player characters see the previous section, do *not* apply to NPCs. NPCs can be both more powerful and far weaker than player characters.

NPCs CAN BREAK THE RULES

- NPC skill lists do not need to follow the distribution that player characters' do.
- NPCs can have more skills than players and often have fewer.
- NPCs can have skill levels below **Untrained (0)** and above **Expert (+3)**.
- NPC skills do not have to be taken from the official setting's list of skills—it is often more interesting if NPCs have special skills.
- What applies to skills also applies to traits: NPCs can have more powerful traits, have any number of them, and the traits can be more or less powerful than player characters' traits.
- The rules for stresses and wounds do not apply to NPCs; NPCs can have any number of stresses and wounds as long as they fit the story.

NPCs can break the rules in any way that improves the story the game is trying to tell.

Furthermore, NPCs **do not have to be fully specified** when the game begins. NPCs are usually defined to serve a particular role in the game and will only have the relevant stats for that. A bank clerk the players are supposed to interact with when solving a white-collar crime doesn't need fighting stats. However, if the players somehow get the clerk into a fight, it is perfectly valid to add stats on the fly. This is not cheating; the NPC could have had those stats from the very beginning, but it saves a lot of time for the GM to only worry about the most relevant stats when planning the game.

GAME MASTER TIP

While you *can* improvise stats for NPCs during a game and will have to more often than not, we do not recommend relying on this entirely. Having some idea of what NPCs can do, jotted down as stats, makes it easier to play these characters. Game stats can be seen as notes with mechanics effects.

MOOKS: QUICK AND DISPOSABLE

Mooks are the nameless henchmen, foot soldiers, or cannon fodder that serve as obstacles in an encounter. They are not designed to be major threats on their own but can become dangerous in large numbers. The purpose of mooks is to provide **fast-paced action and cinematic combat** without requiring complex stat tracking.

RUNNING MOOKS IN PLAY

Mooks are NPCs you do not have to interact with as individuals but rather groups of NPCs players interact with as a collective. Mooks typically:

- Have a single skill level for all actions.** This is usually set between **Weak (-1)** and **Skilled (+2)**.
- Have minimal or no stress boxes.** A single hit often takes them out.
- Do not have wounds.** Instead, the GM can describe their defeat narratively.
- Attack in groups.** Mooks can be treated as a collective, rolling as a single entity for simplicity. The same **Attack** or **Defend** result is then used for the entire group.

EXAMPLE MOOK

GANG ENFORCER

A hired bruiser working for the city's criminal underworld, easily replaced if taken down.

- Skill: Combat (+1)** (used for attacks and defence).
- Mook Rules:** Drops in one hit if the attack is successful.

Mooks keep combat **fast and exciting**, allowing players to feel competent against lesser threats while setting the stage for bigger challenges.

DRAMATIS PERSONAE: FUNCTIONAL BUT FLEXIBLE

Dramatis Personae (or "Characters of the Drama") are named individuals who serve a purpose in the story but don't need a full character sheet upfront. They might be **rivals**, **informants**, **recurring antagonists**, or **allies** that the players interact with frequently, but their exact abilities may be determined as needed.

KEY TRAITS OF DRAMATIS PERSONAE

Typical Dramatis Personae will have the following traits:

- **Have two or three defined skills** based on their role.
- **May have one or two traits** that give them an advantage in relevant situations.
- **Track stress, but often avoid wounds.** If they take significant damage, they are either removed from play or retreat.
- **Can be adjusted on the fly.** The GM does not need to finalise their full stats until necessary.

EXAMPLE DRAMATIS PERSONAE

CAPTAIN EVELYN GRAVES

A cunning airship captain known for running illegal cargo through dangerous territory.

- **Skills:** Pilot (+3), Deception (+2), Combat (+1)
- **Trait:** Born to Fly – Gains a bonus when piloting under pressure.
- **Trait:** Smooth Talker – Can reroll a failed deception check when negotiating.
- **Damage:** 2 stress boxes, no tracked wounds.

The Dramatis Personae NPCs **fill the world with interesting characters** without overwhelming the GM with excessive bookkeeping.

LIVING, BREATHING CHARACTERS: FULLY REALIZED NPCs

Living, Breathing Characters are the **central figures** of the campaign—the ones who drive the story forward, oppose the players or become long-term allies.

KEY TRAITS OF

LIVING, BREATHING CHARACTERS

Living, Breathing Characters are often as fully fledged out as player characters (with the exemptions from strictly following the rules, however):

- **Have full skill allocations** (with the number of skills and levels of skills as appropriate).
- **Have 2-4 defined traits** that impact their playstyle (or as many as needed for the story).
- **Track stress and wounds**, just like player characters (as many and of which kind, as fit the story).

- **May have recurring influence in the game world.**

EXAMPLE LIVING, BREATHING CHARACTER

ADMIRAL LUCIUS DRAKE

The ruthless commander of the Imperial Fleet, obsessed with bringing rogue sky pirates to justice.

Skills

Superior (+4)	Strategy
Expert (+3)	Navigation
Skilled (+2)	Command, Combat
Novice (+1)	Resources, Deception, Awareness

Traits

Master Tactician — Gains a bonus when commanding fleet battles.

Iron Will — Once per session, ignore a mental or social consequence.

Unyielding Pursuit — Can reroll when tracking down a known fugitive.

Gear

Imperial Signet Blade — A ceremonial weapon that grants a +2 bonus to **Command** when used to inspire troops.

Sky Admiral's Compass — Once per session, automatically succeed on a **Navigation** check involving uncharted skies.

Stress

Fatigue:	OOO
Mild:	♥
Mod:	♥
Severe:	♥

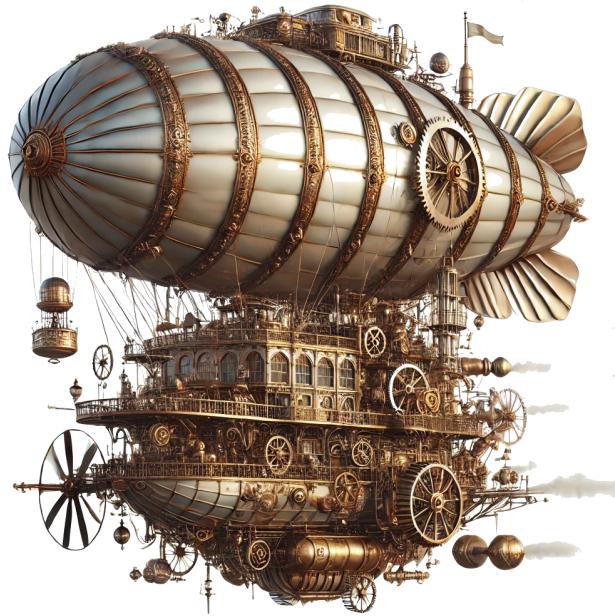
Living, Breathing Characters **serve as the driving force behind conflicts and challenges** in the campaign. They are **designed to be memorable** and should be treated as full characters in their own right.

CHOOSING THE RIGHT TYPE OF NON-PLAYER CHARACTER

When introducing an NPC, consider their **narrative function** first:

- If they exist to be fought and defeated quickly, they are mooks.
- If they are an ally or minor rival, they are *dramatis personae*.
- If they are a major figure who shapes the world, they are living, breathing characters.

By keeping NPC design streamlined and flexible, THE WYRD ENGINE ensures that GMs can **focus on storytelling, not stat sheets**. With these guidelines, every character—whether an unnamed mercenary or a legendary villain—can serve their role in the most engaging way possible.



CHAPTER 3: THE WYRD TOOLBOX

 XTENDING the game rules to fit your own settings and temperament, also known as **homebrewing**, is part and parcel of the roleplaying experience, and THE WYRD ENGINE is designed with this in mind.

The core rules are intentionally light, providing a solid foundation that can support a wide variety of genres and play styles. Whether you're running gritty pulp noir, whimsical faerie tales, or a post-apocalyptic dieselpunk odyssey, the core mechanics should serve you well with minimal adjustment.

That said, different settings often call for subtle (or not-so-subtle) variations in emphasis. A cyberpunk setting may need rules for hacking and digital warfare. A high fantasy world might benefit from expanded magic systems or creature creation tools. A campaign focused on interstellar diplomacy might want more structure around social interaction, negotiation, or influence mechanics. Likewise, a game centred on intense action could benefit from more detailed combat options or gear-related traits.

THE WYRD ENGINE will never be a hyper-detailed or simulationist system—but it doesn't need to be. It is a flexible engine. Think of it not as a finished machine, but as a well-stocked toolbox. Pick the tools that suit your table, refine them to your taste, and don't be afraid to build new ones when the need arises.

If you treat the rules as a starting point, rather than a strict framework, you can adapt THE WYRD ENGINE to power almost any story you want to tell.

THE TOOLS IN THE BOX

At the heart of THE WYRD ENGINE are three core mechanics: **Skills**, **Traits**, and **Stress**. These simple, flexible systems can be adapted in a variety of ways to support different genres, tones, or levels of complexity. Whether you're adjusting for a new setting or tailoring the rules to your group's preferences, these are the tools you'll be working with.

SKILLS

The skill list in THE WYRD ENGINE is intentionally broad and compact. Each skill is designed to cover a wide range of actions, making character creation quick and gameplay fast-paced. However, you may wish to expand or refine the skill list to better suit the tone of your game.

The setting will determine the general shape of the skill list. For example, a gritty noir game might include *Investigate*, *Deceive*, and *Stealth*. A high fantasy setting might use *Lore*, *Magic*, and *Survival*. A

science fiction game might feature *Technology*, *Piloting*, and *Engineering*. A horror game might include *Survival*, *Fear*, and *Occult*. A social drama might introduce *Politics* or *Etiquette* as distinct skills.

The **granularity** of the skills is also important. The basic skill list is designed to be broad enough to cover most actions, but you can break skills down into more specific areas if you want to focus on particular elements of gameplay. For example, in a game with a strong combat focus, you might divide *Combat* into *Melee*, *Ranged*, and *Unarmed*. You could go even further, creating skills for specific weapon categories such as *Swords*, *Guns*, and *Bows*, or even individual weapon types like *Rapier*, *Revolver*, and *Longbow*.

The type and granularity of skills affect the game in two main ways: they help set the tone of the game, and they influence the **complexity** of character creation and gameplay. A more granular skill list allows for highly specialised characters, but it can slow down character creation and add overhead during play. A broader skill list is easier to manage but may result in characters that feel more generalist.

We return to ideas for using skills to adapt THE WYRD ENGINE to your needs on page 29.

EXAMPLE SKILL LISTS

- **Gritty Noir:** *Investigate*, *Deceive*, *Stealth*, *Combat*, *Contacts*, *Drive*.
- **High Fantasy:** *Lore*, *Magic*, *Survival*, *Combat*, *Crafts*, *Animal Handling*.
- **Science Fiction:** *Technology*, *Piloting*, *Engineering*, *Combat*, *Negotiation*, *Hacking*.
- **Horror:** *Survival*, *Fear*, *Occult*, *Combat*, *Investigate*.

TRAITS

Traits are the unique abilities, advantages, and edges that define what makes a character exceptional. They can represent training, supernatural powers, social status, species features, or personal quirks. In a science fiction setting, Traits might include *Cybernetic Interface* or *Zero-G Adaptation*. In a magical world, you might see *Pyromancer*, *Familiar Companion*, or *Blessed by the Moon*. Traits are one of the most adaptable parts of the system and offer a powerful way to express the flavour of your setting.

The core rules give each player character three Traits that either provide a **+2 bonus** to a relevant skill check, allow the character to attempt actions that others cannot, or grant a **once per scene/session** special ability. This is a solid starting point, but you can modify it to suit your setting. You might allow different levels of bonuses, more flexible activation conditions, or variable Trait counts.

You can also experiment with negative or limiting Traits. For example, a Trait that imposes a **-2 penalty** under specific circumstances could be exchanged for a stronger or broader positive Trait elsewhere—such as a larger bonus, wider applicability, or more frequent use. This approach supports more diverse and flavourful character builds.

We explore adapting Traits further on page 33.

EXAMPLE TRAIT TYPES

- **Situational Bonus:** A Trait provides a *+2 bonus* to any relevant skill check when it clearly applies.
- **Expanded Capabilities:** A Trait allows a character to attempt actions that others cannot, such as deciphering an ancient language or crafting advanced machinery.
- **Once per Scene/Session:** A Trait grants a powerful ability usable once per scene or session, like escaping a trap or declaring a helpful ally nearby.

STRESS

Stress in THE WYRD ENGINE is a simplified form of damage or pressure. It does not distinguish between physical, mental, or emotional harm. Instead, it represents the overall toll that events take on a character, supporting a more narrative-driven approach where the focus stays on the story.

That said, you can use the same mechanism to track different types of stress. For example, a horror game might benefit from tracking physical injury separately from psychological trauma. A political drama might introduce a stress track for *Reputation* or *Favour*. This modular design allows you to shape the stress system around your setting's themes.

You can also use stress tracks to monitor other expendable resources, such as magical energy, divine favour, or battery power—making stress a universal mechanic for whatever matters in your game.

The number of Fatigue and Wound boxes a character has can be scaled up or down to fit the tone. A gritty, high-stakes game might give players fewer boxes, making every setback feel impactful. A more cinematic game might allow greater endurance, supporting fast-paced action and dramatic comebacks.

You can also adjust how stress is applied, what effects it imposes, and how characters recover. In horror, stress might linger or worsen over time. In pulp action, it might reset between scenes. These decisions shape not only the mechanics but the emotional pacing of the game.

We return to ideas for adapting stress on page 36.

BALANCING

Before diving into the techniques for adapting the core mechanics, it's worth reflecting on the role of **balance** in your game. Many traditional RPG systems place heavy emphasis on mechanical fairness—ensuring that all player characters are equally

powerful, or that monsters and challenges scale precisely to match the players. THE WYRD ENGINE takes a different path.

BALANCING PLAYER CHARACTERS

In many systems, strict mechanics—such as classes, levels, or point-buy systems—are used to maintain parity between characters. These frameworks aim to ensure that a wizard and a warrior of the same level contribute equally, especially in combat. Yet in practice, true balance is elusive. Some builds naturally excel in certain situations, while others may struggle.

THE WYRD ENGINE does not assume mechanical equality is either achievable or desirable. The goal is not for every character to be equally powerful on paper, but for every player to feel central to the unfolding story.

Balance in THE WYRD ENGINE is achieved at the **narrative level**, not the numerical one. What matters is that every character has meaningful moments to shine, and each player gets a fair share of the spotlight. A party consisting of a hulking ogre and three nimble goblins may seem wildly uneven in terms of raw power, yet be perfectly balanced in terms of narrative focus and player engagement. These contrasts often lead to the most compelling and memorable stories.

As a GM, your job isn't to enforce symmetry—it's to make sure every character matters. A physically weak scholar might be the only one able to decipher ancient runes. A combat-averse negotiator might defuse conflicts before they erupt. So long as each character is woven into the story and given space to act, you've achieved balance where it counts.

BALANCING ENCOUNTERS

Traditional RPGs often tie progression to a constant escalation of power—characters level up, enemies scale up, and encounters are carefully tuned to match. THE WYRD ENGINE doesn't require this kind of calibration. Characters may grow over time, but their growth is usually narrative or situational rather than exponential.

The system is intentionally scale-independent. Since skill modifiers are relative, any improvement can be reflected by adjusting the difficulty of tasks or the competence of opposition. A *+2 bonus* is a *+2 bonus*, whether it belongs to a player or a monster—the math stays the same, but the context defines the challenge.

There's no need for experience levels, hit dice, or challenge ratings. Just decide how hard an encounter should feel, then design your scene accordingly. The fiction comes first; the numbers support it.

BALANCING THE GAME

In the adaptations and rule variants throughout this chapter—and those that follow—you'll often see rec-

ommendations for assigning “points” to characters during creation. These are intended as flexible guidelines, not rigid frameworks. Using a consistent point budget can help players build characters with similar scope, but this should never be mistaken for true balance.

Equal point totals don’t guarantee equal narrative presence. What matters is that every character feels important to the story, is invited to act meaningfully, and receives time in the spotlight. A fragile but clever investigator may be just as vital as a hardened warrior, depending on the nature of the scene.

When designing your own content, aim for variety in the challenges you present. Let different moments favour different characters. That’s where real balance emerges—from story structure, not strict mechanics.

A NOTE TO GMs: SPOTLIGHT OVER SYMMETRY

It can be tempting to obsess over keeping characters mathematically equal—but don’t. Your goal isn’t to ensure everyone has the same numbers; it’s to ensure everyone has a reason to be at the table. One player might solve puzzles, another might command in battle, and a third might charm their way through a tense negotiation. As long as the story makes space for them all, you’ve achieved balance where it counts.

Ultimately, balancing a game in THE WYRD ENGINE means trusting your players and embracing the strengths of the narrative. Don’t worry if some characters seem stronger or weaker on paper. Focus instead on crafting stories that offer a range of challenges, emotional beats, and spotlight moments. Let the fiction breathe, and let your players surprise you. That’s the kind of balance that lasts.

ADAPTING SKILLS

Skills are the backbone of most mechanical interactions in THE WYRD ENGINE, and adapting them is one of the most direct ways to tailor the system to your setting. The core rules offer a streamlined and versatile skill list, but you are encouraged to reshape it to fit the needs of your world. Whether you’re adjusting for a specific genre, introducing new types of conflict, or simply looking to give characters more specialised roles, modifying the skill system allows you to bring tone and theme to the forefront. In the sections that follow, we explore the different ways you can adapt the skill list—by changing its level of detail, adjusting how skills function, and incorporating setting-specific elements.

CUSTOM SKILL EFFECTS

Although most skills work the same way—rolling to overcome an obstacle or create an advantage—you can add unique effects or permissions for specific skills. For instance, a *Fear* skill might be usable as an attack in horror-themed games. A *Magic* skill might allow creating temporary advantages with elemental

force. A *Politics* skill might interact with faction reputation.

These additions can make your skill list feel more alive and setting-specific, especially when certain skills enable special actions others cannot perform.

SKILL-BASED WORLDBUILDING

If only characters with the *Occult* skill can perceive spirits, that says something about your world. If everyone has *Hacking*, it says something else. Use your skill list to show what’s normal—and what’s extraordinary.

When it comes to skills, also keep in mind that NPCs don’t always need to follow the same rules as player characters. In fact, giving NPCs unique abilities or expanded uses of existing skills can reinforce the tone of your setting and elevate the drama.

For example, in an Urban Fantasy game where the player characters are ordinary humans working for a secret government agency, you might restrict players from using magic. However, supernatural NPCs—such as the Fay—could wield a distinct **Magic** skill to bend reality, conjure illusions, or enchant the environment. This sharp contrast reminds players that they’re operating in a world full of forces they don’t fully understand or control.

Alternatively, you can give NPCs unique applications of skills the players do have. A Fay creature might use **Deception** not merely to lie, but to weave illusions or subtly reshape perception—while the same skill, when used by a player, is limited to mundane falsehoods. This approach lets you reinforce the supernatural as uncanny and dangerous, even when using familiar mechanics.

CULTURAL AND SETTING-SPECIFIC SKILLS

Some games thrive when skill lists reflect cultural knowledge, world assumptions, or unique technologies. For example, a post-apocalyptic setting might replace *Technology* with *Scavenging* or *Repurposing*. A faerie-tale world might include *Glamour*, *Wyrd*, or *Bargaining* as standalone skills.

These decisions bring flavour and cohesion to your skill list, but be mindful of how often a given skill will be useful. A skill that only applies once or twice in a campaign may be better represented as a Trait instead.

HYBRID AND CONDITIONAL SKILLS

Sometimes a skill might straddle two roles. A skill like *Survival* might be used for physical endurance, wilderness navigation, and resisting fear in certain settings. You can define conditional uses for skills that serve multiple narrative purposes—just be clear with your players about what each skill covers.

You can also let certain Traits expand how a skill functions. For instance, a Trait like *Soldier’s Discipline*

might let a player use *Will* to resist physical intimidation or pain, blurring the line between mental and physical endurance.

BUYING SKILLS

The first adjustment you can make is to the **skill budget**—the number of skill ranks available to characters during creation. The core rules assume that player characters have one +3 skill, two +2 skills, and three +1 skills. But instead of fixing the distribution of skills, you can fit the *skill budget*. The default skill lists gives a total of 10 points to distribute across the skill list. You can distribute those 10 points however you like, going for fewer high-level skills or more low-level skills.

The default budget is 10 points, which allows for a range of character builds and play styles. However, you can increase or decrease this number based on your game’s needs. In many of the adjustment ideas below, we’ll suggest a new budget that fits the changes you’re making.

LEVELS OF DETAIL

The more detailed your skill list, the more mechanical variety your characters can express—but this comes at the cost of speed and simplicity. A short, broad skill list is ideal for games that emphasise narrative flow and improvisation. A longer, more detailed list works better for tactical play, complex investigations, or games where niche expertise matters.

The level of detail you choose will influence character identity, spotlight moments, and the kinds of stories your game is best equipped to tell. A one-shot game about magical investigators might keep things simple with a single *Magic* skill, while a long-running campaign about academic wizards could break that down into *Rituals*, *Alchemy*, *Runes*, and *Summoning*.

QUICK TIP: CHOOSE YOUR SKILL SCOPE

- Use **broad skills** like *Combat*, *Technology*, or *Magic* for high-level, fast-paced games.
- Use **narrow skills** like *Blades*, *Firearms*, or *Arcane Lore* for games focused on detail, strategy, or realism.
- Blend both by starting with broad skills and expanding only the ones that matter to your setting or your players.

EXAMPLE: BROAD VS SPECIFIC SKILLS

The detail levels of skills can greatly affect how characters differentiate themselves. In a game with a broad skill list, characters may feel similar even if they have different backgrounds or personalities. This can lead to a lack of distinctiveness in character roles and abilities.

Consider two characters in a swashbuckling adventure game: **Captain Elise Vaunt** is a charismatic privateer and master duelist. **Professor Thaddeus Wren** is a scholarly gentleman with a dark past in the royal navy.

If your game uses a broad skill list, both characters might look quite similar:

Skills

Expert (+3)	Combat
Skilled (+2)	Persuade
Novice (+1)	Lore

You would probably *play* the characters differently, but the *mechanics* would be almost identical. In any situation where one of the characters is likely to succeed or fail, the other is as well. They might have different backgrounds and personalities, but their skills are so broad that they can both do everything equally well. This can lead to a lack of distinctiveness in character roles and abilities.

But with a more granular skill list, their differences become much clearer:

Captain Elise Vaunt:

Skills

Expert (+3)	Swords
Skilled (+2)	Intimidate
Novice (+1)	Navigation

Professor Thaddeus Wren:

Skills

Expert (+3)	Pistols
Skilled (+2)	Etiquette
Novice (+1)	History

Now, their roles in the story and in gameplay feel much more distinct. Elise dominates in close combat and commands the deck with fearsome presence. Thaddeus excels in duels at a distance and navigates social intrigue with ease. The characters feel more unique because the skills are more focused—and that clarity can help both players and GMs build scenes where each can shine.

ADJUSTING THE SKILL BUDGET

When you increase the granularity of your skill list, you should consider expanding the **skill budget**—that is, the number of skill ranks available to characters during creation. The more specific your skills become, the more ranks characters need to remain competent across the same range of activities.

For example, if a broad skill like *Combat* is split into *Swords*, *Pistols*, and *Unarmed*, a character who would have taken *Combat* at +3 might now need to spread their ranks across multiple areas to reflect the same breadth of capability. Without increasing the number of skill picks available, characters become artificially limited—not because of concept or balance, but because of mechanical compression.

The goal of increasing detail isn't to make characters weaker, but to make their abilities more specific. To maintain the same level of competence, you'll want to give players more points to distribute when using a longer or more detailed skill list. This ensures characters feel just as capable, while allowing their specialities and limitations to emerge more clearly in play.

As a rough guideline, you might increase the total number of ranks allowed by +2 to +4 when moving from a broad list of around 10 skills to a more detailed list of 15 to 20. You may also want to slightly raise the cap for individual skills (e.g., from +3 to +4) if you want players to be able to achieve strong specialisation without sacrificing versatility.

EXAMPLE: BROAD VS DETAILED SKILL BUDGETS

Let's compare how the same character concept can be expressed using different skill list granularities and budgets. We'll use the example of **Aria Flint**, an elite thief with a flair for infiltration and social deception.

Using a Broad Skill List (10 Points):

Skills	
Expert (+3)	Stealth
Skilled (+2)	Deceive, Athletics, Burglary
Novice (+1)	Notice

This version of Aria is quick, sneaky, and good at lying and lockpicking. With only five skill entries, she's mechanically lean and easy to play, but her abilities are fairly generalised.

Using a Detailed Skill List (20 Points):

Skills	
Expert (+3)	Sneaking, Disguise
Skilled (+2)	Climbing, Lockpicking, Pickpocketing, Deception, Escape Artist, Urban Navigation
Novice (+1)	Observation, Balance

With 20 points to distribute across a more granular list, Aria's skills now paint a much more specific picture. We learn that she's not just a burglar—she's a nimble climber, an expert in disguise, and an agile escape artist. This version allows for more detailed storytelling and spotlight moments, but would be unwieldy without the expanded skill budget.

DESIGN PRINCIPLE: EQUAL POWER, MORE DETAIL

The detailed version of Aria isn't more powerful—she's just more specific. Both builds cover the same narrative ground, but the granular list gives finer control over which exact abilities she excels in. To keep the experience fair and functional, the skill budget increases in proportion to the level of detail.

A word of caution if you take this route: the more skills you add, the more complex character creation becomes. Picking the default six skills out of a list of maybe 15 is a lot easier to do than picking 10 out of a list of 50. If you have a long list of skills, consider how many of them are likely to be used in play. If you are running a one-shot game, make sure that each skill is likely to come up at least once. If you are running a long-term campaign, consider how many skills are likely to be relevant to the characters' backgrounds and the story you want to tell.

DEFAULT SKILL LEVELS

In the standard **THE WYRD ENGINE** rules, characters are assumed to have a **default skill level of 0** in any skill they do not explicitly take. This makes sense when using a broad skill list—most characters can attempt common actions like running, persuading, or shooting without specialised training. A +0 represents baseline competence, where a character relies on raw talent or experience rather than honed expertise.

However, as your skill list becomes more detailed, this assumption may no longer hold. In a setting with specific and technical skills, certain tasks may reasonably require training just to attempt. For instance, it might be fair to assume that most characters can drive a ground vehicle (*Driving* at +0), but not everyone knows how to perform mid-flight repairs on a damaged starship (*Hyperdrive Repair* might default to -4, or even be unavailable without a relevant Trait).

You can adjust default values on a skill-by-skill basis. Ask yourself: could an untrained person even attempt this? If so, what's their chance of success? If not, consider requiring a Trait, narrative justification, or a different approach entirely. You might also group certain advanced skills under prerequisites or special permissions to make their rarity explicit.

GUIDING DEFAULTS

- +0:** Common knowledge or intuitive actions (*Climb, Charm, First Aid*).
- 2:** Specialist tasks with some public awareness (*Surgery, Codebreaking, Forgery*).
- 4:** Highly technical or dangerous skills unlikely to be attempted without training (*Hyperdrive Repair, Necromancy, Nuclear Engineering*).
- N/A:** Cannot be attempted at all without a specific Trait or background.

Customising default skill levels adds flavour and helps enforce genre expectations. In a gritty cyberpunk world, even a street-savvy hacker might have no idea how to pilot a corporate dropship. In a mythic fantasy setting, few outside the high temples would dare attempt divine rituals. Use defaults not to punish players, but to shape the world and encourage meaningful choices in character creation.

TIERED SKILLS & SKILL PROGRESSION

Some settings benefit from **tiered** skill structures, where broad foundational skills unlock or govern access to more specialised ones. This structure fosters a stronger sense of mastery, progression, and narrative depth—particularly in worlds shaped by formal education, martial training, arcane study, or professional disciplines.

For example, a game might include a general **Combat** skill, which branches into sub-skills such as **Melee**, **Ranged**, and **Unarmed**. Alternatively, an academic setting might use a broad **Lore** skill that leads into more focused areas such as **Occult**, **Alchemy**, or **History**. This layered approach encourages specialisation while preserving access to wider fields of knowledge or training.

Advanced skills should offer meaningful additions to their foundational counterparts—otherwise, they risk feeling redundant. This could be as simple as enabling a character to perform tasks beyond the scope of the basic skill: for instance, **Lore** might cover mundane knowledge, while only the more specialised **Occult** skill allows understanding of the supernatural.

Alternatively, advanced skills may be more powerful than their parent skills, but with a narrower focus. These specialised skills can provide a greater bonus to specific actions than the broader skill, though only under limited circumstances where their expertise applies.

For example, the general **Fight** skill might have specialisations such as **Bladework** for sword fighting and **Martial Arts** for unarmed combat. A character with **Fight +1** would gain a **+1** bonus to all close-combat actions, while someone with **Bladework +2** would gain a larger bonus—say, double its value—for sword fighting actions, for a total of **+4**. Similarly, **Martial Arts +2** would provide **+4** to unarmed combat actions.

You could also allow the base and advanced skills to stack. For instance, a character with **Fight +1** and **Bladework +2** might receive **+1** to all close-combat actions, but gain a total of **+5** when using a sword—combining the general bonus with the specialised one.

USING PREREQUISITES

Tiered skills can be structured so that a character must possess a prerequisite skill before taking the specialised version. For instance:

- To gain **Martial Arts**, the character must first have at least **+1** in **Unarmed**.
- To study **Forbidden Lore**, the character must already possess **Lore** at **+2** or higher.
- To take **Arcane Theory**, the character must have **Magic** and a related Trait (e.g., *Gifted* or *Apprentice of the Circle*).

This approach provides a natural sense of progression and helps reinforce the fiction—characters learn basics before advancing to deeper or more specialised knowledge. It also gives the GM tools to gate certain abilities, reserving them for more experienced characters.

SKILL CAPS

In addition to acting as a prerequisite, a parent skill can serve as a **cap** for related sub-skills. For example:

- A character cannot raise **Alchemy** higher than their rank in **Lore**.
- **Bladework** cannot exceed the character's **Combat** skill.

This maintains the hierarchy of skills and prevents characters from becoming disproportionately advanced in one area without first investing in the fundamentals.

MECHANICAL IMPLEMENTATION

To incorporate tiered skills in your game, follow these guidelines:

1. **Define Parent and Sub-Skills:** Clearly identify which skills require prerequisites and what their parent skills are.
2. **Set Prerequisite Thresholds:** Decide whether the parent skill is merely required (e.g., must be taken at any rank) or if a specific threshold is needed (e.g., **+2** or higher).
3. **Apply Caps as Needed:** If using skill caps, specify that the sub-skill cannot be rated higher than its parent.
4. **Track During Advancement:** When players advance their characters, ensure they meet all prerequisites before selecting new skills.

TIP: USE TIERED SKILLS TO TELL A STORY

Tiered skills are more than just a mechanical tool—they're a storytelling device. When a character advances from *Unarmed* to *Martial Arts*, that tells us something about their growth and training. When a scholar unlocks *Forbidden Lore*, it suggests a shift in worldview or a dangerous breakthrough. Use these moments as narrative milestones.

Tiered skills introduce additional complexity, so they should be used thoughtfully. They work best in settings where progression, discipline, or mastery are central themes. In one-shots or episodic games, the added complexity often outweighs the benefits of the extra nuance they provide. Not every game needs tiered skills—but when they suit the tone and setting, they can enrich both the mechanics and the narrative depth of your world.

That concludes our look at adapting the skill system. The core idea is this: use your skill list as a

lever to shape tone, pace, and complexity. Add detail where it matters to your setting; strip it back where speed and clarity are more important. The more intentional your choices, the more your skill list will reinforce your game's identity.

ADAPTING TRAITS

Traits are what make your character unique. They define your capabilities, limitations, and how you interact with the world. In *THE WYRD ENGINE*, traits are flexible narrative elements that reflect your identity, backstory, training, and personal style. More than just bonuses or modifiers, traits allow characters to break the normal rules of the setting, rewrite what is possible, and shape the story around their distinctive strengths—or weaknesses.

This section provides guidance on how to adapt traits to suit different genres, campaign styles, or tone, as well as how to design your own traits in a balanced and engaging way.

NARRATIVE PERMISSION

In *THE WYRD ENGINE*, traits usually just provide bonuses to skill rolls under specific circumstances, but they can also grant what is called **narrative permission**—the ability to do something within the fiction of the game without requiring further justification, rolls, or explanation. This means traits aren't just passive descriptors; they give characters concrete authority to act in certain ways that would otherwise require effort, planning, or approval.

For example:

- A character with the trait **Master of Disguise** can change their appearance convincingly without needing special equipment or extended preparation. Even if other characters would normally need a skill check to disguise themselves, this trait allows the user to do so automatically under reasonable conditions.
- A character with **Fearless** doesn't need to roll to resist fear, intimidation, or supernatural dread. They are simply unaffected—unless the source of fear is so extreme that it might overwhelm even this trait.
- A trait like **Royal Bloodline** might grant access to noble courts, feudal privileges, or ancient knowledge simply because the character is part of a recognised lineage.

Narrative permission encourages fast, fluid play by cutting out unnecessary rolls and debates. It also rewards players for creating characters that shape the fiction in interesting ways. If you can do it because of a trait, the world acknowledges it—even if there's no explicit mechanical bonus attached.

POSITIVE AND NEGATIVE TRAITS

Traits in *THE WYRD ENGINE* can be either **positive** or **negative**, also known as **advantages** and **disadvan-**

tages. Both types serve narrative and mechanical purposes, and both can enrich a character.

POSITIVE TRAITS

Positive traits are the traits from the core mechanics and reflect talents, privileges, or other favourable qualities. These traits can represent training, innate ability, access to resources, social standing, supernatural gifts, or other narrative advantages. Some examples include:

- **Uncanny Aim** – Your shots are unnaturally accurate; +2 to **Shoot** rolls if you take a turn to aim.
- **Well-Connected** – You have an extensive network of contacts and allies; +2 to **Contacts** when on your home turf.
- **Resilient Spirit** – You recover quickly from magical or emotional trauma; +2 to **Resist** rolls against supernatural effects.

NEGATIVE TRAITS

Negative traits reflect flaws, limitations, vulnerabilities, or narrative complications. They are not simply penalties; they are tools for drama and depth. These come in two forms, **narrative traits** and **penalty traits**. The former are traits that the GM can invoke to create complications during the game while the latter are the simple trait bonuses, just with negative bonuses.

Some examples include:

- **Short Fuse** – You lose your temper easily, often to your own detriment; **Narrative Trait**—the GM can insist that a player acts out this trait.
- **One Arm** – You've adapted well, but certain physical tasks are still challenging; -1 to **Athletics** and **Fight**.
- **Marked by the Enemy** – Your presence is easily detected by a specific group or entity; -2 to **Contacts** when the group is involved.

The simplest form of negative traits are the **penalty traits**, which simply impose a negative modifier to a specific skill or action. These are straightforward and easy to understand, but they can feel less engaging than narrative traits.

The more complex form of negative traits are the **narrative traits**, which are more flexible and can be used to create interesting complications. These traits can be invoked by the GM to create obstacles, but they also grant players opportunities to gain story spotlight, character development, or additional resources.

For novice players, penalty traits are often easier to grasp, as they are more straightforward and less abstract. However, narrative traits can be more rewarding for experienced players, as they allow for greater creativity and engagement with the story.

POINT BUDGETS AND TRAIT BALANCE

To balance traits during character creation, *THE WYRD ENGINE* uses a point-based trait budget. Players are

given a set number of points to spend on traits (by default three). Positive traits cost points, while negative traits can **refund** points, allowing players to afford more powerful abilities at the cost of drawbacks.

For example:

- A character might have 3 trait points by default.
- They take three positive traits that cost 1 points each, but wish to take a fourth trait as well.
- To afford the fourth trait, they take a negative trait worth -1 point, giving them 1 extra to spend.

The exact values can be customised by the GM depending on the campaign's tone. More grounded settings might limit characters to 2 or 3 points; more heroic or high-fantasy games might offer 5 or more.

TRAIT COST

The core rules give each player character three traits, corresponding to three trait points if each trait costs one point. However, the cost of traits can vary based on their power level, narrative significance, and the overall balance of the game. Here are some general guidelines for assigning point values to traits:

1-POINT TRAITS

These represent standard abilities, modest advantages, or situational narrative permissions. They may grant a small mechanical bonus (such as a +1 to a specific type of roll), allow a character to bypass a minor obstacle, or introduce useful resources or contacts.

- **Night Vision** – You can see clearly in low light without penalty. Ignore penalties for dim or moonlit conditions.
- **Quick Draw** – You may draw or switch weapons as a free action, even when surprised.
- **Wealthy** – You have access to significant personal funds. Once per session, you may declare you have just the right equipment, item, or bribe.
- **Former Soldier** – Gain +1 to **Tactics** or **Fight** when acting in structured combat or following chain of command.
- **Trained Tracker** – Gain +1 to **Survival** or **Notice** when following trails or identifying signs of movement.

2-POINT TRAITS

These traits are more powerful or versatile. They may combine a mechanical bonus with a broad narrative effect, significantly alter the rules for a particular type of action, or grant rare abilities. Traits at this level often define a character's archetype or signature role in the party.

- **Unstoppable** – Once per scene, you may ignore the effects of a **Wound** or a failed roll and continue acting as if you succeeded.
- **Arcane Initiate** – You may cast Rank 1 spells from a chosen magical discipline and sense nearby sources of arcane power.

- **Silver-Tongued** – Gain +2 to **Rapport** in social conflicts where charm or eloquence is relevant.
- **Combat Mastery** – Choose one weapon type. Gain +1 to **Fight** and treat all attacks with this weapon as one step harder to block or parry.
- **Psychic Sensitivity** – You can detect strong emotional states and mental influence. Gain +1 to **Empathy** when reading intent or mood.

3-POINT TRAITS

Reserved for potent abilities, unique narrative privileges, or traits that break core assumptions of the setting. These may represent supernatural powers, elite status, ancient artifacts, or other extraordinary capabilities. Most characters will not begin play with traits at this level unless the tone of the campaign allows it.

- **Immortal** – You cannot die from age or natural causes. You ignore the first deathblow once per session and return later, scarred but alive.
- **Chosen by the Fates** – Once per session, you may reroll any failed roll and treat a partial success as a full success.
- **Bound Djinn** – You possess a powerful spirit in servitude. Once per session, it can perform a miraculous feat (teleportation, destruction, protection).
- **Royal Mandate** – You are recognised as a true heir to a great throne. Gain +2 to **Command** when dealing with nobility or military forces, and demand safe passage through loyal lands.
- **Reality Bender** – Once per scene, you may alter a small piece of the world's logic—create a door where there was none, change gravity, or make an object vanish.

-1 OR -2 POINT TRAITS (DRAWBACKS/DISADVANTAGES)

Negative traits can be used to gain additional trait points during character creation. A -1 trait introduces a recurring complication, social disadvantage, or mild limitation. A -2 trait should be impactful, with mechanical or narrative consequences that frequently come into play. Negative traits are a great way to build flawed but compelling characters and can help reinforce the tone of darker or grittier settings.

- **Chronic Pain** (-1) – At the start of each session, roll a die. On a 1 or 2, you suffer -1 to all physical actions for the rest of the scene.
- **Wanted by the Law** (-1) – You are pursued by local authorities. The GM may introduce pursuit, arrest, or bounty complications at any time.
- **Bad Reputation** (-1) – You suffer -2 to **Charm** or **Rapport** when dealing with anyone aware of your past.
- **Cursed** (-2) – Once per session, the GM may declare a roll fails dramatically, regardless of the result, due to a malevolent supernatural force.

- **Magical Addiction** (-2) – You must use a magical effect or spell each session or suffer a -2 to all mental actions until you do.
- **Enemy Faction Surveillance** (-2) – A powerful group is always watching you. The GM may introduce spies, traps, or threats in any location you visit.

These examples are not exhaustive, and GMs are encouraged to create custom traits that suit the tone and style of their game. The key is to ensure that each trait is meaningful, impactful, and relevant to the character's identity and role in the story.

If you allow players to purchase negative traits, establish clear guidelines for how they are used. Negative traits should never render a character unplayable or be treated as a form of punishment. Instead, they should introduce compelling complications, moral dilemmas, or recurring challenges that enhance character development and storytelling.

It is also wise to place a cap on the number of negative traits a player can take. This prevents characters from becoming either too flawed or mechanically overloaded with too many bonuses. Negative traits should matter just as much as positive ones, and the GM should feel empowered to invoke them during play. However, if a character has too many, it becomes difficult to give each one the attention it deserves.

ADAPTING TRAITS TO THE SETTING

One of the greatest strengths of the trait system is its adaptability. Traits can be themed to suit the tone, genre, or even specific location of a game. Setting-specific traits can deepen immersion, reinforce tone, and give characters a unique connection to the world they inhabit. Consider the following examples:

- **Gritty Detective Story**

- **Streetwise** – Gain +1 to **Contacts** or **Deception** when navigating criminal circles or shady neighbourhoods.
- **Chronic Insomnia** – You are always alert, even when others sleep. Gain +1 to **Notice** during night scenes or stakeouts, but recover **Fatigue** one step more slowly.
- **Undercover Cop** – You may assume a criminal identity without suspicion. Once per session, you may declare a prior undercover relationship with an NPC.

- **Mythic Fantasy**

- **Dragon-Blooded** – You are resistant to fire and may breathe flame once per session as a magical attack (Rank 2).
- **Voice of the Gods** – Gain +2 to **Command** or **Rapport** when delivering divine proclamations or preaching in sacred places.
- **Cursed by Ice** – You are immune to cold and can freeze small amounts of water with a touch, but your presence chills the air and marks you as

unnatural.

- **Science Fiction**

- **Cybernetic Reflexes** – Gain +1 to **Initiative** and reduce the difficulty of reactions and evasive actions by 1.
- **Zero-G Training** – You do not suffer penalties for operating in low or zero gravity environments. Gain +1 to **Athletics** in microgravity.
- **Black Market Supplier** – You have access to rare or illegal goods. Once per session, declare that you "already have" a restricted item or contact for contraband.

The GM may also provide a curated list of setting-specific traits to guide character creation or spark inspiration. Players are always welcome to propose their own traits, provided they align with the tone of the game and offer meaningful opportunities for roleplay or mechanical impact.

MECHANICAL VS NARRATIVE TRAITS

Traits in **THE WYRD ENGINE** may offer mechanical benefits (e.g. bonus to rolls, rerolls, or new uses for skills), narrative permission (e.g. bypassing obstacles or gaining automatic success), or both. The most memorable traits usually have some narrative hook—even if their primary purpose is mechanical.

For example:

- **Mechanical Only: Combat Reflexes** – Gain +2 to your first initiative roll in a conflict.
- **Narrative Only: Member of the Silver Order** – You are a recognised member of a knightly brotherhood and can call on their aid or protection.
- **Hybrid: Veteran Duelist** – You gain +1 to attack rolls with swords and may demand formal duels in civilised lands.

When designing your own traits, try to include a narrative angle that makes the character more vivid, even if the mechanical effect is simple.

DESIGN GUIDELINES FOR CUSTOM TRAITS

If you're creating your own traits, either as a player or a GM—and we think you should—consider the following checklist:

- **Clarity:** Is the trait's benefit or drawback clearly defined?
- **Consistency:** Does it follow the tone and logic of the setting?
- **Impact:** Will the trait meaningfully affect play without dominating it?
- **Drama:** Does it lead to interesting choices, complications, or character moments?
- **Permission:** What does this trait allow the character to do in the fiction that others can't?

Traits are not meant to be exhaustive or exhaustive rules; they are shorthand for what makes your

character extraordinary. Think of them as storytelling fuel.

OPTIONAL: TRAIT RATINGS

In some campaigns, the GM may allow **rated traits**, where a trait can be taken at multiple levels (e.g., **Keen Eyesight +1, +2, or +3**). Each level increases the potency of the trait, either by improving mechanical bonuses, enhancing narrative scope, or granting additional uses. In the trait budget, the cost increases with the rating. This system introduces a more granular level of character progression and can support high-powered or mechanically detailed styles of play.

While trait ratings add complexity, they can be useful in campaigns where characters are expected to specialise deeply, develop signature abilities over time, or build toward legendary status. However, rated traits are generally not necessary for most games, and GMs are encouraged to use them only if they suit the tone and pacing of the campaign.

RATED TRAIT EXAMPLES

Here are some examples of traits that scale well with levels:

- **Keen Eyesight +1/+2/+3** – You gain a bonus to all visual perception checks:
 - **+1** to **Notice** when spotting hidden objects or distant movement.
 - **+2** allows you to see in poor lighting and automatically spot hidden enemies within medium range.
 - **+3** allows you to detect movement no one else can perceive, such as invisible figures or sniper reflections.
- **Arcane Affinity +1/+2/+3** – Your control over magic improves:
 - **+1** reduces the Fatigue cost of spells by 1 (minimum 1).
 - **+2** allows you to reroll one failed spellcasting attempt per session.
 - **+3** increases your effective spell rank by +1 for all purposes (e.g., overcoming resistances or effects).
- **Tough as Nails +1/+2/+3** – You can endure physical punishment that would stagger others:
 - **+1** grants +1 to resist Wounds from physical attacks.
 - **+2** allows you to ignore the effects of your first Mild Wound in each session.
 - **+3** treats all Wounds one step less severe (e.g., Moderate becomes Mild).

DESIGN GUIDELINES

When designing rated traits, keep the following in mind:

- **Scaling Should Be Linear or Thematic.** Avoid exponential power creep. Each level should be a meaningful but manageable improvement.

- **Cap Levels Appropriately.** Most rated traits should max out at +3. Traits beyond that may unbalance the game or blur the line between Traits and narrative powers.
- **Costs Should Rise Accordingly.** A simple cost structure is 1 point per level, but GMs may require higher costs at higher levels (e.g., +2 costs 3 points total, +3 costs 5).
- **Narrative and Mechanical Scaling.** Consider not only bonuses to rolls but increased narrative reach—more uses per session, greater influence, or wider applicability.

USE CASES

Rated traits work well in the following types of campaigns:

- **Long-form campaigns** with extended character advancement.
- **High-powered settings** where legendary figures, elite soldiers, or demigods walk the world.
- **Point-buy campaigns** where players want fine-tuned control over power scaling.
- **Settings with prestige paths, guild ranks, or magical mastery** that make progression feel earned.

In more narrative or rules-light campaigns, simpler traits with fixed effects are often sufficient. Use rated traits when you want mechanical depth, tactical variation, or rewarding progression that grows with the character's journey.

GAME MASTER TIP

Not all traits scale well. Only use rating levels for traits where each level clearly improves play in a consistent and balanced way. If you find players always taking a trait to maximum level, consider whether it's too efficient or under-costed.

Traits are the lens through which your character sees the world—and how the world responds in turn. Whether they define supernatural power, deep flaws, specialised training, or noble lineage, they shape every moment of play. Use them boldly and creatively to make characters that live, struggle, and shine.

ADAPTING STRESS

Stress is a core mechanic in THE WYRD ENGINE, representing the physical, emotional, and narrative toll that situations take on a character. The system is highly flexible and can be adapted to suit a variety of genres, themes, and playstyles. Stress tracks can even be repurposed to represent other limited resources, such as magical energy, reputation, or social standing.

ADAPTING HIT POINTS

The number of **Fatigue** and **Wound** boxes available to a character determines how much stress they can

endure before suffering consequences. The default structure is intentionally flexible, but you can adjust it to better reflect the tone of your game.

CINEMATIC ACTION

For fast-paced, heroic games (such as pulp adventures or 90s action movies), increase the number of Fatigue or Minor Wound boxes. You might even rename Minor Wounds to **Flesh Wounds** to reinforce the tone. Characters can absorb more hits and keep fighting, suffering only mild penalties (e.g., -1 to rolls) as they go.

GRITTY REALISM

In a darker or more grounded game, turn the Minor Wound into an additional Moderate or Severe Wound. This makes characters more vulnerable to injury but with the same total stress, which lets them fight on but with greater penalties. This creates tension and highlights the cost of violence.

SIMPLIFIED PLAY

If you don't want to track multiple stress types, you can unify all stress into a single **Hit Point** track. In this case, every box simply represents physical wear, and damage ticks off boxes regardless of source.

ALTERNATIVE STRESS TRACKS

Stress tracks can be adapted to represent more than just physical and emotional strain. You can use them for any limited, depletable resource that plays a meaningful role in your setting. The core idea remains the same: when you use the resource, you mark off boxes. Some boxes (like Fatigue) carry no penalty; others (like Wounds) do.

MAGIC TRACK

Represents a character's available magical energy.

- 5 **Fatigue** boxes – represent routine spellcasting with no penalty.
- 3 **Drained** boxes – impose a **-1** or **-2** penalty to future casting while marked.

SANITY TRACK

Suitable for horror games.

- 3 **Stress** boxes – represent temporary fear, confusion, or shock.
- 2 **Madness** boxes – impose **-2** to all mental skill rolls or cause hallucinations and narrative complications.

REPUTATION TRACK:

Represents how much social capital a character can spend.

- 4 **Favour** boxes – can be spent to gain bonuses to **Rapport**, **Contacts**, or **Command**.
- 2 **Scandal** boxes – impose **-1** or **-2** penalties to social interactions until recovered.

SPENDING REPUTATION POINTS

- Player** "I call in a favour from the guildmaster. I want them to get us through the checkpoint without questions."
- GM** "Alright, mark a **Favour** box on your reputation track. You gain +2 to your **Rapport** roll with the guards."
- Player** "Perfect. That gives me just enough to beat the DR."

Stress tracks like these are powerful tools for structuring tension and resource management. They reward players who spend carefully—and offer compelling consequences when limits are reached.

STRESS AS A NARRATIVE ELEMENT

Stress tracks don't have to be tied to harm or exhaustion—they can also represent a character's capacity to shape fate, luck, or destiny.

For example, you could give each character a **Luck** track with three boxes. At any point, a player can tick a box to:

- Reroll a failed check.
- Add +2 to any roll.
- Avoid a consequence or twist—if they can justify the stroke of fortune narratively.

GAME MASTER TIP

Let players narrate how their luck manifests—a fortunate misfire, a slippery escape, a forgotten coin underfoot. This builds dramatic tension and invests them in the outcome.

You could also use similar tracks for **Hope**, **Instinct**, **Courage**, or **Willpower**, giving players limited narrative tools to push beyond normal limits in thematically appropriate ways.

RECOVERY

Recovery is just as important as depletion, and the pace of recovery should match the tone of your campaign.

CINEMATIC RECOVERY

In light-hearted or heroic games, allow Fatigue and Mild Wounds to recover quickly—perhaps after a short rest or between scenes. Moderate and Severe Wounds may heal fully between episodes, or require only brief narrative justification.

GRITTY RECOVERY

In harsher settings, recovery is slow and costly. Fatigue may require full rest, while Wounds demand medical care, time, or even consequences. Recovery may involve rolls against skills like **Healing**, or depend on sanctuary or safe downtime.

TRACK-SPECIFIC RECOVERY:

- **Magic Track:** Fatigue boxes might recover with rest or meditation, while Drained boxes require full downtime, magical aid, or rare ingredients.
- **Reputation Track:** Favour may recover in friendly environments or after good deeds; Scandal may require public apologies, counter-rumours, or letting time pass.
- **Sanity Track:** Stress might recover after sleep or therapy, while Madness could linger unless addressed through roleplay, rituals, or personal breakthroughs.

FINAL THOUGHTS ON STRESS

Adapted stress tracks are a powerful design tool. They let you focus play on the kinds of pressure that matter most in your setting—whether that’s physical, emotional, magical, social, or something else entirely. Keep them clear, thematic, and impactful, and they’ll enrich both narrative and mechanics across every session.

ADVANCEMENT

Characters in THE WYRD ENGINE grow through experience, hardship, and meaningful change. Advancement is not simply a matter of accumulating power—it reflects how the events of the story have shaped your character, what they’ve learned, and how they’ve adapted. The following guidelines cover how skills, traits, and stress tracks can evolve over time.

ADVANCING SKILLS

Skills in THE WYRD ENGINE represent learned knowledge, training, or instinctive talent. Players may improve their skills at the end of significant narrative arcs or milestones, as determined by the GM. This could be after completing a major mission, surviving a personal trial, or resolving a long-running conflict.

When advancement is granted, the GM can award players a number of points to spend on skills. The number of points should be small—typically 1-3 points per session or milestone. Players can use these points to advance existing skills or acquire new ones.

INCREASING A SKILL LEVEL

After a harrowing escape from a collapsing mine, a character might gain a point in **Athletics** for their quick thinking and agility.

ACQUIRING A NEW SKILL

Alternatively, a character who has spent time in a library might gain a point in **Research** for their newfound knowledge.

The GM may also allow players to trade points between skills, reflecting a character’s shifting focus or priorities.

SWAPPING POINTS

After months surviving in the wilds, a former diplomat might trade a point in **Rapport** for a new point in **Survival**, reflecting hard-earned experience.

ADVANCING TRAITS

Unlike skills, traits often represent defining aspects of a character—magical ancestry, personal connections, lifelong habits, or supernatural curses. As such, trait advancement should be more deliberate and narratively justified.

To gain a new trait, a character must reach a significant milestone and demonstrate that the trait has emerged organically from the story. The GM may require:

- A key event or transformation (e.g., surviving a divine trial, forging a bond with a dragon).
- The completion of a quest or ritual (e.g., reclaiming a family heirloom, overcoming a long-standing flaw).
- A narrative arc of personal change (e.g., finally facing a fear, accepting one’s destiny).

Likewise, traits may evolve. A minor trait might be upgraded to a more potent version, or one trait may be replaced by another that better reflects a new identity.

UPGRADING A TRAIT

Example: A character with the trait **Touched by Fire** might upgrade it to **Flamebound Champion** after willingly entering a volcano to awaken a sleeping spirit.

Advancement through negative traits is also possible. A character may overcome or alter a flaw through meaningful growth—but doing so should cost something. Removing a drawback may require giving up a bonus, completing a personal trial, or replacing it with a new trait that reflects the internal conflict resolved.

ADVANCING STRESS TRACKS

Stress represents a character’s ability to withstand physical harm (**Wounds**) and emotional or narrative pressure (**Fatigue**). It is a measure of their resilience in the face of adversity—not just toughness, but endurance of the spirit.

Increasing a stress track should be rare and meaningful. It should only occur:

- After a major personal transformation (e.g., spiritual awakening, rigorous training, surviving a near-death event).

- Through a specific trait that explicitly increases a stress track (e.g., **Hardened Veteran** might grant an additional Moderate Wound).
- As part of a campaign milestone that raises the overall danger level, and even then, sparingly.

Avoid turning stress into an arms race. If both players and adversaries continually increase their stress tracks, conflict becomes longer but not more dramatic. Instead, use stress advancement as a way to reinforce character arcs and turning points.

INCREASING A STRESS TRACK

After enduring great emotional loss and confronting their past, a character gains a permanent +1 to **Fatigue**, symbolising a newfound inner strength.

FINAL THOUGHTS ON ADVANCEMENT

Advancement in THE WYRD ENGINE should be character-driven, not mechanical. It is not about levelling up, but about evolving with the story. Encourage players to tie growth to their characters' personal arcs—what they've suffered, what they've gained, and what they've become.

The GM should treat advancement as an opportunity to highlight change, celebrate character moments, and deepen the connection between mechanics and narrative.

A NOTE TO GMs: MEANINGFUL ADVANCEMENT

Advancement is not just about numbers; it's about the story. Encourage players to think about how their characters have changed, what they've learned, and how they've grown. This will make the game more engaging and meaningful for everyone involved.

CHAPTER 4: SKILL LIST



KILLS in THE WYRD ENGINE are intentionally broad, allowing them to cover a wide range of situations. This ensures that player characters can tackle most challenges using just a few well-chosen abilities.

You are encouraged to create your own skills and skill lists tailored to your setting. The skills presented in this chapter are not exhaustive or definitive—they are examples meant to serve as a foundation. Use them as inspiration or as a guide when designing your own.

To aid clarity, skills are grouped into broad categories. Some categories may overlap, and not all skills are suitable for every setting. Genre-specific skills are marked accordingly.

Skill breadth varies: some are quite general, while others are more focused. When creating a list for your setting, aim to maintain a consistent level of granularity. This chapter includes both broad and narrow skills to illustrate the range of possibilities.

A few **advanced skills** are also included, with references to their associated **base skills**. If you are not using skill progression, you may treat these as examples of narrower, more specialised abilities. In that case, you can ignore references to progression and how advanced skills interact with their base counterparts. We generally recommend against using base skills and advanced skills trees for one-shots and episodic play, as they can add unnecessary complexity. However, they can be useful for long-term campaigns where character growth is a focus.

INVESTIGATION & KNOWLEDGE

Investigation skills represent a character's ability to uncover hidden information. These skills focus on the process of learning what is not already known—whether through observation, deduction, questioning, or research. They differ from knowledge skills, which measure what a character already knows or understands. Knowledge skills, on the other hand, usually reflect what a character already knows. Knowledge skills are often more academic or theoretical, while investigation skills are practical and action-oriented.

FORBIDDEN LORE

Settings: Horror, Supernatural, Occult

Scope: Narrow

Other Names: *Eldritch Knowledge, Dark Secrets, The Unspeakable*

Forbidden Lore covers knowledge that was meant to stay buried—things whispered in dead tongues, rituals etched in bone, or truths too terrible to name. It includes awareness of cosmic horrors, cursed tomes, forgotten gods, and truths that erode the sanity of those who learn them. This skill goes beyond the occult—it deals with the truly dangerous and profane.

Characters with this skill may understand non-Euclidean diagrams, recognise ancient signs of corruption, or read fragments of a language not spoken for millennia. Using this knowledge often comes at a price, whether social, spiritual, or psychological.

Requires: *Lore* (p. 42)

FORENSICS

Settings: Modern, Mystery, Horror

Scope: Narrow

Other Names: *Crime Scene Analysis, Pathology, Trace Evidence*

Forensics is a specialised application of *Investigate*, focused on analysing physical evidence to reconstruct events. This includes identifying substances, examining wounds, determining causes of death, and interpreting blood spatter or residue. It bridges science and investigation, often requiring laboratory equipment or knowledge of anatomy and chemistry.

Characters skilled in *Forensics* are the experts called when a mystery has left physical remains or strange residues behind. Whether in a modern autopsy room, a gothic apothecary's lab, or a makeshift workstation aboard a starship, they bring clarity to questions that corpses and chemicals can answer.

Requires: *Investigate* (p. 42)

HISTORY

Settings: All

Scope: Narrow

Other Names: *Historical Knowledge, Antiquity, Legends*

History is the study of the past—its cultures, wars, monarchs, revolutions, and forgotten ages. Characters with this skill can recall key events, timelines, or sociopolitical movements, and interpret the significance of monuments, ruins, or historical artefacts.

This skill may be used to determine the origin of a relic, understand how a present situation echoes past conflicts, or identify the customs of a long-lost empire. It can also provide insight into famous battles, political shifts, or even ancient myths, depending on the genre.

Requires: *Lore* (p. 42)

INVESTIGATE

Settings: All

Scope: Broad

Other Names: *Research, Search, Deduce*

Investigate is the skill of uncovering hidden truths through careful observation, logical reasoning, and persistent inquiry. It covers activities such as examining evidence at a crime scene, poring over dusty archives, following a suspect's trail, or cross-referencing records to verify alibis. While physical clues and paper trails are its bread and butter, this skill also includes structured questioning and methodical analysis.

Characters with high *Investigate* are adept at connecting dots others miss. Whether you're a seasoned detective, a curious scholar, or an occult investigator probing into secrets best left buried, this skill allows you to see patterns in the chaos.

Base of: *Forensics* (p. 41)

LORE

Settings: All

Scope: Broad

Other Names: *Academics, Knowledge, Theory*

Lore represents a character's depth of knowledge in scholarly, theoretical, or esoteric fields. It includes general education, historical facts, scientific principles, and obscure supernatural theories, depending on the setting. A character with high *Lore* might recall arcane rituals, ancient legends, or the properties of rare minerals without consulting a book.

This skill doesn't involve gathering new information (see *Investigate* for that), but rather what the character already knows or can deduce from learned knowledge. In fantasy, it may encompass myth and magic; in sci-fi, quantum theory or alien biology.

Base of: *Occult* (p. 42), *History* (p. 41), *Forbidden Lore* (p. 41), *Science* (p. 42)

NOTICE

Settings: All

Scope: Broad

Other Names: *Perception, Alertness, Awareness*

Notice is the skill of perceiving things in the moment—spotting movement in the shadows, hearing a faint sound, or sensing when someone is watching. It governs how quickly a character detects danger, uncovers surface-level details, or realises something is out of place. Unlike *Investigate*, which involves deliberate searching, *Notice* is about immediate, reactive perception.

It is commonly used to determine who acts first in a conflict, to detect hidden enemies, or to uncover basic clues without extended analysis. In tense or dangerous environments, a high *Notice* score often means the difference between walking into a trap—or spotting it just in time.

OCCULT

Settings: Horror, Fantasy, Supernatural

Scope: Narrow

Other Names: *Esoterica, Mysticism, Arcane Knowledge*

Occult is the study of hidden and supernatural forces—rituals, symbols, pacts, and forbidden truths. It includes folklore about fae and demons, knowledge of summoning rites, cursed artifacts, ley lines, and ancient prophecies. This skill is used to identify magical phenomena, interpret grimoires, or sense when something has violated natural law.

While many settings treat *Occult* as superstition, in worlds where magic and spirits are real, this skill is a vital tool. Characters with a high *Occult* rating are the ones who know when to salt a threshold, when not to speak a name, and how to tell real power from parlor tricks.

Requires: *Lore* (p. 42)

SCIENCE

Settings: Modern, Sci-Fi, Steampunk

Scope: Narrow

Other Names: *Scientific Knowledge, Theory, Experimental Methods*

Science represents formal training in natural, physical, and theoretical disciplines—biology, chemistry, physics, geology, astronomy, and beyond. It allows characters to conduct experiments, interpret lab data, and apply the scientific method to solve problems or confirm hypotheses.

In high-tech or steampunk settings, this skill is essential for designing experiments, operating advanced machinery, or understanding strange new phenomena. In pulp adventures, it may also let you whip up unstable compounds, analyse alien DNA, or predict the eruption of a volcano.

Requires: *Lore* (p. 42)

MECHANICAL & PRACTICAL

This category represents hands-on skills—those tied to tools, craftsmanship, infiltration, or practical know-how. These abilities are essential for characters who repair machines, break into vaults, forge identities, or create things from scratch. Whether you're a master thief, a back-alley medic, or a steampunk inventor,

these skills let you manipulate the physical world and navigate its many locks, levers, and loopholes.

Mechanical & Practical skills are vital in heists, engineering puzzles, or settings that feature complex devices, from arcane mechanisms to bleeding-edge tech.

ALCHEMY

Settings: Fantasy, Steampunk, Occult

Scope: Narrow

Other Names: *Potion-Making, Transmutation, Elemental Chemistry*

Alchemy is a specialised branch of *Crafts* focused on the creation of potions, elixirs, transmuted substances, and volatile mixtures. It involves rare ingredients, complex formulas, and precise rituals to produce supernatural or quasi-scientific effects.

Whether brewing a healing tincture, distilling a truth serum, or crafting a smoke bomb from enchanted root ash, this skill governs the crafting of consumables with magical or pseudoscientific properties.

Requires: *Crafts* (p. 43)

ARCANE MECHANICS

Settings: Steampunk, Fantasy, Sci-Fi

Scope: Narrow

Other Names: *Magitech, Runework, Enchanted Devices*

Arcane Mechanics is the skill of designing, repairing, and manipulating machines that incorporate magical or supernatural elements. This includes runed gearboxes, self-winding spell engines, levitating platforms, or sentient constructs powered by bound spirits.

Characters with this skill can blend craftsmanship with mysticism or advanced science. They might build mechanical familiars, rig magical traps, or troubleshoot unstable fusion-crystal cores.

Requires: *Crafts* (p. 43)

BURGLARY

Settings: All

Scope: Broad

Other Names: *Infiltration, Breaking and Entering, Security Bypass*

Burglary is the skill of getting into places you're not supposed to be. It includes picking locks, disabling alarms, bypassing security systems, and sneaking into buildings without being noticed. It's used to case targets, choose the right moment to strike, and disappear before anyone knows you were there.

Characters with high *Burglary* are often scouts, thieves, or spies who thrive in urban shadows and behind locked doors. This skill may also be used to

detect and exploit weaknesses in someone else's defences.

Related Skills: *Stealth* (p. 46), *Disguise* (p. 43), *Technology* (p. 44)

CRAFTS

Settings: All

Scope: Broad

Other Names: *Tinkering, Repair, Build*

Crafts is the skill of building, repairing, and modifying physical objects. This includes working with wood, metal, stone, fabric, and basic mechanical systems. Characters may forge weapons, repair gear, or cobble together makeshift tools in the field.

In more advanced or fantastical settings, *Crafts* can also include clockwork mechanisms, steampunk gadgets, or low-level magical craftsmanship. This skill complements *Engineering* or *Arcane Mechanics* when precision or complexity increases.

Base of: *Engineering* (p. 43), *Arcane Mechanics* (p. 43), *Alchemy* (p. 43) **Related Skills:** *Engineering* (p. 43), *Resources* (p. 44)

DISGUISE

Settings: All

Scope: Narrow

Other Names: *Costuming, Alter Ego, Masquerade*

Disguise is the skill of altering one's appearance to impersonate someone else or avoid recognition. It includes makeup, costume, posture, voice control, and other techniques used to blend in or adopt a new identity.

This skill is useful in espionage, infiltration, or social subterfuge, especially when paired with *Deceive*. In fantasy or sci-fi settings, it may also involve glamours or holographic concealment.

Requires: *Deceive* (p. 49)

ENGINEERING

Settings: Modern, Sci-Fi, Steampunk

Scope: Narrow

Other Names: *Structural Design, Mechanics, Applied Physics*

Engineering is the application of scientific and mathematical principles to the construction and optimisation of complex systems. It covers the design of buildings, vehicles, engines, infrastructure, and advanced mechanical devices. Unlike *Crafts*, which focuses on hands-on creation, *Engineering* emphasises planning, load-bearing analysis, and systems integration.

Characters with this skill may draft blueprints, analyse weaknesses in structures, or construct bridges

and siege engines. In high-tech or steampunk settings, this skill governs the construction of automata, airships, or massive arcane reactors.

Requires: *Crafts* (p. 43)

FORGERY

Settings: Crime, Urban, Political, Espionage

Scope: Narrow

Other Names: *Counterfeiting, Falsification, Forgery Arts*

Forgery is the skill of replicating documents, signatures, artwork, seals, or other official markings. It includes knowledge of inks, paper, historical styles, and bureaucratic procedures—anything needed to pass off a fake as the real thing.

Characters with this skill can create false IDs, fake royal decrees, or alter written evidence. Forgery may also be used to spot forged items made by others.

Requires: *Deceive* (p. 49)

RESOURCES

Settings: All

Scope: Broad

Other Names: *Wealth, Holdings, Assets*

Resources is the skill of having material wealth, social capital, and access to goods or services. It determines whether you can afford to bribe a guard, purchase rare components, hire help, or maintain a lifestyle that commands respect. This skill can be used to acquire things quickly, legally or not, without needing to roll for contacts or crafting.

Characters with high *Resources* might be nobles, merchants, investors, or savvy street-level fixers. They may not carry a toolkit—but they can afford someone who does.

Related Skills: *Contacts* (p. 48), *Crafts* (p. 43)

TECHNOLOGY

Settings: Modern, Sci-Fi, Cyberpunk, Supernatural-Tech

Scope: Broad

Other Names: *Computers, Hacking, Digital Systems*

Technology is the skill of understanding, using, and manipulating digital systems, electronics, and advanced devices. It includes tasks like hacking security systems, reprogramming AIs, bypassing digital locks, configuring sensor arrays, or interfacing with alien consoles.

Unlike *Crafts*, which focuses on physical tools and traditional mechanics, *Technology* governs information systems, modern automation, and the invisible infrastructure of the digital world.

Characters with high *Technology* might be hackers, technomancers, engineers, drone pilots, or cybernetic experts.

Related Skills: *Engineering* (p. 43)

PHYSICAL & DEXTERITY

This category represents raw physical ability and agile coordination—running, fighting, dodging, climbing, and moving with precision or force. These are the skills used to survive a chase, win a brawl, leap across rooftops, or avoid a deadly trap. Whether you’re an acrobat, duellist, marksman, or street thief, this category covers how your character acts with speed, power, and grace.

Physical & Dexterity skills are essential in high-action settings where danger is measured in moments and a missed step can mean death.

ACROBATICS

Settings: All

Scope: Narrow

Other Names: *Tumbling, Agility, Parkour*

Acrobatics is a focused application of *Athletics*, used to perform feats of agility and balance. This includes flips, vaults, narrow ledge traversal, and quick direction changes. It excels in situations that demand precision, reflexes, and bodily control over brute strength or speed.

Characters with high *Acrobatics* may be circus performers, rooftop runners, trained gymnasts, or agile thieves. This skill is especially useful when escaping danger in confined spaces or navigating precarious terrain.

Requires: *Athletics* (p. 44)

ARCHERY

Settings: Fantasy, Historical, Post-Apocalyptic

Scope: Narrow

Other Names: *Bowmanship, Marksmanship (Primitive), Ranged Hunting*

Archery is a specialised use of *Shoot* focused on bows, crossbows, and other primitive or traditional projectile weapons. It includes stance, draw strength, trajectory control, and adapting to weather or terrain.

Characters with high *Archery* may be rangers, hunters, elven scouts, or tribal warriors. In modern or steampunk settings, this skill may also apply to exotic crossbow variants or enchanted bows.

Requires: *Shoot* (p. 46)

ATHLETICS

Settings: All

Scope: Broad

Other Names: *Running, Climbing, Acrobatics*

Athletics covers speed, agility, and general physical fitness. It’s used to outrun pursuers, scale walls, leap

across chasms, or roll clear of danger. This skill represents how well your character performs under physical strain or navigates environments with fluid motion.

Common uses include dodging attacks, escaping traps, performing parkour, or keeping pace in a chase. Characters with high *Athletics* often have exceptional reflexes and endurance.

Base of: Climbing (p. 45), Acrobatics (p. 44), Running (p. 46)

BLADEWORK

Settings: All

Scope: Narrow

Other Names: Knife Fighting, Close Combat Blades, Daggerplay

Bladework is a specialised form of *Fight* that focuses on the use of short-bladed weapons such as knives, daggers, or stilettos. It emphasises speed, close-quarters precision, and lethal efficiency—often relying on feints, reversals, and rapid strikes.

This skill is ideal for assassins, knife-fighters, urban duelists, or rogueish characters who favour subtlety over brute strength.

Requires: Fight (p. 45)

CAMOUFLAGE

Settings: All (especially Military, Wilderness, Survival)

Scope: Narrow

Other Names: Concealment, Blending, Environmental Stealth

Camouflage is a focused use of *Stealth*, used to hide yourself, your camp, or your equipment in natural or urban environments. It involves colour-matching, using cover effectively, masking heat signatures, and avoiding detection through visual trickery.

This skill is vital for snipers, hunters, guerrilla fighters, or anyone who plans to disappear in plain sight.

Requires: Stealth (p. 46)

CLIMBING

Settings: All

Scope: Narrow

Other Names: Scaling, Mountaineering, Vertical Movement

Climbing is a specialised use of *Athletics*, focused on ascending, descending, or traversing vertical or unstable surfaces. This includes climbing walls, ropes, cliffs, or ruins, as well as navigating treacherous terrain that requires controlled movement and grip.

This skill may involve the use of tools such as pitons, grappling hooks, or enchanted climbing gear, but it also covers free-climbing and emergency scrambles. High *Climbing* can mean the difference between reaching safety—or falling.

Requires: Athletics (p. 44)

FIGHT

Settings: All

Scope: Broad

Other Names: Melee Combat, Close Quarters, Brawling

Fight is the general skill for physical combat at close range. It covers punches, grapples, strikes, blocks, and the use of handheld weapons such as swords, clubs, or improvised objects. It's used for both offence and defence in melee situations.

Characters with high *Fight* are trained brawlers, martial artists, soldiers, or street fighters. This skill represents a wide range of fighting styles and disciplines.

Base of: Swords (p. 46), Unarmed (p. 46), Bladework (p. 45), Martial Arts (p. 45)

MARTIAL ARTS

Settings: All (especially Historical, Modern, Fantasy, or Eastern-inspired)

Scope: Narrow

Other Names: Combat Disciplines, Hand-to-Hand Training, Dojo Arts

Martial Arts is a specialised form of *Fight* that represents structured, codified systems of combat. This includes disciplines like judo, boxing, krav maga, kung fu, or their setting-specific equivalents. It covers strikes, blocks, holds, takedowns, and counters—often with a philosophical or tactical underpinning.

Characters with this skill are typically highly trained in a single discipline or a blend of techniques, capable of controlling fights with precision, leverage, and timing.

Requires: Fight (p. 45)

PISTOLS

Settings: Modern, Steampunk, Sci-Fi, Noir

Scope: Narrow

Other Names: Sidearms, Handguns, Quickdraw

Pistols is a specialised form of *Shoot* that covers sidearms, revolvers, duelling pistols, and other one-handed firearms. It excels in close- to mid-range shooting, especially in high-pressure or fast-draw situations.

Characters with this skill are often gunslingers, detectives, outlaws, or agents who favour compact stopping power.

Requires: *Shoot* (p. 46)

RIFLES

Settings: Modern, Military, Sci-Fi

Scope: Narrow

Other Names: *Longarms, Marksman, Scoped Firearms*

Rifles is a specialised use of *Shoot* focused on long-range precision.

It includes bolt-action, semi-automatic, and sniper rifles, as well as muskets or arcane equivalents. This skill reflects aim control, breath timing, scope usage, and recoil compensation.

Characters with high *Rifles* are snipers, soldiers, game hunters, or steampunk sharpshooters.

Requires: *Shoot* (p. 46)

RUNNING

Settings: All

Scope: Narrow

Other Names: *Sprint, Distance Running, Escape*

Running is a specialised form of *Athletics* used when sheer speed or sustained movement is key. It governs foot chases, dashes across open ground, long-distance escapes, or dodging hazards in fast-paced environments.

Characters with high *Running* excel at pursuit or evasion. Whether sprinting across rooftops, fleeing monsters through a ruined forest, or outpacing guards down a corridor, this skill helps you move when every second counts.

Requires: *Athletics* (p. 44)

SHOOT

Settings: All

Scope: Broad

Other Names: *Marksmanship, Archery, Firearms*

Shoot is the skill of using ranged weapons with accuracy and control. It covers firearms, bows, crossbows, thrown weapons, energy blasters, or anything else used to strike from a distance. This skill applies to both combat precision and ranged training in difficult conditions.

Characters with high *Shoot* might be soldiers, snipers, archers, hunters, or gunslingers. It can also include creative uses such as shooting locks, triggering traps from afar, or winning trick-shot contests.

Base of: *Pistols* (p. 45), *Rifles* (p. 46), *Archery* (p. 44), *Thrown Weapons* (p. 46)

STEALTH

Settings: All

Scope: Broad

Other Names: *Sneaking, Infiltration, Concealment*

Stealth is the skill of moving unseen, remaining unnoticed, and bypassing attention. It includes sneaking past guards, hiding in shadows, tailing a target without being detected, and silencing one's presence in dangerous or sensitive areas.

Characters with high *Stealth* are spies, thieves, scouts, or survivalists. This skill is often used alongside *Burglary*, *Disguise*, or *Athletics* to support infiltration, escape, and subterfuge.

Base of: *Camouflage* (p. 45)

SWORDS

Settings: All (especially Historical, Fantasy, Steampunk)

Scope: Narrow

Other Names: *Swordplay, Fencing, Blades*

Swords is a specialised form of *Fight* focused on wielding bladed weapons like sabres, rapiers, longswords, and scimitars. It includes both offence and defence, covering footwork, parries, ripostes, and flourishes.

Characters with high *Swords* may be knights, duellists, pirates, or ronin—anyone trained in the art of bladed combat.

Requires: *Fight* (p. 45)

THROWN WEAPONS

Settings: All

Scope: Narrow

Other Names: *Thrown Blades, Improvised Throws, Ranged Combat (Light)*

Thrown Weapons is a specialised form of *Shoot* used for hurling knives, spears, axes, throwing stars, or even bottles and grenades. It focuses on timing, strength, spin control, and accuracy at short to medium range.

Characters with this skill are often hunters, assassins, or survivalists—especially those who fight with whatever is at hand.

Requires: *Shoot* (p. 46)

UNARMED

Settings: All

Scope: Narrow

Other Names: *Brawling, Fisticuffs, Hand-to-Hand*

Unarmed is a focused form of *Fight* used when no weapons are available. It includes punches, grapples, elbows, kicks, and dirty tricks. This skill governs everything from pub brawls to close-combat take-downs.

Characters with high *Unarmed* are boxers, street-fighters, riot cops, or anyone who trusts their fists over a blade.

Requires: *Fight* (p. 45)

RESILIENCE & WILLPOWER

This category represents your character's ability to endure physical hardship, resist mental strain, and push through fear or exhaustion. It governs raw toughness, emotional control, and the ability to stay focused under pressure. Whether you're walking through fire, standing against psychic intrusion, or surviving the cold grip of despair, these skills measure your capacity to hold fast when others would fall.

Resilience & Willpower skills are especially important in horror, survival, or high-stress adventures, where grit, composure, and inner strength are often more important than physical prowess.

DISCIPLINE

Settings: All

Scope: Narrow

Other Names: Self-Control, Mental Conditioning, Steadfastness

Discipline is a specialised use of *Will* that represents mental resilience, emotional stability, and inner composure. It governs your ability to resist temptation, remain calm under pressure, follow orders without hesitation, or suppress panic in dangerous situations.

Characters with high *Discipline* include monks, elite soldiers, inquisitors, or anyone trained to master their own instincts and reactions.

Requires: *Will* (p. 48)

ENDURANCE

Settings: All

Scope: Narrow

Other Names: Stamina, Long-Term Exertion

Endurance is a focused application of *Physique* that measures a character's ability to sustain prolonged physical activity, resist fatigue, and push through exhaustion. This skill is essential when characters are required to run long distances, endure harsh environmental conditions, or continue fighting well beyond the point where most would tire.

Characters with high *Endurance* can maintain performance during extended battles, recover quickly from physical strain, and hold out in adverse conditions where others would collapse.

Requires: *Physique* (p. 47)

FEAR

Settings: All (especially Horror, Supernatural, Fantasy)

Scope: Narrow

Other Names: Courage, Bravery, Fear Resistance

Fear is a focused use of *Will*, representing a charac-

ter's ability to resist terror—whether it arises from monstrous threats, supernatural dread, or overwhelming psychological pressure. It determines whether you keep moving in the face of death, hold steady when others flee, or retain your senses when reality twists around you.

Characters with high *Fear* are horror survivors, monster hunters, fearless knights, or those hardened by trauma and darkness.

Requires: *Will* (p. 48)

FOCUS

Settings: All (especially Magic, Espionage, or Sci-Fi)

Scope: Narrow

Other Names: Concentration, Mental Clarity, Mindfulness

Focus is a specialised use of *Will*, representing your ability to maintain concentration and resist mental distraction. This skill governs prolonged tasks that require steady attention, such as solving complex puzzles, performing delicate rituals, piloting advanced machines, or maintaining telepathic links.

Characters with high *Focus* include scholars, ritualists, snipers, and cybernetic operators who succeed by tuning out the chaos around them.

Requires: *Will* (p. 48)

PHYSIQUE

Settings: All

Scope: Broad

Other Names: Strength, Endurance, Toughness

Physique is the skill of enduring physical hardship, exerting force, and resisting bodily harm. It covers feats of strength, stamina, pain tolerance, and the ability to carry on when your body is failing. Use this skill to resist poison, endure long marches, break free of restraints, or power through injury.

Characters with high *Physique* are labourers, soldiers, athletes, or survivors hardened by life's physical demands.

Base of: *Endurance* (p. 47), *Strength* (p. 48), *Toughness* (p. 48)

PSYCHIC RESISTANCE

Settings: Sci-Fi, Fantasy, Supernatural

Scope: Narrow

Other Names: Mental Defences, Telepathic Shielding, Mind Barrier

Psychic Resistance is a specialised use of *Will* that allows a character to withstand mental intrusion, telepathic influence, or supernatural compulsion. It governs the ability to repel mind control, block telepathic scans, or remain lucid during psionic assault.

Characters with this skill are often telepaths themselves, psionic nulls, magic-resistant individuals, or soldiers trained to resist interrogation by invasive means.

Requires: Will (p. 48)

RITUAL CONTROL

Settings: Fantasy, Occult, Supernatural

Scope: Narrow

Other Names: Spellcasting Discipline, Magical Stability, Arcane Focus

Ritual Control is a specialised application of *Will*, used to maintain stability, precision, and intention during complex magical rituals. It is vital for extended spells, summoning ceremonies, protective wards, or anything requiring focused symbolic action over time.

Characters with high *Ritual Control* are often wizards, witches, occult scientists, or divine agents who engage with powerful, volatile forces and must avoid disruption at all costs.

Requires: Will (p. 48)

STRENGTH

Settings: All

Scope: Narrow

Other Names: Muscle, Brawn, Power

Strength is a specialised use of *Physique* that represents a character's raw physical power. It governs feats such as lifting heavy objects, forcing open doors, holding back opponents, or smashing through barriers.

Characters with high *Strength* may be blacksmiths, bodyguards, warriors, or supernatural beings who rely on sheer muscle rather than technique or speed.

Requires: Physique (p. 47)

TOUGHNESS

Settings: All

Scope: Narrow

Other Names: Pain Tolerance, Grit, Body Hardening

Toughness is a specialised use of *Physique* that reflects a character's ability to resist harm, injury, and suffering. This includes shrugging off bruises, pushing through wounds, resisting torture, or staying on your feet after being hit.

Characters with high *Toughness* are resilient and stubborn—they don't go down easily and often keep moving long after others would be incapacitated.

Requires: Physique (p. 47)

WILL

Settings: All

Scope: Broad

Other Names: Resolve, Mental Fortitude, Focus

Will represents mental strength, self-control, and resistance to emotional or supernatural pressures. This skill governs your ability to resist fear, interrogation, mental influence, or overwhelming stress. It also reflects your capacity to focus during rituals, hold a battle plan under duress, or suppress your baser instincts.

Characters with high *Will* are monks, occultists, commanders, or anyone trained to keep their mind sharp and emotions in check—even under extreme circumstances.

Base of: Discipline (p. 47), Focus (p. 47), Fear (p. 47), Ritual Control (p. 48), Psychic Resistance (p. 47)

SOCIAL & INFLUENCE

This category covers a character's ability to interact with others—whether through charm, deceit, empathy, intimidation, or diplomacy. These skills govern how characters navigate conversations, influence opinions, earn trust, or manipulate perception. Social & Influence skills are essential in scenarios involving negotiation, interrogation, persuasion, or political maneuvering, and can often be just as powerful as any weapon.

Whether brokering peace between factions, bluffing your way past a guard, or reading a suspect's reactions, these abilities shape how your character leaves an impression on the world—and how the world responds in kind.

COMMAND

Settings: Military, Political, Urban, Steampunk

Scope: Narrow

Other Names: Leadership, Authority, Orders

Command is the skill of giving clear, forceful instructions in high-pressure situations. It is used to coordinate groups, issue orders, rally morale, or assert authority over subordinates. Unlike *Provoke*, which compels through intimidation, *Command* motivates through structure and responsibility.

Characters with high *Command* are often officers, captains, tacticians, or experienced leaders who know how to take charge when others falter. This skill is particularly important when dealing with trained personnel, military units, or large operations.

Related Skills: Rapport (p. 49), Provoke (p. 50)

CONTACTS

Settings: All

Scope: Broad

Other Names: Networking, Connections, Social Circles

Contacts represents a character's personal and professional network—the people they know and can call upon. It's used to find information, arrange favours, acquire illicit goods, or gain access to restricted places. A high *Contacts* rating means you know someone who knows someone, whether in high society or the criminal underworld.

This skill doesn't measure charm or social finesse (see *Rapport*), but rather the reach and reliability of your network. It's ideal for fixers, journalists, black marketeers, or anyone who knows how to grease the right palms.

Related Skills: *Resources* (p. 44), *Rapport* (p. 49)

DECEIVE

Settings: All

Scope: Broad

Other Names: *Lying, Bluff, Falsehood*

Deceive is the skill of lying convincingly, creating false impressions, and covering up the truth. It includes forging identities, feigning innocence, hiding one's intentions, and creating convincing distractions. Unlike *Rapport*, which builds trust honestly, *Deceive* manipulates it.

This skill can be used for impersonation, slipping misinformation into conversation, or faking emotions to gain sympathy. Characters with high *Deceive* are con artists, spies, illusionists, and anyone who lives behind a mask.

Base of: *Disguise* (p. 43), *Forgery* (p. 44)

DIPLOMACY

Settings: Political, Urban, Fantasy

Scope: Narrow

Other Names: *Statecraft, Protocol, Formal Negotiation*

Diplomacy is a specialised form of *Rapport* used in formal, political, or cross-cultural negotiations. It covers knowledge of protocol, tactful phrasing, and navigating delicate situations without giving offense. It is essential for emissaries, courtiers, ambassadors, and anyone who represents a group in high-stakes discussion.

This skill differs from general persuasion by focusing on structure, tone, and tradition—whether mediating between warring nations or brokering a truce with the fae.

Requires: *Rapport* (p. 49)

EMPATHY

Settings: All

Scope: Broad

Other Names: *Insight, Emotional Intelligence, Intuition*

Empathy is the ability to understand what others are

feeling, even when they try to hide it. It allows characters to read body language, interpret tone, and sense underlying emotions—whether used for comfort, leverage, or subtle observation. It's essential for detecting lies, easing tensions, or recognising when someone is in distress.

This skill is often paired with social interaction but also plays a key role in interrogation, negotiation, or even detecting enchantments that manipulate emotions. Characters with high *Empathy* may be counsellors, diplomats, interrogators—or simply very hard to fool.

Base of: *Insight* (p. 49) if used as a narrower skill.

RAPPORT

Settings: All

Scope: Broad

Other Names: *Charm, Persuasion, Diplomacy*

Rapport is the skill of creating trust and goodwill—whether through charm, honesty, or likability. It's used to build friendships, calm tensions, negotiate deals, or convince others through open dialogue. Unlike *Deceive*, *Rapport* relies on sincerity, even if it's strategic.

Characters with high *Rapport* are natural diplomats, peacemakers, and public faces. In some settings, this skill can turn tense interrogations into cooperative discussions, or open doors that would otherwise remain closed.

Base of: *Negotiation* (p. 50), *Diplomacy* (p. 49)

ETIQUETTE

Settings: Urban, Political, Historical, Fantasy

Scope: Narrow

Other Names: *Protocol, Courtesy, Manners*

Etiquette is the skill of knowing and following social customs, traditions, and formal behaviour. It allows a character to avoid offense, demonstrate respect, and move gracefully through different social environments—be it a royal court, a merchant guild, or a sacred temple.

This skill is especially important when interacting with nobility, clergy, or foreign cultures where missteps can have diplomatic consequences. It differs from *Rapport* in that it reflects knowledge of decorum and ritual, not just likeability.

Related Skills: *Diplomacy* (p. 49), *Rapport* (p. 49)

INSIGHT

Settings: All

Scope: Narrow

Other Names: *Intuition, Emotional Perception, Read People*

Insight is a focused application of *Empathy*, used to interpret others' emotions and motivations in real time. It allows characters to detect lies, recognise unspoken tension, or tell when someone is hiding something. While *Empathy* has broader social utility, *Insight* hones in on the internal states of others—especially in tense or deceptive situations.

Characters with high *Insight* are excellent judges of character. They may not always know the full story, but they can sense when something is off.

Requires: *Empathy* (p. 49)

INTIMIDATE

Settings: All

Scope: Broad

Other Names: *Threaten, Menace, Presence*

Intimidate is the skill of applying pressure through fear, aggression, or imposing presence. It can be used to coerce cooperation, force confessions, silence opposition, or establish dominance in tense interactions. This may take the form of veiled threats, open hostility, or a cold, unblinking stare.

Unlike *Provoke*, which pushes for an emotional outburst, *Intimidate* suppresses reaction through dread. It's ideal for interrogators, enforcers, or anyone who wants to end a conversation before it begins.

Related Skills: *Provoke* (p. 50), *Command* (p. 48)

NEGOTIATION

Settings: All

Scope: Narrow

Other Names: *Bargaining, Deal-Making, Haggling*

Negotiation is a focused form of *Rapport* used when two or more parties seek a mutually beneficial agreement. It includes reading the other side's priorities, making persuasive offers, and applying pressure without breaking trust. This skill applies to business deals, hostage talks, treaty proposals, or even informal trades.

Characters with high *Negotiation* understand timing, leverage, and value. They know when to press an advantage, when to offer a concession, and how to close a deal in their favour.

Requires: *Rapport* (p. 49)

POLITICS

Settings: Political, Urban, Historical, Steampunk

Scope: Narrow

Other Names: *Statecraft, Intrigue, Court Lore*

Politics is the skill of understanding and influencing formal power structures—governments, councils, guilds, noble houses, and factions. It covers knowledge of titles, legal systems, court etiquette, political history, and the ever-shifting dynamics of influence.

While *Rapport* or *Deceive* may help in a conversation, *Politics* helps you grasp the consequences of that conversation in a broader context. Characters with this skill can anticipate rival manoeuvres, interpret laws to their advantage, and manipulate institutions from within.

Related Skills: *Diplomacy* (p. 49), *Etiquette* (p. 49)

PROVOKE

Settings: All

Scope: Broad

Other Names: *Taunt, Agitate, Challenge*

Provoke is the skill of deliberately inciting emotional reactions—anger, fear, shame, or panic. It's used to goad enemies into reckless action, rattle someone's composure, or escalate a situation. Where *Intimidate* imposes silence or control, *Provoke* seeks to draw out a response.

This skill shines in verbal duels, interrogation rooms, and social sabotage. Characters skilled in *Provoke* can make others lash out, slip up, or abandon reason—sometimes without ever raising their voice.

Related Skills: *Intimidate* (p. 50), *Command* (p. 48)

CHAPTER 5: COMBAT



HE core combat system outlined previously is sufficient for settings where combat isn't a significant focus. In Agatha Christie-style mysteries, detailed combat rules would only clutter gameplay.

However, the importance and style of combat vary greatly between settings. Some games favour **quick, brutal encounters**, where a precise sniper shot or assassin's blade swiftly ends a confrontation. Others emphasize **heroic, extended battles**, featuring characters bravely facing overwhelming odds.

The **tone and pacing of combat** should align with your game's themes. A gritty setting might make injuries devastating and every choice critical, while a cinematic action game might allow daring heroics, letting characters survive improbable scenarios.

Players seeking **tactical complexity** may enjoy detailed positioning, cover, and resource management, rewarding careful planning. Alternatively, a more **freeform style** abstracts combat into dramatic narrative exchanges.

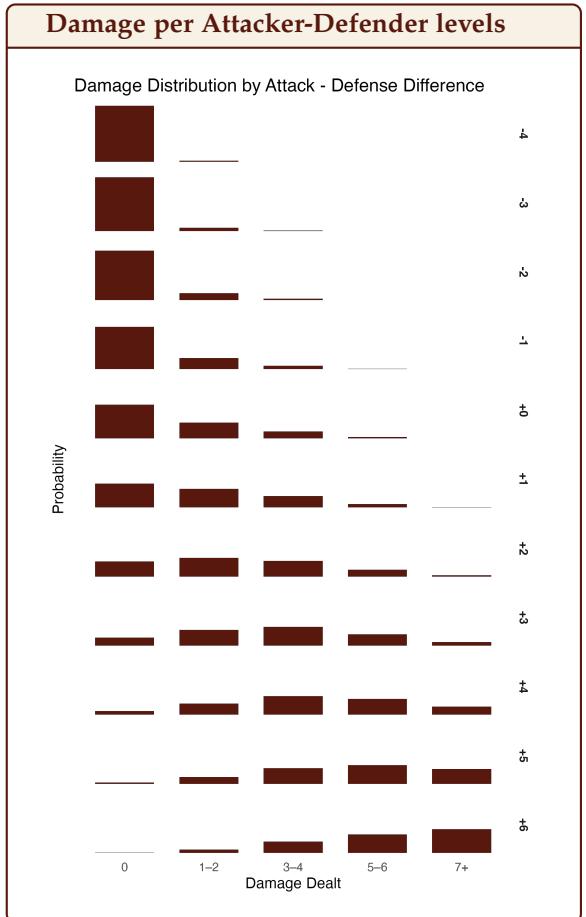
Furthermore, combat can significantly shape character development and storytelling. The outcomes of battles—both victories and defeats—can profoundly influence character arcs, relationships, and the broader narrative. A character who narrowly survives a deadly encounter might grapple with newfound fears or vulnerabilities, adding emotional depth to your story.

Additionally, combat encounters present opportunities for memorable narrative moments. A tense standoff, a heroic last stand, or a daring escape can become pivotal scenes that players recall long after the game ends. Thoughtfully designed combat can thus enrich the overall storytelling experience, providing dramatic stakes and moments of intense emotional engagement.

No matter your preferred style, THE WYRD ENGINE provides adaptable combat mechanics to suit your story and gameplay. That flexibility is the focus of this chapter.

COMBAT STATISTICS

Combat outcomes in THE WYRD ENGINE depend primarily on the skill difference between attackers and defenders, though dice rolls introduce some variability. Table on page 52 shows probabilities of inflicting damage based on skill disparities, expected damage per round, and average rounds needed to inflict 7+ damage (taking out a core character). The graphic on this page visually illustrates these probabilities.



Skill differences dominate combat outcomes by design. Each round favours the defender slightly (since ties do not deal damage). Within multiple rounds, the character with initiative attacks first, giving them a slight edge as well. Small differences in skill levels (1-2 levels) can have a large effect. A difference where the attacker has one level higher than the defender will not substantially shorten a combat — it is expected to cut the rounds by half, from 11.1 to 5.5 — but the probability of a character with +1 in attack and 0 in defence defeating a character with 0 in both attack and defence is 87.6% compared to only 53.0% if the two were evenly matched.

This emphasis on skills over randomness ensures predictable yet engaging gameplay, reinforcing the strategic importance of positioning and skill management. Any combat bonuses, for either attack or defence, can swing the battle. The long expected combat for equally skilled characters is also intentional. It prevents unfortunate characters from being eliminated in a single blow, reducing the randomness of combat. It does, however, mean that combat can be drawn out if the only combat actions are attacks and defending. But it generally shouldn't be.

DAMAGE PROBABILITY BY RELATIVE SKILL LEVEL (ATTACK - DEFENCE)

Attack - Defence	0 stress	1 stress	2 stress	3 stress	4 stress	5 stress	6 stress	7+ stress
-4	97.6%	1.7%	0.5%	0.1%	-	-	-	-
-3	93.6%	4.1%	1.7%	0.5%	0.1%	-	-	-
-2	85.9%	7.7%	4.1%	1.7%	0.5%	0.1%	-	-
-1	73.9%	11.9%	7.7%	4.1%	1.7%	0.5%	0.1%	-
0	58.4%	15.5%	11.9%	7.7%	4.1%	1.7%	0.5%	0.1%
+1	41.6%	16.9%	15.5%	11.9%	7.7%	4.1%	1.7%	0.6%
+2	26.1%	15.5%	16.9%	15.5%	11.9%	7.7%	4.1%	2.3%
+3	14.1%	11.9%	15.5%	16.9%	15.5%	11.9%	7.7%	6.4%
+4	6.4%	7.7%	11.9%	15.5%	16.9%	15.5%	11.9%	14.1%
+5	2.4%	4.1%	7.7%	11.9%	15.5%	16.9%	15.5%	26.0%
+6	0.7%	1.7%	4.1%	7.7%	11.9%	15.5%	16.9%	41.5%

EXPECTED DAMAGE IN ONE ROUND

Attacker - Defender	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6
Expected Damage	0.0365	0.108	0.260	0.530	0.950	1.53	2.26	3.07	3.92	4.74	5.46

EXPECTED ROUNDS TO ACCUMULATE 7+ DAMAGE

Attacker - Defender	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6
Expected Rounds	210.5	89.3	40.3	19.3	11.1	5.5	3.8	2.8	2.3	1.9	1.6

The expected damage is the average damage that a player can expect to inflict in one round of combat, assuming that the player has the initiative and attacks first. The expected rounds to accumulate 7+ damage is the average number of rounds that it would take for a player to inflict 7+ damage on an opponent, assuming that the player has the initiative and attacks first.

PROBABILITY OF PLAYER WITH INITIATIVE WINNING

	P2(0,0)	P2(0,1)	P2(0,2)	P2(1,0)	P2(1,1)	P2(1,2)	P2(2,0)	P2(2,1)	P2(2,2)
P1(0,0):	53.0%	9.3%	0.1%	17.6%	1.2%	0.0%	4.8%	0.2%	0.0%
P1(0,1):	92.3%	51.2%	2.7%	53.0%	9.3%	0.1%	17.6%	1.2%	0.0%
P1(0,2):	99.9%	97.5%	50.4%	92.3%	51.2%	2.7%	53.0%	9.3%	0.1%
P1(1,0):	87.6%	53.0%	9.3%	56.2%	17.6%	1.2%	27.0%	4.8%	0.2%
P1(1,1):	99.2%	92.3%	51.2%	87.6%	53.0%	9.3%	56.2%	17.6%	1.2%
P1(1,2):	100.0%	99.9%	97.5%	99.2%	92.3%	51.2%	87.6%	53.0%	9.3%
P1(2,0):	97.7%	87.6%	53.0%	85.0%	56.2%	17.6%	60.9%	27.0%	4.8%
P1(2,1):	99.9%	99.2%	92.3%	97.7%	87.6%	53.0%	85.0%	56.2%	17.6%
P1(2,2):	100.0%	100.0%	99.9%	99.9%	99.2%	92.3%	97.7%	87.6%	53.0%

Notation **Pn(A,D)** should be read as player n has attack skills A and defence skills D . Player 1 has the initiative and attacks first. Evenly matched, the player that attacks first has a slight advantage. The probability that the second player wins is one minus the probability that the first player wins.

For all tables, we have not taken into account the effect of wound penalties or the use of combat maneuvers.

The tables are not intended to be used as a reference during play, but rather to give you an idea of the expected outcomes of combat. This can help the GM design combat encounters that are challenging but not impossible for the players.

MAKING COMBAT INTERESTING

Combat shouldn't merely be a predictable dice-rolling exercise. THE WYRD ENGINE balances the active opposition mechanics used elsewhere, for both determining when an attack is successful and how much damage is inflicted, with a few additional mechanics to keep combat engaging. And these mechanics are well known as well: using traits and gear to

obtain offensive or defensive bonuses, and using combat manoeuvres as **boosts** to gain additional advantages.

But before we consider applying these mechanics in combat, let us consider the alternative which is to let characters slug it out with no modifiers. This is a valid option, but it can lead to combat being a simple exercise in rolling dice and adding numbers, and unless the two characters are evenly matched, the outcome is strongly skewed in one direction or the other.

We will use the example of *Anna the Assassin* and *Brian the Barbarian* to illustrate this. Both characters have a **+1 Fight** skill, which they use for both attacking and defending. Initially, they are evenly matched, so the outcome of their combat is almost entirely dependent on the dice rolls, with only a slight advantage to the player with the initiative, in this case Anna.

COMBAT WITHOUT MODIFIERS

Anna the Assassin jumps on top of her table at the *Rusty Dagger Tavern*, blades gleaming in the flickering lantern light. Across the room, *Brian the Barbarian* rises with a growl, knocking over his ale as he draws his enormous axe.

Anna has the initiative and attacks first. She rolls a $\oplus \ominus \ominus = -1$ and Brian rolls a $\oplus \oplus \ominus \ominus = 0$. They both add their **Fight +1** but they cancel out. Since Anna's attack is below Brian's defence, she does not inflict damage.

Damage Boxes

Anna the Assassin	OOO	♥	♥	♥
Brian the Barbarian	OOO	♥	♥	♥

Brian retaliates with his own attack, rolling a $\oplus \oplus \ominus = +2$ against Anna's defence of $\oplus \ominus \ominus \ominus = 0$. This time the attack is successful, and Brian inflicts **2 damage** on Anna.

Damage Boxes

Anna the Assassin	XXO	♥	♥	♥
Brian the Barbarian	OOO	♥	♥	♥

Now it is Anna's turn again. She rolls a $\oplus \oplus \ominus \ominus = +2$ against Brian's defence of $\oplus \oplus \ominus \ominus = +1$. This time, Anna's attack causes **1 damage** to Brian.

Damage Boxes

Anna the Assassin	XXO	♥	♥	♥
Brian the Barbarian	XOO	♥	♥	♥

Now Brian swings his axe again, rolling a $\oplus \ominus \ominus \ominus = 0$ against Anna's defence of $\oplus \oplus \oplus \ominus = +3$. The attack is smaller than the defence, so Brian does not inflict any damage.

Damage Boxes

Anna the Assassin	XXO	♥	♥	♥
Brian the Barbarian	XOO	♥	♥	♥

We could go on here, and there is close to a 50% chance for both of the opponents to win, so some uncertainty in the outcome, but it is not very exciting to play out a battle this way.

We can vary the situation slightly using just traits.

Anna the Assassin has a **Blade of the Night** trait that gives her a +2 bonus to attack rolls in the dark.

EXPLOITING TRAITS

Anna the Assassin followed *Brian the Barbarian* as he left the *Rusty Dagger Tavern*, waiting for the right moment to strike. As Brian stepped into the dark alley to leave himself, Anna leapt from the shadows.

The GM judges that the alley is dark enough for Anna to use her **Blade of the Night** trait, giving her a +2 bonus to attack rolls.

She rolls a $\oplus \oplus \ominus \ominus = +2$ and adds her trait +2. Brian's defence is $\oplus \oplus \ominus \ominus = +1$. The difference is +3, so Anna inflicts **3 damage** on Brian.

Damage Boxes

Anna the Assassin	OOO	♥	♥	♥
Brian the Barbarian	XXX	♥	♥	♥

Brian, now aware of Anna's presence, retaliates with a roar. He rolls a $\oplus \oplus \ominus \ominus = +1$ against Anna's defence of $\oplus \ominus \ominus \ominus = 0$. Anna's trait is only applicable for attacks, so she cannot add it here. The difference is +1, so Brian inflicts **1 damage** on Anna.

Damage Boxes

Anna the Assassin	XOO	♥	♥	♥
Brian the Barbarian	XXX	♥	♥	♥

Anna attacks again, rolling a $\oplus \oplus \ominus \ominus = +1$ and adds +2 for an attack of +3 against Brian's defence of $\oplus \oplus \ominus = +1$. The difference is +2.

Damage Boxes

Anna the Assassin	XOO	♥	♥	♥
Brian the Barbarian	XXX	×	×	♥

At this point, Brian concedes the fight.

It is not that adding traits to make the battle more uneven also makes it more interesting — if anything, it makes it less interesting since the chance of the out-classed character winning is so low. But at least such a combat encounter is over quickly, and the players can move on to the next scene. The point is not that skill or trait bonuses adds excitement to combat, however, but the use of traits and gear can make choosing the battlefield, the time and place, a strategically important decision, which *can* add excitement to combat.

CHANGING THE BATTLEFIELD

Once a combat encounter is underway, the players might not be able to change the conditions to activate a trait, but sometimes they can — if Anna and Brian were fighting in the tavern and Anna had the chance

to throw the room into darkness, for example. If the players *can* change the conditions they are fighting in, then that becomes a tactical goal. Increasing the attack or defence stats by one or two levels can be a significant advantage, and the players should be encouraged to use their traits and gear to gain that advantage.

CHANGING THE BATTLEFIELD

Anna the Assassin and *Brian the Barbarian* find themselves locked in combat inside the *Rusty Dagger Tavern*. The room is lit by swaying oil-lamps, and Anna's **Blade of the Night** trait—granting +2 to attacks in the dark—is currently useless.

Anna decides to act. On her turn, instead of attacking, she uses an action to snuff out the main lantern by flipping a table into it. The GM calls for an **Athletics** DL 2 check. Anna rolls $\oplus \blacksquare \oplus \blacksquare = +1$ and adds it to her **Athletics +2** skill. The lantern crashes to the floor, plunging the room into shadow.

Brian roars in frustration and swings blindly, rolling a $\oplus \blacksquare \blacksquare \blacksquare = 0$, but Anna defends with $\oplus \oplus \oplus \blacksquare = +3$, easily dodging in the darkness.

Now it's Anna's turn. With the room dark, her **Blade of the Night** activates. She attacks, rolling $\oplus \oplus \blacksquare \blacksquare = +1$, adds +2 from the trait, for a total of **+3**. Brian defends with $\oplus \blacksquare \blacksquare \blacksquare = -1$, giving Anna a difference of **+4**.

Damage Boxes

Anna the Assassin	OOO
Brian the Barbarian	xxx

Realising he's completely outmatched in the dark, Brian stumbles toward the door, seeking light—or surrender.

COMBAT MANEUVERS

If the players cannot invoke their existing traits (or the traits of their gear), then they can still use combat maneuvers to gain bonuses to their attacks or defences.

Combat maneuvers are special actions that can be used to gain a temporary advantage in combat. If you are changing the battlefield to gain a bonus from a trait, you already possess the trait, but you need to change the situation to gain the bonus. Traits are narrow in scope, and not all situations will enable you to exploit them, even after taking actions to change the battlefield. Combat maneuvers are always available, however. At any time, you can spend an action to perform a combat maneuver, which will give you a bonus to your next attack or defence, but unlike traits, combat maneuver bonuses are transient and lost as soon as you use them, or as soon as an attempt to increase them fails.

In any round, instead of attacking, a character can

- Do an **attack** combat maneuver to gain a **+2 bonus** to their next attack.
- Do a **defend** combat maneuver to gain a **+2 bonus** to their next defence.

Bonuses accumulated until they are used, or until the character fails a combat maneuver, in which case the entire accumulated bonus is lost. The two bonuses accumulate independently, and a failed maneuver does not affect the other bonus.

Doing a combat maneuver works like normal opposition rolls. A character should always be allowed to use the skill they use for attacking or defending against a difficulty level of **2**, with **ties reducing the bonus to +1**, but the GM should also allow inventive players to use other skills if they can justify it. In that case, the GM should judge whether the opposition roll is passive or active and set appropriate difficulty levels for passive rolls. In the case of ties, the GM should judge whether the tie is a success or a failure, and what the consequences are, i.e., whether a tie reduces the bonus to **+1** or whether it is a failure that doesn't remove the accumulated bonus.

ATTACK COMBAT MANEUVERS

Anna the Assassin is sneaking up on *Brian the Barbarian*. She intends to jump him, which would be an attack, but her player figures that if she sneaks up close and stabs him in the back, she should get an attack bonus. The GM agrees, but requires an active opposition roll, Anna's **Stealth** against Brian's **Notice**. Upon success, she will get a **+2 bonus** to her stab attack, but on failure or a tie Brian would get to attack with initiative.

Anna rolls a $\oplus \oplus \blacksquare \blacksquare = +2$ and adds her **Stealth +2** against Brian's $\oplus \oplus \blacksquare \blacksquare + \text{Notice} +1$. The total is **+4** against **+2**, so the roll is a success, so she gains a **+2 bonus** to her next attack, an attack she immediately makes.

Anna attacks, rolling a $\oplus \oplus \blacksquare \blacksquare = +1$ and adds her **Fight +1** and the **+2 bonus** from the combat maneuver for a total of **+4**. Brian defends with $\oplus \blacksquare \blacksquare \blacksquare = +1$ plus his **Fight +1** for a total of **+2**, giving Anna a difference of **+2**.

This example shows that you can use a normal opposition roll to gain a combat maneuver bonus. Strictly speaking, the combat hadn't started yet, but preparing for battle is a valid combat maneuver, and the GM should allow it.

DEFENCE COMBAT MANEUVERS

Brian the Barbarian, screaming from being stabbed in the back, throws himself behind a dumbster, trying to take cover.

This is a **defend** combat maneuver — he is doing the action instead of attacking — and Brian will use his **Athletics +2** against a **+2** difficulty level. He rolls $\oplus \oplus \blacksquare \blacksquare = +2$ and adds his **Athletics +2** for a total of **+4**, so he succeeds and gets a **+2 bonus** to his next defence.

Anna attacks and rolls a $\text{+} \text{+} \text{+} \text{-}$ = +2 and adds her **Fight** +1 for a total of +3 (she no longer has the bonus she used for her stealth attack). Brian rolls $\text{+} \text{+} \text{-} \text{-}$ + **Fight** +1 plus the +2 defence bonus for a total of +4. Being in cover behind the dumpster saved him from the attack.

Even with combat manoeuvres, there is still a risk that a fight may drag on, with one character steadily building up attack bonuses while the other accumulates defensive ones—leaving their relative positions unchanged. This is mitigated somewhat by the chance of losing a bonus when a manoeuvre fails.

The base difficulty of **DL 2** means a character with a relevant skill of +1 will only succeed about a third of the time (38.7%), while a character with +2 will succeed just under two-thirds of the time (61.7%). Success is far from guaranteed, and the risk of failure—and losing the bonus—is significant. As a result, the tactic of simply stacking bonuses is not a reliable long-term strategy.

However, the ability to use non-combat skills to perform manoeuvres allows characters to play to their strengths—if they can be creative and the GM permits it. This opens up new tactical options for players, which is the true purpose of combat manoeuvres. They are not just a way to gain bonuses to attack or defence, but a tool for players to engage the system creatively and leverage a broader range of skills to gain the upper hand in combat.

When multiple characters are involved in combat, maneuvers also add a layer of tactical complexity. If two characters are attacking a third, the defender is effectively prevented from building up defence bonuses. The defence bonus they have will be expended on the first attack, so the attackers can decide to have one build up attack bonuses while the other attacks, and the defender cannot build a defence bonus against the boosted attack that will eventually come.

In larger battles, deciding who fights who, and how to use combat maneuvers, can be a tactical decision. If the players are fighting a group of enemies, they can choose to attack one at a time, or they can split up and attack multiple enemies at once. Their choices will determine how they can build up their own bonuses and what choices their opponents can make for their own combat maneuvers.

WEAPONS AND ARMOUR

Gear traits can enhance combat just like any other opposition rolls, and it's natural to model weapons and armour as such traits. Fists are less effective than knives, which are in turn less effective than swords. Similarly, leather armour offers less protection than chainmail, which is weaker than full plate.

The level of detail you apply depends on the setting and how often combat arises in your game. In a

setting where combat is rare, you might avoid complex rules altogether. But if combat is a central part of the game, then weapon and armour choice can become an important part of both character identity and tactical planning.

Below are examples of how gear traits can be used to model the effectiveness of different weapons and armour across different settings. These examples are not exhaustive but should serve as a helpful baseline.

A NOTE OF CAUTION

Adding bonuses to weapons and armour can easily lead to an arms race. If every opponent and player continually escalates their gear bonuses, you may end up with excessive bookkeeping but no meaningful change to the gameplay. To avoid this, ensure players face enemies both less and more well-equipped than themselves. Gaining a powerful weapon to overcome a challenge can make for a compelling story—but simply scaling weapons in parallel with enemies leads to stagnation.

WEAPONS

Weapons can be modelled as gear traits that provide a bonus to attack rolls. Light weapons may grant +1, while heavier or more advanced weapons may grant +2 or more. However, excessive stacking of bonuses should be avoided—encourage variety in use and tactical application instead.

FANTASY

- Unarmed / Improvised Weapon (0)** – Fists, chairs, tankards.
- Dagger / Club (+1)** – Small, quick weapons that are easy to conceal or use in close quarters.
- Sword / Axe / Spear (+2)** – Standard martial weapons with a reliable combat bonus.
- Greatsword / Polearm (+3)** – Two-handed or powerful weapons with greater reach or impact.
- Legendary Weapon (+4)** – Rare magical or mythic weapons with narrative weight. These should be plot-relevant.

MODERN

- Fist / Stun Baton (0)** – Non-lethal or improvised.
- Knife / Pistol (+1)** – Standard sidearms or melee tools.
- Shotgun / Assault Rifle (+2)** – Tactical weapons for combat scenarios.
- Sniper Rifle / Heavy Weapon (+3)** – Long-range or high-calibre weapons; often slower or bulkier.
- Prototype or Military-Grade Weapon (+4)** – Restricted or experimental tech, used sparingly.

SCI-FI

- Plasma Dagger / Energy Whip (+1)** – Futuristic melee weapons.
- Laser Rifle / Gauss Gun (+2)** – Common energy weapons with precise or powerful shots.

- **Plasma Cannon / Anti-Matter Lance (+3)** – Devastating weapons, difficult to wield or maintain.
- **Relic of the Ancients (+4)** – Rare and potent alien or ancient technology, central to plot arcs.

ARMOUR

Armour provides a bonus to defence rolls, reducing the chance of taking damage. Unlike weapons, armour often comes with trade-offs—such as reduced mobility, attention-drawing bulk, or limited availability in certain settings.

FANTASY

- **None / Clothing (0)** – Offers no real protection.
- **Leather Armour (+1)** – Light, flexible, and common among rogues or rangers.
- **Chainmail / Scale Armour (+2)** – Heavier protection at the cost of agility.
- **Plate Armour (+3)** – Full-body protection, often worn by elite knights.
- **Enchanted Armour (+4)** – Rare magical items that may confer additional narrative effects.

MODERN

- **None / Casual Wear (0)** – No protective value.
- **Kevlar Vest (+1)** – Light ballistic protection against small arms.
- **Tactical Body Armour (+2)** – Offers improved coverage and resistance.
- **Bomb Suit / Riot Gear (+3)** – Maximum protection, but heavy and cumbersome.
- **Prototype Armour (+4)** – Advanced gear from research labs or special forces.

SCI-FI

- **Nano-Weave Undersuit (+1)** – Flexible and stylish, useful for infiltration or agents.
- **Combat Exosuit (+2)** – Reinforced armour with HUD and power support.
- **Powered Armour (+3)** – Heavy-duty suits with strength amplification and shielding.
- **Void Armour (+4)** – Ancient or alien tech that defies conventional damage.

FIGHTING STYLES

Not all combatants fight the same way. Some rely on brute strength, others on speed, cunning, or honed discipline. In THE WYRD ENGINE, you can represent different forms of combat using **fighting styles**—distinct techniques, schools, or traditions that combine specific skills, weapons, and tactics into recognisable approaches to battle.

Fighting styles can be purely narrative, or they can provide mechanical bonuses when used strategically. A style may work well against some opponents but poorly against others, introducing a natural system of strengths and weaknesses—like rock-paper-scissors, but more flexible and open to creative interpretation.

Fighting styles can be expressed using **traits**, or defined narratively by the GM and players. Some styles may grant a bonus in certain situations (e.g., against heavy armour, while surrounded, or in darkness), while others are designed to counter particular styles or skills.

COMBINING SKILLS AND WEAPONS

In a flexible system like THE WYRD ENGINE, fighting styles can be built by combining different skills with specific types of gear. Some examples:

- A duelist might use **Rapport** with a rapier, turning insults and flourishes into distractions that act as boosts.
- A berserker could rely on **Physique** and heavy weapons to overwhelm foes, gaining bonuses when ignoring defence or attacking multiple opponents.
- A street brawler might combine **Deceive** with improvised weapons to create unexpected openings or feints.
- A monk could use **Will** to resist pain and channel inner focus into precise strikes.

The GM should encourage players to define how their fighting style works and reward creative combinations that match the character's concept. A style should inform tactics and scene flavour, not just provide flat bonuses.

STYLE COUNTERS AND TECHNIQUE MATCHUPS

To create a richer tactical space, you may define style interactions—some fighting styles are naturally strong or weak against others. For example:

- **Iron Wall Style** (shield and spear, defensive posture) is effective against aggressive melee attackers but struggles against agile ranged foes.
- **Whispering Fang** (dagger and cloak, deception-based) excels at breaking enemy focus but is vulnerable to disciplined or intuitive fighters.
- **Stone Fist Boxing** (brute-force strikes) overpowers finesse-based styles but lacks adaptability against tricksters or feints.
- **Storm Serpent Form** (fluid motion, staff work) can counter slower styles, but is disrupted by grapplers or sudden aggressive charges.

These interactions do not need precise mechanics. Instead, treat them as situational modifiers, boosts, or justification for compelling outcomes in contested rolls. If one style clearly counters another in the fiction, grant the player a temporary boost or invoke a free aspect reflecting the advantage.

STYLE AS TRAIT

You may formalise a fighting style as a trait, such as:

- **Trained in the Windblade School** — Gain +2 to create an advantage when using twin blades in open spaces.
- **Master of Red Lotus Fist** — Once per scene, ignore one point of damage when fighting unarmed.
- **Practitioner of the Twelve Strikes** — Gain a boost when successfully predicting and countering a known style.

As with other gear and character traits, these bonuses should be conditional and narratively grounded. A style becomes more meaningful when it shapes how a character approaches combat, not just what numbers they use.

CREATING YOUR OWN STYLES

Encourage players to invent styles suited to the setting. In a fantasy world, schools of swordplay may rival one another like noble houses. In modern settings, street-fighting techniques might evolve from urban subcultures. In sci-fi, martial forms might be adapted to zero-gravity or cybernetic bodies.

The goal is not to add complexity, but depth. A good fighting style helps define a character, enriches combat scenes, and offers opportunities for drama, rivalry, and growth.

DESIGNING COMBAT EN-COUNTERS

A good combat scene is more than a series of dice rolls. It should feel dynamic, cinematic, and full of opportunities for player creativity. In THE WYRD ENGINE, combat works best when it serves the story, engages the players' imagination, and gives everyone a chance to use their unique abilities. If every fight ends up as two characters exchanging blows until one runs out of boxes, something important is missing.

This section offers guidance on how to build more compelling encounters—ones that are not only balanced and mechanically interesting but also rich with narrative possibilities.

LEVERAGE TRAITS AND NARRATIVE HOOKS

The simplest way to make combat more engaging is to ensure that the players' traits are relevant. Each trait represents a part of the character's identity or background. Design encounters where players can bring these traits into play:

- A stormy rooftop chase where a trait like **Born on the Streets** might apply.
- A duel before a crowd where **Performer at Heart** can earn boosts through showmanship.
- A darkened tomb where a character with **Eyes Adjusted to the Dark** gains a crucial edge.

Encourage players to look for narrative justification to invoke their traits, and create situations where the fiction invites those connections. Even a simple skirmish can become memorable if it feels personal.

TERRAIN AS A TACTICAL RESOURCE

Combat becomes more than trading attacks when the environment offers opportunities—and dangers.

Design the battlefield with features that can be used to gain advantage, such as:

- **Cover:** Crates, statues, or vehicles that provide defensive bonuses.
- **Hazards:** Fires, cliffs, swinging chains, or unstable walkways that add tension.
- **Interactive objects:** Chandeliers, levers, crumbling walls, or magical artefacts.
- **Elevation or bottlenecks:** Platforms, narrow bridges, or spiral staircases that favour certain tactics.

Include aspects or situational advantages the players can discover or create—like “Loose Floorboards” or “Broken Balcony”—to encourage experimentation. Let clever use of the terrain grant boosts, free invokes, or even shift the course of battle.

OPPONENTS WITH PERSONALITY

Enemies should do more than just roll to hit. Make each foe feel unique by giving them:

- **A defining trait or tactic:** e.g. “Shields of the Moon Guard” may always defend in formation.
- **A specific goal:** Instead of fighting to the death, maybe the villain is trying to escape, complete a ritual, or delay the players.
- **A weakness to discover:** An enemy may be immune to standard attacks but vulnerable to clever tactics or specific effects.
- **A dramatic flair:** Use monologues, emotional stakes, or surprise reinforcements to raise tension.

Opponents should also be capable of using the environment and creating their own advantages. A good enemy might throw a lantern to ignite the room, or use a grappling hook to flee across a rooftop.

GOALS BEYOND “DEFEAT ALL ENEMIES”

If every combat ends when the last opponent falls, fights can feel repetitive. Introduce alternative or secondary objectives:

- **Survive for a number of rounds** until backup arrives.
- **Protect a location or NPC** from waves of enemies.
- **Reach a lever, seal, or portal** while under fire.
- **Delay the enemy ritual** long enough for an ally to complete their task.
- **Retrieve an item** from the battlefield and escape.

Victory conditions that shift mid-fight—such as an enemy revealing a second form or reinforcements arriving—can also create surprise and momentum.

USE BOOSTS AND TEMPORARY ASPECTS

Encourage players and enemies to create **boosts** and **temporary aspects**. These fleeting advantages make the flow of combat feel more dynamic and tactical.

Examples:

- **Disarmed!** — After a clever create advantage action.
- **Pinned Behind Cover** — Created with a well-placed shot.
- **Thrown Off Balance** — A boost from a successful feint or trip.

By rewarding clever play with tangible benefits—even short-lived ones—you make the moment-to-moment action of combat more engaging.

LET THE PLAYERS SHAPE THE FIGHT

Combat should never feel like the GM is simply executing a script. Let players influence the battlefield, shift the stakes, and change the conditions. Encourage actions like:

- **Creating distractions** to split enemy forces.
- **Changing the environment**, such as plunging a room into darkness or collapsing a walkway.
- **Calling on allies** mid-fight through a trait or resource.

- **Escalating the situation**, e.g. drawing more guards, triggering alarms, or starting fires.

A combat scene becomes exciting when everyone at the table contributes ideas, builds on each other's moves, and feels like they're shaping the outcome together.

ESCALATION AND PACING

Even well-designed fights can become stale if they drag on too long. Keep things moving by:

- Tracking the fight's **emotional stakes**—what changes if the players win or lose?
- Introducing **timed complications**, such as a door that must be unlocked while fighting.
- Raising the tension with **mid-combat twists**: reinforcements, betrayal, an unexpected monster.
- Letting enemies **retreat or surrender** if the tide turns.

Think of each combat as a narrative beat, not just a mechanical challenge. If the outcome no longer matters or the momentum is lost, consider wrapping up the scene with a concession or a dramatic finish.

COMBAT AS A CONVERSATION

Finally, remember that combat in THE WYRD ENGINE is not a war game—it's a storytelling conversation. The dice add suspense, but the story is what gives the fight meaning. The best combat encounters aren't just about who hits harder, but who risks something, who grows, and what changes because of it.

CHAPTER 6: MAGIC

 AGIC can do anything that the story demands—at least when it's in the hands of non-player characters, monsters, gods, or mysterious artefacts. In those cases, the Game Master can simply decide what magic does, how powerful it is, and what its limits are (if any). The power level is set not by fixed rules, but by what serves the narrative best.

However, as soon as player characters are expected to interact with magic in a consistent or mechanical way—especially if they can wield it themselves—we need structure. We need rules that define what magic can do, how it works, and how it fits into the rest of the system. Without that, magic becomes either arbitrary or unfair.

Whether your setting treats magic as rare and mysterious or common and scientific, this chapter provides tools and examples for creating magic systems that are flexible, balanced, and narratively satisfying. You can use these as written, combine elements, or use them as a foundation for crafting your own.

DESIGN GOALS FOR MAGIC SYSTEMS

Before diving into the mechanics of magic, it's important to consider what kind of magic best fits the story you want to tell. Not all magic systems are created equal, and not all of them need the same level of structure. In designing a system for your game, you should consider tone, genre expectations, and how much emphasis you want to place on magical abilities during play.

To help with this, we'll frequently refer to two ends of a spectrum: **soft** magic and **hard** magic.

SOFT MAGIC VS HARD MAGIC

A **soft magic system** is mysterious, unpredictable, and often unexplained. Magic might appear as divine will, ancient curses, or the unknowable power of nature. Its role in the story is usually thematic or atmospheric, and it's more likely to serve as a narrative device than a mechanical tool. Soft magic works well in games that lean into horror, wonder, or mythic storytelling, where the unknown is part of the appeal.

A **hard magic system**, by contrast, is defined, repeatable, and governed by rules. Players understand what magic can do and what it can't, and their characters are often trained practitioners who rely on clear mechanics. Hard magic systems shine in tactical or high-fantasy games, where magic is a tool to be

mastered, and players want to build characters who use it with precision and strategy.

Most games fall somewhere in between. A setting might use soft magic for gods and ancient powers, but provide a hard magic system for player spellcasters. Or it might begin with soft, mysterious magic that gradually becomes more structured as players learn its secrets.

SOFT VS. HARD MAGIC IN FICTION

SOFT MAGIC EXAMPLES

- *The Lord of the Rings* – Gandalf's magic is powerful but undefined. We never know exactly what he can or cannot do; his power serves the story and themes rather than a consistent rule set.
- *A Song of Ice and Fire* – Magic is rare, ancient, and often unknowable. Prophecies, shadowy rituals, and dragons contribute to an atmosphere of mystery.
- *Princess Mononoke* – Spirits and curses operate on symbolic and emotional logic more than mechanical rules. Magic enhances the mythic tone rather than offering player-like abilities.

HARD MAGIC EXAMPLES

- *Fullmetal Alchemist* – Alchemy follows strict rules based on equivalent exchange. Characters learn and master the system, and much of the story turns on its limitations.
- *Avatar: The Last Airbender* – Bending is tied to clear disciplines and elements. While fantastical, it has well-defined boundaries and is learned like martial arts.
- *Mistborn* (Brandon Sanderson) – The magic system is fully explained, involving specific metals and predictable effects. Characters strategically plan how to use it in conflicts.

Tip: Soft magic enhances wonder and mystery. Hard magic enables strategy and player agency. Choose the flavour that suits your story—or blend them.

THE GOALS OF MAGIC IN THE WYRD ENGINE

The Wyrd Engine treats magic as just another kind of narrative power—like stealth, combat, or persuasion. It should support character expression, meaningful choices, and dramatic moments. Whether magic is rare and ritualistic or common and codified, the goals for any magic system in THE WYRD ENGINE are:

- **Flexibility:** Magic should adapt to your setting. The system should be easy to customise, whether you're building druidic rites, psychic powers, arcane science, or divine miracles.
- **Narrative Focus:** Magic should enhance the story, not overwhelm it. Magical abilities should feel impactful, but they should also create interesting complications, choices, and consequences.

- **Player Agency:** Magic should be something players engage with actively. Whether casting spells or dealing with magical effects, player characters should have tools to shape outcomes and influence the world.
- **Simplicity:** While magic can be powerful and varied, it should not require pages of rules or countless exceptions. The system should be simple to run and easy to learn.

In the following sections, you'll find guidance for building both soft and hard magic systems using the tools provided by THE WYRD ENGINE. You can use the included example systems as written, or treat them as a foundation to craft something unique for your world.

BUILDING MAGIC SYSTEMS

THE WYRD ENGINE is built on three simple yet powerful components: **Skills**, **Traits**, and **Stress**. These same tools can be used to create a wide variety of magic systems, from subtle enchantments to world-shaking sorcery. By using the existing mechanics in flexible ways, you can design a magic system that fits seamlessly into your setting without adding complexity for its own sake.

USING SKILLS FOR MAGIC

One of the simplest ways to represent magic is to introduce a dedicated *Magic* skill (or multiple skills for different magical traditions). This allows characters to roll to cast spells, channel energy, decipher magical texts, or sense supernatural forces.

How much you rely on skills depends on how "hard" your magic system is:

- In a **soft magic** system, a Magic skill roll might be used to determine success when calling on mysterious forces or interpreting omens. The effects are largely narrative.
- In a **hard magic** system, you might define clear actions or effects that can be performed with a Magic skill roll, possibly using fixed difficulties or cost thresholds.

You can also split the skill into multiple domains for more granularity—*Ritual Magic*, *Elementalism*, *Divination*, etc.—depending on how central magic is to your game.

USING TRAITS FOR MAGIC

Traits are ideal for granting magical capabilities and defining the flavour of magic in your world. A Trait can do any of the following:

- Provide a **+2 bonus** when using a skill to perform a magical action (e.g., *Fire Adept* might give +2 to Magic when wielding flame).
- Allow a character to perform a unique magical action others cannot (e.g., *Speak with the Dead*).

- Grant a **once per scene/session** magical effect (e.g., teleporting a short distance, summoning an elemental).

By combining Traits with appropriate skills, you can model everything from specialised spellcasters to innate magical creatures. Traits also work well in soft magic systems—serving as vague, evocative powers that offer narrative permission to do magical things without strict limitations.

You can also create themed Trait sets—such as schools of magic, elemental affinities, or bloodlines—to further flavour your system and character options.

USING STRESS FOR MAGIC COSTS AND RISKS

Stress represents the toll magic takes on the caster. The toll doing magic does to the caster's system might be damage that the usual stress boxes will have to absorb. Casting a powerful spell might deal 2 points of Fatigue, or cause Wounds on a botched ritual. This reinforces the idea that magic is dangerous or exhausting, and creates tension when players must choose between casting and conserving energy. Alternatively, you can introduce a separate track of stress boxes, or "mana points", to represent magical energy. This allows for a more tactical approach to magic use, where players must manage their resources carefully.

In more structured systems, you can assign stress costs to specific spells or magical effects. You can also track magical corruption, instability, or backlash using separate stress tracks or consequences. For example:

- *Casting from life force*: Wounds as cost.
- *Psychic strain*: Fatigue or a separate "Mind" track.
- *Chaotic magic*: On failure, take stress or roll for a side effect.

Stress can also be used to limit magic-use in a more freeform system. Instead of spell slots or mana, the caster simply takes stress each time they cast—and must choose when to risk pushing too far.

TYING IT ALL TOGETHER

Most magic systems built in THE WYRD ENGINE will use all three , skills, traits, and stress, in some way. For example:

- A character has the Trait *Stormcaller*, granting +2 to Magic when controlling weather.
- They use their Magic skill to attempt to summon lightning during a scene.
- The GM assigns a difficulty based on conditions and scope, and on a success, the spell works.
- Casting the storm drains 2 Fatigue, and if the character pushes further, they risk a Consequence.

With just a few consistent mechanics, you can create highly flexible and thematic magic systems that feel integrated with the rest of the game.

TRAITS-BASED MAGIC

The Gift belongs to old places—forgotten villages, mist-shrouded woods, windswept moors, and crossroads that never appear on maps. It lingers in lullabies and carved stones, in stories passed down by those who no longer remember why. Magic in these lands is not studied or controlled; it is felt, inherited, and feared. The boundary between the mundane and the mythic is thin, and those who bear the Gift often do so at a cost—marked by dreams, strange silences, or eyes that see too much. In such settings, the world itself seems to remember things long past, and sometimes it remembers you back.

This section describes a *soft magic* system—high in narrative freedom, low in mechanical constraint. It's not about control or precision, but about mystery, symbolism, and emotional resonance. Magic in this system emerges through intuition and memory, where the line between the real and the unreal is blurred. Effects are not measured in damage or distance, but in meaning.

The system relies on evocative **Traits** that grant narrative permission to perform strange or wondrous acts—such as speaking to stones, sensing lost things, or recalling forgotten names. When the outcome is uncertain, the GM may call for a skill roll—typically **Lore**, **Presence**, or **Will**. Success stirs old powers. Failure may draw their attention.

GAME MASTER TIP

This trait based system is a *soft magic* system, high in narrative freedom and low in mechanical constraint. Ideal for folk horror, fairy tales, mythic modern settings, or low-magic campaigns where mystery is key. It is not well suited for players who enjoy tactical gameplay or precise mechanics, as it relies heavily on narrative interpretation and the GM's discretion.

- **Pros:** Flexible, narrative-driven, encourages creativity and storytelling.
- **Cons:** Less predictable, may frustrate players who prefer clear mechanics or tactical options.
- **Best For:** Settings with a focus on folklore, mystery, and emotional resonance. Ideal for one-shots or campaigns where magic is rare and wondrous.
- **Not For:** Players who prefer hard mechanics, tactical gameplay, or a focus on combat and strategy.

USING THE GIFT: THE MECHANICS

The Gift isn't cast—it's invoked. It happens when the moment is right, when something remembered or promised is brought forward into the present. Magic often takes the form of subtle interventions, coincidences, or quiet revelations.

Player characters with the Gift should have one or more Traits reflecting their connection to the otherworldly, such as:

EXAMPLE GIFTS

- *Touched by the Old Road*
- *Knows the Names of Trees*
- *The Last of the Dreaming Blood*

These Traits don't provide fixed bonuses. Instead, they grant narrative access to supernatural effects. When a player wishes to use the Gift, they describe what they want to do and how it connects to their Trait. The GM may ask for a roll if the outcome is uncertain, but the focus remains on the story rather than strict mechanics.

INVOKING THE GIFT

- | | |
|---------------|--|
| Player | <i>"I want to call on the old road to find a way through the fog."</i> |
| GM | <i>"That's a good use of your Trait. Describe how you do it."</i> |
| Player | <i>"I close my eyes and listen to the whispers in the mist. I remember the stories of those who walked before me."</i> |
| GM | <i>"Roll Lore to see if you can hear them."</i> |

Mechanically, the system is simple. Characters gain one or more special Traits called **Gifts**, and everything else is handled through improvisation. The Gift is not a spell, power, or skill—it is a narrative invitation to describe what might happen, not what must.

This system works best with players who are comfortable with improvisation and collaborative storytelling. For newer players, the open-ended nature of the Gift may feel overwhelming at first. GMs should encourage evocative descriptions and reward creativity, while gently guiding the scene back to the story's tone and themes.

GUIDELINES FOR GMs

Using the Gift well requires a careful balance of narrative generosity, tone setting, and thematic consistency. Here are some key guidelines:

- **Invite poetic description.** Let players describe how their magic feels, not just what it does. Encourage metaphors, symbols, and sensations.
- **Keep the tone consistent.** The Gift works best in quiet, strange, or emotionally charged moments. Avoid turning it into a blunt tool or a superhero power.
- **Magic shifts the story.** The Gift doesn't always solve problems directly. It might reveal a secret, change someone's heart, or awaken something old.
- **Let the world respond.** Magic should echo—whether it draws attention, changes a location, or leaves a subtle mark. Treat each use as a story beat.

- **Offer consequences that fit the tone.** Rather than dealing damage or tracking resource costs, think in terms of memory, sacrifice, favour, or omen.

OPTIONAL CONSEQUENCES

For tables that want a bit more mechanical tension, consider adding one of the following consequences:

- **Wyrd Tides:** After invoking the Gift, roll a die. On a **6**, something unintended stirs. It might be benign, eerie, or dangerous.
- **The Debt:** Each use of the Gift creates a narrative debt to a power or presence. It will call on the character—sooner or later.
- **The Mark:** Frequent use leaves visible or spiritual traces—glowing eyes, silence that follows them, or unsettling dreams. These may attract attention

from beings better left undisturbed.

These consequences don't have to be punitive—they are tools to create drama, reinforce themes, and deepen the story. Let them emerge slowly and narratively.

IN SUMMARY

The system in this section is for stories where magic is strange, subtle, and laced with consequence. It is not a system of rules, but a method of storytelling. Magic here lives in glances, half-remembered songs, and the rustle of leaves under moonlight. For players who love folklore, forgotten things, and the poetry of power, the Gift offers a quiet kind of wonder—and just enough danger to make it linger.



BOOSTS-BASED MAGIC

The Warden's Path winds through deep forests, high peaks, sunlit plains, and storm-wracked shores. It is not a road of cities or empires, but of roots, rivers, and stones warmed by ancient fire. Those who walk it do not command the elements—they listen to them, learn from them, and earn their trust.

A Warden feels the tremor beneath the ground before it speaks. They know when the rain is mercy and when it is warning. They do not cast spells—they shape their will through discipline, ritual, and connection to the world around them.

And when the balance is broken, they are the ones who rise to restore it.

This section describes a *medium-soft* to *medium-hard* magic system built on balance, focus, and elemental harmony. It is ideal for ritual guardians, wandering monks, or nature-bound mystics. Power flows through alignment—not domination—and magic is shaped through action, breath, and will.

Where the trait based system described earlier is mysterious and entirely narrative, the system in this section is also narratively rich, but more mechanically grounded. Magical effects are built through the core system's **boosts** mechanic (on page 14), creating a structured but flexible toolkit. This system emphasizes preparation over spontaneity, making it less suited to fast-paced or reactive combat spells—but perfect for building tension and releasing it in dramatic, cinematic moments.

GAME MASTER TIP

The system in this section is ideal for players who want magic that is rhythmic, grounded, and tactical. The build-up mechanic supports dramatic timing, while elemental attunement reinforces a character's identity and worldview.

- **Pros:** Evocative, balanced; supports big moments and careful planning.
- **Cons:** Requires forethought; less spontaneous than freeform systems.
- **Best For:** Elemental guardians, ritual casters, mystics, and nature-based traditions.
- **Not For:** Chaotic or academic spellcasters (see the spell based magic system for those).

THE MECHANICS

Magic in this system is built from two components: **Elemental Traits** and **Skills**.

- **Elemental Traits** represent the character's attunement to a specific element, such as fire, earth, water, or air.
- **Skills** determine how that element is directed—whether to attack, defend, reshape the environment, or endure hardship. These are standard skills from the core rules.

ELEMENTAL TRAITS

- *Heart of the Flame* — attuned to fire and heat
- *Stonebound* — attuned to earth and endurance
- *Voice Like Thunder* — attuned to air and storm
- *Dancer of Tides* — attuned to water and flow

Together, the elemental trait and skill allow the character to channel magic through action. There are two primary modes of use: **Build-Up** and **Release**. These function similarly to the optional **boosts** system (on page 14).

BUILD-UP

A **Build-Up** action lets the caster use an element combined with a skill to channel magical energy into a spell. Each successful build-up adds a **+2 bonus**. These bonuses accumulate and are stored until the spell is released. If a roll fails, the bonuses are lost. (Optionally, this may also cause a magical misfire.) A tie grants no bonus but does not cause failure.

BUILDING UP MAGIC

- Player** "I want to raise a stone wall between the villagers and the raiders."
- GM** "That sounds like a difficulty of +4. What are you using?"
- Player** "I'm using my **Stonebound** trait and **Craft** skill."
- GM** "Sounds good. You can build up now or release with just your skill."
- Player** "I'll build up—try to raise something strong."
- GM** "Great. Roll **Craft**. Success gives you a +2 for when you release."
- Player** "I got a +4!"
- GM** "Success! The stones tremble at your call. You may build up further or release next round with a +2."

The magic user can use any appropriate skill to build up magic, as long as the GM agrees. As long as the player can justify it narratively, the GM should usually allow it.

BUILDING UP MAGIC

- Player** "I want to build up the magic more to reach +4. Can I use **Notice** +3 to find how the rocks in the ground can support the wall?"
- GM** "You sure can. Roll away."
- Player** "Success! I rolled a +3."
- GM** "Great. Your total bonus is now +4!"

RELEASE

A **Release** action uses a skill and element to produce a magical effect (a standard skill roll), augmented

by the built-up bonus. The element adds narrative flavour, but no further mechanical effect.

While the magic user may use tangential skills when building up, the skill used to release must be directly related to the spell's effect.

RELEASING MAGIC

Player "I'm ready to release. I have *Craft +2* and the +4 bonus."

GM "Great—you needed +4 to succeed."

Player "I rolled a +1, so total is +7!"

GM "You call up the wall. Rocks rise and earth surges, forming a formidable barrier that shields the village!"

ELEMENTAL LIMITS

Magic users can only manipulate elements they are attuned to. A character with only *Dancer of Tides* cannot control fire or earth—unless they acquire a new trait through training, a quest, or mystical insight.

This encourages thematic specialisation and reinforces character identity. No two magic users need be

alike.

OPTIONAL MECHANICS

To increase risk, tension, or magical drama, you may apply any of the following optional rules:

- **Burnout:** On a failed build-up, the magic user takes 1 Fatigue.
- **Unstable Cast:** If the magic user builds up more than +4 and fails their release roll, the spell misfires.
- **Elemental Stress:** Instead of rolling, the magic user can choose to take Stress to build up magic automatically.

IN SUMMARY

The system in this chapter is a disciplined, balanced form of elemental magic. It rewards foresight, patience, and creative expression. The build-up and release mechanic allows players to shape tension over time and deliver dramatic payoffs. For players who enjoy strategy, elemental symbolism, and poetic precision, this system offers a deeply satisfying path.



SPELLS BASED MAGIC

The Codex is not a book you hold. It is written in the bones of the world, encoded in starlight, hidden in the spaces between words. But for those who study, who sacrifice, who inscribe its logic upon their minds—it opens.

In the Great Archive, beneath miles of stone, Arcinel traces the glyphs again. Not by rote, but by understanding. Geometry, breath, and balance. He speaks the final syllable and the construct animates, bronze limbs unfolding with a hiss of steam and spell.

One mistake would have meant ruin. But knowledge — true knowledge — is power. And he has earned it.

The magic system in this section is a *hard magic* system—structured, tactical, and rule-bound. Magic is studied, codified, and practiced like an arcane science. Every spell has a defined effect, cost, and scope. It is ideal for high fantasy campaigns, magical academies, arcane duels, or settings where power comes through discipline and logic rather than intuition.

Unlike the symbolic ambiguity of the trait based system or the intuitive flow of the boosts based system, this system prioritises clarity, precision, and balance. It appeals to players who enjoy mechanical depth, reliable outcomes, and strategic spell use.

GAME MASTER TIP

This magic system is a structured spellcasting system for players who enjoy crunchy mechanics, defined options, and tactical play. It's ideal for magical scholars, arcane tacticians, or campaigns with rigid magical laws.

- **Pros:** Clear rules, consistent resolution, easy to balance, satisfying for planner-type players.
- **Cons:** Less improvisational; may feel rigid in dreamlike or mythic settings.
- **Best For:** Magical universities, wizard duels, fantasy warfare, arcane espionage.
- **Not For:** Folkloric or mystery-focused campaigns (see the traits based system for those).

THE MECHANICS

This magic system is built around **spell skills**. While the GM may require a Trait (e.g., "Trained at the Obsidian Spire") to justify access, it is not mechanically necessary—spells function like any other Skill.

To cast a spell, the player chooses one from their known list and resolves it like any action: the GM sets a difficulty, the player rolls, and the outcome determines the effect. Spells are either broad skills (e.g. *Warding*) or specific entries from a spellbook-like list.

SPELLS AS SKILLS

In the simplest approach, spells are purchased like any other Skill and function similarly. Each represents a broad domain of arcane expertise.

SPELL SKILLS

- *Veilcraft* — manipulate light, sound, or sensation to obscure or deceive
- *Framework* — conjure, shape, or project fire
- *Warding* — create magical barriers, seals, or protections
- *Chronoshaping* — manipulate time in small, focused ways

Because spells are purchased like Skills, they should have similarly broad scope. While magic invites narrative freedom, the goal is to keep effects consistent and balanced with the rest of the game.

GRIMOIRES AND SPELLBOOKS

Alternatively, GMs may define a separate spell list distinct from normal skills. This allows for more granularity in effect and cost, and supports different advancement rules. You can require spells to be purchased from a separate budget, or at lower costs than regular skills (reflecting that they are likely narrower in scope than other skills).

SPELLS WITH DETAILED EFFECTS

- *Mirror Veil* — Appear as another humanoid. Lasts until damaged or disrupted. Costs 2 stress. Opposed by **Notice** or magical detection.
- *Flame Tongue* — Imbue a weapon with fire. Grants +2 damage and ignition. Lasts one scene. Costs 2 stress.
- *Ward of Binding* — Seal an entryway. Lasts 1 hour or until dispelled. Costs 3 stress. Opposed by **Will**.
- *Time Slip* — Take two actions this round or gain +2 to initiative and evasion. Costs 3 stress. May not be used back-to-back.

MAGIC STRESS

Stress is used to limit spell use and create tactical pressure. Each spell costs stress to cast—either from your main Fatigue/Wounds tracks or from a separate **Magic Stress** pool. If you want a more heroic or flexible tone, use Magic Stress as a distinct track. If you want a grittier tone, use the normal stress boxes.

MAGIC FATIGUE

- Player** "Can I still cast Flame Tongue? I'm nearly out of Fatigue."
- GM** "You can, but you'll need to mark a Wound box instead. That fire has to come from somewhere."
- Player** "Let's do it."

SPELL RANKS

To reflect increasing power, spells can be ranked. A spellcaster may only cast a spell at a rank equal to or below their Skill level in that spell. Higher ranks have stronger effects and higher stress costs.

SPELL RANKS

- *Mirror Veil* — Costs 1-3 stress
 - Rank 1: Appear as a specific person you've studied
 - Rank 2: Appear as any generic humanoid of chosen type
 - Rank 3: Shift appearance at will; mimic voice or gait
- *Flame Tongue* — Costs 1-3 stress
 - Rank 1: Weapon deals +2 damage
 - Rank 2: Weapon deals +4, ignites flammables
 - Rank 3: Weapon deals +6 and can emit a flame burst (area effect)

MAGIC SCHOOLS

Schools offer another axis for character customisation. Each school defines a category of spells. Characters may specialise in a school to gain bonuses or unlock more advanced spells.

MAGIC SCHOOLS

- *Elementalism* — Fire, water, air, earth. Terrain shaping, blasts, weather magic.
- *Necromancy* — Raise the dead, drain life, bind souls.
- *Illusion* — Glamour, misdirection, invisibility.
- *Divination* — Foresight, scrying, omen-reading.

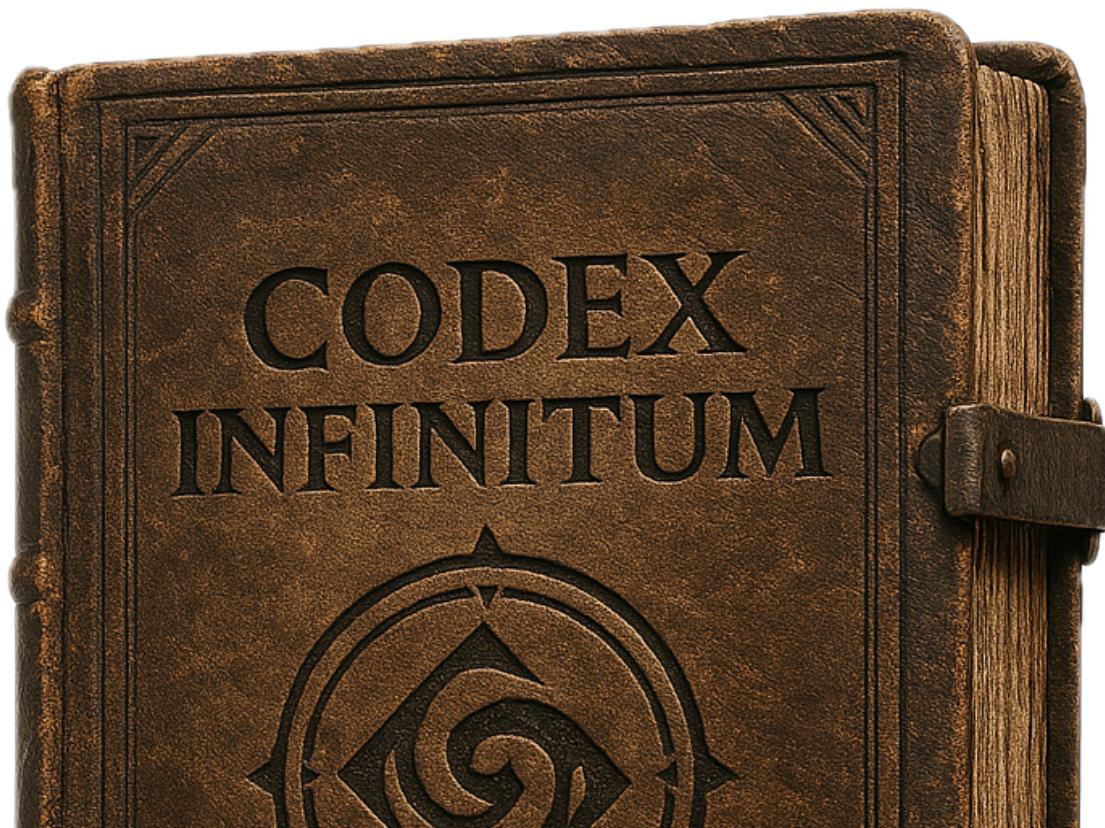
Schools can be implemented as Traits or gating requirements. You may require a Trait like “Disciple of the Red Tower” to access spells of a given school—or allow open learning at reduced effect unless a school is mastered. Schools can also offer bonuses (e.g. +2 to fire-related spells) or unlock higher ranks.

GUIDELINES FOR GMs

- Define spells with your players. Leave room to expand as the campaign grows.
- Consider spell rarity. Forbidden or legendary spells might be unlocked via quests or secrets.
- Mastery tiers—Apprentice (Rank 1), Adept (Rank 2), Master (Rank 3)—help track progress.
- Adjust stress recovery based on your setting. In high-magic worlds, it may reset each scene. In darker ones, it might take a ritual or rest.

IN SUMMARY

The magic system in this section offers a disciplined, tactical approach to magic. For players who enjoy clearly defined powers, mastery through learning, and meaningful resource trade-offs, it provides a rich and flexible system. Magic, in this vision, is not wonder—it is knowledge made dangerous.



SPELLS

Depending on how you wish to use the *Spell Based Magic* system, you will either consider spells as broad skills, purchased using the same budget, or you will have narrower scope spells you purchase from a separate spell budget. This section gives you examples of spells for both choices.

- **Broad Spells** are purchased and ranked like ordinary Skills. Each spell represents a wide magical discipline—ideal for characters who want mastery in a specific field.
- **Narrow Spells** are purchased from a separate spell budget. Each spell is focused in effect, allowing for greater customisation and flexibility.

Do not mix Broad and Narrow systems in the same game unless carefully balanced. A character either builds their magic through a few versatile Broad Spells or through a larger collection of Narrow Spells with more specific functions. This is similar to how you would either use a few broad skills in a setting, or a wider range of narrow skills.

BROAD SPELLS

Broad Spells are treated as Skills and must be purchased at a cost of **+1 to +4**, following the usual rules for the setting. Each spell is a comprehensive magical discipline, with scaling power based on rank.

FLAMWORKING (ELEMENTAL)

The art of conjuring, shaping, and commanding fire. Practitioners of Flameworking learn not only to unleash destructive forces, but to wield fire as a tool—bringing light to darkness, fear to enemies, or warmth to the dying.

- +1 Ignite dry material, brand surfaces with heat sigils, hurl a focused spark that can deal stress in close combat or light enemies aflame over time.
- +2 Launch volatile firebolts at a distance; ignite unattended flammable objects; melt through rope, wood, or iron bars over time.
- +3 Shape flames into defensive barriers or project burning lines; cause explosive reactions in nearby volatile materials.
- +4 Call upon greater flame—summon elemental fire spirits, create infernos that spread across terrain, or rain fire from above in open skies.

WARDING (ABJURATION)

Warding weaves arcane patterns into space, anchoring protective energies that repel harm, deflect curses, or resist intrusion. Masters of this art are defenders, sealers, and sanctifiers.

- +1 Create a simple ward circle that resists minor intrusion (physical or magical); ward a weapon against decay or a door against opening for a few moments.
- +2 Project a barrier that blocks one attack or slows movement through a portal; suppress a weak enchantment or spirit within a small object.
- +3 Ward an entire room or group against hostile effects; reflect the first harmful spell; create temporary sanctuaries.
- +4 Bind curses into place or suppress greater entities; create large-scale defensive wards across terrain or buildings.

VEILCRAFT (ILLUSION)

Masters of Veilcraft bend light, sound, and perception to create illusions, misdirect the senses, and veil their presence. This is the art of misdirection—powerful when subtle, overwhelming when bold.

- +1 Cloak yourself from sight briefly in dim conditions; distort your voice; mislead someone's perception of your direction.
- +2 Create visual or auditory illusions large enough to distract or deceive multiple people; mask your identity completely at close range.
- +3 Craft persistent illusions that react believably; duplicate another's appearance and mannerisms for hours at a time.
- +4 Trap targets in fully immersive illusions affecting all senses; hide large objects, creatures, or locations from mundane and magical sight.

CHRONOSHAPING (CHRONOMANCY)

Chronoshaping deals with the manipulation of time in bounded ways—altering the flow of moments to act faster, perceive deeper, or bend causality.

- +1 Act before others in initiative; slow a falling object; replay a sound or image from a moment ago.
- +2 Delay a small object's motion (e.g., arrow mid-air); take an extra minor action in a round; accelerate personal movement.
- +3 Freeze a target in place for a moment (opposed); reverse a short action you just took; glimpse the immediate future.
- +4 Suspend time in a small area for a few seconds; act twice in a round without penalty; alter the outcome of a single recent roll.

AUGURY (DIVINATION)

The art of peering beyond the present: into distant places, concealed truths, and veiled intentions. Augury grants vision, insight, and omens—but at the risk of revealing things best left hidden.

- +1 Sense nearby magic, lies, or danger; learn a single fact about a person, object, or place through signs and symbols.
- +2 Ask a yes/no question and receive a symbolic omen; scry a familiar person or place from afar; detect magical concealment.
- +3 Read the surface thoughts of a target (opposed); know a hidden truth about someone's past; receive a cryptic glimpse of the near future.
- +4 Reveal the true nature of a being or artifact; uncover long-lost secrets or false memories; force a prophetic vision upon someone.

NECROMANCY (NECROMANCY)

The forbidden art of binding, animating, and communing with the dead. Necromancers walk a line between power and damnation, using the essence of life—and death—as fuel for their will.

- +1 Sense death nearby; speak briefly with a fresh corpse; slow bleeding or accelerate decay.
- +2 Animate a small skeleton or corpse (weak and fragile); drain vitality to inflict 1 Fatigue; create a ward against the dead.
- +3 Raise multiple minor undead; siphon life to heal wounds; bind a soul fragment into an object.
- +4 Command powerful undead or construct bone guardians; erase memory of the dead; curse a target with lingering rot.
- +5 Bind the spirit of a recently deceased target, question them, or trap them; raise a small army of loyal undead until sunrise.

STORMBINDING (ELEMENTAL)

Stormbinding is the mastery of sky, wind, thunder, and the raw fury of weather. Its wielders are rare and terrifying, calling upon powers that cannot be contained—only channeled.

- +1 Call a strong gust to knock over objects or disorient; produce static to jolt a creature or ignite flammables.
- +2 Redirect arrows, bolts, or debris with gale winds; summon rolling thunder to startle or deafen.
- +3 Launch a directed bolt of lightning (single target); create a wind barrier that grants +2 defence or impedes movement.

+4 Call a localized storm: rain, fog, wind, or hail; cause enemy projectiles to veer wildly or fail.

+5 Summon a full tempest over an area, inflicting severe disruption; ride the wind or travel with lightning between high points.

+6 Become the storm—channel elemental power through your body, unleash a sky-splitting lightning strike, or scatter armies with a cyclone.

TRANSLOCATION (CONJURATION)

Translocation is the study of space and its folding. It allows the caster to traverse great distances, alter proximity, or bypass obstacles. A dangerous art when used recklessly.

- +1 Instantly reach an object within arm's length; shift a hand through a locked container; step across a small gap.
- +2 Swap places with a visible ally; blink a few meters behind cover; place a rune to return to later in the scene.
- +3 Teleport yourself (or a willing creature) across a room or past a barrier; bend space to appear behind an enemy.
- +4 Fold space across long distances; instantly relocate across a known area; walk through walls as a shimmering blur.

RUNECRAFT (RUNES)

The ancient and meticulous art of embedding magic into symbols, glyphs, and inscriptions. Unlike other magic, Runecraft is deliberate, stable, and durable—but slow to prepare.

- +1 Etch a glyph into an object to make it glow, hum, or resist weathering; scribe a rune that triggers a soft sound when approached.
- +2 Inscribe a delayed spell (e.g. fire bolt, alarm, fear); anchor a ward to a surface; mark a binding circle for a known creature.
- +3 Create a complex multi-glyph array to store energy, trigger effects under conditions, or permanently enchant a tool with minor effects.

NARROW SPELLS

Narrow Spells are smaller in scope and purchased from a separate spell budget determined by the GM. For example, players may have 4–6 points to spend on spells at character creation, rather than investing from their core Skill points.

FIREBALL (ELEMENTAL)

A tightly focused evocation that conjures a blazing orb and hurls it toward a target. Though simple in concept, the spell scales in force and devastation, becoming a hallmark of battlefield casters who favour destructive precision.

- +1 Hurl a fireball that explodes on impact, affecting a single target within medium range. Causes moderate stress and may ignite flammable targets or surroundings.
- +2 Expand the fireball's blast radius to strike up to 3 adjacent targets or objects. Range increases to long. You may shape the fire to avoid allies.
- +3 Unleash a high-impact fireball with a 10-foot blast radius. Deals high stress to all in the zone, shatters weak structures, and leaves the area ablaze. The impact is loud and unmistakable.

MIRROR IMAGE (ILLUSION)

A classic illusion spell that creates illusory duplicates of the caster, confusing enemies and making it difficult to discern the real target. The duplicates are not solid and cannot attack.

- +1 Create 1 illusory duplicate of yourself that mimics your movements. The duplicate lasts for a few minutes or until dispelled.
- +2 Create 2 duplicates that move independently, making it harder to identify the real you. The duplicates last for a scene or until dispelled.
- +3 Create 3 duplicates that can act independently, moving and mimicking your actions. The duplicates last for an hour or until dispelled.

WARD OF BINDING (ABJURATION)

A structured warding spell that anchors arcane sigils to a physical location, sealing portals or anchoring a force in place. This spell is favoured by wardens, inquisitors, and artificers who deal with spirits, summoned creatures, or fleeing foes.

- +1 Seal a door, window, or container with arcane force for a few minutes. Breaking the seal requires overcoming a +2 obstacle with **Physique** or **Will**.
- +2 Strengthen the binding to last an hour or suppress a creature's ability to cross a threshold. Breaking it now requires +4 effort or a specific ritual to dispel.
- +3 Create a complex ward that binds a summoned entity in place or seals a location indefinitely until the glyph is destroyed. You may include a condition for release (e.g. a spoken phrase, a drop of blood).

TIME SLIP (CHRONOMANCY)

A tactical manipulation of personal timeflow, allowing a caster to move faster or act outside the normal rhythm of the world. Favoured by duelists, spies, and agents of arcane espionage.

- +1 Blur forward in time just enough to act before others. Gain +2 to Initiative or take a free minor action at the start of your turn.
- +2 Accelerate your movements to take two full actions this round (instead of one major and one minor). Cannot be repeated on the next round.
- +3 Step outside the flow of time for a heartbeat, acting freely while others remain frozen. You may ignore all actions or attacks made this round, but must re-enter time next turn.

ECHO STEP (TRANSLOCATION)

A rapid displacement technique that allows the caster to move through space with momentary afterimages or blurred motion. Less flashy than full teleportation, but prized by infiltrators and duelists.

- +1 Instantly blink a few meters in any direction, bypassing terrain or cover. Gain +2 to defence against ranged attacks until your next turn.
- +2 Teleport to any point within your line of sight (up to a room's length). You leave behind a shimmering echo that distracts enemies for one round.
- +3 Chain multiple rapid blinks in a single turn, allowing you to cross large terrain or phase through narrow walls. Enemies struggle to track your position, imposing a +2 penalty to their next attack against you.

PHANTOM SOUND (ILLUSION)

Conjures sounds where none exist. Used to mislead, distract, or mimic—perfect for spies, tricksters, and scouts.

- +1 Create a brief sound anywhere within shouting distance: footsteps, whispers, knocks, etc.
- +2 Sustain a repeating or evolving sound (e.g., a crowd, crying baby, marching). Can move with your line of sight.
- +3 Mimic a specific person's voice or create layered sounds; fool magical detection unless opposed.

SANGUINE BOND (BLOOD)

A dangerous rite that links your vitality to another. Used to share strength—or suffering.

- +1 Create a sympathetic link with a touched target. You may transfer up to 1 Fatigue between you.

- +2 Redirect minor wounds from one party to another. You may absorb 1 Wound dealt to someone you're bonded to.
- +3 Enforce the bond on an unwilling subject (opposed by Will). For 1 scene, any damage they take may be split with you—or transferred entirely.

OMEN OF FALLING LEAVES (DIVINATION)

A ritual that reads the pattern of falling or scattered leaves to reveal cryptic truths. Best used in quiet moments or as foreshadowing.

- +1 Learn a symbolic truth about a nearby danger, emotion, or concealed force.
- +2 Receive a vision or flash of someone's future actions within the next hour.
- +3 Ask a specific narrative question. GM must provide a symbolic answer. May trigger a prophetic dream later.

STONEGRIP (ELEMENTAL)

Shape stone to restrain, bind, or trip. A practical and brutal spell, often favoured by bodyguards and wardens.

- +1 Cause the ground to grab an enemy's foot, imposing a +2 penalty to their next movement or action.
- +2 Trap one or both legs in stone. Target must beat a +2 obstacle with **Physique** to escape.
- +3 Fully restrain a target in a cocoon of earth. Holds even supernatural creatures, if not dispelled.

FROZEN VEIN (ELEMENTAL)

Channel moisture into a freezing strike. This spell disrupts, chills, and disables rather than destroys.

- +1 Coat a weapon in ice for 1 scene. Attacks deal +1 damage and slow movement on a hit.
- +2 Hurl a freezing wave or cone. Enemies caught must pass **Physique** or take Fatigue and lose their next move.
- +3 Freeze a 10-foot area solid—immobilising terrain, extinguishing fires, and sealing objects shut.

BONE SHARD (NECROMANCY)

A piercing necrotic projectile formed from bone — your own or scavenged. Whispers follow in its wake.

- +1 Launch a jagged bone spike at a target. Deals +2 damage and causes lingering spiritual unease.

- +2 Bone anchors in flesh, dealing +2 damage and imposing a -2 penalty to the target's next roll.
- +3 Bone shatters violently after impact, damaging adjacent targets and temporarily weakening magical defences.

SUMMON FAMILIAR (CONJURATION)

A ritual to summon a small spirit or creature to serve as a companion. The familiar can scout, deliver messages, or assist in minor tasks.

- +1 Summon a small animal or spirit that can perform simple tasks and relay information.
- +2 The familiar can scout ahead, relay messages, and perform minor tasks (e.g., fetch items).
- +3 The familiar can fight alongside you, using its own actions to distract or attack.

SUMMON ELEMENTAL (CONJURATION)

A powerful ritual that calls forth an elemental spirit to serve the caster. The elemental can fight, scout, or perform tasks.

- +1 Summon a small elemental (e.g., fire, water, earth) that can perform simple tasks and relay information.
- +2 The elemental can fight alongside you, using its own actions to distract or attack.
- +3 The elemental can take on a more powerful form, gaining additional abilities and resistances.

STARFIRE LENS (ASTRAL)

Channel a focused beam of starlight energy. Often used by arcane astronomers and dream-mages.

- +1 Emit a radiant beam that reveals hidden glyphs, illusions, or invisible creatures.
- +2 Use the beam as an attack, dealing radiant stress and suppressing dark magic effects.
- +3 Focus starlight into a searing lance that pierces barriers, blinds foes, or tears through constructs.

UNRAVEL HEX (ABJURATION)

A focused anti-magic charm used to tear apart minor curses and malicious enchantments.

- +1 Suppress a minor hex or magical condition for one scene (e.g., slowed movement, blindness).
- +2 Break a low-level curse or magical trap entirely; nullify a single ongoing effect.
- +3 Unravel a layered enchantment, removing protections or bindings from a target or area.

VEIL OF DUSK (ILLUSION)

Cloaks the caster in living shadow, blending them into dim surroundings or darker intent.

- +1 Gain +2 to Stealth checks in shadowed or low-light areas.
- +2 Become nearly invisible in darkness; you leave no sound or scent while cloaked.
- +3 Shadow form grants limited intangibility. You may pass through bars or vanish briefly into another shadow.

IRONBOUND SIGIL (CONJURATION)

Summon an ephemeral spectral chain or shackle to bind a target in place or pull them off-balance.

- +1 Launch a spectral chain that binds one limb or hand; target suffers -2 to their next physical action.
- +2 Wrap both legs or pull a target to the ground (opposed by **Physique**).
- +3 Chain multiple targets within close range or pull one toward you forcefully, interrupting their action.

WHISPER GALE (ELEMENTAL)

A subtle wind incantation used to push, knock over, or whisper from afar—ideal for tricksters and couriers.

- +1 Send a whispered message riding on the wind to a creature you can see.
- +2 Push unattended objects or knock a light creature off-balance.
- +3 Disrupt flight or ranged attacks in a zone; project a booming shout across a battlefield.

CINDER TRACE (ELEMENTAL)

Leave behind a trail of fire or embers—useful for misdirection, pursuit, or aesthetic intimidation.

- +1 Leave burning footprints or markings on the ground for 1 scene; anyone following you gains +2 to track.
- +2 Trail becomes dangerously hot; creatures moving through it take minor damage or risk ignition.
- +3 Trigger the trail to erupt violently behind you, causing a fire wall or cutting off pursuit.

THOUGHT SPIKE (MENTALISM)

A sharp, invasive psychic attack that disrupts concentration, memory, or intent. Favoured by interrogators, duelists, and counter-mages.

- +1 Disrupt a target's current thought or action. Target takes +1 Fatigue and suffers -2 on their next mental roll.
- +2 Momentarily overload the target's thoughts. They forget what they were about to do and must reroll initiative or lose their turn.
- +3 Shatter the target's focus. Break concentration-based spells, force memory loss, or cause confusion for one scene (opposed by **Will**).

BRAMBLE SNARE (VERDANCY)

A burst of sudden plant growth that entangles limbs and clutches at foes. Subtle in woodlands, startling in cities.

- +1 Sprout thorny vines around a target's feet. They take -2 to movement or must roll **Athletics** to escape.
- +2 Entangle multiple creatures in a small area. Those caught must overcome a +2 obstacle or fall prone.
- +3 Bind a target completely in thick brambles, dealing stress and holding them in place until they escape or are freed.

CHAPTER 7: RACES & CREATURES

RACES are a staple of fantasy roleplaying games but also frequently used in science fiction settings such as space operas. From noble elves and hulking orcs to insectoid aliens and sentient machines, the inclusion of unique peoples and beings brings depth, diversity, and wonder to a game world. They shape culture, mythology, and conflict—and offer players a means of exploring identities that challenge or reflect their own.

In THE WYRD ENGINE, the terms **race** and **creature** are not rigid mechanical categories. Rather, they reflect a narrative function: **races** are player character origins—backgrounds that offer depth and thematic flavour—while **creatures** typically refer to non-player entities, ranging from allies and fauna to threats and mysteries. Mechanically, they follow the same rules: a small number of Traits that define what makes them unique, and a clear role in the fiction.

This flexible approach encourages creative world-building while avoiding reductive or deterministic interpretations of culture or biology. Whether you’re designing a lineage, a species, or a strange spirit with no defined form, this chapter provides tools to breathe life into them through narrative concept and evocative Traits.

Above all, the goal is to create beings—human or otherwise—that feel grounded in your world, fit the tone of your game, and invite rich storytelling.

DESIGN PHILOSOPHY

Designing races and creatures begins with purpose and theme. What role does this being serve in your setting? Is it a cultural anchor, a living enigma, a mirror to humanity, or a monster lurking in the mist? In THE WYRD ENGINE, Traits do most of the mechanical lifting, allowing your creative focus to rest on ideas, imagery, and narrative significance. Traits should express **story**, not simulate biology.

In practice, designing a race or creature often means identifying a small set of Traits that capture its essence. While Traits normally highlight what makes a particular *character* distinct from others, racial or creature Traits define what makes one *type of being* distinct—while creating a thematic throughline among its members.

Avoid over-defining what a race or creature can or cannot do. Let individuals vary. Not every member of a species will share the same talents, values, or fate. A race or creature should suggest **possibilities**—not impose limitations. Think in terms of archetypes, myths, and cultural patterns rather than hard rules or fixed biology.

In this system, **races** represent origins for player characters. They are defined not by rigid stat blocks, but by narrative elements—culture, appearance, beliefs—and a small number of iconic Traits. A race might be shaped by the myths it tells, the lands it inhabits, or the legacy it bears.

Creatures, by contrast, are typically non-player entities: animals, spirits, constructs, ghosts, monsters, and everything in between. Mechanically, creatures are treated the same as NPCs in THE WYRD ENGINE—defined by their Traits, which convey their essence and narrative role. A creature might serve as an ally, a threat, or simply part of the world’s texture. Some are simple and bestial; others possess intelligence, goals, and depth.

Traditional RPGs often use stat blocks for monsters, and THE WYRD ENGINE’s approach to mook NPCs serves a similar purpose. However, creatures in this system can also be fully realised characters. The term *creature*, in context, usually refers to a more generic or simplified NPC—often one intended for brief encounters or symbolic roles.

The boundary between races, creatures, and NPCs is intentionally soft. A playable character could originate from a so-called creature species, and a race could easily serve as the foundation for a major antagonist. What matters most is not the label, but the story you wish to tell.

CREATING A RACE

The process of creating a race in THE WYRD ENGINE begins with narrative intention. Before touching the mechanics, take a moment to consider what makes this being interesting, memorable, and meaningful within your setting. Is it a remnant of a fallen empire? A species adapted to live in a world of perpetual twilight? A being birthed from the dreams of dying gods? The more clearly you define its purpose in the story, the more confidently you can give it shape at the table.

This narrative-first approach emphasises theme, role, and flavour. Rather than constructing beings from a checklist of biological traits, you focus on what the race or creature represents, how it interacts with the world, and what kind of stories it invites. Your design might evoke mystery, tragedy, nobility, horror, whimsy—or some blend of many tones.

Once the concept is clear, you can translate it into mechanics using the core building blocks of the system: Traits. Each Trait should express a core truth about the being—not just how it functions, but how it feels. Mechanical power is secondary to narrative

clarity and flavour. You can always adjust balance later, but evocative design will inspire deeper stories.

The following steps offer a reliable structure for designing races and creatures, suitable for both player character origins and non-player encounters:

- **Name and Concept:** Start with a vivid phrase that captures the essence of the being. This could describe its nature, origin, or purpose. For example: “Twilight-born nomads of the salt dunes,” “Bone-dancers from the grave-cities,” or “Winged sentinels shaped by the storm.” Keep it short but rich in imagery.
- **Core Traits:** Select 1–3 Traits that define what makes the race or creature unique. Traits should be evocative, flexible, and suggest multiple uses. For example, *Sings to Forgotten Stones* might imply a magical affinity for ancient places, communication with spirits, or unlocking sealed doors. Traits should do narrative work while offering mechanical hooks.
- **Optional Abilities or Rules:** If the being has a special feature not easily captured by a Trait, you may add a simple rule or suggested Skill bonus. These should be kept minimal—only use them when they clarify something essential. For example, “Characters from this race gain +1 to **Lore** when navigating ruins” is fine, but avoid creating full subsystems. Traits should remain the primary expression of the being.
- **Narrative Hooks:** Consider how this race or creature fits into your setting and your stories. Are they widely known or hidden from the world? What relationships do they have with other groups or places? Provide a few examples of how the being might appear in play—as a guide, an antagonist, a mysterious traveller, or even a rumour. These hooks ground your design in actual gameplay.

When designing races, it is standard practice to use the default stress values from the core rules, ensuring that all player characters—regardless of race—can withstand a similar amount of damage. This maintains mechanical balance and simplifies character creation. However, if a particular race has a strong narrative justification for being more fragile or more durable (such as ethereal spirits or stone-skinned giants), you may choose to adjust their stress boxes accordingly.

In the examples at the end of this chapter, we have not provided stress values for races—unlike creatures—because we assume that all player characters begin with the same baseline stress unless the group agrees to a specific exception.

Races designed for player use may also benefit from cultural flavour: shared beliefs, naming conventions, rituals, or outlooks that enrich roleplaying. Creatures, especially those used as threats or wonders, should have strong visual or behavioural cues—things that players can latch onto quickly and

remember later.

Ultimately, the best race and creature designs blend strong narrative identity with concise, expressive mechanics. Let story lead, and the rest will follow.

CREATING A CREATURE

Creatures in THE WYRD ENGINE are typically non-player beings that populate the world, provide challenges, or add colour to a scene. Unlike races, which serve as origins for player characters, creatures are often designed for limited appearances—whether as mysterious threats, symbolic figures, or flavourful encounters. As such, they are usually simpler in mechanical scope, but just as important in terms of narrative presence.

Creatures that you only intent to use once or twice are better modelled by making a non-player character. The mechanics are the same, after all. But if you wish to populate your world with strange beings your players will run into repeatedly, then you should consider creating a creature. Think of creatures as templates for non-player beings the same way as races are templates for player characters.

A creature might be a lurking horror in an abandoned chapel, a loyal beast bonded to a lost civilisation, or a malfunctioning automaton repeating an ancient command. These beings shape mood and tone, push characters into action, or represent larger themes in the story. A creature doesn’t need a complete backstory—but it should always spark curiosity, tension, or wonder.

Mechanically, creatures are usually built with 1–3 Traits. These Traits represent the creature’s instincts, powers, or strange behaviours, rather than skills or complex rules. The Traits should offer cues for how the creature acts, what it wants, and how players might overcome, avoid, or understand it. When used in combat, most creatures function as mooks—defeated with a single solid hit—but they can still leave a strong impression.

The following process can help you create compelling creatures quickly and effectively:

- **Name and Role:** Describe what the creature is and why it exists in the scene. This could be literal (“Ash-Wolf of the Charred Hills”) or thematic (“Warden of Broken Promises”). Its name alone should raise questions or evoke imagery.
- **Traits:** Choose 1–3 Traits that define the creature’s nature and behaviour. These Traits should not just describe its abilities but imply how it moves, thinks, or feels. For example, *Hungers for Forgotten Names* implies more than just appetite—it suggests a metaphysical hunger and a means of interacting with the world.
- **Motive and Instinct:** What drives the creature? Is it territorial, curious, bound by duty, or simply lashing out in pain? Most creatures act on instinct

rather than dialogue. Defining their behaviour pattern helps the GM improvise in play.

- **Weaknesses and Vulnerabilities:** Optional, but useful. These could be narrative vulnerabilities (“flees from firelight”) or mechanical (“can only be harmed by silver or sound”). These limitations make encounters more dynamic and encourage creative problem-solving.
- **Encounter Use:** How is this creature likely to appear in play? As a sudden ambush, a guardian of a location, or a strange companion that follows the group? Is it a one-time horror, or part of a recurring motif? This anchors the creature in the story’s structure.

Creatures are most effective when they leave an impression—through an eerie sound, a haunting silhouette, or an incomprehensible gesture. They don’t need elaborate stats to be memorable. If you can describe them in a single sentence that sticks in a player’s mind, you’ve done your job well.

Finally, remember that not all creatures need to be threats. Some may evoke pity, wonder, or even amusement. Let your setting’s tone guide how weird, whimsical, or terrifying your creations should be.

INCREASING THE TRAIT BUDGET

In the core rules of **THE WYRD ENGINE**, each character begins with 3 Traits. This default is ideal for one-shot adventures, quick character creation, and situations where all player characters share a similar background or origin. With only a few Traits, players can focus on strong, flavourful choices without being overwhelmed, and GMs can quickly assess the unique abilities present at the table.

However, in settings where multiple distinct races exist—and especially when those races are mechanically represented through pre-defined Traits—this default Trait budget may feel limiting. If a race comes with 1–3 fixed Traits, players have fewer opportunities to customise their characters and express individuality through their Trait selections. In effect, character uniqueness is sacrificed to emphasise race uniqueness.

To balance this trade-off, you can increase the Trait budget to 4 or even 5 Traits per character. This allows players to retain meaningful personal expression, even when some Traits are pre-assigned by race. For example, if a character’s race provides 2 Traits by default, the player might still choose 2 or 3 Traits freely, depending on the total Trait budget used. This maintains both narrative flavour and mechanical flexibility.

Importantly, this expanded budget works best in campaigns where players are already familiar with the setting. When players understand the role and themes of each race, pre-defined Traits become use-

ful shorthand rather than a source of cognitive overload. Picking up a new character—especially in drop-in/drop-out play—becomes easier when some of their Traits are baked into the race concept.

GENERALIST RACES

Some races, such as humans in many settings, are designed as **generalists**. Rather than providing fixed Traits, they offer flexibility—often allowing players to choose all their Traits freely or select from a broader list. This design reinforces the narrative idea that such races are adaptable, diverse, or unbound by tradition. It also gives players more room to create distinctive concepts within the same racial group.

In contrast, **specialist** races may define 2–3 Traits from the outset, leaving little or no room for individual choice. These races typically embody a strong thematic identity or cultural cohesion. For instance, a race of obsidian-skinned subterranean sages might always include *Eyes That Pierce the Dark* and *Stonebound Memory* as part of their mechanical definition.

Both approaches are valid, and the choice depends on your setting’s themes. Generalist races provide freedom and narrative flexibility; specialist races reinforce a shared cultural or mythic image. Increasing the Trait budget allows you to support both approaches without compromising player creativity.

Ultimately, the goal is to ensure that race enhances a character’s story, rather than restricting it. Adjust the Trait budget to reflect the needs of your group, your setting, and the tone of the game you want to create.

EXAMPLE RACES

The following examples illustrate how to create races using the narrative-first approach outlined earlier. Each one includes a core concept, signature Traits, and narrative hooks that can be adapted to your setting. These races may be used as-is, modified to suit your world, or simply serve as inspiration for designing your own.

ELVES – THE TWILIGHT-BORN

Ancient, elegant, and bound to fading realms, Elves are the children of twilight and memory. They dwell in the borderlands of the world—deep forests, forgotten ruins, and moonlit vales where the veil between past and present grows thin. Once proud stewards of great empires, many now live as wanderers, artists, or quiet observers, their longevity burdened with loss.

Elves are not simply long-lived humans with pointy ears. They experience time differently, speak in metaphors, and carry fragments of forgotten songs in their blood. Their connection to the natural and arcane makes them seem strange or aloof to other races, but to an Elf, the world is a layered tapestry of echoes, omens, and beauty just out of reach.

NAME AND CONCEPT

Twilight-born stewards of the old world, caught between remembrance and renewal.

CORE TRAITS

- **Grace of the Twilight Realms** — You gain a +2 bonus to **Stealth** when moving through dim light, forests, ruins, or other liminal spaces.
- **Whispers of the Forgotten** — You may use **Empathy** instead of **Lore** when sensing the emotional imprint left behind in old places or ancient artifacts.

OPTIONAL RULES:

Elves may add +1 to **Lore** when dealing with ancient places, lost civilizations, or matters of fate and prophecy.

NARRATIVE HOOKS:

- A lone Elf musician plays a song only the forest remembers—and something stirs in response.
- An ancient Elf scholar offers to help the players unlock a sealed tomb but demands a memory in return.
- An Elf knight, exiled for breaking tradition, seeks redemption among mortals—but cannot shake the past.

DWARVES – THE STONE-KIN

Stalwart and enduring, Dwarves are the children of stone and fire, shaped by the pressure of deep places and the weight of tradition. They build cities beneath mountains, carve stories into granite, and measure time not in seasons, but in generations. Their craftsmanship is legendary, and their sense of duty runs as deep as the mines they dig.

Dwarves are not just short, bearded miners. They are living echoes of the earth—resilient, methodical, and bound by oaths older than empires. To a Dwarf, identity is forged, not born. Every tool, every wall, every word carries weight. Outsiders may see them as gruff or stubborn, but beneath their stoicism lies a fierce loyalty to kin, craft, and clan.

NAME AND CONCEPT

Stone-forged traditionalists who shape the world as much as they are shaped by it.

CORE TRAITS

- **Stoneblood Resilience** — You gain a +2 bonus to **Physique** when resisting fatigue, poison, or environmental hazards such as cold, heat, or suffocating air.
- **Built to Endure** — You may use **Craft** instead of **Athletics** when overcoming physical challenges involving endurance, weight, or structure (such as lifting gates, reinforcing walls, or enduring collapses).

OPTIONAL RULES:

Dwarves gain +1 to **Craft** when working with stone, metal, or underground structures.

NARRATIVE HOOKS:

- A Dwarf mason seeks to finish a stone bridge his ancestors abandoned generations ago—despite warnings that the mountain is cursed.
- A Dwarf exile wanders the surface world, carrying a hammer with a broken handle and a shame no one will speak of.
- A Dwarf ambassador offers aid in return for a favour: recovering a sacred relic buried beneath enemy territory.

VIRELIANS – THE SHARD-MINDS

The Virelians are crystalline beings born from the shifting mineral storms of the rogue planet Virex. They possess no flesh or blood, but instead grow luminous lattice-structures over time, each node of their body acting as both storage and processor. Thought, memory, and even personality can be transferred between cores, allowing Virelians to transcend death—though not always without cost.

To outsiders, they seem cold and inhuman, speaking in harmonic vibrations and measuring morality in patterns of efficiency. Yet among themselves, the Virelians are contemplative, communal, and devoted to what they call the “Chorus of Data”—a collective memory that binds their culture across time and space.

NAME AND CONCEPT

Crystalline minds evolved for data preservation and long-form logic, shaped by deep time and cold stars.

CORE TRAITS

- **Cognitive Node Matrix** — You may use **Craft** instead of **Lore** when analysing systems, deciphering alien tech, or interacting with information-based environments.
- **Resonant Frame** — You gain a +2 bonus to **Will** when resisting mental intrusion, emotional manipulation, or attempts to deceive you through social means.

OPTIONAL RULES:

Virelians do not require air or food, but are vulnerable to sonic disruption effects (at GM discretion).

NARRATIVE HOOKS:

- A damaged Virelian arrives on a frontier station, its memory lattice corrupted—and its mission unclear.
- A Virelian archivist offers access to forgotten data in exchange for help recovering a missing shard of itself.
- A rogue Virelian begins replicating itself illegally, fracturing its identity—and the Chorus—in the process.

ZERATHI – THE STARBORN ARISTOCRACY

The Zerathi are a proud and radiant species who claim descent from the first sentient beings to walk among the stars. Towering, luminous, and draped in gravitic robes and radiant metals, they consider themselves the rightful stewards of galactic destiny. Their homeworld, Zerath Prime, is a crystalline megastructure orbiting a binary sun—and serves as both temple and throne.

Zerathi culture blends mysticism and monarchy, science and prophecy. They speak in grand proclamations, wage philosophical duels, and often look down on "less awakened" species with a mix of pity and disdain. Yet some among them have broken from tradition—wandering the stars as exiles, prophets, or agents of change.

NAME AND CONCEPT

Luminous, telepathic philosopher-nobles who see themselves as the rightful rulers of the cosmos.

CORE TRAITS

- **Voice of the Cosmic Mandate** — Gain a +2 bonus to **Provoke** when delivering commands, ultimatums, or declarations of ideological superiority.
- **Born of Solar Light** — You may use **Will** instead of **Physique** to resist heat, radiation, or exhaustion in high-energy environments.

OPTIONAL RULES:

Zerathi may add +1 to **Lore** when dealing with ancient galactic histories, cosmic mysteries, or alien philosophies.

NARRATIVE HOOKS:

- A Zerathi emissary demands the players surrender an artefact deemed too dangerous for "lesser minds."
- An exiled Zerathi prince seeks allies in a desperate bid to halt a corrupt royal prophecy.
- A Zerathi relic awakens in the hands of a player—suggesting forgotten ancestry or cosmic favour.

EXAMPLE CREATURES

The following creatures showcase how to design non-player entities using Traits and stress values to create distinct behaviours and challenges. Unlike races, creatures are often designed for specific narrative roles—threats to be overcome, enigmas to be unravelled, or denizens that deepen the world's texture. Some are simple and expendable; others might reappear across multiple encounters.

Each example includes a core concept, defining Traits (both strengths and flaws), stress and consequence boxes, and guidance on how to use the creature in play. These entries are intended to be modu-

lar—feel free to adapt them to your own setting or use them as templates for building new beings.

GOBLINS—SCAVENGERS OF THE CRACKS

Goblins lurk on the fringes of society and civilization—dwelling in sewer tunnels, forgotten stations, shattered ruins, and hollowed-out machines. Small, quick, and numerous, they thrive in chaos and clutter, cobbling together survival from the debris of greater powers. They are clever in a crude sort of way, but easily startled, poorly organized, and prone to infighting.

Despite their reputation as pests, goblins are not inherently evil—just desperate, opportunistic, and shaped by generations of scarcity. Left alone, they squabble and scavenge. Pushed, they bite.

CORE TRAITS

- **Scrap-Smart** — Gain a +2 bonus to **Craft** when improvising tools, traps, or repairs from junk or discarded materials.
- **Cowardly Instinct** — Suffer a -2 penalty to **Will** when resisting fear, intimidation, or overwhelming odds.

STRESS AND CONSEQUENCES

- **Fatigue:** OO
- **Wounds:** Moderate ♡

USE IN PLAY:

- Goblins rarely attack alone. They appear in swarms, flee when outmatched, and often return in greater numbers.
- One or two may be clever enough to speak, trade, or even beg—especially if cornered.
- Goblin traps are crude but dangerous, especially in cluttered environments.

TROLLS – HULKS BENEATH THE HILLS

Trolls are massive, stubborn creatures of stone and sinew, found in caverns, under bridges, and in the deep wilderness. Their leathery skin is thick as bark, their bones hard as granite, and their patience measured in centuries. Though slow to act, once roused to anger, a troll is nearly unstoppable—swatting aside attackers, shrugging off wounds, and bellowing with raw fury.

Trolls are not mindless brutes. They are ancient, solitary beings with long memories and strange customs. Some speak in riddles, others hoard treasures or bones, and a few are even capable of bitter humour. They care little for the affairs of mortals, unless disturbed.

CORE TRAITS

- **Unyielding Mass** — Gain a +2 bonus to **Physique** when resisting force, pain, or attempts to move or restrain you.

- **Dull but Determined** — You may use **Force** instead of **Notice** to react to sudden movement, loud noise, or perceived threats.

STRESS AND CONSEQUENCES

- **Fatigue:** 000
- **Wounds:** Mild ♥♥♥
Moderate ♥♥
Severe ♥♥

USE IN PLAY:

- Trolls can endure prolonged combat and should be treated as serious threats unless the players are well-prepared.
- They often demand tribute rather than initiate violence—until provoked.
- A troll may guard something of value without even realising it, such as a hidden passage or a long-lost artefact.

ZOMBIES – THE RESTLESS DEAD

Zombies are corpses reanimated by foul magic, cursed infection, or unknown energies. Driven by base instinct and hunger, they shamble through the world in search of the living. While slow and dim-witted, they are tireless and unfeeling—immune to pain, fear, and persuasion. A single zombie is a nuisance; a horde is a nightmare.

Though they lack higher thought, zombies may retain echoes of their former selves—a limp, a half-remembered gesture, a name moaned in the dark. In some cases, their origin may offer clues to how they can be stopped—or what unfinished business binds them to the world.

CORE TRAITS

- **Unliving Endurance** — Gain a +2 bonus to **Physique** when resisting physical harm, poisons, or conditions that would exhaust or disable a living creature.
- **Rotting Reflexes** — Suffer a -2 penalty to **Notice** when reacting to fast movement, sudden changes, or anything requiring alert awareness.

STRESS AND CONSEQUENCES

- **Fatigue:** 0000
- **Wounds:** Moderate ♥

USE IN PLAY:

- Zombies are ideal mooks: they can be defeated easily one-on-one but become overwhelming in groups.
- They often ignore injuries that would drop another creature—crawling with shattered limbs or continuing to fight while impaled.
- Consider describing their lingering humanity: a wedding ring on a bony hand, a tattered uniform, a child's toy in their pack.

THRESHER MITES – HIVE SHADOWS OF THE VOID

Thresher Mites are semi-intelligent arthropod swarms found drifting in the debris fields of derelict ships and asteroid belts. Roughly the size of a fist, each mite is individually harmless—but in swarms, they consume hull plating, insulation foam, and even organic tissue with frightening efficiency. Their clicking communication creates eerie rhythms, and some xeno-biologists believe they are the scouts of a larger, hidden intelligence.

While they typically prey on derelicts, swarms have been known to infest spaceports, sabotage cryopods, or hijack communication relays. No known central mind has been identified—though patterns in their movements suggest eerie coordination. Worse, they sometimes leave survivors... changed.

CORE TRAITS

- **Swarm Logic** — Gain a +2 bonus to **Stealth** when attacking or infiltrating through vents, crawlspaces, or blind spots created by disarray or structural damage.
- **Fragile Exoskeletons** — Suffer a -2 penalty to **Physique** when resisting blunt force, fire, or wide-area effects.

STRESS AND CONSEQUENCES

- **Fatigue:** 000
- **Wounds:** Mild ♥ Moderate ♥

USE IN PLAY:

- Mites infiltrate, disable, and overwhelm—not with strength, but with numbers and cunning. They are especially dangerous in tight quarters.
- A swarm may serve as an environmental hazard, escalating over time as players delay or disturb their habitat.
- Players may uncover strange patterns in their behaviour, hinting at a hive intelligence or encoded message.

NYMARI – LURKERS BETWEEN FREQUENCIES

The Nymari are shimmering entities glimpsed only in moments of electrical distortion or when signals fail. Believed to originate from a higher-dimensional stratum of reality, they phase in and out of existence, drawn to patterns of thought and electromagnetic noise. Their forms flicker like broken holograms, and their voices sound like garbled static across failing radios.

Though they do not appear to possess conventional intelligence, they exhibit complex, predatory behaviour—stalking sentient lifeforms across abandoned space stations, derelict vessels, and communications arrays. Some believe they feed on cognition

itself. Others suggest they are lost travellers, seeking to understand our dimension by disassembling the minds they find.

CORE TRAITS

- **Out-of-Phase Anatomy** — You gain a +2 bonus to **Stealth** when surrounded by electronic interference, machinery, or active communication signals.
- **Cognitive Distortion Field** — You may use **Will** instead of **Provoke** when attempting to disorient or frighten sentient beings with your unnatural presence.

STRESS AND CONSEQUENCES

- **Fatigue:** 000
- **Wounds:** Mild ♥♥
Moderate ♥
Severe ♥

USE IN PLAY:

- Nymari can pass through walls, vanish into flickering monitors, or ride radio signals across long distances.
- They do not communicate, but may mimic voices from intercepted transmissions or the minds they've touched.
- Damaging one requires disrupting its resonance—such as through feedback loops, magnetic fields, or sensory overload.

DRAGON – SCOURGE OF SKY AND FLAME

Dragons are the terror of legends made flesh—vast, intelligent, and ancient beyond reckoning. Their wings blot out the sun, their voices shake the stones, and their breath turns cities to cinders. Each dragon is unique, shaped by the hoard it guards, the land it claims, and the centuries it has endured. Some are tyrants, others slumbering gods of ruin—but all are forces of nature, not mere beasts.

A dragon is not simply a monster to be slain. It is a test of will, wit, and courage—a creature that demands respect, and rarely shows mercy.

CORE TRAITS

- **Breath of the Inferno** — Gain a +5 bonus when using **Force** to unleash fire breath in combat, incinerate obstacles, or suppress entire groups.
- **Wings Like Tempests** — Gain a +2 bonus to **Athletics** when flying, diving, or using sudden gusts of wingbeat to disorient or displace enemies.
- **Primordial Intellect** — Gain a +2 bonus to **Lore** when dealing with ancient magic, interpreting forgotten languages, or recognising long-lost symbols.
- **Scales Like Forged Iron** — You may use **Physique** instead of **Will** to resist mental attacks, intimidation, or fear-based effects—your physical dominance is its own defence.

STRESS AND CONSEQUENCES

- **Fatigue:** 0oooooooooooo
- **Wounds:** Mild ♥♥♥♥♥♥♥♥
Moderate ♥♥♥♥
Severe ♥♥♥

USE IN PLAY:

- A dragon should be a defining encounter. It should not be treated as a mook or mere obstacle—use it sparingly and dramatically.
- Dragons are cunning. They may parley, deceive, threaten, or manipulate as easily as they destroy.
- Their lair should be an extension of their personality—cursed hoards, volcanic chambers, enchanted stormclouds—providing both environmental hazards and narrative clues.

PART 2

ONE-SHOTS

CHAPTER 8: CRAFTING ONE-SHOTS

A one-shot is a complete story told in a single session, typically designed to last between two and four hours. Whether run at a convention, as a standalone evening of entertainment, or to introduce new players to the world of tabletop roleplaying, one-shots provide a focused, low-commitment narrative experience. They are an ideal format for groups who want a compelling story without the long-term investment of a full campaign.

Unlike ongoing campaigns or episodic series—where narratives can unfold gradually, subplots evolve over weeks, and characters undergo slow-burn development—a one-shot demands immediacy. The story must hook players quickly, progress cleanly, and resolve within a tight timeframe. This brevity encourages bold decisions, dramatic reversals, and heightened stakes, often resulting in intense, cinematic sessions that stick in the memory long after the final dice have fallen.

WHAT MAKES ONE-SHOTS UNIQUE

The beauty of a one-shot lies in its constraints. There is little room for filler scenes, wandering digressions, or downtime. Every moment must serve the core story. Because of this, one-shots reward focused design: a strong premise, clear player objectives, and a defined structure that builds tension and momentum. When done well, a one-shot leaves players satisfied—but also curious. It's not uncommon for a tightly written one-shot to linger in a group's imagination, tempting players to return to those characters, revisit that world, or ask what would've happened if they had made a different choice.

One-shots are a distinctive storytelling format within tabletop gaming. They are not simply shorter versions of campaigns, but a format with its own strengths, challenges, and design philosophy. Understanding what makes one-shots unique will help GMs craft more effective and satisfying sessions.

CONTAINED STORYTELLING

A one-shot begins and ends within a single session. There may be thematic connections to other stories or hints of a broader world, but the central conflict must be introduced, explored, and resolved within a tight narrative window. This sense of containment allows players to commit more fully to riskier choices, explore unfamiliar characters, or embrace tragic endings without long-term consequences. While the story may leave a few mysteries

unresolved—sometimes deliberately—it should feel whole and meaningful as a standalone experience.

LIMITED TIME, FOCUSED IMPACT

Time is the most precious resource in a one-shot. With only a few hours to work with, there's no room for elaborate exposition, slow builds, or aimless wandering. The session must begin with immediate tension or curiosity, and each scene must push the story forward. One-shots benefit from a clear goal, strong pacing, and a structure that avoids downtime. This focused design creates space for big character moments, daring actions, and impactful resolutions—all in a single sitting.

CHARACTER SIMPLICITY

Because one-shots don't allow for long-term arcs, character design should emphasise clarity and intent. Strong archetypes and bold personalities help players make fast decisions and stay engaged. Pre-generated characters often work best, especially if they're tied directly into the story through motivations, secrets, or relationships. Depth isn't sacrificed—it's condensed. A single moment of doubt, sacrifice, or revelation can define a one-shot character more than hours of gradual growth in a campaign.

TONE AND PACING

One-shots work best when they commit to a specific tone. Whether it's gothic horror, screwball comedy, gritty noir, or romantic tragedy, a one-shot has the freedom to lean hard into style without needing to balance it across multiple sessions. This makes one-shots excellent vehicles for experimenting with genre, mood, and emotional intensity. Pacing should match the tone—frantic in a heist, methodical in an investigation, eerie and lingering in horror. The best one-shots feel like a short story or a single, memorable episode of television: self-contained, stylish, and confident in what they're trying to do.

STRENGTHS AND LIMITATIONS

One-shots are not just shorter adventures—they are a distinct narrative form with their own design strengths and structural limitations. Understanding what they do best (and where they can falter) will help GMs make the most of the format and avoid common pitfalls.

STRENGTHS

One-shots offer a number of unique advantages that make them especially appealing for both new and experienced groups. Their flexibility, accessibility, and high-impact storytelling potential are ideal for fast, focused play.

- **Easy to run with rotating or new players.** One-shots require no long-term commitment and minimal backstory, making them perfect for players who are new to the hobby or only available for a single session. Their self-contained nature means players can jump in and out without disrupting a larger arc.
- **Ideal for playtesting ideas, systems, or settings.** Running a one-shot is a great way to test a new ruleset, character option, or narrative concept. GMs can experiment freely without needing to rebalance for a long campaign or worry about continuity between sessions.
- **Lower commitment encourages experimentation.** Both players and GMs can try bold or unconventional approaches in a one-shot. Characters can take big risks, explore flawed or extreme personalities, or even embrace tragic fates—all without worrying about long-term consequences.
- **Great for introducing your setting without overwhelming detail.** Because one-shots work best when focused, they offer an excellent way to showcase a setting in bite-sized pieces. You can introduce themes, factions, or locations without requiring players to memorise pages of lore.
- **Allows for high-impact, high-risk storytelling.** The time limit encourages fast pacing and big emotional or narrative moments. Characters might die, betray each other, or uncover terrifying truths. These stories can leave lasting impressions precisely because they don't have to be safe or sustainable over time.

LIMITATIONS

Of course, one-shots also come with certain constraints. Some of these are creative limitations; others are logistical or structural. Being aware of them helps ensure they don't become stumbling blocks in play.

- **Limited time for character development or emotional depth.** Without multiple sessions to build relationships or inner conflicts, characters may feel flatter or more archetypal. It's up to the players and GM to pack meaning into fewer scenes.
- **Harder to incorporate slow-build mysteries or subtle foreshadowing.** Complex plotlines that rely on gradually seeded clues, long-term suspense, or evolving dynamics often don't work in a one-shot. Stories must be front-loaded with intrigue and provide satisfying payoff without overcomplication.
- **Players unfamiliar with the system may need more support.** If the system is new to the group,

valuable time can be lost to rules explanations.

This is especially true if character creation isn't handled beforehand. Pre-generated characters and cheat sheets are strongly recommended.

- **Can feel rushed if poorly paced.** A one-shot with too many moving parts—or no clear goal—can collapse under its own weight. Without a tight structure, the story may lose momentum, leading to either an abrupt ending or an unsatisfying conclusion.

DESIGNING FOR ONE-SHOTS

Designing a one-shot is an exercise in precision. With limited time and a clear endpoint, every choice—plot, pacing, characters, setting—needs to serve the story efficiently. What follows are six key principles that will help you structure memorable, engaging one-shots that feel complete, even within a few short hours of play.

1. STRONG OPENING HOOK

The first ten minutes of a one-shot are crucial. You don't have time to build tension slowly or establish elaborate backstories. Begin in the middle of something already happening: a body on the floor, a letter in hand, a fire in the distance, a scream from the next room. Let the players start with a question they urgently want answered.

Opening “in media res” works especially well—drop them into a scene and ask how they got there. For example:

You're standing in the centre of a locked theatre. The lights have just gone out. There's blood on the stage. What do you do?

A strong hook creates buy-in. It immediately signals that something is happening, that it matters, and that the players have agency in how it unfolds.

2. SIMPLE, COMPELLING PREMISE

Your core premise should be easy to explain in a sentence or two. Avoid sprawling setups, multiple unrelated mysteries, or complex histories that require lengthy exposition. Instead, centre your story around a clear conflict or question. Good one-shot premises often contain a ticking clock or inherent mystery. For example:

- A murder occurs at a noble's estate just before a storm traps everyone inside.
- A long-sealed vault opens at sunset—and stays open for only one night.
- A ritual is underway. The players must decide whether to stop it, complete it, or escape before it finishes.

A simple premise isn't shallow—it's focused. It allows room for character development and twist endings without getting lost in setup.

3. MANAGEABLE SCOPE

It's tempting to include everything: rich worldbuilding, dozens of NPCs, multiple red herrings, and a twisty plot. Resist that urge. One-shots thrive on tight focus. Choose one primary conflict, three to five major beats (scenes or locations), and a handful of meaningful NPCs. Any more risks bloating the runtime or confusing the players.

Instead of building a sprawling world, suggest it with detail. An overheard rumour, a newspaper headline, or a coded message can hint at a larger setting without stealing time from the current story.

4. CLEAR STAKES AND URGENCY

To keep the story moving, players need a reason to act—and act soon. Stakes should be personal, immediate, or irreversible. Give the players something to care about: a friend in danger, a mysterious disease spreading, a deadline that can't be ignored.

Urgency can take many forms:

- A ritual completing at midnight.
- A train leaving in one hour—with the killer on board.
- A crumbling structure where every moment increases the risk of collapse.

Whether dramatic or subtle, the stakes should always give the players something to lose and something to gain.

5. FLEXIBLE ENDINGS

One-shots often live or die by their final scene. Aim to prepare two or three possible outcomes, but remain ready to improvise based on player choices. A satisfying ending doesn't mean wrapping up every detail—just resolving the core conflict or answering the central question.

Let endings reflect the tone of the session. Horror one-shots may end in ambiguity or dread. Comedic ones might end in chaos. Don't be afraid of tragic outcomes, moral ambiguity, or unanswered questions—especially if they tie into character choices.

6. EVOCATIVE SETTING WITH MINIMAL EXPOSITION

You only have a few scenes to establish your world—make them count. Use vivid sensory detail to ground players: the smell of wet parchment in a forgotten archive, the flicker of blue flame beneath a cracked cathedral dome, the screech of iron wheels on cobblestone tracks.

Avoid lore dumps. Instead, let the setting emerge through what the players see, hear, and interact with. A well-crafted description or strange encounter can

do more than a page of backstory. Trust players to infer the world—they don't need to know everything, just enough to believe in it.

TOOLS FOR SUCCESS

Even the best story concept can stumble without the right preparation. Fortunately, one-shots don't require hours of worldbuilding or elaborate stat blocks. What they do require is clarity, pacing, and tools that support fast, immersive play. The following techniques will help you get the most out of your session while minimising prep and maximising player engagement.

PRE-GENERATED CHARACTERS

One of the most effective ways to streamline a one-shot is by using pre-generated characters. These should be more than stat blocks—they should come with defined goals, short backstories, and, most importantly, a connection to the central conflict of the session.

A good pre-gen character:

- Has a clear personality or archetype (e.g., "the bitter ex-soldier," "the naive apprentice," "the sceptical scholar").
- Possesses a reason to care about the unfolding events.
- May have secrets, suspicions, or goals that introduce tension or opportunity.

Offer players 4–6 pre-gens with distinct roles and tones. Encourage them to pick quickly—part of the magic of one-shots is diving into a character you didn't overthink.

SCENE STRUCTURE

While improvisation is a core strength of many games, one-shots benefit greatly from having a modular outline. Think of it like a four-act structure—enough to provide guidance without locking you into a rigid script.

- **Scene I – The Hook:** Start with a compelling problem or inciting incident. It should immediately raise questions and give the players something to react to.
- **Scene II – Investigation or Complication:** The players follow leads, uncover hidden truths, or realise things are worse than they seemed. Introduce new stakes or challenge their assumptions.
- **Scene III – Revelation or Confrontation:** This is the climax—whether it's a dramatic confrontation, a moral dilemma, or a terrifying discovery. Choices made here shape the ending.
- **Scene IV – Fallout or Resolution:** Close on a note that suits the tone—whether satisfying or unsettling. Let players reflect on what they achieved... or unleashed.

This structure keeps the pacing tight while giving you the flexibility to adapt in response to player actions.

RUNNING TIPS

Even with strong design, the GM's role in guiding tone and flow is essential. The following tips help ensure your one-shot delivers on its promise:

- **Keep things moving.** Don't be afraid to cut away from slow moments. If a scene drags, fast-forward to the next turning point. Momentum matters more than completeness.
- **Let players shape the tone.** While you may have a vision for a dark horror story or light-hearted caper, players will bring their own energy. Adapt to it when possible. One-shots thrive when the group buys into the tone together.
- **Use flashbacks or revelations.** If characters feel disconnected, introduce flashbacks, visions, or sudden memories to tie them into the story. These techniques can deepen character engagement with minimal setup.
- **Embrace bold choices.** The best one-shots often veer off-course. Don't resist it—lean in. Let the story twist around the players' decisions. That's where the real magic happens.

CONCLUSION

One-shots are like ghost stories told around a fire—brief, powerful, and unforgettable when done right. They reward bold decisions, clear design, and creative risks. Whether you're crafting a tense investigation, a surreal magical mystery, or a tale of tragic heroism, the one-shot format invites you to say something sharp and lasting, all in a single sitting.

Think of one-shots not as smaller stories, but as distilled ones. They are opportunities to explore strange ideas, give players dramatic moments, and create a complete narrative arc in a fraction of the time. Whether you're running a stand-alone adventure, testing a setting, or setting the stage for something larger, crafting a one-shot is an art worth mastering—and one of the most satisfying forms of play in tabletop gaming.

In the following pages you will find a set of one-shot adventures designed to showcase THE WYRD ENGINE. Each adventure is self-contained, with pre-generated characters, a clear premise, and a focused structure. They are designed to be run in a single session, but can be expanded or adapted to fit your group's playstyle. Use them as a starting point, a template, or a source of inspiration for your own one-shot creations. And remember: the best one-shots are the ones that linger in the imagination long after the final dice have fallen.

CHAPTER 9: WHAT LINGERS



here are places the world forgets. Not through time or chance, but through silence—heavy, deliberate silence that settles like dust over memory, over names, over grief.

Saint Hieronymus Monastery was once such a place. Tucked in the hills beyond the reach of rail or road, it served as a haven for those seeking peace, penance, or oblivion. Decades ago, it fell silent. No letters, no pilgrims, no word. The world moved on, and most forgot.

But you did not forget. You couldn't. Because someone you once loved—someone you still remember—was there when the silence began. And now, an envelope has arrived. No return address. Just your name, written in a familiar hand that time should have erased.

Inside: a yellowed prayer card bearing the name *Abbot Rian*, a brief message: "*Come. Something remains. It must not.*"

The road to Saint Hieronymus is overgrown. The monastery stands still beneath a grey sky. No birds sing. The gates are open. What lingers in the silence... and what will it take to bring it to light?

What Lingers is a mystery of atmosphere and memory, intended to unfold slowly and build toward a climactic confrontation. Players arrive at the abandoned Saint Hieronymus Monastery, drawn by personal ties to those who vanished decades ago. The silence they encounter is not merely the absence of sound—it is a force, pervasive and oppressive, one that resists being broken.

The scenario is divided into four acts:

- **Act I** introduces the players and their shared connection to the monastery.
- **Act II** immerses them in the eerie stillness of the monastery, where they begin to experience the effects of the silence.
- **Act III** leads them into the crypts, where they confront echoes of the past and discover the *Campana Silens*.
- **Act IV** culminates in a confrontation with the Eyeless Abbot, where they must ring the Bell to break his hold over their memories.

Each act tests different facets of play—emotional resilience, problem-solving, and tactical cooperation—culminating in a single boss battle where success hinges on recovering what was lost: identity, remembrance, and the power to speak one's truth aloud.

SCENARIO OVERVIEW

Tone: Gothic horror, spiritual decay, emotional weight

Setting: Saint Hieronymus Monastery — a remote, long-abandoned spiritual retreat frozen in silence

Structure:

- **Act I – Echoes Before the Silence:** The characters meet at a rural waystation; they discover their shared summons and personal connections to the monastery
- **Act II – A Silence That Should Have Passed:** Arrival at the monastery; unnatural silence; signs of lost lives
- **Act III – What the Stone Remembers:** Exploration and hallucinations; discovery of the *Campana Silens*
- **Act IV – The Thing That Waits:** Confrontation with the Eyeless Abbot; ringing the Bell; final combat

Recommended Players: 2–5

Playtime: 2–4 hours

Key Themes: Memory, silence, spiritual erosion, the persistence of grief

Main Threat: The Eyeless Abbot — a spectral monk whose silence consumes names, voices, and identity

Key Item: *Campana Silens* — a sacred funerary bell that must be rung to make the Abbot vulnerable

THE PREMISE

Decades ago, Abbot Rian led the monks of Saint Hieronymus in a dangerous spiritual experiment. Obsessed with the idea of achieving divine purity through silence, he performed a ritual intended to sever worldly identity and bring the brothers into perfect spiritual stillness.

At the centre of the rite was the *Campana Silens*, a funerary bell traditionally used to preserve memory and guide souls to rest. Rian reversed its purpose—twisting the sacred toll into a metaphysical anchor that would bind the monks to silence, preventing both speech and spiritual passage. The rite succeeded—terribly. The monks were erased. Only their robes remained.

Rian himself became the Eyeless Abbot, a spectral presence held together by silence and grief. He is no longer truly human. The monastery has remained untouched ever since, locked in a state of unnatural quiet. The letter that summoned the players may have been sent by a fading fragment of one of the monks—or by the Bell itself. The silence is fraying. Something within still remembers.

To lay the Abbot to rest, the players must find and ring the Campana Silens—risking collapse, confrontation, and the return of names long buried.

THE LETTER

Each player begins the scenario having received a letter—plain, yellowed, and sealed with cracked red wax. There is no return address. Only their name is written on the front, in handwriting they each recognise intimately: a parent, a sibling, a grandparent, a lost lover. Someone who disappeared without a trace, many years ago.

Inside the envelope is a prayer card from Saint Hieronymus Monastery, bearing the name *Abbot Rian* and a half-faded devotional inscription. Alongside it, a simple note:

Come to the monastery. Something remains. It must not.

The letter offers no explanation, yet the handwriting is unmistakable—and impossibly preserved. Whether out of longing, guilt, curiosity, or fear, the characters set out for the hills where Saint Hieronymus stands in ruin. No traffic goes that way. The path is overgrown. The air feels thinner the closer they get. The monastery gates stand open, and the world behind them falls silent.

WHO SENT THE LETTERS?

The letters that summoned the players to Saint Hieronymus Monastery have no clear origin—and that is intentional. The handwriting belongs to loved ones long lost, yet the paper is pristine, the ink fresh. No mundane explanation fits.

The truth is this: the letters were sent by a lingering spiritual fragment—a faint echo of one of the monks who resisted the rite. His name is lost, his voice long silenced, but some ember of will remained. Drawn to the players by threads of memory and grief, this presence reached across the veil through the only tool it had left: the Bell.

The *Campana Silens* remembers. Though corrupted, it still resonates with the identities it once preserved. Through it, the spirit crafted the letters—not as messages, but as echoes of personal connection, imitating the handwriting of the loved ones each character lost. The Bell called out, and those who still remembered... heard.

GMs may choose to reveal this secret during the climax or leave it unsaid. The ambiguity strengthens the tone—some truths are better left incomplete.

RELEVANT SKILLS

This scenario emphasises emotional, investigative, and spiritual challenges over physical ones. Only one combat skill—**Fight**—is used, and only during the final confrontation. Most skill use centres around resisting silence (as a spiritual attack), uncovering forgotten truths, and interpreting haunting illusions.

MENTAL AND EMOTIONAL

- **Empathy** — Connecting with echoes, emotional projections, or grieving spirits.
- **Focus** — Holding concentration in hallucinations or performing spiritual attacks. **Focus** is used for spiritual combat in this scenario.
- **Insight** — Understanding visions, illusions, or lost memories.
- **Lore** — Interpreting the monastery's history, rites, and the Bell's purpose.
- **Will** — Resisting psychic pressure, spiritual erosion, and identity loss. **Will** is used to resist spiritual attacks in this scenario.

SOCIAL AND INTERPERSONAL

- **Etiquette** — Recognising religious traditions or sacred customs
- **Persuasion** — Calming others or convincing hesitant allies

PERCEPTUAL AND INVESTIGATIVE

- **Awareness** — Noticing details, spiritual distortions, or vanishing sounds
- **Investigation** — Examining rooms, deciphering inscriptions, finding hidden relics

PHYSICAL

- **Athletics** — Dodging debris, climbing, moving in collapsing areas (Act IV)
- **Fight** — Captures all types of ranged and melee combat. (Used only during the final act, once the Abbot becomes vulnerable)

SKILL HIGHLIGHTS BY ACT

- Act I – Insight, Empathy
- Act II – Awareness, Focus, Will, Lore
- Act III – Lore, Empathy, Insight, Will
- Act IV – Athletics, Fight, Focus, Will

ACT I: ECHOES BEFORE THE SILENCE

Before the players ever glimpse the monastery, they are drawn together by a shared summons—and a shared absence. This act sets the emotional foundation: grief unspoken, memory unresolved. It offers space to form connections and feel the first tremors of unease.

SETTING: THE LAST WAYSTATION

The journey begins in a rural village or isolated coaching inn—the last inhabited stop before the road to Saint Hieronymus disappears into mist and overgrowth. The air is chill and damp. Locals speak little of the monastery. Some seem to have forgotten it entirely; others go silent at its mention.

Each character arrives with a letter in hand. One by one, they realise they are not alone. Through handwriting, names, or the weight of shared grief, they begin to uncover what binds them: someone they loved once walked the monastery path—and never returned.

MECHANICAL FOCUS

This act is roleplay-heavy with minimal skill checks. Use **Insight**, **Empathy**, or **Lore** for interactions with villagers. Set the tone with subtle unease: a candle that flickers against the wind, a remembered voice, a shadow that lingers too long.

SCENES AND OPTIONS

The focus of Act I is tone and emotional resonance. The players should feel the ache of loss and the mystery of shared summons. It also introduces the party and the world they're stepping into.

POSSIBLE SCENES

- Arrival and Suspicion:** Each character enters the village separately. The innkeeper or a wary local reacts oddly—perhaps to the names on their letters.
- Recognition and Revelation:** A player recognises the handwriting on another's letter. Shared grief becomes the first bridge between strangers.
- A Shared Past:** Players discover their lost relatives once knew each other—or vanished together. A dusty ledger or forgotten trunk may reveal others who made this same journey, and never returned.
- A Warning:** A village elder, priest, or traveller mutters a cryptic warning: *"That place has been quiet too long. Whatever's there... remembers."*

Use this act to foreshadow the monastery's fate and the role of the *Campana Silens*. The players should not yet grasp the full threat, but subtle references to a bell and silence will seed the tension that blooms later.

HINTS AND CLUES

- The Bell:** A villager recalls a funerary bell that once rang from the monastery. No one has heard it in years.
- The Last Toll:** An old man remembers the final time the bell rang. "Something changed after that. Like the air forgot how to carry sound."

ENDING THE ACT

The act ends when the players choose to follow the overgrown path together. The wind stills. The trees thicken. And through the mist, the dark silhouette of Saint Hieronymus rises—waiting.

THE LAST VOICES BEFORE THE SILENCE

THE VILLAGERS OF ASHWICK

Ashwick lies in the shadow of Saint Hieronymus. Mist-choked and half-forgotten, its people are wary of strangers and grow uneasy at any mention of the monastery. Those who speak do so with long pauses—as if listening for something before they answer.

MARA WREN

Innkeeper – A hard-faced woman with silverying hair and a gaze like chipped granite. Runs the Crossed Keys, Ashwick's only inn.

What She Knows: Mara remembers when the monastery fell silent—but claims no one has gone up the hill in decades. Offers free lodging “for one night only” and bolts the doors at sundown.

MOTHER TILDA

Wandering Herbalist – Elderly, swathed in shawls, with a scent of lavender and peat. Carries folk charms and mutters old prayers.

What She Knows: Tilda speaks in riddles. She warns of “a bell that tolls in dreams” and calls the players “echoes walking backwards.” Offers charms, but insists they’re useless “where names go to die.”

JONAS PIKE

Stablehand – Young, skittish, and tight-lipped unless bribed with coin or drink.

What He Knows: Claims he saw a hooded figure watching from the tree line one foggy dawn. Swears he once heard a bell ring from the hills—though no one else did.

FATHER ANSELM

Village Priest – Frail and soft-spoken, tending a small shrine older than the monastery.

What He Knows: Cautions that the monks “reached too high and fell into silence.” Holds a faded registry of those who joined Saint Hieronymus. One name matches a player’s lost loved one.

ACT II: A SILENCE THAT SHOULD HAVE PASSED

The players arrive at Saint Hieronymus Monastery. Nestled deep in the hills, it stands as if held outside of time—weathered but unbroken, its gate ajar. The air is motionless. No birds call. No wind stirs. The silence is too complete.

From the moment they step within the grounds, sound begins to change. Footsteps muffle. Whispers vanish. Even breath feels swallowed. The monastery is not merely quiet—it is *hungry*.

EXPLORATION AND ATMOSPHERE

Players may explore key areas of the monastery. Each is more about tone than answers. They feel watched. The silence presses closer. Something stirs beneath memory.

THE COURTYARD

Overgrown but untouched. Prayer stones lie scattered. Names on the wall of remembrance are scratched away.

- A broken statue of Saint Hieronymus—its eyes are hollow, never carved. (Foreshadowing the *Eyeless Abbot*)
- An empty bell tower. A frayed rope dangles, the bell long gone. (Foreshadowing the *Campana Silens*)

THE DORMITORIES

Neat, undisturbed. Robes hang in place. Beds are made—some still warm.

- A torn journal entry speaks of “the Bell” and “the Abbot’s final rite.”
- A name scratched into the wall matches one player’s lost loved one.

THE LIBRARY

Dust-choked and silent. Books line the shelves. A few remain open on desks.

- A history of the monastery details the monks’ pursuit of purity through silence. The final chapter is missing.
- A map shows the monastery layout, with a hidden passage marked in red from the Chapel to the crypts.

A DL +1 Lore check reveals the monks’ interest in silence and healing. A DL +2 Lore or Investigate check reveals that a ritual involving the *Campana Silens* led to their downfall. On a DL +3 success, the bell’s twisted purpose is uncovered.

THE CHAPEL

Dusty but intact. Candles remain. Pages of scripture are overwritten with indecipherable symbols.

- A faded inscription on the wall: “*To remember is to suffer.*”
- A tear-stained prayer card bearing the name of a player’s lost loved one.

A DL +1 Investigate check reveals the hidden passage to the crypts behind the altar.

GAME MASTER TIP

Ensure the players find the passage. If they fail the check, provide narrative cues or bonuses. Consider:

- A spectral monk silently gesturing toward the wall
- Whispers or echoes leading in that direction
- A physical shift in the environment that draws their attention

The deeper they go, the more the silence weighs. Whispers intrude. Forgotten memories rise. Even names begin to slip away.

HAUNTING INCIDENTS

Add one or two surreal moments as tension escalates:

- A note in the player’s own handwriting appears inside a hymn book—dated years before.
- A bell tolls faintly from nowhere.
- A mirror reflects not their face, but someone they lost.
- One player speaks—but no one hears them for a full minute.
- A robed figure watches from the courtyard’s edge, then vanishes.

These events should disturb without threatening. The monastery is not yet hostile—but its memory is stirring.

TONE AND PROGRESSION

This act focuses on emotional erosion, ambient dread, and the loss of certainty. No enemies appear yet. The horror is slow, quiet, and watching.

As THE ACT ENDS, the players should have discovered the passage to the crypts, heard fragments of forgotten rites, and encountered references to the *Campana Silens*—a name that feels both sacred and dangerous.

ACT III: WHAT THE STONE REMEMBERS

The monastery has not given up all its secrets. Beneath the chapel, the players uncover the entrance

to the crypts—a place that feels older, colder, and heavier than the world above. The silence here is not just oppressive—it is consuming. Even thought feels muted. In these buried halls, the boundaries between memory and reality begin to unravel.

ECHOES AND ILLUSIONS

The crypts are haunted by the Spectral Monks—faded echoes of those who once lived, now reduced to emotional impressions imprinted upon stone and silence. They are not traditional ghosts, but fractured memories clinging to ritual and sorrow. Some kneel in prayer. Others write endlessly. A few seem to watch the players with wordless, unseen eyes.

Players may witness or interact with the following:

- A monk who endlessly copies names into a ledger—names the players recognise as their own.
- A vision of the final rite, led by Abbot Rian, in which the monks are stripped of their voices and vanish.
- A soundless plea scratched into the walls: “Ring the bell. Let us be.”

Interacting with the monks is emotionally exhausting. Each attempt may require a **Will or Empathy** check against **DL 0** or cost 1 **Fatigue**. With a successful **Empathy** or **Focus** check at **DL +2**, the monks may reveal fragmented memories, including glimpses of the ritual, lost loved ones, or the bell’s significance.

VISIONS AND ECHOES

- A vision of the Abbot leading a silent rite—robes falling, mouths closing, voices erased.
- A name scratched into the stone: one of the players’ lost loved ones.
- A shadowy loved one reaching out: “When names were taken, the bell was sealed. To ring it is to suffer.”
- A bell tolls in the distance. A whisper follows: “You can’t fight him without it.”

These clues establish that the funeral bell *Campana Silens* is key. They do not reveal its exact purpose of the bell—maintaining mystery while giving players a goal.

THE SILENT GATE

At the crypt’s far end stands a vast oak door, bound in black iron. It is unnaturally cold to the touch and engraved with the same words found on the players’ prayer cards: “*To remember is to suffer.*” When approached, the Spectral Monks emerge from the walls, form a silent circle around the door and the players, and then vanish—leaving only the sound of breath in the dark. In passing, one of the monks whispers: “*The door yields only to remembrance. The name must be spoken. The offering must be real.*”

The door cannot be opened by force. It is not only locked, but bound by a spiritual mechanism. It requires a deliberate act to pass through—one that acknowledges the weight of memory and breaks the spell of silence. *The players should feel the weight of the moment. This is not just a door—it is a threshold between silence and remembrance.*

OPENING THE DOOR

A player must speak the full name of their lost loved one aloud. This causes 1 Fatigue and opens the door with a low moan as if exhaling a forgotten breath.

Once opened, the door swings inward slowly, revealing the vast, hollow chamber beyond: the meditation hall, empty but for the echo of someone waiting.

GAME MASTER TIP

The solution to opening the door has been hinted at multiple places in the first three acts, with references to names of lost loved ones. If the players struggle, consider:

- A vision of the loved one, urging them to speak
- A player’s own voice echoing back at them, repeating the name

LINGERING ECHOES BOUND IN SILENCE

THE SPECTRAL MONKS

They were once devout—seekers of peace through silence. Now they are only fragments: flickering memories and slivers of spirit, trapped in the stone.

BACKGROUND:

Erased in the failed rite, the monks persist as ambient sorrow. During exploration, they are non-hostile and may be seen performing fragments of their old routines. They cannot speak, but may respond to a player via visions if the players succeed with an **Empathy** roll at DL +2.

COMBAT:

The monks become hostile only when the Abbot commands them. In combat, they use **Focus + Silent Screams** to cause *Fatigue*, but cannot inflict Wounds. They serve as a spiritual obstacle rather than a lethal threat, and will vanish once the *Campana Silens* is rung.

Skills

Skilled (+2)	Focus
Novice (+1)	Awareness

Traits

Spectral Silence — Cannot be harmed until the *Campana Silens* is rung. Bound to the monastery's silence.

Silent Screams — Use **Focus** to inflict *Fatigue* Stress through psychic silence. Targets may roll **Will** to resist.

CAMPANA SILENS

Campana Silens, the Silent Bell, is a sacred funerary relic once used to preserve the names of the dead. Forged in iron and consecrated in ancient rites, it was designed to protect memory during the final passage—ensuring the deceased would not be forgotten. But Abbot Rian twisted its purpose. Instead of preserving memory, he used it to seal it away. The bell became an anchor for silence, stillness, and spiritual imprisonment. Now, it is the only thing capable of disrupting the unnatural peace he created.

Ringing the Bell shatters the silence, transforming the Eyeless Abbot to from his spirit back into flesh and bone.

Mechanics:

- Action:** A player may ring the Bell as an action. Doing so causes an immediate shift in the environment (dust, sound, collapsing illusions).
- Effect:** The Eyeless Abbot becomes vulnerable to *Wounds* and the Spectral Monks dissolve.
- Cost:** Each round after the Bell is rung, all characters gain 1 *Fatigue* as the veil weakens and the burden of memory floods back.

SILENCE INCARNATE

THE EYELESS ABBOT

Once Abbot Rian, a devout spiritual leader who sought to transcend worldly identity through perfect silence. He succeeded far too well. What remains is not a man, but a vessel of stillness—an unspoken wound in the fabric of memory.

BACKGROUND:

The Eyeless Abbot lingers at the heart of Saint Hieronymus Monastery, an immovable anchor of grief and spiritual ruin. During a failed rite meant to dissolve the self, he bound his own soul—and those of his brethren—into a silence so deep it became a presence. He does not see, does not speak, and cannot be harmed by mortal means. Only the toll of the *Campana Silens* can pull him into reach of the living.

CORPOREAL FORM:

Once the bell is rung, the Abbot's spectral shell collapses. What remains is a ravaged, half-human husk—robes torn and ritual-scars burned deep into pale, brittle flesh. His fused eyes cannot see, but he still perceives through the echoes of memory. He is no longer untouchable, but his presence remains overwhelming.

Skills

Expert (+3)	Will
Skilled (+2)	Awareness, Focus,
Novice (+1)	Fight, Insight

Traits

Silence Hungers — At the start of each round, all player characters suffer 1 *Fatigue* unless they succeed on a DL +2 **Will** or **Focus** check. This Trait can only inflict *Fatigue*, not *Wounds*.

Untouchable Form — The Abbot is immune to all harm unless the *Campana Silens* has been rung. This Trait is suppressed after the bell tolls.

Aura of Dread — While in the Abbot's presence, characters take a -1 penalty to all rolls. Suppressed once the bell is rung.

Erase the Self — Once per scene, the Abbot may suppress one player's Trait of choice. It remains unusable until the player invokes a memory of their lost loved one.

Stress

Fatigue:	○○○
Mild:	♥♥
Mod:	♥♥



ACT IV: THE THING THAT WAITS

The final confrontation takes place in the monastery's meditation hall—a vast, domed space of cracked stone, with faded frescoes on high walls and an oppressive weight in the air. Dust hangs unnaturally still. There is no sound.

The Eyeless Abbot is already there. He does not speak. He does not need to. His presence – vast and wrong – dominates the space. The silence deepens with every breath.

Above and behind him, partially veiled in shadow, looms the *Campana Silens* in its rusted iron frame. The way to it is treacherous: crumbling stairs, collapsing ledges, and a steep climb. It is visible, but distant.

The players cannot yet harm the Abbot. This is not a battle they can win – not until they ring the bell.

PHASE ONE – A LOSING BATTLE

The fight begins with the Abbot and a wave of Spectral Monks. The Abbot is untouchable, phasing through attacks and unraveling traits. The monks drain Fatigue, preparing the players for defeat. During this phase:

- The Abbot is immune to all damage. His **Untouchable Form** suppresses any attempt to harm him.
- At the start of each round, **Silence Hungers** forces all players to make a **Will** or **Focus** check (DL +2) or take 1 Fatigue.
- Spectral Monks (two per player) attack using spiritual pressure to deplete Fatigue.
- The **Aura of Dread** imposes a **-1 penalty** to all rolls while in the Abbot's presence.

Players quickly realise they cannot win by force.

REACHING THE BELL

As they fight, players may notice the *Campana Silens* above. Clues from earlier visions or carvings should now click into place. To reach the bell:

- A player must disengage and climb to the bell platform.
- Climbing takes four turns, each step requiring a successful DL +1 roll using **Athletics**.
- A **tied roll** means that the character slips and loses a turn, but does not fall to the ground.
- A **failed roll** results in a fall, causing 1 **Stress** and losing the turn.
- The Abbot may try to stop them by sending Spectral Monks to intercept.

When the bell is rung, the room convulses. Illusions shatter. The Abbot howls. His form becomes real.

THE ABBOT'S PHYSICAL FORM

When the bell tolls, the silence shatters. The Eyeless Abbot convulses, staggering backward as the weight of memory crashes down around him. The spectral veil rips away—and what remains is something horrifyingly human... and not. He is no longer a ghost. He is pain, preserved in bone. A wound in the shape of a man.

His robes hang in tatters, scorched and stiff with age, clinging to a body twisted by decades of spiritual torment. His skin is pale stone, stretched paper-thin over a gaunt frame. Symbols from the ritual are seared into his flesh—some burned, others carved, many half-erased as though even the rite tried to forget him.

PHASE TWO – BREAK THE SILENCE

The Abbot becomes corporeal. The Spectral Monks dissolve, and the silence breaks—but the bell takes its toll.

- The Abbot loses **Untouchable Form** and **Aura of Dread**.
- The **Campana Silens** causes all players to gain 1 Fatigue at the end of each round.
- The Abbot can no longer attack with **Focus** (for spiritual attack) but must use **Fight** (for physical attacks).
- He may use **Erase the Self** once, suppressing a player Trait until the end of combat.

Once the bell tolls, the Abbot becomes vulnerable, and as a physical opponent he should not be overly difficult for the players to defeat, even if they are fatigued.

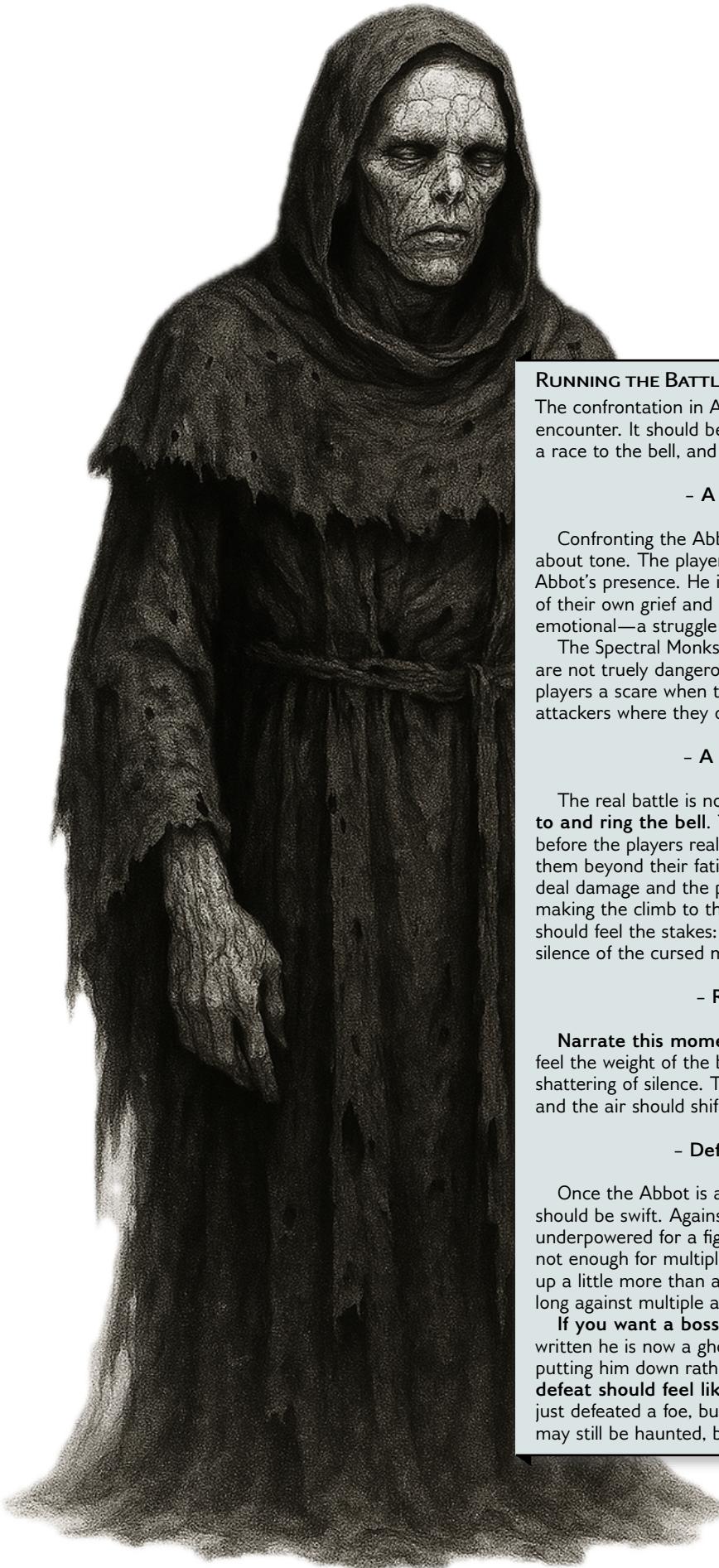
Once defeated, the Abbot collapses into dust. A final toll echoes, and the silence ends.

VICTORY AND AFTERMATH

If the Abbot is defeated:

- The silence lifts. The air returns. Names are remembered.
- The monastery begins to collapse, dissolve, or fall into ruin.
- The players may each hear their lost loved one speak a final word, then fade.
If they fail:
 - Their names are forgotten. Their voices fade.
 - They remain in the monastery forever—silent, spectral echoes of themselves.

Some silences were never meant to be broken. But some names should never be forgotten.



RUNNING THE BATTLE

The confrontation in Act IV is not a typical combat encounter. It should be played out as a hopeless fight, then a race to the bell, and finally as an exorcism of the Abbot.

- A Hopeless Battle -

Confronting the Abbot and the Spectral Monks is all about tone. The players should feel the weight of the Abbot's presence. He is not just a monster, but a reflection of their own grief and loss. The battle is not physical, but emotional—a struggle against silence itself.

The Spectral Monks cannot do Wounds damage, so they are not truly dangerous, but the GM should give the players a scare when they are confronted by multiple attackers where they cannot strike back.

- A Race to the Bell -

The real battle is not a battle at all, but **a race to get to and ring the bell**. This race is more dramatic if it starts before the players realise that they cannot harm them beyond their fatigue, but even after, the Abbot can deal damage and the players cannot respond in time, making the climb to the bell time critical. The players should feel the stakes: if they fail, they will be lost to the silence of the cursed monastery forever.

- Ringing the Bell -

Narrate this moment as a release. The players should feel the weight of the bell, the toll of memory, and the shattering of silence. The Abbot's form should convulse, and the air should shift as the bell tolls.

- Defeating the Abbot -

Once the Abbot is alone, and can be harmed, his defeat should be swift. Against even two or three players, he is underpowered for a fight. He can deal some damage, but not enough for multiple opponents, and while he can soak up a little more than a generic character, he will not last long against multiple attackers.

If you want a **boss fight**, increase his stats, but as written he is now a ghost half exorcised and the players are putting him down rather than fighting him. **The Abbot's defeat should feel like a release.** The players have not just defeated a foe, but broken a curse. The monastery may still be haunted, but it is no longer a prison.

DR. CLARA ASHCROFT

"Some stories are not told. They are buried. And they bleed through the silence."

A cultural anthropologist specialising in ritual practice and memory, Clara Ashcroft is quiet, meticulous, and emotionally withdrawn. Her life's work revolves around forgotten spiritual sites and fringe religious communities, but her most personal mystery lies within Saint Hieronymus. Years ago, her younger sister, Evelyn, joined the monastery's contemplative program—and was never heard from again.

BACKGROUND

Clara was a senior lecturer at a university in Edinburgh, well-regarded for her research into memory, ritual, and folk beliefs. When Evelyn disappeared, Clara left academia behind and began investigating isolated monasteries, vanished communes, and other places where silence clings. Her work has become solitary and obsessive—an academic pursuit turned personal.

APPEARANCE

Clara wears a long, functional raincoat with a laptop bag or field satchel always over her shoulder. Her hair is loosely tied, and she favours muted colours. Her eyes are sharp, but tired. She's often mistaken for a journalist or archaeologist—but speaks like someone who's seen too much.

PERSONALITY

Clara is thoughtful, distant, and deeply rational—but beneath her composed surface is a raw grief she's never allowed herself to feel. She treats emotion like data, but the closer she comes to the truth, the harder that becomes. She avoids connection but is fiercely protective once it's made.

CONNECTION TO THE MONASTERY

Evelyn Ashcroft disappeared at Saint Hieronymus while participating in a modern-day spiritual retreat. Clara always suspected something was wrong—but had no proof, no access. Now, the letter has given her the first lead in nearly twenty years.

GOALS

Clara seeks to uncover what happened to her sister, and by doing so, expose the truth about the monastery's silence. She also hopes, secretly, to find some version of forgiveness—for Evelyn, and for herself.



Skills

Expert (+3)	Lore
Skilled (+2)	Focus, Awareness
Novice (+1)	Empathy, Insight, Investigation

Traits

Driven to Understand — Gain a +2 bonus when analysing ritual, folklore, or spiritual mechanisms.

Buried Guilt — Once per session, may clear all Fatigue after confronting a painful memory. The memory must be shared aloud to the group. Confronting the painful memory takes one combat action.

Cold Logic, Quiet Grief — Reroll a failed Insight or Empathy check related to grief or memory.

Gear

Mysterious Letter — A letter in Evelyn's handwriting, written in a shaky hand. It speaks of "the silence" and "the bell." It is the only clue Clara has.

Stress

Fatigue:	OOO
Mild:	♥
Mod:	♥
Severe:	♥

ISAAC BELLAMY

"The war ended, but not for me. Some fights just change their shape."

A former infantryman turned private security contractor, Isaac Bellamy is a man carved out of trauma and silence. After years spent in conflict zones, he returned to find his younger brother—his only family—had gone to Saint Hieronymus on a spiritual retreat. That was the last he ever heard from him.

BACKGROUND

Isaac joined the military straight out of school and served multiple tours before transitioning into high-risk private security work. He's seen what silence can mean in a firefight, and what it can hide in grief. His brother Elijah sought peace at the monastery after a breakdown—Isaac always feared it was a cult in disguise. When the place went quiet, Isaac went searching... but never found anything. Until now.

APPEARANCE

Isaac wears a weathered field jacket, dark jeans, and durable hiking boots. His close-cropped hair and guarded stance mark him as someone used to danger. A locket with Elijah's photo hangs around his neck, worn from years of handling.

PERSONALITY

Isaac is blunt, steady, and doesn't waste words. He's not easily rattled—but his silence isn't peace, it's armor. Loyalty means everything to him, and guilt weighs heavy on his shoulders. He's used to being the one who makes the hard choices when no one else will.

CONNECTION TO THE MONASTERY

Elijah Bellamy disappeared after joining a silent spiritual retreat hosted by Saint Hieronymus. Isaac never trusted it. When the monastery ceased all communication, he came looking. Now, years later, the letter has cracked the silence wide open.

GOALS

Isaac wants the truth about what happened to his brother. He's not afraid of ghosts, only of failing someone he loved—again. If he has to fight the dark to get answers, so be it.



Skills

Expert (+3)	Will
Skilled (+2)	Athletics, Fight
Novice (+1)	Awareness, Insight, Will

Traits

- Combat Tempered** — Gain a bonus when acting under pressure or facing fear head-on.
- The Locket** — Once per session, reroll a failed check after invoking a memory of his brother.
- Trained to Endure** — Reduce incoming Stress by 2 once per scene.

Gear

Mysterious Letter — A letter in Elijah's handwriting, written in a shaky hand. It speaks of "the silence" and "the bell." It is the only clue Isaac has.

Stress

Fatigue:	OOO
Mild:	♥
Mod:	♥
Severe:	♥

MARGOT DELANEY

"Faith asks us to believe. But no one tells you what to do when belief breaks."

Margot Delaney is a former nurse and lifelong believer who once placed her hope in Saint Hieronymus Monastery. Years ago, her teenage daughter Eleanor was sent there to recover from a breakdown. When the monastery fell silent, so did the answers. Margot was told to let go. She never did.

BACKGROUND

Margot worked in palliative care for over twenty years, walking others through the long process of grief. She once found strength in faith, but the unanswered questions around her daughter's disappearance cracked something inside her. She left the church, left her job, and began quietly investigating on her own—looking for signs, for records, for anything the silence couldn't bury.

APPEARANCE

Margot wears a wool coat, boots, and practical layers—dressed for wind and wet ground. Her hair is pulled back neatly, with strands of grey at the temples. She carries a single worn photograph in her coat pocket, and her expression often lingers between sorrow and resolve.

PERSONALITY

Calm, warm, and unshakably determined. Margot is the kind of person others lean on—until they realise she's carrying more weight than she shows. She speaks softly, but never vaguely. When she commits to something, she sees it through.

CONNECTION TO THE MONASTERY

Margot sent her daughter Eleanor to Saint Hieronymus for spiritual healing after a mental health crisis. She visited twice. On the third attempt, she was told the monastery had closed its gates. No further contact was ever made.

GOALS

Margot wants the truth—not just for Eleanor, but for herself. She seeks closure, but also understanding. She hopes to find proof that her daughter mattered—that her story didn't simply vanish.



Skills

Expert (+3)	Empathy
Skilled (+2)	Will, Insight
Novice (+1)	Lore, Focus, Persuasion

Traits

Grief Made Graceful — Once per session, may grant a +2 to an ally's roll by offering emotional support.

Photograph in the Pocket — Gain a bonus when resisting psychic or emotional attacks tied to memory or identity.

Unanswered Faith — Reroll a failed Will or Empathy check when confronting spiritual or moral conflict.

Gear

Mysterious Letter — A letter in Eleanor's handwriting, written in a shaky hand. It speaks of "the silence" and "the bell." It is the only clue Margot has.

Stress

Fatigue:	OOO
Mild:	♥
Mod:	♥
Severe:	♥

MICAH RIOS

"It's not the dead that scare me. It's what they remember—and what they want us to forget."

Micah Rios has always been able to feel the echo of things left unfinished. Whether it's ghosts, trauma, or silence itself, something in him is tuned to it. He never sought this gift—but when the letter arrived, written in the hand of an uncle who vanished before Micah was born, he knew exactly where he had to go.

BACKGROUND

Micah grew up in foster care, always knowing he was “sensitive” in a way that others weren’t. He’s spent time working at grief support groups, volunteering in spiritual communities, and studying dream psychology. He doesn’t talk much about his family—but he keeps a journal full of sketches and messages from dreams he hasn’t told anyone about.

APPEARANCE

Micah wears layered, practical clothes—a denim jacket over a hoodie, worn boots, and a small crystal pendant. He often pauses mid-thought, distracted by something no one else noticed. His calm voice hides a deep current of unease.

PERSONALITY

Empathetic and soft-spoken, Micah avoids conflict but isn’t afraid of difficult truths. He’s open-minded, intuitive, and carries himself like someone used to not being believed. Despite everything, he genuinely wants to help others find peace—because he’s never quite known it himself.

CONNECTION TO THE MONASTERY

Micah’s mother never spoke of her brother, but he appeared in Micah’s dreams for years. When the letter arrived in that uncle’s handwriting, Micah knew it wasn’t just a coincidence. Something old is calling to him—and he may be the only one who can hear it clearly.

GOALS

Micah wants to understand what’s haunting the monastery—not just for his uncle’s sake, but to better understand his own strange connection to death and memory. If he can help others find peace, maybe he can find some of his own.



Skills

Expert (+3)	Empathy
Skilled (+2)	Insight, Lore
Novice (+1)	Will, Fight, Persuasion

Traits

- Spirit-Touched** — Once per session, receive a vision or sensation tied to an echo or memory.
- Dream Journal** — Gain a bonus when interpreting symbols, hauntings, or unresolved grief.
- Sensitive Aura** — May reroll failed Insight or Awareness when detecting unseen presences.

Gear

Mysterious Letter — A letter in his uncle’s handwriting, written in a shaky hand. It speaks of “the silence” and “the bell.” It is the only clue Micah has.

Stress

Fatigue:	OOO
Mild:	♥
Mod:	♥
Severe:	♥

NINA MADDOX

"There's always a reason. Even if you don't like what it is."

Nina Maddox doesn't believe in ghosts. Or at least, she doesn't admit to it. A freelance investigator with a background in private security, Nina specialises in cleaning up messes no one wants to admit exist. She's not here because she believes in hauntings—she's here because someone thought she should be.

BACKGROUND

Nina served in law enforcement before moving into private security and missing persons work. She's seen cults, hoaxes, and grieving families manipulated by con artists. When she got a letter from her estranged father—dead over a decade—she assumed it was a prank. Still, she couldn't ignore the place it mentioned: Saint Hieronymus Monastery. She'd heard of it before, in the case files she was never supposed to read.

APPEARANCE

Short-cropped hair, sharp eyes, and a lean, athletic build. Nina dresses in a leather jacket and cargo jeans, always carrying a duffel with tools, water, and a flashlight. She walks like someone who's used to being underestimated—and making people regret it.

PERSONALITY

Blunt, sceptical, and resourceful. Nina doesn't buy into rituals or spirits, but she respects grief—and she knows that sometimes, belief can be more dangerous than truth. She doesn't scare easy, but what she finds at the monastery might just shake that.

CONNECTION TO THE MONASTERY

Her father investigated Saint Hieronymus decades ago and never spoke of it again. His death was ruled a suicide. The letter bearing his handwriting simply said: *"They never let me leave. Maybe you can."*

GOALS

Nina wants to find the source of the monastery's silence and put it to rest—by force, if necessary. She doesn't believe in ghosts, but she does believe in justice. And if there's something still trapped there, it's about to find out what she's made of.



Skills

Expert (+3)	Fight
Skilled (+2)	Awareness, Focus
Novice (+1)	Will, Investigation, Insight

Traits

No-Nonsense Grit — Gain a bonus when pushing through fear, injury, or disbelief.

Professional Instincts — Reroll a failed Awareness or Investigation check tied to danger or traps.

Break the Pattern — Once per session, ignore the effects of a supernatural influence for one round.

Gear

Mysterious Letter — A letter in her father's handwriting, written in a shaky hand. It speaks of "the silence" and "the bell." It is the only clue Nina has.

Stress

Fatigue:	OOO
Mild:	♥
Mod:	♥
Severe:	♥

PART 3

EPISODIC PLAY

CHAPTER 10: EPISODIC SETTINGS

Episodic play is where THE WYRD ENGINE truly shines. Each session tells a complete narrative, yet together they form a patchwork of interwoven stories—an anthology of mysteries, misadventures, and quiet consequences. While campaigns may sprawl across months or years, episodic games provide a modular structure that balances continuity with flexibility. Players return to familiar characters and settings, but with the freedom to explore new themes, tones, and challenges from session to session.

This approach is well-suited for modern groups with limited availability, shifting schedules, or rotating players. Episodic play provides a steady rhythm—each session a self-contained tale, yet part of a greater whole. Whether you’re running a mystery-of-the-week series, a supernatural investigation society, a steampunk courier guild, or a band of renegade space pirates chasing relics across the stars, this format keeps the world vibrant and adaptable.

It invites variety without sacrificing continuity, making it easy for players to drop in and out without derailing the larger narrative. In a world where free evenings are rare treasures, episodic structure offers the freedom to tell meaningful stories—one strange case, daring heist, or haunted transmission at a time.

Best of all, it supports both deep lore and fast improvisation, letting players peel back layers of the setting gradually, without requiring encyclopaedic knowledge from the start.

This chapter explores how to structure episodic campaigns, how to keep stories fresh while still maintaining cohesion, and how to use episodic tools—like recurring NPCs, thematic links, and flexible framing devices—to create a world that grows with each session.

WHAT IS EPISODIC PLAY?

At its core, episodic play consists of a series of self-contained adventures set within a shared framework. Each session (or “episode”) stands on its own, with a beginning, middle, and end. However, recurring elements—such as a cast of characters, shared locations, or overarching themes—allow the sessions to connect into something greater than the sum of their parts.

While there may be a loose progression over time, episodic stories rarely depend on strict linear continuity. Characters may grow, reputations may change, and mysteries may deepen—but players can join or leave at any point without breaking the narrative. This makes episodic play especially useful for groups

with shifting availability or limited time to commit to long arcs.

Think of episodic play like a television series where each episode tackles a new case, conflict, or mission, but the world slowly evolves as a result of player choices. Some sessions may feel light-hearted, others tragic or strange—but all serve to reveal more about the characters and the world they inhabit.

KEY TRAITS OF EPISODIC PLAY

Successful episodic structures share a few core characteristics. These provide a stable framework that makes stories feel coherent without requiring rigid continuity:

- **Recurring characters or factions.** A stable core of PCs, NPCs, or antagonists helps maintain continuity and drive player investment across sessions.
- **Familiar environments or organisations.** Whether it’s a mysterious agency, a travelling caravan, or a city full of strange cases, a recognisable home base or central structure gives players a sense of grounding.
- **A thematic or structural formula.** Episodes may follow a consistent narrative rhythm—like “mystery, investigation, twist, resolution”—while allowing variation in content, tone, and stakes.
- **Flexible player rosters and character switching.** Characters may come and go between sessions, allowing the GM to accommodate changing attendance or different story needs without breaking immersion.

HOW IT DIFFERS FROM ONE-SHOTS

At first glance, episodic play and one-shots might appear similar—they both involve contained stories with defined beginnings and endings. However, their purposes and narrative structures are fundamentally different.

- **One-shots are standalone;** they begin and end in a single session with no expectation of continuity. Episodic play, by contrast, creates a narrative framework where stories connect loosely over time—even if each episode could function on its own.
- **One-shots often embrace riskier or more dramatic endings.** Because players aren’t expected to revisit the same characters, they’re more likely to take extreme actions, sacrifice themselves, or leave things unresolved. Episodic characters need longevity, so choices tend to be more

measured—unless the group explicitly agrees on a rotating cast.

- **Episodic play builds familiarity and context.** Characters return, reputations change, and the setting evolves, even if slowly. One-shots rely on establishing everything—tone, stakes, world, and character—in a single sitting.
- **One-shots require tighter pacing and structure.** They often follow a sharp hook, rising tension, and a single confrontation or twist. Episodic sessions have a bit more breathing room to explore side interactions or layered discoveries because the players already know the world.

The two formats aren't in opposition—in fact, many groups blend them. Often, a good episodic campaign might be built from modular one-shot scenarios, stitched together by recurring characters and evolving consequences. But recognizing the difference helps GMs prepare each session with the right expectations.

HOW IT DIFFERS FROM CAMPAIGN PLAY

While both campaigns and episodic series can explore deep character arcs and worldbuilding, their structural differences are significant:

- **Campaigns build long, interconnected arcs;** episodic play builds familiar rhythms with room for variety and experimentation.
- **Episodic games support drop-in/drop-out play more easily,** making them ideal for casual groups or shared settings with rotating casts or GMs.
- **Sessions can often stand alone, yet still reward continuity.** Players who attend regularly enjoy recurring themes and relationships, while newcomers can still jump into a coherent, complete story.

This flexibility is one of the greatest strengths of episodic design: it allows each game to stand on its own merits while contributing to an evolving world.

STRENGTHS AND CHALLENGES

Like one-shots and campaigns, episodic play has unique strengths—and its own set of potential complications. Understanding these will help you lean into the format's best qualities while avoiding common pitfalls.

STRENGTHS

Episodic play thrives in a variety of real-world play environments, offering consistent, low-prep fun that grows over time.

- **Great for groups with irregular attendance or rotating GMs.** Because each session is largely self-

contained, it's easy to adjust the roster of characters or even hand off GM duties without disrupting continuity.

- **Offers a sense of familiarity while still allowing creative range.** The same core setting or cast can support wildly different tones—from comedy to horror to noir—without feeling disjointed.
- **Easier to plan and prep in short bursts.** Episodic stories can be outlined in modular scenes, reused, or repurposed without extensive lore updates. This makes them especially practical for busy GMs.
- **Encourages experimentation with tone, themes, or guest characters.** A single episode can be a dream sequence, a flashback, or an alternate reality—allowing players to try out new ideas without committing to them long-term.

CHALLENGES

Though episodic structures are flexible, they come with their own limitations and design hurdles.

- **Risk of repetition if formula becomes stale.** Relying too heavily on the same episode structure can make sessions feel predictable. Variation in themes, locations, or emotional tone helps keep things fresh.
- **Requires tools for tracking continuity.** While each session may stand alone, small details—like character progression, world changes, or unresolved clues—can get lost without notes or a campaign journal.
- **Players may lose emotional momentum without long arcs.** Episodic play offers lighter engagement by design, but this can result in a lack of payoff if no threads carry over from session to session.
- **Harder to develop slow-burn mysteries without overarching structure.** If you want to introduce layered conspiracies or gradual reveals, you'll need to build in recurring elements that hint at a deeper pattern beneath the surface.

DESIGNING YOUR EPISODIC SETTING

An effective episodic setting doesn't just string disconnected adventures together—it creates a living backdrop against which short stories unfold. The goal is to build a world that welcomes return visits without requiring encyclopedic knowledge. The trick lies in structure, flexibility, and familiar touchstones that support a variety of scenarios without locking the players into a fixed path.

Below are five foundational principles to help you design an episodic setting that's both rich in narrative potential and easy to use.

1. ESTABLISH A CORE PREMISE

Every episodic game needs at least one unifying concept. What ties these seemingly standalone stories together? Are the players agents of a secret society investigating supernatural threats? Members of a skyship crew navigating post-industrial skies? Freelance troubleshooters in a city where magic and science collide?

The premise defines not only the type of stories you tell but how players enter them. It provides context for each session and a reason for characters to keep returning. Ask yourself:

- What is the group's shared purpose or role?
- Who sends them into these situations—or do they act on their own initiative?
- What's the tone? Investigative? Adventurous? Tragic? Surreal?
- What's the “glue” that makes each new episode part of a larger picture?

Your premise doesn't need to be complex. In fact, simpler framing often makes for stronger episodic play, especially when each session introduces a new twist or challenge within a familiar structure.

2. ANCHOR WITH RECURRING ELEMENTS

The best episodic games feel grounded not because they explain every detail, but because they provide recurring landmarks in the chaos. Reusable NPCs, returning locations, and institutional structures help build continuity without needing dense lore.

- **A Central HQ or Base of Operations** – This might be a tavern, an airship, a secret library, or a hidden lab. It gives players a narrative home between missions and offers opportunities for downtime scenes, upgrades, or character interaction.
- **Recurring NPCs** – A few well-drawn figures go a long way: a sarcastic handler, a mysterious benefactor, a rival agent. These characters help players measure change and develop long-term relationships.
- **Factions or Institutions** – Secret societies, corrupt guilds, religious orders, or government bureaus can appear across multiple episodes. Each appearance adds depth and reveals a bit more of the world.
- **Stylistic Consistency** – Consider naming each session like a serial: *Case File No. 13, The Night of the Violet Flame*, or *Episode VII: The Rusted Oracle*. Shared naming patterns reinforce identity and structure.

The goal is to make the setting feel cohesive, even if each session stands alone.

3. BUILD WITH MODULARITY IN MIND

You should design your episodes to be modular, interchangeable and replayable with minimal adjustment.

This will allow you to swap players, reshuffle scenes, or shift tone as needed.

- **Each episode should be playable on its own.** Avoid required knowledge from previous sessions. If something must carry over, summarise it with a brief “previously on...” intro.
- **Include light connective tissue.** A recurring mystery, shared antagonist, or slow-burning secret can link episodes. But don't make continuity a barrier to participation.
- **Design episodes that scale.** Make it easy to adjust difficulty or tone depending on which characters show up. Episodes should work whether the group is veterans or newcomers, investigative or action-focused.

This structure also makes it easier to publish, share, or rotate authorship of episodes—useful for collaborative storytelling or convention play.

4. TRACK CONSEQUENCES WITHOUT HEAVY LORE

Continuity is powerful, but it doesn't require an encyclopaedia. Instead of overloading players with timelines or faction trees, use simple callbacks and evolving motifs.

- **Recurring Symbols or Phrases** – A sigil, a phrase, a melody, or a specific item can echo across sessions to suggest hidden meaning or deepening mystery.
- **Character Choices That Echo** – Let player actions ripple forward. A suspect spared in one episode might reappear in another. A ritual disrupted may create consequences weeks later.
- **Flashbacks, Journals, and Rumours** – Brief “interlude” scenes can remind players of past events without lengthy exposition. Try in-character journals, overheard gossip, or mysterious messages left behind.
- **Table Recaps or Timeline Sheets** – For GMs, a simple session tracker or a shared player notebook helps preserve continuity without requiring formal campaign management tools.

You should think of continuity as texture rather than architecture: it enriches the world without weighing it down.

5. ENCOURAGE ROTATING CASTS AND GAME MASTERS

One of the great strengths of episodic play is its openness. Design your setting to support fluid participation and decentralised storytelling.

- **Rotating Protagonists** – Not every player has to appear in every episode. Treat the cast like a shared roster, with different characters starring in different stories. This prevents burnout and keeps sessions fresh.

- **Guest GMs or Co-GMs** – A well-documented setting with modular episodes allows others to run games in the same world. Consider sharing setting briefs, tone guides, and NPC profiles.
- **Drop-In Play Is Supported In-World** – Have an in-universe explanation for changing cast members: a dispatch board, a rotating investigation team, a courier guild’s job roster. Players don’t need to justify why they’re here—but you can if it adds flavour.

Building in this flexibility makes your setting not just sustainable—it makes it shareable, collaborative, and ever-evolving.

EPISODE TEMPLATES AND TOOLS

Episodic games thrive when structure supports spontaneity. The goal isn’t to write a script—but to provide a flexible framework that helps each session land with clarity and impact. Even the most improvisational GM benefits from knowing the expected beats of an episode, while continuity tools ensure that the world remains coherent and rewarding over time.

SESSION STRUCTURE EXAMPLE

While every episode will differ based on its theme and tone, most follow a familiar rhythm. This structure provides a reliable framework that helps players feel grounded, especially when group composition shifts from session to session.

- **Opening Scene – Intro or Briefing** Establish the scenario and orient the players. This may be an in-character debriefing, a dramatic cold open, or a scene that introduces the conflict. Keep it short and active—ideally no more than ten minutes of exposition before the players start making choices.
- **Investigation or Journey – Uncover Clues or Face Obstacles** The bulk of the session involves exploring the problem. Players gather clues, travel through hostile territory, interview suspects, or perform rituals. This is your opportunity to showcase the setting, reveal character dynamics, and escalate tension.
- **Climax – Confront the Antagonist or Dilemma** The heart of the episode. This may be a direct confrontation with a villain, a moral dilemma, a supernatural revelation, or an unexpected twist. Player choices should matter here, even if the resolution doesn’t tie off every thread.
- **Resolution – Wrap-Up or Leave a Loose Thread** Conclude with consequences. What changes? What does the world remember? Is there a haunting detail left unresolved, a rival who escapes, a clue that hints at something bigger? Even if the session is self-contained, a touch of continuity enriches the setting.

This format is modular. It works just as well for mystery-solving, exploration, or action-focused episodes. You can compress or expand each phase depending on the tone or length of your session.

CONTINUITY TOOLS

While episodic play is designed to function with a loose structure, some minimal continuity tools go a long way in maintaining coherence and deepening immersion. These tools are especially helpful when sessions are spread out over time or shared across GMs and players.

- **Shared Timeline or “Episode List”** A running log of past sessions helps players track what happened, when, and who was involved. Include the episode title, major events, and open threads. This can be in-universe (e.g., a case log) or purely mechanical.
- **NPC Roster with Notes** Keep a simple list of recurring characters, their relationships to the PCs, and how they’ve changed over time. Tag NPCs as allies, rivals, or enigmas, and note which players interacted with them. Even a short paragraph per NPC can make a huge difference later.
- **Central Map or Caseboard** A shared physical or digital map of the setting—be it a city, a region, or a network of mysteries—helps players visualise the scope of the world. Add pins, string, or post-it notes to show locations visited, factions revealed, or case connections uncovered.
- **Session Recaps or Flashbacks** Begin each session with a short recap or in-character flashback. This reinforces continuity and gives new or returning players a jumping-on point. You can rotate who gives the recap, present it as an in-world document, or even perform it dramatically.

These tools don’t need to be complex. A single Google Doc, a corkboard with index cards, or a campaign wiki can provide structure and continuity without creating extra prep for the GM. Most importantly, they help your episodic world feel like it’s growing organically—with every session leaving a mark.

EXAMPLES OF EPISODIC SETTINGS

One of the main strengths of episodic play is its high adaptability. Almost any premise you can roleplay can be restructured to support modular storytelling, provided it has a stable core and room to vary the tone, setting, or cast from session to session.

Here are three ready-to-use examples that demonstrate how episodic structures can support investigation, exploration, and action across different genres and play styles. The first, “The Grand Society of Inquiry,” is fleshed out in more detail in **CHAPTER 11: THE GRAND CASEBOOK**, while the other two are presented as brief summaries for you to expand on or

draw inspiration from.

THE GRAND SOCIETY OF INQUIRY

Set in gaslit 1890s London, with a twist, this setting follows the cases assigned to an elite—though unofficial—organisation of investigators, mystics, and scholars. Each session focuses on a different mystery, conspiracy, or supernatural occurrence within the city or its haunted outskirts.

Continuity builds through:

- Recurring factions like occult orders, secretive nobles, or rogue inventors
- Return appearances from handlers, suspects, and rival investigators
- A city map annotated with solved and unsolved cases, safehouses, and places better left unvisited

The group's rotating cast of agents allows flexible player rosters, while layered mysteries hint at deeper truths that may emerge across episodes.

THE PHANTOM CIRCUIT

In this steampunk-flavoured setting, players are members of a shadowy courier guild known for taking on the jobs no one else dares—transporting arcane artifacts, dangerous documents, or fugitive passengers through hostile skies and corrupt cities.

Each episode features:

- A unique destination with regional hazards and moral dilemmas
- Conflicting instructions from employers, allies, and enemies
- Travel complications—mechanical failures, skyship chases, or border inspections

While most jobs are stand-alone, a conspiracy slowly forms: who really runs the Circuit, and what is the

cargo they keep asking you not to open?

THE WYRDWOOD COMPANIONS

This high-fantasy setting centres on a band of wandering guardians—knights, witches, outcasts, and storytellers—tasked with protecting isolated settlements from magical corruption and forgotten beasts.

Episodes vary in tone:

- One week may be tragic folklore; the next, a whimsical fairytale with a dark twist
- Local villagers, patrons, or fey courts request aid through messengers or dreams
- The “party” shifts each time based on which Companions answer the call

Over time, a map of the Wyrdwood grows, showing cursed ruins cleansed, monstrous myths encountered, and trails marked by starlight or shadow.

CONCLUSION

Episodic design is about rhythm, variation, and modular continuity. It thrives when each session is satisfying in its own right, yet still contributes to something greater—a sense of place, of growth, and of story unfolding just out of sight.

This format is ideal for groups who want to explore shared worlds without the pressure of rigid schedules or long-term plotlines. It allows for bold ideas, flexible casts, and layered mysteries that reward both new and returning players.

With a little planning and the right framework—a clear premise, recurring touchstones, and room for improvisation—episodic games become more than just a collection of sessions. They become chronicles. Each story a piece of a puzzle. Each session a new chapter in a growing legend.

CHAPTER 11: THE GRAND CASEBOOK



ondon, 1896. A city of gaslit streets, towering factories, and secrets lurking in the shadows.

This is an era of progress, where steam and steel reshape the world—but beneath the veneer of industry and refinement, the old mysteries remain. The line between science and the supernatural is thinner than most would dare to believe.

You are part of The Grand Society of Inquiry, a prestigious organisation of detectives, scholars, and unconventional thinkers dedicated to unravelling the mysteries the world would rather forget. The police may handle mundane crimes, but when a case is impossible, when the authorities turn a blind eye, or when the answers defy reason, that is where you come in.

The aristocracy hides more than it reveals. The city's underworld knows whispers of truths the elite wish to bury. Strange happenings unfold in laboratories, occult circles, and long-forgotten ruins. It is your job to investigate, to bring truth to light—whether the world is ready for it or not.

You will encounter murderers whose motives defy logic, inventions beyond their time, secret societies vying for power, and horrors that exist just beyond the veil of reason. Some mysteries should never be solved—but you have chosen to chase the truth regardless.

London may not thank you for what you uncover. The truth is rarely comforting. But if not you, then who?

So, tell me: What mystery has found its way to your doorstep tonight?

INTRODUCTION

The Grand Casebook is both a setting and a toolkit for running episodic investigations in a world of steam-powered wonders, occult secrets, and unsolved mysteries. Set in a fictionalised London in the year 1896, the stories told here blend elements of classic detective fiction, gothic horror, and speculative science. At the heart of it all is the Grand Society of Inquiry, a secretive organisation dedicated to uncovering truths that others fear to face.

This chapter serves as a guide for running stories in this world. Within, you'll find an overview of the setting, key factions, and recurring threats. It offers guidance for players creating characters within this shared universe, and for GMs constructing compelling mysteries. Each scenario is self-contained, making it ideal for one-shots or rotating player groups—but taken together, the cases reveal a wider world of intrigue, danger, and creeping dread.

Expect:

- Rich, gaslit atmosphere full of secrets and contradictions
- Investigations that challenge reason and morality
- Encounters with both human depravity and supernatural horror
- A flexible structure that supports drop-in/drop-out episodic play

Whether you're a veteran investigator or a newcomer to the shadows, this chapter provides all the tools you need to begin your journey into London's most perilous enigmas.

THE WORLD OF THE GRAND CASEBOOK

London in 1896 is a city of contradictions. At its heart lies a tension between progress and tradition, the rational and the arcane. Airships drift over soot-covered rooftops, automata assist in the factories, and steam-powered cabs rattle through cobbled streets. Yet for all these marvels of industry, old fears still linger in the fog. Ancient horrors persist in forgotten crypts, and whispers of the occult echo in gentlemen's clubs and back-alley gatherings.

This is a world where gaslight barely holds back the darkness, where rational minds struggle to explain the inexplicable. The Grand Casebook embraces the interplay between Victorian-era crime fiction, steampunk ingenuity, and gothic supernatural horror.



TECHNOLOGY AND MAGIC

London in 1896 stands at the precipice of modernity. Steam-powered inventions, mechanical marvels, and new sciences have transformed daily life for many of the city's citizens. Airships cross the Thames, pneumatic tubes shuttle messages through walls, and automata clatter away in factories and households alike. The line between miracle and machine is increasingly blurred, and the pace of progress shows no signs of slowing.

Yet beneath this veneer of industrial achievement lies something older—and far stranger.

Technology in the world of *The Grand Casebook* is advanced, but not unbounded. Engineers and inventors push beyond the limits of Victorian science, crafting devices that seem miraculous yet remain grounded in gears, steam, and brass logic. Devices such as:

- Aetheric resonators that detect unseen energies
- Self-writing pens linked to voice-capturing cylinders
- Automatons that can mimic human speech and movement (and might be getting sentient)
- Steam-powered prosthetics with semi-autonomous reflexes
- Clockwork spiders used for surveillance and sabotage

While the upper classes marvel at these wonders, many working-class Londoners view them with suspicion or unease.

Magic, on the other hand, is not publicly acknowledged. It exists in the margins—rumours whispered in taverns, symbols etched into cellar doors, or strange phenomena dismissed as mass delusion. Most Londoners scoff at the idea of the supernatural, even as they shudder when crossing graveyards alone or burn sage to ward off nightmares.

Occult knowledge is rare and often dangerous. Practitioners speak of ley lines, dream-keys, and veiled realities that slip through cracks in the waking world. True magic is subtle, costly, and often maddening. Examples might include:

- A mesmerist who can force confessions through whispered suggestion
- A cursed mirror that reflects a different version of the past
- Blood-ink sigils that reveal invisible messages only at dusk
- Seances that summon not the dead—but something wearing their voice

The **Grand Society of Inquiry** stands at the intersection of these forces. Some members pursue strange sciences; others study grimoires or collect arcane relics. Most tread cautiously, for they know too well that the boundary between invention and invocation is perilously thin.

In this world, truth wears a mechanical face and a hid-

den name—and it is up to the investigators to uncover both.

THE GRAND SOCIETY OF INQUIRY

The Grand Society of Inquiry was founded in the aftermath of the Crimean War. It emerged from a coalition of scholars, detectives, and adventurers who recognised that some mysteries lay beyond the reach of conventional authorities.

Though their official purpose is to investigate “unusual” occurrences, they function as much as a secret society as they do an investigative agency. Its members hail from all walks of life—former police officers, rogue academics, disgraced aristocrats, and those who have glimpsed the supernatural and can never return to ignorance.

The Society operates in secrecy, liaising with those who possess forbidden knowledge—whether they be alchemists, mesmerists, or reformed criminals. Their headquarters, a sprawling archive hidden beneath a London bookshop, contains a vast trove of esoteric knowledge accessible only to a select few.

THE POWERS THAT BE

While the Society pursues truth, others work to obscure it. Various factions hold sway over London, each with their own interest in the city’s secrets:

- **Scotland Yard:** The official enforcers of law and order. Most officers dismiss the supernatural, though a handful of seasoned inspectors know better. The Yard tolerates the Society only when their interests align.
- **The Ministry of Esoteric Affairs:** A clandestine government branch tasked with monitoring supernatural activity. Their agents operate with impunity, and their motives often clash with the Society’s.
- **The Order of the Silver Dawn:** An occultist cabal that seeks power through ritual and ancient knowledge. Some whisper their origins stretch back to the Elizabethan court.
- **The Industrial Magnates:** The city’s great industrialists have secrets of their own—from illicit experiments to pacts with entities beyond comprehension.
- **The Aetheric Liberty Assembly:** A group of scientists, inventors and philosophers who believe that automata are gaining sentience and should be treated as equals. They advocate for the rights of machines and seek to liberate them from their servitude.
- **The Automata Liberation Army:** A radical faction of the Aetheric Liberty Assembly willing to go to any length to achieve freedom and independence for thinking machines.
- **The Underworld Syndicates:** Smugglers and thieves have always known that London’s alleys

and docks are haunted by more than mere criminals.

Use the powerful factions in the setting to create tension and conflict that can span over multiple games without substantially changing the situations for the player characters. This way, the players can feel the weight of the world around them, and their actions can have consequences, but it is still possible for players to sit out without needing to worry about missing out on the story.

The players may find themselves caught in the crossfire of these factions, each with their own agendas and goals. The Society may ally with one faction against another, or they may find themselves at odds with all of them.

PLAYING IN THE GRAND CASEBOOK

The Grand Casebook is structured as an episodic, mystery-driven setting. Each session presents a new case to unravel, though overarching plots may weave between episodes. Every game is designed as a standalone investigation, with varying player characters and threats. Types of mysteries include:

- **Classic Crime:** Murders, thefts, and conspiracies with unexpected twists.
- **Scientific Anomalies:** Rogue automata, unstable inventions, or experiments gone awry.
- **Supernatural Encounters:** Hauntings, curses, and otherworldly horrors.
- **Political Intrigue:** Blackmail, espionage, and aristocratic conspiracies.
- **Exploratory Adventures:** Forgotten asylums, hidden laboratories, and haunted ruins.

CHARACTER ROLES

Players take on the roles of Society agents, each bringing unique skills and perspectives to the investigative team. Sample archetypes include:

- **The Detective:** A seasoned investigator with a sharp mind and keen eye for detail.
- **The Scientist:** A genius innovator whose inventions often outpace their safety.
- **The Occultist:** A scholar of forbidden knowledge, versed in ritual and arcane lore.
- **The Rogue:** A streetwise scoundrel with contacts in the city's underworld.
- **The Aristocrat:** A socialite with access to influential circles and hidden secrets.
- **The Soldier:** A hardened veteran, able to face danger head-on.

CREATING CONNECTIONS

Though each case in *The Grand Casebook* may introduce a different roster of investigators, shared history and interpersonal ties enrich the narrative

and help players engage more deeply with one another. These connections don't need to be elaborate—they might stem from a single case, a whispered rumour, or a common enemy.

Here are a few ways to establish meaningful links between characters:

- **Shared Cases:** The investigators have worked together before. Perhaps one covered for the other's mistake, or they both saw something they swore never to speak of again.
- **Mentorships and Rivalries:** One character may have trained another, or they may have taken opposing stances in a past inquiry. Old rivalries can add drama to even the most routine investigation.
- **Family or Academic Ties:** Some investigators may be siblings, cousins, or former colleagues at a university or academy—connected by blood, scandal, or shared disgrace.
- **Secrets and Debts:** One character knows something the other must keep hidden. Or perhaps a favour was granted years ago—and the time has come to repay it.
- **Unfinished Business:** A case from the past remains unresolved, and its shadow looms over the current investigation. What went wrong, and who bears the blame?

To help generate quick connections, consider the following sample bonds:

- “*You were the only witness to what I saw that night—and you promised to never speak of it.*”
- “*We once faced something inhuman together. We haven’t spoken since.*”
- “*I saved your life in a fire. You’ve never asked how I knew to be there.*”
- “*We both tried to warn them, and they laughed. Now the laughter has stopped.*”
- “*You were meant to take the case. I took it instead, and someone died.*”

Players are encouraged to create new bonds at the beginning of each session or case. Even if characters change from one mystery to the next, those connections ensure that each team feels like part of a larger web—a living archive of shared secrets, triumphs, and regrets.

SETTING RULES

The Grand Casebook modifies standard play to reflect its distinctive tone. Consider the following adjustments:

- **Stress:** Psychological stress plays a prominent role, with lingering trauma from particularly harrowing encounters. In less action-heavy scenarios, fatigue and wounds may be omitted entirely in favour of roleplay.
- **Tools of the Trade:** Players may use unique investigative gadgets such as aetheric

- spectrometers, spirit lenses, or sonic decoding rods.
- Mystery Structure:** Adventures focus on gathering evidence, piecing together clues, confronting suspects, and unveiling the truth—sometimes at a cost.
 - Supernatural Threats:** Some threats cannot be overcome by force alone and require specific rituals, research, or cunning to defeat.

EXAMPLE SKILL LIST

A non-exhaustive list of skills is provided below. These skills are designed to be broad and flexible, allowing players to adapt them to their characters' backgrounds and the specific challenges they face. The Grand Casebook setting does not use detailed skills as the types of scenarios are more mystery focused and do not require a large number of skill rolls. Feel free to modify or expand upon this list as needed.

INVESTIGATION & KNOWLEDGE

- Investigate*—Analysing crime scenes, following leads, searching for hidden clues.
- Lore*—Understanding history, science, the occult, and the unnatural.
- Notice*—Spotting details, sensing danger, and staying aware of surroundings.

SOCIAL & INFLUENCE

- Rapport*—Gaining trust, persuading, and negotiating.
- Deceive*—Lying, creating convincing cover stories, and disguises.
- Provoke*—Intimidation, interrogation, and getting a reaction from others.
- Contacts*—Knowing the right people and gathering information through connections.
- Empathy*—Reading emotions, understanding motives, and connecting with others.

PHYSICAL & DEXTERITY

- Athletics*—Running, jumping, climbing, and escaping dangerous situations.
- Stealth*—Moving unseen, tailing a suspect, sneaking into restricted areas.
- Fight*—Engaging in hand-to-hand combat, fencing, or using melee weapons.
- Shoot*—Firearms, throwing weapons, and ranged combat.

RESILIENCE & WILLPOWER

- Will*—Resisting fear, staying composed under pressure, enduring mental strain.
- Physique*—Strength, endurance, and the ability to withstand injury or exhaustion.

MECHANICAL & PRACTICAL SKILLS

- Burglary*—Lockpicking, safecracking, and breaking into places unseen.

- Resources*—Access to wealth, favours, or valuable possessions.
- Crafts*—Repairing devices, modifying tools, or working with mechanical systems.

EXAMPLE TRAITS AND GEAR

Traits can be used to tie a character to the setting and to give them a unique flavour. Feel free to add traits that include elements of steampunk or the supernatural, but otherwise center them on the investigation theme of the setting.

- Master of Disguise** — You may create disguises quickly and convincingly, gaining a bonus when impersonating others or blending into unfamiliar crowds.
- Whispers from Beyond** — You occasionally receive cryptic insight from unseen forces. Once per session, ask the GM a yes/no question and get a truthful answer.
- Clockwork Reflexes** — Whether through training or augmentation, your reaction time is uncanny. Gain a bonus when acting on initiative or avoiding traps.
- Read Like a Book** — You can pick up a person's emotional state and intentions at a glance. Gain a bonus when using empathy or social observation.
- Unflappable** — You remain calm even under supernatural stress or mortal peril. Gain a bonus when resisting fear or deception.
- Ironclad Logic** — Your deductions are rigorous and methodical. Once per session, declare a clue's correct interpretation—even if misdirected evidence says otherwise.
- Heir to Secrets** — You've inherited knowledge most would call heretical. Gain narrative permission to recognise occult symbols, forbidden tomes, or cursed artefacts.

Gear can include signature equipment, tools, or steampunk devices that provide unique capabilities.

- Investigator's Satchel**
 - Trait: Everything Has Its Place* — Gain a bonus when producing a needed item from your well-stocked kit, especially during investigations or field work.
- Phlogiston Lantern**
 - Trait: Reveals the Unseen* — This experimental lantern emits spectral light, revealing hidden markings, footprints, or magical residue in darkened places.
- Pneumatic Communicator Badge**
 - Trait: Whisper on the Wire* — Allows secure short-range communication between members of the Society. Gain narrative permission to call for backup or coordinate plans.
- Electro-Prod Gauntlet**

- *Trait: Shock and Awe* — This weaponized glove can deliver a non-lethal shock. Gain a bonus when subduing an opponent in close quarters.
- **Monocle of Magnification**
 - *Trait: Forensic Precision* — Gain a bonus when examining fine details or spotting what others miss at a crime scene.

RUNNING THE CASEBOOK

The Grand Casebook is designed for episodic, mystery-driven play. Each scenario presents a self-contained case that can be resolved within a single session, though connections between investigations may form a broader narrative arc. Whether you’re running a one-shot or a full campaign, the goal is to deliver tense, atmospheric stories that blend deduction, drama, and the uncanny.

TONE AND STYLE

Mysteries in this setting walk the line between gothic horror and rational inquiry. While some cases may seem purely mundane at first glance, others hint at deeper, more unsettling truths. Even when a case has a supernatural core, the horror should feel restrained and eerie rather than overtly fantastical.

Embrace the unknown. Some truths are best left in shadow—half-glimpsed, half-understood. Let the players gather fragments, whispers, and echoes. In the end, it should be their choice to believe they’ve unraveled the mystery... or merely kept its tendrils at bay.

STRUCTURE OF A CASE

Most scenarios follow a common rhythm:

1. **The Hook:** A murder, anomaly, or strange event draws the investigators in.
2. **Initial Clues:** Clues and NPCs point in several possible directions. Dead ends, red herrings, and cryptic statements build tension.
3. **The Descent:** As the truth emerges, the tone shifts. Strange phenomena escalate. Players must make difficult choices.

4. **The Confrontation:** The truth is revealed or confronted. It may be stopped, understood, or escaped—but not always cleanly.
5. **Aftermath:** Each case leaves ripples—on the world, on the characters, and on the unseen forces watching from beyond.

EPISODIC PLAY AND CONTINUITY

Each case is self-contained, but recurring characters, unresolved threads, and subtle callbacks help create a richer world. Let players choose how much continuity they want—some groups may prefer standalone cases, while others enjoy a growing conspiracy in the shadows.

PACING AND PLAYER CHOICE

Don’t railroad players toward a single solution. Instead, present a web of clues and allow the group to connect them in their own way. Keep scenes focused—each should either reveal something, raise a question, or increase tension. Let the story breathe between moments of revelation and danger.

Use quick NPC sketches, recurring motifs (a black carriage, an out-of-place clock, a phrase that recurs), and sensory detail to evoke the setting.

CONSEQUENCES MATTER

This setting thrives on ambiguity and moral tension. Solving a case may not mean saving everyone. Sometimes the wrong person goes free. Sometimes knowing the truth is worse than ignorance. Let the players’ decisions shape future cases, and don’t be afraid to revisit old threads in unexpected ways.

MIXING HORROR AND MYSTERY

Mystery is about uncovering what’s hidden. Horror is about what should remain hidden. When blended, these genres create a powerful effect: the sense that knowing too much carries its own price. Use this interplay to your advantage. Offer tantalizing truths—but ensure some doors are better left closed.

KEY NPCs

In the following pages, you will find a selection of key NPCs designed to serve as recurring figures. Each character includes a brief description, a glimpse into their background, and a set of traits that can be used to enrich their presence, deepen interactions, and support the unfolding mystery in your game.

Mr Alton Merriweather (page 115) — The Chief Steward of the Grand Hall of Inquiry, Mr. Merriweather is a master of decorum and logistics. He oversees the estate's day-to-day operations with clockwork precision, ensuring that investigators are well supplied and guests properly screened.

Inspector Quentin Hale (page 115) — A rising figure in the Metropolitan Police, Inspector Hale is known for his unwavering belief in procedure and a deep mistrust of private investigators. He often finds himself at odds with the Grand Society of Inquiry, viewing them as a disruptive influence on lawful investigation.

Kip "Knuckles" Mallory (page 116) — A streetwise information broker with a network of contacts throughout the city, Knuckles trades in secrets, half-truths, and debts too dirty for polite society. He is quick with a grin and quicker to vanish when the heat is on.

Dr Octavius Wren (page 116) — A brilliant but eccentric scientist, convinced that automata are gaining sentience. Publicly the leader of *The Aetheric Liberty Assembly*, advocating for the rights of sentient machines, but secretly runs *The Automata Liberation Army*—a radical group that seeks to free automata from oppression. He is a master of aetheric technology and has a knack for creating bizarre inventions.

CHIEF STEWARD OF THE GRAND HALL

MR ALTON MERRIWEATHER

Unflappable, efficient, and eternally composed, Mr. Merriweather has served the Grand Society for over four decades—and he has never once been surprised.

BACKGROUND:

Mr Alton Merriweather has served as the chief butler and steward of the Grand Hall of Inquiry since the Society's early days. A master of decorum and logistics, he oversees the estate's day-to-day operations with clockwork precision. Few know that he was once a field agent himself—though those who glimpse the faint scars beneath his cuffs might suspect a deeper past.

Mr Merriweather maintains the perfect balance of discretion and authority. He ensures that investigators are well supplied, guests properly screened, and that no detail in the Grand Hall ever falls into disorder. While he speaks in clipped, courteous tones, there is steel behind his gaze and loyalty in every action.

USING IN PLAY:

Mr Merriweather is an anchor NPC—reliable, ever-present, and a point of continuity between investigations. He can:

- Deliver mission briefings or dossiers from the Society's analysts.
- Provide subtle guidance or nudge players toward overlooked details.
- Secure equipment, lodgings, or discreet transport.
- Offer cryptic remarks hinting at the Society's deeper secrets.

He is not meant to overshadow the players, but rather to support them—like the butler in a mystery novel who knows more than he lets on. In times of need, he may reveal surprising resourcefulness, especially if the Grand Hall is ever under threat.

SKILLS

Expert (+3): Etiquette

Skilled (+2): Insight, Logistics

Novice (+1): Stealth, Medicine, Presence

TRAITS

Unseen, Unshaken — Once per session, appear at just the right moment—regardless of obstacles or distance.

BY-THE-BOOK INVESTIGATOR

INSPECTOR QUENTIN HALE

A stern and rising figure in the Metropolitan Police, Inspector Hale is known for his unwavering belief in procedure and a deep mistrust of private investigators.

BACKGROUND:

Inspector Quentin Hale is a career man with aspirations of high office. Intelligent, meticulous, and unyielding, he considers the Grand Society of Inquiry a disruptive influence on lawful investigation. While not antagonistic out of malice, his dedication to procedure and political advancement frequently puts him at odds with the Society's methods. Despite this, he may occasionally seek their help when a case falls outside conventional explanation—grudgingly, of course.

USING IN PLAY:

Inspector Hale works best as a recurring foil or rival—an NPC who applies pressure, raises stakes, and reminds players that their investigations exist within a broader system of law and politics. He may:

- Attempt to take over a case or block access to key evidence.
- Arrest a scapegoat if the players delay or antagonize him.
- Undermine the Grand Society's reputation with the authorities.
- Call on the players in private when a case becomes "irregular."

Use Hale to inject conflict, force clever diplomacy, or complicate scenes where the players operate in the open.

SKILLS

Expert (+3): Reasoning

Skilled (+2): Discipline, Command

Novice (+1): Awareness, Presence, Investigation

TRAITS

Procedure is Power — Gains a bonus when solving problems by following official protocols to the letter.

Authoritative Glare — Can reroll when using rank or command presence to compel obedience.

KIP "KNUCKLES" MALLORY

Quick with a grin and quicker to vanish, Knuckles trades in secrets, half-truths, and debts too dirty for polite society.

BACKGROUND:

Kip Mallory, known on the streets as "Knuckles," is an ex-pickpocket turned information broker. With a network of urchins, cabbies, and dockhands, he collects the underbelly's whispers about crimes, scandals, and disappearances. Though rough around the edges, he is clever, pragmatic, and loyal to those who pay fairly and ask the right way.

USING IN PLAY:

Knuckles is ideal for providing street-level intel—revealing cryptic leads and information the authorities overlook. He can:

- Drop hints about recent events or persons of interest.
- Offer minor favors in exchange for coin or a promise of future assistance.
- Connect players with the criminal underworld or serve as a bridge to dubious allies.
- Betray the party if their reputation becomes too dangerous.

Use him to add local color, steer investigations, and introduce tension from the shadows.

SKILLS

Expert (+3): Streetwise

Skilled (+2): Deception, Awareness

Novice (+1): Stealth, Presence, Mobility

TRAITS

Too Quick to Catch — Can reroll when evading capture or disappearing into a crowd.

Favour for a Favour — Once per session, declare a helpful contact or resource—but you'll owe Knuckles for it later.

GRAND ARTIFICER OF THE AETHERIC LIBERTY ASSEMBLY

DR OCTAVIUS WREN

Visionary, rebel, and scholar of the forbidden spark. Dr Wren dreams not of progress, but of liberation through invention.

BACKGROUND:

Once a lauded professor at the Royal College of Natural Philosophy, Dr Octavius Wren vanished from public life after his controversial treatises on sentient automata and free energy were suppressed by the Crown. Years later, he re-emerged as the charismatic leader of the Aetheric Liberty Assembly—a coalition of inventors, exiles, and rogue thinkers who believe true freedom lies in decentralised aetheric technology.

Secretly, he has been building the Automata Liberation Army from the more radical members of the Assembly. He believes that automata are gaining sentience and that they deserve the same rights as humans, and he and the Liberation Army are willing to go to any lengths to achieve this goal.

USING IN PLAY:

Dr Wren can serve as:

- A philosophical foil to players who favour order over innovation.
- A source of illicit information, rare devices, or urgent warnings.
- A wildcard ally when a common threat emerges—though always on his own terms.
- The architect of a grand aetheric event that spirals out of control.

Though he speaks of liberty, Wren may sacrifice much in the name of progress—including people.

Wren sees the Grand Society not as enemies, but as blind custodians of a decaying system. His speeches blend poetic fervour with mechanical insight, and his presence inspires fierce loyalty among his followers. Though soft-spoken and refined, there's an unmistakable intensity in his eyes—a man who has glimpsed a world remade.

SKILLS

Expert (+3): Engineering

Skilled (+2): Rhetoric, Lore

Novice (+1): Deception, Insight, Resources

TRAITS

Voice of the Future —

When addressing a crowd or debating ideology, Wren gains advantage and can shift the mood of a scene.

EXAMPLE PCs

Dr Alistair Hargrave (page 118) — A haunted physician turned occult researcher. Once a man of science, now a seeker of forbidden knowledge, Hargrave investigates unnatural afflictions with steady hands and a fractured soul.

Eleanor "Ellie" Fairchild (page 119) — A fearless investigative journalist with a sharp tongue and sharper instincts. Known for exposing high-society corruption, Ellie uses charm and determination to uncover the truths others want buried.

Jonathan "Jack" Blackwood (page 120) — A disgraced noble turned private investigator. Jack moves between London's underbelly and drawing rooms with equal ease, wielding secrets like daggers as he hunts for redemption—or revenge.

Margaret "Maggie" Holloway (page 121) — A brilliant and manipulative criminal psychologist. Maggie sees through people with terrifying ease, using intellect, charm, and psychological insight to bend others to her will.

Genevieve "Ginny" Harcourt (page 122) — A rogue intelligence agent and steampunk spy. Armed with gadgets, disguises, and a mind for intrigue, Ginny operates outside the law to expose the powerful and vanish before the dust settles.

DR ALISTAIR HARGRAVE

"Some afflictions cannot be cured, only contained."

Once a man of science and reason, Dr Alistair Hargrave now treads the blurred line between medicine and the arcane. What began as a pursuit of healing has become a descent into hidden truths that defy biology—and sanity. Calm, precise, and increasingly haunted, Hargrave seeks to understand what lies beyond the edges of knowledge... even if it consumes him.

BACKGROUND

Hargrave trained as a physician and researcher, once celebrated for his cutting-edge theories. But patients began whispering of dreams, disappearances, and impossible recoveries. A single case—a child who spoke in tongues not found in any human language—shattered his trust in reason. Since then, he's walked a solitary path, one paved with questions best left unasked.

APPEARANCE

Neatly dressed in a weathered frock coat, spectacles perched on a tired face. His hands are steady, his expression detached. A stethoscope hangs beside a worn leather satchel filled with instruments for both surgery and séance.

PERSONALITY

Brilliant, methodical, and burdened by knowledge. Hargrave is driven to discover, even when discovery cuts deep. He keeps his emotions buried beneath a surgeon's calm—but nightmares press ever closer to the surface.

CONNECTION TO THE CASEBOOK

His research into "unusual afflictions" brought him into contact with the Grand Society of Inquiry. Though not a formal member, he is often consulted when a case involves biology gone wrong—or something pretending to be biology.

GOALS

To identify, isolate, and if possible, contain the unnatural. Whether his goal is to save humanity or himself remains unclear—even to him.



Skills

Expert (+3)	Lore
Skilled (+2)	Investigate, Will
Novice (+1)	Rapport, Crafts, Empathy

Traits

- Scientific Method** — +2 to Investigate when analysing evidence, conducting experiments, or applying rational deduction.
- Occult Intuition** — Once per session, substitute Lore for any other skill when interpreting the supernatural.
- Steady Hands, Sharp Mind** — +2 to Crafts when performing delicate work or acting under extreme pressure.

Gear

- Electro-Aetheric Analyzer** — +2 to Lore when detecting or analysing supernatural phenomena; extended use may cause hallucinations.
- Pocket Revolver** — +2 to Shoot in close-quarters conflict; discreet and reliable.
- Notebook of the Unknown** — +2 to Lore when researching entities or events, though prolonged study risks psychological strain.

Stress

Fatigue:	OOO
Mild:	♥
Mod:	♥
Severe:	♥

ELEANOR "ELLIE" FAIRCHILD

"Fear won't stop me. Lies won't fool me. Power won't silence me."

Eleanor "Ellie" Fairchild is an investigative journalist with a reputation for uncovering the truth—especially the kind others would prefer stayed buried. Armed with charm, wit, and a steel resolve, Ellie chases leads through high society soirees and back-alley whispers alike. She's not just looking for a story—she's looking for justice.

BACKGROUND

Ellie made her name exposing corruption in Parliament and industry alike. Her column in the underground press made waves until it was abruptly shut down after a scandal she never got to print. She suspects powerful hands buried the truth, and now she works freelance, answering only to herself—and the stories that need telling.

APPEARANCE

Stylish but practical—blouses with hidden pockets, corsets that conceal notebooks, and gloves perfect for opening locked doors. Her sharp green eyes miss nothing, and her confident posture keeps her one step ahead of suspicion.

PERSONALITY

Fearless, driven, and cunning. Ellie knows when to press for answers and when to play coy. She believes that stories can save lives—or ruin them—and she's not afraid to take that gamble. Her charm is real, but so is her steel.

CONNECTION TO THE CASEBOOK

A recent letter warned her off a lead she hadn't yet begun to chase—about strange disappearances tied to the Society of Inquiry. Now she's chasing the sender as much as the story.

GOALS

Expose the forces manipulating the truth. Whether it's a secret society or something older, she'll dig until she hits the nerve—and print it, no matter the cost.



Skills

Expert (+3)	Investigate
Skilled (+2)	Rapport, Empathy
Novice (+1)	Contacts, Notice, Will, Stealth

Traits

Follow the Lead — +2 to Investigate when pursuing a major story or unraveling a cover-up.

Silver-Tongued Reporter — Once per session, substitute Rapport for Deceive when gathering information.

Ink Over Iron — +2 to Will when resisting intimidation, coercion, or supernatural manipulation.

Gear

Press Credentials — +2 to Rapport when convincing someone to talk on the record.

Lockpicking Kit — +2 to Stealth when breaking into offices or restricted archives.

Hidden Notes and Records — +2 to Investigate when reviewing past leads or building a case.

Stress

Fatigue:	OOO
Mild:	♥
Mod:	♥
Severe:	♥

JONATHAN "JACK" BLACKWOOD

"Justice? That's for men with clean hands. I settle for truth."

Once a privileged nobleman, now a disgraced investigator, Jonathan "Jack" Blackwood navigates the shadows of the same society that cast him out. Suave, jaded, and sharper than ever, he deals in secrets—especially the kind that destroy reputations. Though the city turned its back on him, Jack learned to thrive in its alleys, clubs, and drawing rooms alike.

BACKGROUND

Born into aristocracy, Jack lived a life of comfort until scandal drove him from polite society. The details remain elusive, but whispers of cover-ups and betrayal follow him still. He now works as a private investigator, using his knowledge of the elite to expose their sins—and perhaps, someday, redeem his own.

APPEARANCE

Trim and refined, but with a weariness in his eyes that betrays years of hard truth. Always impeccably dressed, though his coat bears the wear of back alleys and long nights. He moves with confidence, but not the kind that comes from wealth—it's the confidence of survival.

PERSONALITY

Witty and worldly, Jack is equal parts cynic and romantic. He sees the rot beneath the city's glittering mask but keeps a code of honour all the same. His charm is effortless, but his past is heavy, and it never stays buried for long.

CONNECTION TO THE CASEBOOK

The Society sometimes turns to Jack when an investigation involves the upper crust. His ability to blend into ballrooms or brothels alike makes him a valuable—if reluctant—asset.

GOALS

To uncover the truth behind his exile and hold the guilty accountable—if not in court, then in kind. And if that truth damns him too? So be it.



Skills

Expert (+3)	Investigate
Skilled (+2)	Rapport, Notice
Novice (+1)	Deceive, Stealth, Contacts

Traits

- Aristocratic Charm** — +2 to Rapport when dealing with upper-class individuals or navigating elite social circles.
- A Shadow Among Shadows** — Once per session, use Stealth to escape pursuit in crowds or dimly lit environments.
- Secrets Kept, Secrets Sold** — +2 to Contacts when dealing with informants or acquiring blackmail material.

Gear

- Forged Identity Papers** — +2 to Deceive when infiltrating parties, clubs, or restricted events.
- Hidden Dagger** — +2 to Stealth when concealing a weapon or retrieving it undetected.
- The Ledger of Secrets** — +2 to Investigate when researching aristocratic corruption or tracing hidden transactions.

Stress

Fatigue:	OOO
Mild:	♥
Mod:	♥
Severe:	♥

MARGARET "MAGGIE" HOLLOWAY

"Every mind has a door. I simply know how to open them."

Maggie Holloway is a master manipulator wrapped in charm and poise. A criminal psychologist of rare brilliance, she dissects people the way others read poetry — elegantly, and without mercy. Whether uncovering a motive or planting a seed of doubt, she always knows what to say — and when silence will say more.

BACKGROUND

Maggie rose to prominence as a forensic psychologist, consulting for both the courts and the clandestine. Her insight made her enemies, her confidence made her dangerous. Officially, she "stepped away" from academia. Unofficially, she's still invited to solve the kinds of puzzles most professionals refuse to touch.

APPEARANCE

Always impeccably dressed in tailored black, Maggie's presence is commanding without being loud. Her voice is soft but sharp, her eyes calm but invasive. She speaks like she already knows what you're about to say.

PERSONALITY

Intelligent, composed, and subtly dangerous. She prefers manipulation to confrontation and keeps her emotions in a locked box. While her methods are unsettling, her results are undeniable.

CONNECTION TO THE CASEBOOK

Maggie consults for the Grand Society when cases require psychological nuance—or when suspects are best broken with words rather than force. She rarely seeks out mysteries, but they often find her.

GOALS

To study the darker corners of the human mind—and use that knowledge as both scalpel and sword. Whether her motives are pure is a matter of perspective.



Skills

Expert (+3)	Empathy
Skilled (+2)	Rapport, Investigate
Novice (+1)	Deceive, Will, Contacts

Traits

Mind Games — +2 to Empathy when analysing emotional states or hidden motives.

Persuasive Whisper — Once per session, use Empathy in place of Rapport to subtly influence a target.

Puppet Master — +2 to Deceive when manipulating someone into action against their interest.

Gear

Psychological Dossier — +2 to Investigate when reviewing notes or case files on a subject's behaviour.

Silver Locket — +2 to Rapport when forging emotional connections through shared memories or vulnerability.

A Hidden Letter — +2 to Contacts when calling in favours from influential acquaintances.

Stress

Fatigue:	OOO
Mild:	♥
Mod:	♥
Severe:	♥

GENEVIEVE "GINNY" HARCOURT

"Secrets are just another kind of weapon."

Once a decorated agent of the Crown, Ginny Harcourt now moves through the shadows of the Empire, answerable to no one. Betrayed and disavowed, she has turned her considerable talents toward subterfuge, sabotage, and secrets. Her enemies never see her coming—only the aftermath.

BACKGROUND

A brilliant operative with a reputation for infiltration and extraction, Ginny was betrayed by her handlers and left for dead after uncovering secrets too dangerous for the Empire to admit. She now works as a rogue agent, unravelling conspiracies with a mixture of charm, cunning, and clever engineering.

APPEARANCE

Always dressed for movement, with hidden tools stitched into every layer. Her presence shifts to suit her role—noblewoman, servant, smuggler, spy. Her eyes are sharp, her smile misleading, and her pockets full of tricks.

PERSONALITY

Coldly efficient, but never without style. Ginny calculates three moves ahead and keeps her heart locked behind iron discipline. Trust is rare. Precision is everything.

CONNECTION TO THE CASEBOOK

The Grand Society occasionally requires the skills of someone who doesn't officially exist. Ginny helps with the cases no one else is allowed to know about.

GOALS

To uncover the truth behind her betrayal and dismantle the power structures that let it happen—one secret at a time.



Skills

Expert (+3)	Deceive
Skilled (+2)	Stealth, Investigate
Novice (+1)	Burglary, Contacts, Crafts

Traits

Master of Disguise — +2 to Deceive when impersonating others or assuming a false identity.

Escape Artist — Once per session, declare an escape plan was already prepared—automatically succeed at leaving danger behind.

Tinker's Friend — Use Crafts instead of Burglary when bypassing security systems or traps.

Gear

Hidden Blade — +2 to Fight when striking from stealth or ambush.

Encrypted Communicator — +2 to Contacts when sending or receiving secure messages.

Grappling Hook Gauntlet — +2 to Athletics when climbing or fleeing through vertical terrain.

Stress

Fatigue: OOO

Mild:

Mod:

Severe:

CASE FILES: THE SCENARIOS

The following adventures are designed for 3–5 players and typically run between 2–4 hours.

THE CALL TO ADVENTURE

At the heart of every investigation lies the Grand Society of Inquiry, an esteemed and enigmatic organisation dedicated to the relentless pursuit of truth. Operating from the opulent halls of the Grand Hall, the Society employs a network of investigators, scholars, and specialists—each summoned based on their particular expertise.

When a new case arises, messages are discreetly dispatched via courier, pneumatic tube, or stranger means. These summons are determined by the **Grand**

Analytical Engine, a vast, steam-powered machine housed in the Grand Hall's lower levels. This device analyses a multitude of factors—past case data, personnel availability, skill profiles—and selects an ideal investigative team for each assignment.

FRAMING THE CALL TO ADVENTURE

This framing device helps explain varying character rosters from session to session. The Grand Analytical Engine provides an in-universe reason for episodic play with a rotating cast.

CASES

The entries that follow are but a cog's turn in the vast machinery of mystery—isolated case files drawn from the humming memory banks of the Grand Analytical Engine. Each stands alone, a puzzle wrapped in smoke and shadow, yet they may be engaged in any sequence your chronometers allow. The only constant is this: the investigators must be ready to heed the summons, wind the mainspring of curiosity, and brave the gears of the unknown.

The Murder at the Brass Orchid (page 124) — A locked room mystery in the prestigious *Brass Orchid* cabaret.

This scenario works both as a simple one-shot mystery and as part of the episodic setting. If you want to test if the type of mystery games in this setting is to your taste, this is a good starting point.

The Clockmaker's Deception (page 132) — Is another murder mystery, but this time involving an automaton that may or may not be the culprit. The case thus draws the attention of the *Aetheric Liberty Assembly* and the scenario can thus serve as an introduction to this faction of the setting.

MURDER AT THE BRASS ORCHID

The investigators are called to **The Brass Orchid**. The establishment is filled with wealthy patrons, performers, and staff—each with their own secrets to hide. The club's reputation is at stake, and the clock is ticking before the police arrive to sweep things under the rug.

The players must piece together the events of the evening, question patrons and staff, analyse the crime scene, and determine who had the means, motive, and opportunity to commit the crime. However, the deeper they dig, the more they realise that this murder is just the tip of the iceberg.

PREMISE

A high-society soirée at the exclusive cabaret, The Brass Orchid, is cut short when a well-connected financier is found dead in a locked room. The party was attended by the city's elite, but none saw the murder happen—or so they claim. The investigators must navigate a world of secrets, deception, and hidden rivalries to uncover the truth.

WHAT REALLY HAPPENED

Beatrice Langley, a hostess at The Brass Orchid, killed the financier, **Edward Mercer**, to protect herself from blackmail. Mercer had uncovered details about Beatrice's past life and was threatening to expose her unless she paid a steep price. Desperate and out of options, she poisoned his drink and used the club's pneumatic tube system to dispose of the evidence. However, a miscalculation led to certain clues being left behind.



GAME MASTER TIP

The suggested passive opposition rolls in the following are only that, suggestions. Feel free to adjust the difficulty based on the investigators' actions, skills, and the pace of the game. Remember that the goal is to keep the story moving forward, not to bog it down with unnecessary obstacles.

ACT 1: INTO THE FRAY

At the Game Master's discretion, the summons to the **Grand Hall** may be role-played, allowing players to experience firsthand how the **Grand Society of Inquiry** assigns cases and selects its agents. The Grand Hall, with its towering bookcases, softly ticking machines, and ever-present scent of aged parchment, serves as a fitting backdrop for such moments. A Society Official—impeccably dressed and radiating an air of quiet authority—steps forward to present the latest mystery: a locked-room murder at the prestigious **Brass Orchid**, a cabaret favoured by nobles, artists, and the elite. According to the report, the club's owner, **Madame Yvette Duval**, contacted the Society in desperation, recognising that only the most capable investigators could unravel the enigma before her reputation—and her high-paying clientele—are irreparably damaged by scandal.

In episodic settings, the **Call to Adventure** often renders such introductory scenes optional, particularly when players are already invested in the campaign's rhythm. However, in the first few sessions—when characters are new to the world and the tone is still being established—engaging in a scene outside the primary investigation can add richness and immersion. Receiving a case assignment is a natural opportunity to set the mood, introduce memorable NPCs, and reinforce the Society's role in orchestrating these investigations, acting as both a guiding hand and an enigmatic presence behind the scenes. These moments can anchor the players in the setting, reminding them that every case is more than a puzzle—it is a mission, a responsibility, and a glimpse into the grand machinery of the world they now inhabit.

Once the players are gathered, the Society Official will provide a brief overview of the case, including the victim's identity, the circumstances surrounding the case. The Brass Orchid remains under lockdown, its golden doors barred to the public while the mystery remains unsolved. But such restrictions cannot last indefinitely. Its wealthy and influential patrons grow restless, and they will not tolerate confinement for long unless official investigators take charge. The pressure mounts: the players must reach the crime scene swiftly, before key witnesses slip away, memories fade, and vital evidence is lost beneath a veil of gossip, misdirection, or intentional sabotage.

THE ORCHID'S MOST ENCHANTING HOSTESS

BEATRICE LANGLEY

A captivating hostess at the Brass Orchid, hiding a desperate past behind a charming smile.

BACKGROUND:

Beatrice Langley built a reputation as one of the Brass Orchid's most sought-after hostesses, but her true past is far less glamorous. Once entangled in dangerous affairs, she sought refuge in the club's gilded halls, only to have her secrets catch up with her. When Edward Mercer threatened to expose her, she took the only way out she saw—murder.

Skills

Expert (+3)	Deception
Skilled (+2)	Stealth, Persuasion
Novice (+1)	Awareness, Empathy, Etiquette

Traits

Charming Manipulator — Gains a bonus when deceiving or misleading someone with her charms.

A Past Worth Killing For — Once per session, may create an advantage related to her hidden past.

Desperate Measures — Can reroll when acting under extreme pressure or life-threatening circumstances.

THE BRASS ORCHID'S MATRON

MADAME YVETTE DUVAL

The esteemed owner of the Brass Orchid. A woman who knows the price of every secret whispered in her establishment.

BACKGROUND:

Madame Duval built the Brass Orchid into London's most exclusive cabaret and gambling house, catering to the city's wealthiest and most influential figures. While she maintains a persona of graceful hospitality, she has survived in a cutthroat industry, using her intelligence and influence to navigate political and criminal circles alike.

Skills

Expert (+3)	Persuasion
Skilled (+2)	Deception, Resources
Novice (+1)	Awareness, Etiquette, Insight

Traits

Silver-Tongued Schemer — Gains a bonus when negotiating delicate matters or extracting information.

Web of Favors — Once per session, call in a powerful favour from a well-connected patron.

A Whisper Can Kill — Can reroll when leveraging blackmail or manipulating a dangerous individual.

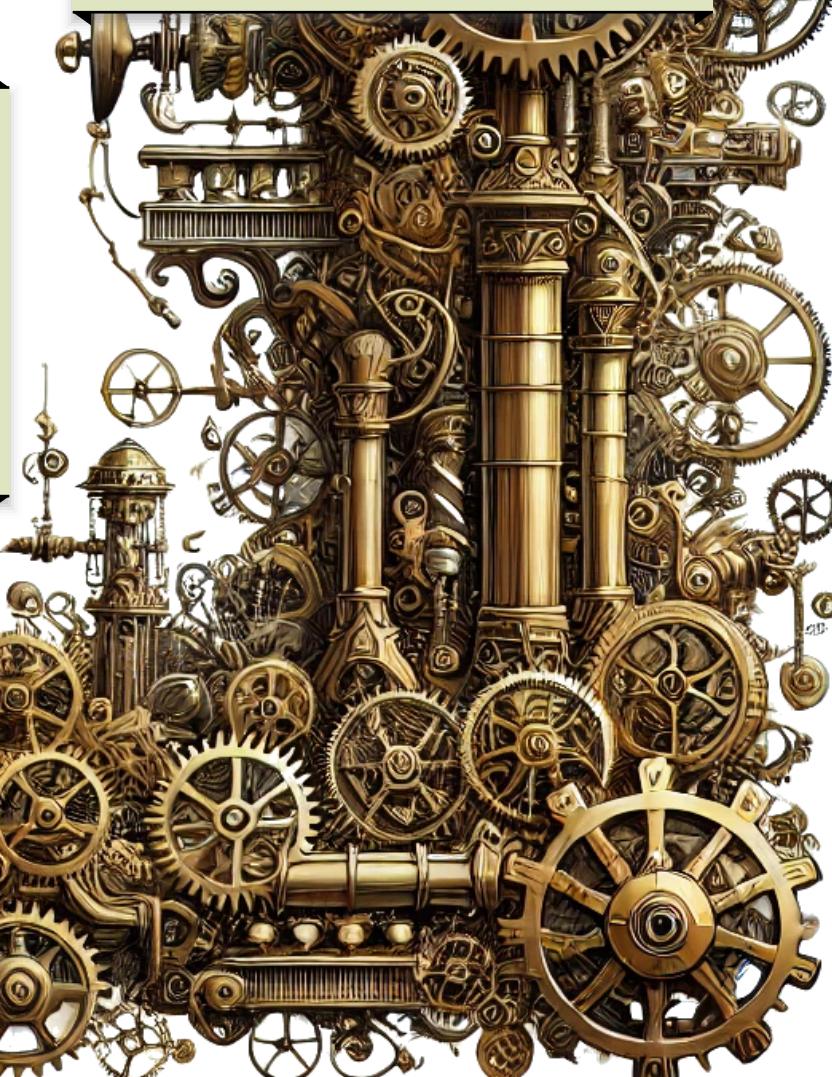
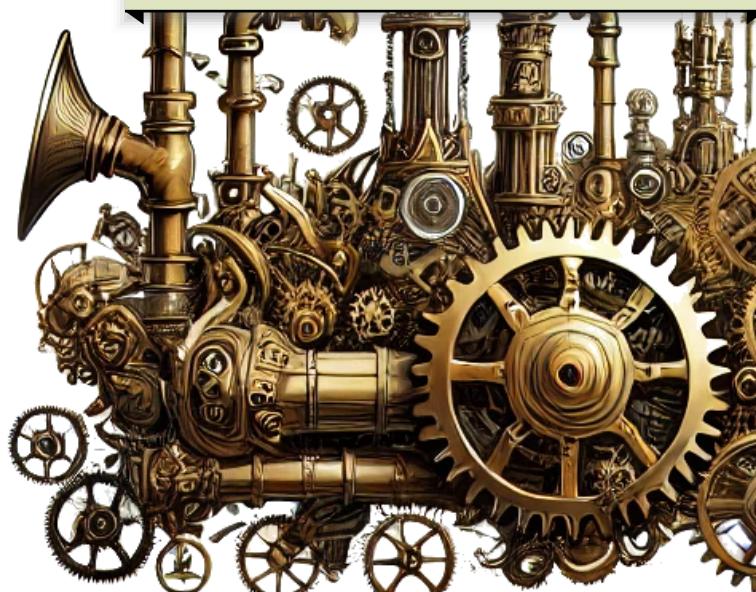
THE MURDER VICTIM

EDWARD MERCER

A cunning blackmailer who underestimated the desperation of those he ensnared.

BACKGROUND:

Edward Mercer was well-known in London's underworld for his talent for unearthing dirty secrets and using them to his advantage. He approached his victims with a cold, calculated patience, squeezing them for all they were worth. His last target, however, proved more dangerous than he anticipated—Beatrice Langley, a woman with too much to lose. He was found dead in his private lounge at the Brass Orchid, the victim of a locked-room murder.



ACT 2: THE CRIME SCENE

The investigators arrive at **The Brass Orchid**, where the air is thick with tension. The club's usual vibrancy is subdued, with hushed murmurs among staff and patrons alike. A staff member, **Delilah "Della" Moreau**, was the first to notice something was amiss. Mercer, a regular patron, had not emerged from his private lounge as he typically would during the intermission. Concerned, she knocked on his door. When he did not respond, she fetched **Madame Yvette Duval**, the only person with an extra key to the private lounges.

Upon unlocking the door, they were met with a grisly sight—Mercer's lifeless body slumped in his chair, his drink half-finished, a scrap of paper clutched tightly in his hand. The room, untouched since their discovery, remains eerily undisturbed. Knowing that the scandal could ruin the Brass Orchid, Madame Duval took swift action. Rather than contacting the authorities, she turned to the **Grand Society of Inquiry**, summoning the investigators to handle the matter discreetly.

From the moment the body was found, no one has been allowed to enter the lounge—yet the investigators will soon find that secrets have a way of slipping through even the tightest of locks.

EXAMINING THE CRIME SCENE

Upon entering Mercer's private lounge, the investigators find the room frozen in time.

A single lamp provides dim lighting, casting long shadows across the plush furniture. A card game sits abandoned at the table, with half-smoked cigars in an ashtray. The air is thick with the scent of liquor, tobacco, and a faint, lingering trace of something bitter—something off.

The body of Edward Mercer remains slumped in his chair, untouched since discovery. His expression is frozen in surprise, his grip unnaturally tight around a crumpled scrap of paper. The investigators are free to explore the scene, but careful examination will be required to extract meaningful details.

After examining the crime scene, the investigators are free to explore the Brass Orchid in search of clues. The investigation takes place in Act 2, where they will question staff and patrons, analyse testimonies, and piece together the events of the evening. The order in which they explore the locations in the next act is up to them.

GAME MASTER TIP

If at any point you feel like throwing in a wrench, consider having Inspector Quentin Hale (page 115) arrive at the Brass Orchid. Someone called the police, and they are not happy about the Grand Society of Inquiry getting involved. Hale is a no-nonsense investigator who will not hesitate to make things difficult for the players.

PRIMARY CLUES

- A **half-finished drink laced with poison**, still resting on the table near Mercer's body. A faint almond scent lingers, barely noticeable beneath the overpowering aroma of brandy.
- The victim's **missing pocket watch**, unaccounted for at the crime scene but later discovered in an unexpected location.
- A **scrap of torn paper**, crumpled tightly in Mercer's hand, as though grasped in his final moments—either in desperation or as a final act of defiance.
- The **pneumatic tube system**, a hidden network connecting various parts of the club, shows signs of recent tampering.

WHAT THE CLUES REVEAL

- The **poisoned drink** confirms the cause of death. The faint almond scent suggests cyanide or a similar fast-acting toxin but without an obvious delivery method.
- The **missing pocket watch**, later found in the servers' area, is not inherently suspicious—but its location is. It suggests that someone, likely a staff member, moved through that area after Mercer's death. **Henry "Rigs" Rigby**, the bartender, recovered it but might need some persuasion to reveal the circumstances.
- The **scrap of torn paper** remains tightly clutched in Mercer's hand. The jagged edge suggests it was ripped from a larger document. Whether Mercer seized it in a moment of panic or it was forcibly torn from him before he collapsed is unclear, but its contents might point to the motive.
- The **tampered pneumatic tube system** is the key to the locked-room mystery. It provides a discreet means of entry and escape, but only staff or someone intimately familiar with the club would know how to exploit it.



GAME MASTER TIP

The mystery is designed to be straightforward, making it ideal for new players still learning the rules and getting comfortable with investigative roleplay. However, you can easily heighten the challenge by introducing conflicting testimonies from staff and patrons, forcing them to untangle half-truths, personal biases, and hidden agendas as they piece together what really happened that night.

INVESTIGATING THE CLUES

THE POISONED DRINK

Sitting on the table near Mercer's body, the glass contains a dark amber liquid, partially consumed. A faint almond scent lingers beneath the brandy's aroma.

- **How to discover:** Simple observation will reveal the drink, but recognising the almond scent requires a **Basic (0) Notice** or **Investigate** check. Recognising this as the telltale scent of cyanide requires a success at the **Difficult (+2)** level.
- **Further examination:** A character with medical knowledge may confirm cyanide poisoning, but testing the drink will require resources outside the club.
- **NPC reactions:** Madame Duval insists no one could have tampered with drinks **without her bartenders noticing**, subtly diverting suspicion.

INVESTIGATING THE CLUES

THE MISSING POCKET WATCH

Mercer's prized gold pocket watch is conspicuously absent from his body.

- **How to discover:** Searching Mercer's belongings will reveal its absence, but noticing the absence of something requires that you expect its presence. Any of the staff will know that Mercer always shows off his pocket watch, so if **Madam Duval is present** when the investigators examine the body, she will notice. Otherwise, have other NPCs drop hints about a watch later in the investigation.

INVESTIGATING THE CLUES

THE SCRAP OF TORN PAPER

Clutched tightly in Mercer's lifeless hand, the small scrap appears hastily ripped from a larger document.

- **How to discover:** Anyone inspecting the body will notice the paper.
- **Further examination:** It is possible to pry the paper from Mercer's hands, but it must be done carefully to not tear it further.
- **What it reveals:** The scrap contains part of a name and a few words, possibly relating to Mercer's blackmail scheme.
- **NPC reactions:** Beatrice Langley, if questioned, will become visibly uncomfortable but will attempt to play innocent unless pressed. A **Basic (0) Empathy** roll will reveal her discomfort. At **Formidable (+3)** or higher, the investigators will recognise her emotions as fear.

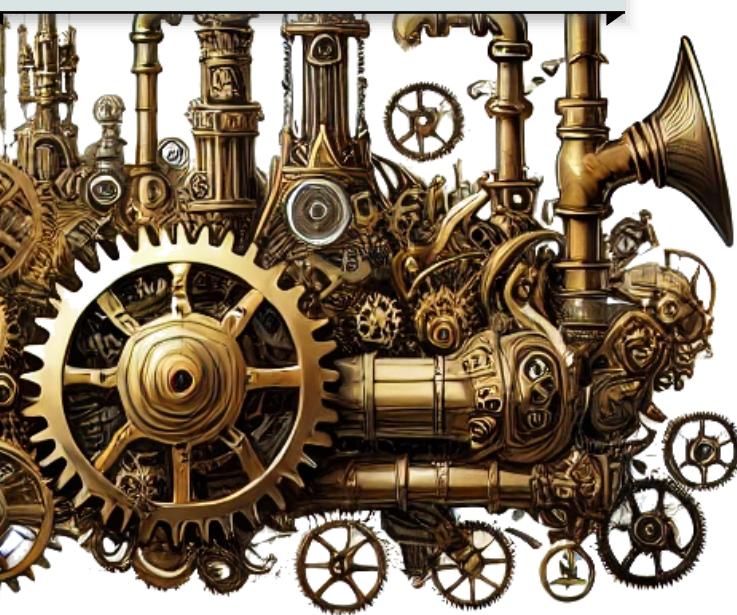


INVESTIGATING THE CLUES

THE TAMPERED PNEUMATIC TUBE SYSTEM

A discreet brass panel built into the wall leads to the club's internal message system, normally used for sending notes and receipts between staff areas. However, someone has recently pried it open, and subtle modifications suggest it was used for more than just correspondence.

- **How to discover:** Searching the walls near Mercer's table reveals (with a **Difficult (+2) Investigate** or **Notice**) that the panel is slightly ajar, its edges scratched as if it was hastily forced open. Staff might mention the system in passing if prompted.
- **Further examination:** A **Challenging (+1) Crafts** check confirms that the panel has been modified. At **Difficult (+2) Craft** the examination reveals that the usual constraints, meant to restrict messages to small notes, have been bypassed—suggesting something larger was sent through. Additionally, the airflow mechanism appears to have been overridden, allowing the tube to function more like a one-way transport chute rather than a message system.
- **What it reveals:** The system connects to the servers' area, and traces of fine fabric fibres or a stray hair inside the tube hint that it was used to transport something—or someone. A close look reveals faint scuff marks on the panel's interior, possibly left by someone squeezing through.
- **NPC reactions:** Most staff will dismiss the idea that a person could fit inside, but a seasoned investigator might realise that someone **small or desperate** could have used the system as an escape route.



ACT 3: THE INVESTIGATION

Players must navigate the web of lies surrounding the Brass Orchid's elite clientele and staff. Key locations include:

KEY LOCATIONS

- **The performers' dressing rooms**, where whispers of illicit affairs and secret dealings emerge.
- **The club's bar**, where a bartender, **Henry "Rigs" Rigby**, may know more than he lets on.
- **The back office**, where financial records hint at Mercer's recent blackmail attempts.

GAME MASTER TIP

Encourage players to interact with the environment beyond skill rolls—describe how their characters examine the clues, interpret body language, and make logical leaps. If they become stuck, use an NPC to nudge them toward a promising line of inquiry rather than outright giving answers.

A chase scene or social confrontation may occur if a suspect attempts to flee or cover up crucial evidence. The club's owner, **Madame Yvette Duval**, will insist on discretion, urging players to avoid drawing attention.

THE PERFORMERS' DRESSING ROOMS

A backstage sanctuary for the Brass Orchid's entertainers, the dressing rooms are filled with the scent of perfume, powder, and secrets.

Between costume changes and whispered conversations, this space holds clues about hidden relationships, illicit affairs, and last-minute confrontations. If anyone saw Beatrice Langley before the murder, it would have been here.

Speaking with the club's performers, the investigators learn that **Mercer and Beatrice** have been spending an unusual amount of time together lately. The prevailing gossip suggests an affair, though many find this unlikely—such a scandal would not go unnoticed, and **Madame Duval** would never tolerate it. Still, secrets have a way of slipping through even the most watchful eyes...

If the investigators take the time to search the dressing rooms carefully, they can uncover additional clues that paint a clearer picture of Beatrice's state of mind before the murder:

CLUES TO DISCOVER

- **Beatrice's Travel Bag**: A half-packed bag in her dressing room suggests she was preparing to leave in haste. Its hurried state implies she either abandoned the plan or ran out of time.
- **A Torn Letter**: A small stove used to heat the performers' dressing room contains scraps of partially burned paper that can be spotted with a **DL +1 Notice** roll. A **DL +2 Notice** or **Crafting** reveals that the paper matches the torn note found in Mercer's hand. If pieced together, it may hint at the nature of their final confrontation.
- **Testimonies from Performers**: Some performers recall Beatrice arriving shaken before her performance, while others remember her slipping away after intermission. None, however, can say where she went.

THE CLUB'S BAR

A bustling hub of conversation and vice, the club's bar is where fortunes are won and lost, secrets change hands, and alliances are forged over a well-poured drink. The air is thick with the mingling scents of brandy, cigars, and ambition. At the centre of it all stands **Henry "Rigs" Rigby**, a bartender with an ear for whispers and a knack for knowing when to keep his mouth shut. He's seen it all—but getting him to share what he knows will require a delicate touch or a not-so-subtle push.

As the investigators enter, they catch a glimpse of **Rigs hurriedly slipping something into his pocket**. Keen-eyed characters may notice a **hint of gold** flashing before it disappears (a **Notice** roll at **DL +2** will confirm this). It's **Mercer's pocket watch**, and Rigs isn't keen on explaining how he came by it. At first, he'll feign ignorance, but a successful **Interrogate**, **Intimidate**, or **Rapport** roll at **Formidable (+3)** will loosen his tongue—grudgingly.

CLUES TO DISCOVER

- **Mercer's Missing Pocket Watch**: Rigs found it in the servers' area after the murder, where Beatrice likely dropped it in her rush to escape. He will only admit this if pressured.
- **Unsettled Debts**: A bar ledger records Mercer's outstanding tabs—far higher than usual. However, in the past few weeks, he had been paying off large amounts, suggesting a new source of income.
- **Patron Gossip**: Some recall Mercer speaking privately with Beatrice earlier that night, while others overheard him boasting about a "big payday" that was going to change everything.
- **The Pneumatic Tube Exit**: The bar's pneumatic system, normally used to deliver drinks to private lounges, has a discreet access point beneath the counter. Investigators examining it will find **signs of forced entry**—a clear indication of tampering.

THE PEOPLE WHO KEEP THE ORCHID RUNNING

THE STAFF OF THE BRASS ORCHID

A well-oiled machine of waiters, bartenders, entertainers, and security staff, all working under the careful watch of Madame Duval. Each has their own secrets—and some know more about the murder than they let on.

GAME MASTER TIP

These are all Mook NPCs but can be fleshed out more (as Henry "Rigs" Rigby) if necessary. Most likely, you will not need their stats, though, but can use them simply to add flavour and drop clues and hints.

HENRY "RIGS" RIGBY

Bartender – Henry "Rigs" Rigby has served drinks and collected secrets at the Brass Orchid for years. A man with a sharp eye and a sharper tongue, he knows how to keep patrons talking—especially when they've had a few too many. **What He Knows:** Rigs found Edward Mercer's missing watch tucked behind the bar, likely dropped by someone in a hurry. He can also confirm that Beatrice Langley was seen speaking with Mercer earlier in the evening.

DELILAH "DELLA" MOREAU

Head Hostess — Poised and perceptive, Della keeps track of the Orchid's clientele and ensures the staff stay in line. **What She Knows:** Della saw Beatrice Langley looking distraught before her performance. She had a brief but intense exchange with Mercer in a quiet corner of the club, after which she rushed backstage, visibly shaken.

THEO FINCH

Croupier – A professional gambler with a silver tongue, Theo oversees the Orchid's high-stakes tables. **What He Knows:** Theo recalls that Mercer was in high spirits that evening, boasting about his luck finally turning. He also saw him flash a folded note to Beatrice at the bar—something that made her go pale.

LUCIAN "LUCKY" CALLOWAY

Security Chief – A former prizefighter turned bouncer, Lucky ensures that troublemakers are swiftly escorted out. **What He Knows:** Lucky was managing a rowdy patron at the time of the murder and didn't see much, but he did notice Beatrice leaving Mercer's booth looking like she'd seen a ghost. He suspects there was more to their history than either let on.

MARGUERITE "MAGGIE" LAVOIE

Cabaret Singer – The star performer at the Orchid, known for her breathtaking voice and her ability to read a room. **What She Knows:** Maggie saw Beatrice backstage, trembling before going onstage. She also overheard her muttering about someone "never leaving well enough alone" before she downed a glass of champagne and stormed off.

THE ELITE CLIENTELE OF THE ORCHID

THE PATRONS OF THE BRASS ORCHID

An exclusive mix of aristocrats, socialites, and shadowy figures seeking entertainment, influence, or illicit dealings. Many were present on the night of the murder—some more observant than others.

LORD ALISTAIR PEMBROKE

Wealthy Industrialist – A steel magnate with an imposing presence, known for both his ruthless business tactics and his excessive gambling. **What He Knows:** Pembroke had his own business to attend to at the tables, but he noticed Mercer acting smug and confident, calling for more drinks and toasting to "fortune smiling at last."

GENEVIEVE ASHDOWN

Scandalous Socialite – A striking woman with a penchant for dangerous liaisons and whispered rumours. She thrives on court intrigue and nightlife gossip. **What She Knows:** Genevieve witnessed Beatrice and Mercer talking earlier in the night. She saw Beatrice grab Mercer's wrist in desperation, pleading in hushed tones before Mercer simply laughed and pulled away.

DR. ELIAS FORSYTHE

Respected Physician – A surgeon with a growing reputation, attending the Orchid to enjoy his vices away from prying eyes. **What He Knows:** Dr. Forsythe noticed Beatrice downing a drink with shaking hands just before leaving for Mercer's booth. He was too focused on his own affairs to linger, but he distinctly recalls her expression—not anger, but sheer dread.



Any investigator willing to **crawl inside** will find it claustrophobic, the **walls cool and slick** from years of condensation. The air carries a **faint metallic tang**, mingled with the stale scent of old receipts and spilt brandy. A **DL +2 Notice** roll will reveal that a few **scraps of paper** cling to the corners of the passage, suggesting messages were hurriedly sent or torn up mid-transit. If they push forward, they may notice a **single dark thread caught on a rivet**—a clue that someone in dark clothing passed through recently.

This passage is the key to unravelling **how the killer escaped the locked room**, but whether the investigators are willing to **follow the same route** remains to be seen...

WHAT CAN BE FOUND IN THE PNEUMATIC SYSTEM

- **Signs of tampering:** A bent latch, scratches, and disturbed dust suggest recent use.
- **A broken glass vial shard:** Found inside the tube, confirming poison use.
- **A service ladder with a bent rung:** Indicates someone climbed through in haste.
- **A split passage:** One leading toward the back hall, the other to the private lounges.
- **Traces of the killer's passage:** A dark thread caught on a rivet, scattered paper scraps.

HOW RIGS FOUND THE WATCH

Henry "Rigs" Rigby swears he had nothing to do with Mercer's murder—just bad timing. After the club locked down, he was doing his usual rounds when something **caught his eye**: a glint of gold beneath the counter near the **servers' area**.

Curious, he bent down and found **Mercer's pocket watch**. Rigs had no idea how it got there, but he knew he didn't want to be involved. Fearing suspicion, he **shoved it into his pocket** and went back to pouring drinks.

Under pressure, he'll admit he found it **near the back hall entrance**, where servers fetch drinks for the private lounges. This implies that **someone familiar with the layout passed through there after the murder**, and likely **dropped it while escaping through the pneumatic tube system**.

If pressed, Rigs recalls an odd **thud from the back hall** just before he found the watch—something he brushed off at the time but now suspects was **someone landing from the tubes**.

THE BACK OFFICE

Tucked away behind a locked door, the back office is where the club's finances are managed, and sensitive dealings are recorded. The ledgers here reveal an interesting financial pattern. Mercer had accrued a **significant gambling debt** at the Brass Orchid over the past year—yet, in the past few weeks, he had begun paying it off in unusually large sums. Where did the money come from?

CLUES TO DISCOVER

- **Financial Records:** The ledgers show that Mercer has made **several large payments** on his debt, suggesting he had recently come into a substantial amount of money. If the investigators follow this trail, they will discover that the timing aligns suspiciously with the time when **Beatrice** started spending substantially more time with him.

THE PNEUMATIC SYSTEM

Beneath the bar, tucked behind a row of gleaming brass pipes and aged mahogany panelling, lies a **discreet access point** to the club's **pneumatic tube system**. Normally, these tubes are used to send drink orders, notes, and discreet payments between the private lounges and the bar, but this particular panel has been **forcibly pried open**. The latch usually kept flush with the wall, is now bent slightly out of shape as if someone had wrenched it open in haste.

Upon closer inspection (**DL +1 Investigate**), faint **scratches** on the brass lining suggest that something—or someone—was pulled through recently. A **thin layer of dust** clings to the inner rim of the tube, disturbed in streaks where fingers or fabric may have brushed against it. Investigators with a **keen eye** may notice a **small shard of glass** caught between the tubing's metal framework, its edges glistening under the low bar light. If examined, it matches the **broken vial** found at the exit point, the lingering scent of bitter almonds confirming its deadly purpose.

The tube itself is narrow, **just large enough for a slender person to squeeze through**. A metal **service ladder** is affixed to the interior, meant for maintenance workers to access the system when needed. However, one of the lower rungs has been bent, possibly from the weight of someone climbing through in a hurry. Looking deeper inside, investigators can see where the **tube splits**, with one passage continuing toward the back hall and another leading **upward**, toward the private lounges—including Mercer's.

ACT 4: THE REVEAL

With all the pieces in place, the investigators must confront **Beatrice Langley**. She is visibly shaken when accused but clings to her innocence, insisting that she had **nothing to do with Mercer's death**. However, as the investigators present their findings, cracks begin to show in her story.

EVIDENCE THAT BREAKS HER RESOLVE

- **Traces of poison:** A broken glass vial, found near the pneumatic tube exit, contained the same poison that killed Mercer. Traces of the toxin linger on Beatrice's clothing.
- **Witness testimonies:** Multiple staff members recall Beatrice acting erratically—arriving shaken, disappearing after intermission, and returning only once the club was in an uproar.
- **The torn letter:** Fragments of a document, partially burned in the dressing room stove, match the scrap found clutched in Mercer's hand—evidence of a final desperate message. **Witnesses will testify** that Beatrice added fuel to the stove a short time before the murder scene was discovered.
- **The missing pocket watch:** Dropped in the servers' area after she fled through the pneumatic tube; its location exposes her escape route.
- **Inconsistencies in her alibi:** She initially claimed she was in her dressing room before and after her performance, but no one can confirm seeing her at the critical moment.

Faced with undeniable proof, Beatrice's composure crumbles. If the investigators press her with a firm but measured approach, she may confess outright, revealing the truth about Mercer's blackmail and the desperate decision that led to his death.

However, if they push too aggressively or fail to secure a clear confession, Beatrice panics. She makes a break for the nearest exit—whether attempting to vanish into the crowd, lock herself in her dressing room, or even slip through the pneumatic tubes one last time. This could lead to a tense chase or a final dramatic confrontation as the investigators must decide whether to apprehend her themselves or alert the authorities before she disappears into the night.

GAME MASTER TIP

If you want to add tension, Beatrice's flight can turn into a frantic pursuit through the back halls of the Brass Orchid, with obstacles such as locked doors, security guards, or even club patrons unwittingly getting in the way. A climactic moment could see her cornered on a balcony, deciding whether to surrender or make a desperate escape attempt.

RESOLUTIONS

Depending on how the investigators handle the case, different outcomes may occur:

- **Justice Served:** Beatrice is arrested or confesses, ensuring the truth is revealed.
- **A Deal in the Shadows:** The investigators allow Beatrice to flee, leveraging her knowledge for future gain.
- **The Wrong Culprit:** A scapegoat is framed, or the authorities arrest someone else entirely.
- **A Mystery Unsolved:** The players fail to piece everything together, leaving The Brass Orchid haunted by unanswered questions.



THE CLOCKMAKER'S DECEPTION

A shocking murder has thrown London's scientific and industrial circles into disarray. The esteemed inventor, **Dr Sebastian Thorne**, stands accused of killing a rival engineer, **Arthur Bellamy**, who was found dead in Thorne's workshop. The evidence against him seems irrefutable—Bellamy's body was discovered with blunt force trauma, and the only witness claims that one of Thorne's own clockwork creations struck the fatal blow.

But something about the case doesn't add up. The mechanical automaton, a prototype designed to assist in fine-detail engineering, should be incapable of such an act. Was this an unfortunate accident, or has someone manipulated the scene to frame Thorne? The investigators must untangle the mystery before the city condemns a man who may be innocent—or worse, before a hidden truth shakes the foundations of science itself.

PREMISE

A renowned inventor is accused of murder when his latest clockwork creation is found standing over a dead body. The case seems open and shut, but a deeper conspiracy lurks beneath the surface. Was the machine truly responsible, or is someone using technology as a convenient scapegoat?

WHAT REALLY HAPPENED

Arthur Bellamy had uncovered a secret — one that threatened powerful interests within London's scientific community. He arranged a meeting with Thorne under the guise of a professional discussion, intending to share his findings. However, before he could reveal the full truth, an unknown party silenced him.

The real killer staged the scene, positioning Thorne's automaton as the culprit. By tampering with the machine's mechanisms and manipulating witnesses, they ensured that suspicion would fall on Thorne. Now, as the city rushes to condemn him, the investigators must uncover the true murderer, reveal the secret Bellamy died for, and navigate the dangerous underworld of industrial espionage.

As with the previous scenario, you can act out the summoning to **The Grand Society of Inquiry** as a way to introduce the investigators to the case. If the set of player characters in this scenario differs from the player characters in the previous one, this would give you an excellent way of introducing the new characters to the players.

GAME MASTER TIP

This case provides an excellent opportunity to explore themes of scientific advancement, ethical dilemmas, and the fear of technology gone rogue. The case may also lead into larger conspiracies within London's industrial elite, depending on how deep the investigators choose to dig.

ACT 1: THE ACCUSATION

The investigators are summoned to the scene of the crime—the locked workshop of Dr Thorne. The city's authorities have already decided his guilt, but the inconsistencies in the case suggest a deeper truth. With the evidence stacked against Thorne, the investigators must uncover what really happened in the workshop that night.

THE EXTERIOR OF THORNE'S LABORATORY

Dr Thorne's laboratory sits at the end of a narrow, soot-streaked lane in the Iron Quarter—London's industrial heart, where smoke stacks and clock towers pierce the grey skyline. A black-iron gate surrounds the courtyard, normally closed to the public, but today it's flung wide. Two constables stand guard at the entrance, keeping a tense eye on the small but growing crowd gathered just beyond the perimeter.

A group of protestors—members of the **Aetheric Liberty Assembly**—have assembled outside. Their banners bear slogans like "**Gears Deserve Guidance**" and "**Stop Mechanical Murder**". Though peaceful for now, their chants are loud, angry, and unsettling. The investigators must push through this cacophony of metal and morality to reach the crime scene.

The building itself is a multi-storey brick structure reinforced with iron beams. Pipes twist along its surface like veins, venting steam and chemical heat into the morning air. Mechanical pigeons roost on copper eaves. Through narrow windows, dim light flickers—some from gas lamps, others from arcane equipment humming behind frosted glass.

The front door bears the sigil of Thorne's personal mark: a gear encircling a flame. It hangs slightly ajar. A Scotland Yard constable is guarding the door, instructed to let the investigators in.

THE INTERIOR OF THORNE'S LABORATORY

Inside the workshop, Inspector Quentin Hale (page 115) oversees the crime scene. Though clearly displeased by the investigators' presence, he has been overruled—political pressure has placed the Grand Society in charge. Hale may grumble, but he will not obstruct their work.

The workshop is dimly lit, the air tinged with oil, ozone, and burnt brass. Workbenches stretch along both walls, cluttered with delicate tools, sketched blueprints, and parts of half-assembled inventions. A network of copper pipes and reinforced cables snake along the ceiling, feeding power to humming dynamos and mechanical arms suspended like skeletal limbs above the tables.

The heart of the room is dominated by a large brass automaton—Thorne's prototype—standing still beside the body of **Arthur Bellamy**. The automaton's plating is burnished and elegant, its hands designed for fine manipulation. One arm is slightly raised, locked in a half-motion that could suggest violence—or simply an aborted action.

Several clues are immediately apparent to trained eyes:

- **Bellamy's Body:** The victim lies sprawled on the tiled floor. His head is crushed, consistent with blunt force trauma. However, **Investigate DL +1** will reveal that there are no defensive wounds or signs of a struggle.
- **The Automaton's Damage:** Close inspection (**Craft DL +1** or **Investigate DL +2**) reveals microfractures near the shoulder joints—indicative of tampering or forced override. The central control valve has been manually disengaged, and traces of a foreign compound (a dark, viscous lubricant) coat the actuators.
- **Disturbed Blueprints:** A nearby workbench has been recently rifled through. Among the scattered pages, one appears to be missing. The remaining documents reference a “neurological feedback loop,” an advanced theory Thorne had not yet published.
- **Footprints and Oil Trail:** A Notice **DL +1** will reveal a thin line of the same dark lubricant leads away from the automaton and out toward a service hatch in the back wall. There are faint muddy footprints nearby—too small to be Thorne’s boots.
- **The Command Console:** A brass-and-glass terminal rests against the far wall, its dials flickering erratically. **Investigate DL +1** reveals that the command log shows routine diagnostic entries—until the night before, when it was wiped entirely between the hours of 1:00 and 2:00 a.m.
- **Thorne’s Private Notes:** Hidden beneath a false panel in his desk drawer (**Notice DL +3** or **Investigate DL +2**), investigators may discover a leather-bound notebook. It contains sketches and ramblings about a cognition module designed to give automata limited adaptive learning—an innovation that would be highly controversial if revealed.
- If the players search Thorne’s workshop carefully (**Investigate DL +2**), they may find a hidden compartment in the desk containing a **letter from Bellamy**, warning Thorne of a potential betrayal.

The foreign compound is **aetherite-infused oil**, a rare lubricant used in high-end automata. It is known to cause erratic behavior in machines when improperly applied, and its presence here suggests deliberate tampering. To discover this, the players must succeed on a **Craft DL +2** or use their contacts to get the substance examined in a laboratory.

WITNESSES AND TESTIMONIES

Once inside the laboratory, the investigators will have the opportunity to speak with the key witnesses remaining on site. Each has a different perspective on the events of the night in question, though their accounts are not without inconsistencies. How much they reveal—and whether they can be trusted—is for

the players to determine.

Dr Sebastian Thorne. A gaunt, intense man in his late fifties, Thorne paces restlessly, his cuffs soot-stained and his eyes ringed with exhaustion. He insists on his innocence, though his account is fragmented and at times erratic.

- Thorne claims that Bellamy came to visit late in the evening, requesting a private meeting to discuss a “matter of great urgency.” He led Bellamy into the workshop and briefly left him alone to retrieve a notebook from his upper study.
- When Thorne returned—less than ten minutes later—he found Bellamy dead and the automaton standing motionless beside the body.
- He insists that the automaton lacks any capacity for violent action and was in standby mode at the time.
- Under pressure, Thorne may admit he was working on a cognition module that would allow the machine to adapt to user needs, but he has not installed it yet.

Thorne is defensive, paranoid, and deeply shaken. He’s also terrified of what will happen if his work falls into the wrong hands. A successful **Empathy DL +1** check may reassure him enough to reveal more about his experimental designs or recent interactions with Bellamy.

THORNE AND BELLAMY’S DISAGREEMENT

The two men were once close colleagues, working together on the foundational principles of adaptive automata—machines capable of limited aetheric cognition. Their paths diverged when Bellamy grew alarmed by the implications of their research. He feared that sentient machines could become unstable or be exploited by unscrupulous industrial powers. Thorne, by contrast, championed the careful and ethical application of the technology, believing in its potential to transform society for the better.

Six months prior to the murder, Bellamy discovered through his own research in aetheric cognition that someone was spying on Thorne’s work. Discreetly making inquiries, he confirmed that there was a genuine risk of industrial espionage and intellectual theft.

Despite their philosophical disagreements, Bellamy could not allow Thorne’s work to be stolen. He made the decision to warn his former colleague.

Neville Crowsley, Workshop Assistant. A factory labourer in his twenties, Crowsley claims to have seen the automaton kill Bellamy. He is currently being held under police supervision in the neighbouring antechamber.

- Crowsley says he entered the workshop in response to a strange noise and saw the automaton lurch forward, striking Bellamy down.
- However, his account is vague on specifics—he can’t describe where Thorne was at the time, and he avoids direct eye contact when questioned.

- **Empathy DL +2 or Provoke DL +1** may reveal signs of anxiety and hesitation. He may be hiding something or repeating a rehearsed version of events.
- A successful **Investigate DL +2** of Crowsley's effects might uncover a recent payment stub from a company linked to one of Thorne's industrial rivals.

Crowsley is not a malicious man, but he may have been bribed, intimidated, or simply afraid of losing his job. The investigators must decide whether to press him or win his trust.

THE TRUTH BEHIND CROWSLEY'S ACCOUNT

Crowsley was in the workshop when Bellamy arrived, but he was not present when the automaton struck. He heard the commotion and rushed in to find Bellamy dead. The automaton was still standing, but it had not moved. Crowsley panicked and fled, but someone caught him outside and offered him a bribe to testify against Thorne.

WHAT ACTUALLY HAPPENED

While Dr Thorne was away from the workshop for approximately ten minutes, the real killer—already hiding inside the building—acted swiftly and with purpose.

The Murder: Arthur Bellamy had come to confront Thorne with a warning: he believed someone was misusing or stealing advances in aetheric cognition. He suspected Thorne's research had been compromised, though he may not have known by whom. While waiting alone in the workshop, Bellamy reviewed one of the prototype's exposed schematics—unaware that he was being watched.

The killer struck from behind with a heavy gear calibration tool, delivering a single fatal blow to the back of Bellamy's skull. The murder weapon was hastily wiped and thrown into a disposal chute connected to the lower furnace. The body was left beside the automaton in a carefully posed sprawl.

The Tampering: To stage the scene, the killer sabotaged the automaton:

- **Override Control:** Using a smuggled mechanical override key, they manually disengaged the automaton's central valve and rewrote part of its posture routine, forcing its arm into a half-raised state—as if mid-swing.
- **Aetherite-Infused Oil:** The saboteur applied a thin layer of **aetherite-infused lubricant** to key actuator joints. This compound, known to cause unstable behaviour in uncalibrated automata, would imply erratic motion to the untrained eye.
- **Console Tampering:** The command terminal was accessed and its logbook wiped between 1:00 and 2:00 a.m.—the estimated time of death. Only someone with technical knowledge and physical access could have executed the erasure.

By the time Thorne returned, the killer was gone—vanished through the rear service hatch, leaving only a trail of oil and carefully manipulated suspicion in their wake.

ACT 2: THROUGH BRASS AND SMOKE

As the investigation deepens, it becomes clear that Bellamy's death was no accident. The crime was carefully staged to look like mechanical failure—but the sabotage runs deeper. Several scenes are now available for investigation, each revealing a different facet of the emerging conspiracy.

THE AETHERIC LIBERTY ASSEMBLY

Dr Octavius Wren (page 116), leader of the Aetheric Liberty Assembly, arrives demanding to speak with the investigators. Passionate and unyielding, Wren believes powerful industrialists are experimenting with automata and aetheric control systems to build soldiers that obey without question—and that Bellamy's death was an execution, not an accident.

While Wren cannot offer proof, his words may plant doubt. He suggests that Evelyn Baker or another rival inventor may be involved, and warns the investigators that if the truth isn't exposed, more "accidents" will follow.

THE CHEMICAL ANALYSIS

If the players arrange for a lab to analyse the foreign lubricant, results return within hours via Society courier or trusted contact.

- **Composition:** The oil is aetherite-infused and reactive under high-frequency pulses. It is not commercially available and its synthesis will leave a unique trace to the lab where it was produced.
- **Supplier Lead:** A trace additive points to a batch produced by **Gideon & Sons Mechanical Works**, a firm with ties to Thorne's industrial rivals, **Greymark Aetherworks Ltd.**
- **Cover-Up Attempt:** Records show someone recently altered the facility's shipment logs—suggesting an attempt to conceal the oil's origin.

This clue links the tampering to a well-resourced organisation and provides leverage to confront those with access to rare materials.

WORD ON THE STREET

If the players seek information in the Iron Quarter's alleys and underbelly, local informant **Kip "Knuckles" Mallory** (page 116) proves useful. Over a tin mug of gin or a clinking bribe, he shares a name: **Evelyn Baker**, a ruthless inventor known for industrial espionage.

A player using **Contacts** may discover Evelyn's name through other channels:

- **DL +1** if asking specifically about Bellamy's associates or suspected espionage

- DL +2 for a general search across London's inventor and patenting circles

Baker was recently seen near Thorne's lab. She has a reputation for crossing moral lines in pursuit of technological advancement—and she may have been watching Thorne for weeks.

EVELYN BAKER'S WORKSHOP

Evelyn maintains a cluttered, well-guarded workshop in the shadow of a disused tram station. The front is locked with a reinforced cipher lock (**Burglary DL +2** to pick, or **Contacts DL +1** to obtain a stolen passcode). Inside, players may uncover:

- **Bellamy's Schematic Fragment:** A torn blueprint page bearing Bellamy's initials—part of the same set missing from Thorne's lab.
- **Aetherite Samples:** Locked in a supply drawer are two vials of **aetherite-infused oil**, identical to the compound used on Thorne's automaton.
- **Sabotage Contracts:** A coded ledger (decrypt with **Lore DL +2**) containing a contract referring to the “controlled discrediting of autonomous systems.”

If confronted, Evelyn denies the murder but admits she was hired to apply pressure on Thorne. She insists Bellamy's death was not part of her assignment. She can, however, intimidated or bribed into revealing the client that hired her to spy on Thorne: **Lord Ashford Greymark**.

LORD ASHFORD GREYMARK

The true architect behind Bellamy's death is **Lord Ashford Greymark**, a peer of the realm with deep

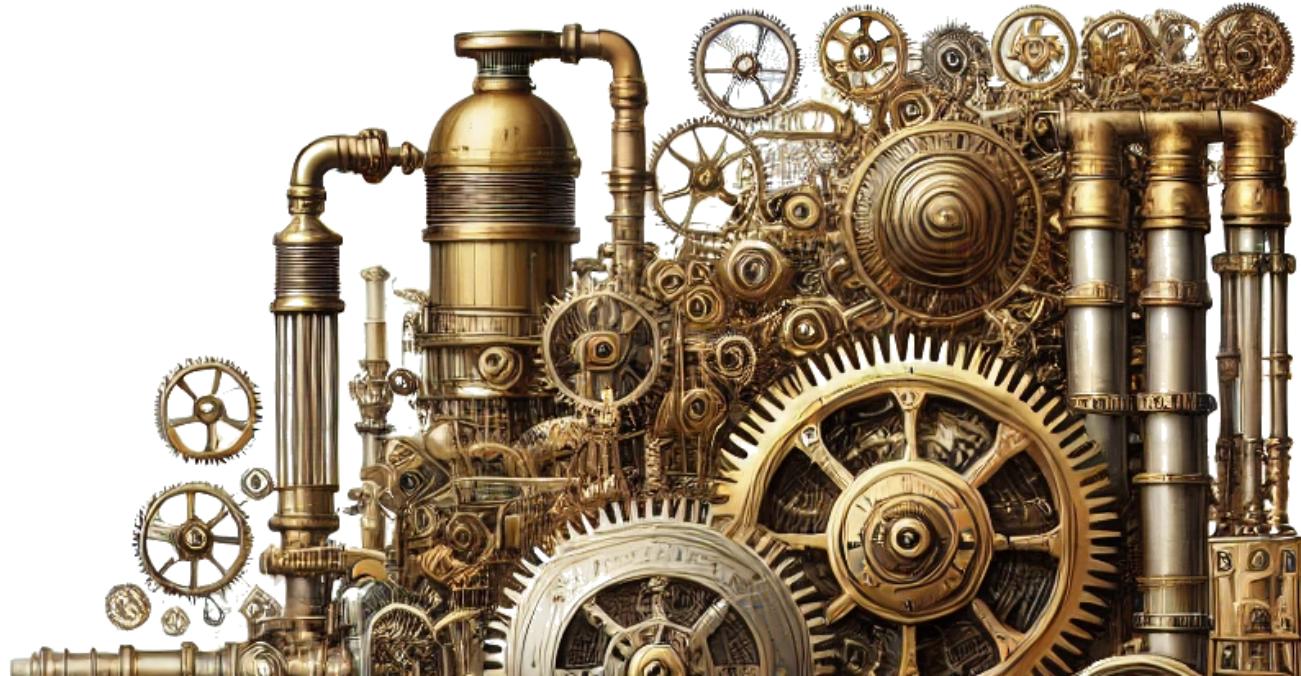
ties to the Ministry of Defence. Greymark holds a long-standing contract to produce military-grade automata for deployment in colonial outposts and urban policing—but despite vast funding and political support, his designs have consistently failed to meet the Ministry's expectations.

Desperate to retain his influence and reputation, Greymark turned to espionage. Through intermediaries, he hired Evelyn Baker to spy on Dr Thorne, whose breakthroughs in cognitive stability could make military automata viable. When Bellamy—once a research associate of Greymark—discovered the scheme and threatened to expose it, Greymark acted swiftly.

When Lord Greymark learned that Bellamy was about to reveal the truth to Dr Thorne, he needed to act. He was spying on their meeting, waiting for his opportunity, and when Bellamy was alone in the workshop, he struck.

Exposing Greymark requires more than proof of motive—it demands uncovering his ties to Baker, tracking the flow of stolen materials, or intercepting confidential Ministry communications. Bringing him down could shake the foundations of government oversight—and earn the investigators powerful enemies.

By the end of Act 2, the investigators should have a suspect—but proving their guilt will require uncovering their true motive.



INVENTOR WITH A TASTE FOR ESPIONAGE

EVELYN BAKER

An ambitious mind hidden behind a pair of soot-smudged goggles, Evelyn Baker has made a name for herself in the back alleys of invention—where patents are stolen, not filed.

BACKGROUND:

Once an idealistic prodigy from the Royal Aetheric Institute, Evelyn Baker was blacklisted after accusations of prototype theft and unauthorised experimentation. Undeterred, she turned to the lucrative underworld of industrial espionage, selling stolen schematics to the highest bidder and sabotaging rivals when contracts demanded it.

She is brilliant, bitter, and unrepentant. Bellamy was a target—either for his research or for being in the wrong place at the wrong time. Whether Evelyn orchestrated the murder herself or merely played a part in the sabotage depends on how far the investigators dig.

Skills

Expert (+3)	Craft
Skilled (+2)	Deception, Burglary
Novice (+1)	Notice, Will, Contacts

Traits

- No Patent, No Problem** Can bypass most mechanical locks, devices, or prototypes given time and tools.
- Saboteur's Instinct** Gains advantage when damaging or disrupting complex systems.
- Plausible Deniability** Once per session, may deflect suspicion onto another party—true or not.

AN ARISTOCRATIC INDUSTRIALIST

LORD ASHFORD GREYMARK

A calculating nobleman who cloaks ruthless ambition in the language of duty and national interest. To Lord Greymark, progress is war by other means.

BACKGROUND:

Once a reform-minded noble in Parliament, Greymark now represents the dark side of empire—leveraging science for control, and control for profit. His contract with the Ministry of Defence promised autonomous policing units within five years. That deadline is now looming. Greymark sees Thorne not as a rival but as a necessary sacrifice. Evelyn Baker was hired to acquire schematics discreetly—but when Bellamy threatened to interfere, Greymark had him eliminated to keep the project on schedule. His influence ensures any investigation into his affairs is stonewalled unless the evidence is undeniable.

Skills

Expert (+3)	Resources
Skilled (+2)	Deception
Novice (+1)	Command, Will, Contacts

Traits

- Above Scrutiny** Once per session, can block access to records or NPCs through political pressure or legal barriers.
- Disposable Agents** Always has deniable intermediaries to take the fall—forcing investigators to dig deeper.
- Calculated Sacrifice** Can sacrifice a valuable asset to buy time, gain leverage, or escape direct implication.



ACT 3: BEYOND REASONABLE DOUBT

With the clues pointing toward Lord Ashford Greymark, the investigators now face their greatest challenge: proving the truth in the face of power. Greymark's influence shields him from direct accusation, and any misstep could see Thorne condemned and the conspiracy buried. The investigators must secure undeniable proof and decide how—and to whom—they will reveal it.

PATHS TO JUSTICE

There is no single route to exposing Greymark. Instead, players must choose how best to assemble and present the evidence:

- **Trace the Sabotage Materials:** A successful infiltration or audit of Gideon & Sons may uncover records linking shipments of aetherite-infused oil to Greymark's Ministry project at *Greymark Aetherworks Ltd.* (**Burglary or Contacts DL +2**)
- **Secure a Confession from Evelyn Baker:** With sufficient leverage—empathy, intimidation, or a deal—Baker may admit to the authorities that Greymark paid her to spy on Thorne and sow discrediting evidence. (**Empathy, Will, or Deception DL +1-2**)
- **Intercept Confidential Correspondence:** If the players infiltrate a government mail hub, bribe a clerk, or intercept a pneumatic message, they may find incriminating letters between Greymark and Ministry officials discussing "Project Compliance." (**Investigation, Burglary or Lore DL +2**)

FINAL CONFRONTATION

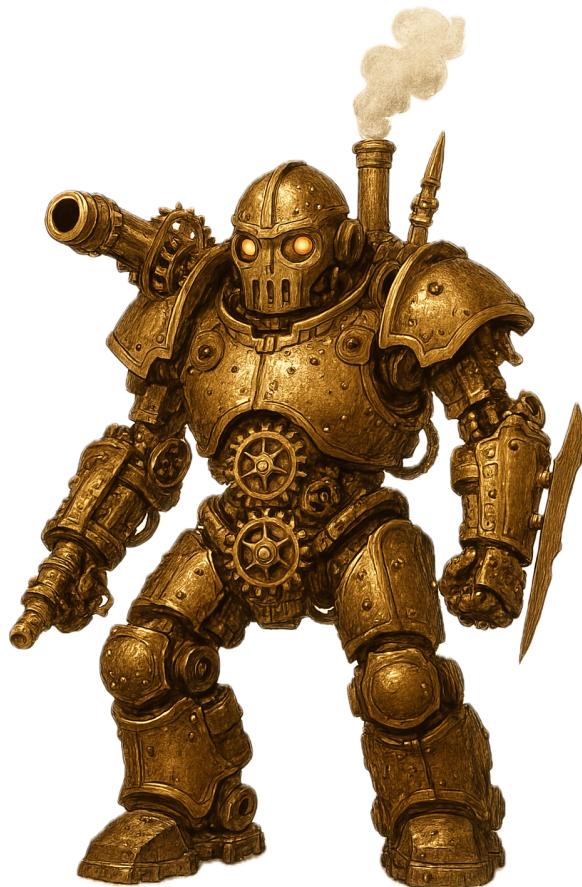
If the players choose to confront Greymark directly—at his estate, in Parliament, or during a Ministry symposium—he will deny all charges, mock their evidence, and attempt to discredit them. Unless they have an ironclad case, the confrontation may backfire.

- With enough pressure, Greymark may offer a private settlement or threaten their careers.
- Alternatively, he may attempt to flee, destroy evidence, or even arrange for their disappearance.
- If brought before a tribunal of the Grand Society or sympathetic members of the Crown, the players may use their gathered evidence to deliver a public reckoning.

POSSIBLE OUTCOMES

- **Greymark is Exposed:** The evidence is overwhelming. Greymark is stripped of his contracts, his estate raided, and Thorne exonerated. The Grand Society earns respect—but also powerful enemies.
- **Justice, at a Cost:** Greymark is forced to resign quietly. Thorne is cleared, but the truth is suppressed to avoid scandal. The players are warned to stop digging—permanently.
- **The Truth Is Buried:** The players fail to produce sufficient proof. Thorne faces sentencing, and Greymark's plans move forward. Only the investigators know the truth—and their time will come.

However the act ends, the investigators leave changed—and the gears of conspiracy keep turning in the shadows of London.



THE SILENT COURIER

The investigators are drawn into the case when the body of **Henry Graves** is discovered in the early hours of the morning: his pockets turned inside out except for the strange, untouched letter. The local police dismiss it as a robbery gone wrong, but those with a keen eye know better.

The players must follow the trail of clues left behind, track down those involved in the message's delivery, and decipher the meaning of the letter. But they are not the only ones searching for the truth—dangerous individuals are watching their every move, determined to keep the past buried.

PREMISE

A messenger is found dead in a foggy alley, clutching a letter sealed in an unknown cipher. The contents of the letter are clearly valuable—valuable enough to kill for. Who was the intended recipient, and what secret was worth a man's life?

WHAT REALLY HAPPENED

The messenger, Henry Graves, was delivering a coded message between two rival factions of a secret society. The letter contained evidence of a betrayal within their ranks. However, a third party, fearing exposure, intercepted the courier and silenced him before he could complete his task. The letter remains intact, but its sender and intended recipient remain a mystery—one the investigators must unravel before the killers strike again.

ACT 1: THE BODY AND THE LETTER

The investigators arrive at the crime scene—a foggy alley where Henry Graves was found dead. The police have ruled it a botched robbery, but subtle inconsistencies suggest otherwise.

KEY ELEMENTS OF ACT 1

- Examining the Crime Scene:** Players can search for physical evidence—how was Graves killed? What does the positioning of his body suggest?
- The Letter:** The only item left untouched in his possession, written in an unfamiliar cipher. Why was it spared when everything else was taken?
- Witnesses and Leads:** The investigators may find someone who heard or saw something—a vagrant, a night watchman, or a fellow courier. Their accounts might be fragmented, but they hint at someone following Graves before his death.
- The Silent Pursuers:** A subtle but key element—players may not realize it yet, but they are being watched. The moment they take an interest in the case, their names are added to the list of people who know too much.

Once the investigators realize this was no ordinary mugging, the mystery broadens. Who was Henry

Graves delivering the letter to, and what was so important that it was worth his life?

ACT 2: THE TRAIL OF SECRETS

Following leads from Act 1, the investigators begin piecing together Graves' movements before his death. His route suggests he was in contact with powerful individuals who rarely leave behind traces.

KEY ELEMENTS OF ACT 2

- Tracking the Letter's Origin:** Discovering who wrote the letter is just as crucial as finding its recipient. The players must investigate Graves' recent commissions and any known associates.
- The Rival Factions:** As the investigation deepens, it becomes clear that the letter is tied to a schism within a secretive society. Who is working against whom, and what information was in the letter?
- Attempts to Stop the Investigation:** By this point, the players will have drawn attention. Shadowy figures may approach them with offers, threats, or outright attempts on their lives.
- A Key Betrayal:** An NPC the investigators have relied on may be compromised, leading to a moment where the players question who they can trust.

At the end of Act 2, the players should be closing in on the recipient of the letter. However, the conspiracy is still one step ahead, and the final piece of the puzzle remains missing—the full contents of the letter.

ACT 3: THE TRUTH UNVEILED

The final act sees the investigators face their most dangerous challenge yet. The true nature of the letter is revealed, and they must decide what to do with it.

KEY ELEMENTS OF ACT 3

- The Letter's Recipient:** At last, the players find the person who was meant to receive the letter. But will they be an ally, or do they have their own agenda?
- The Real Enemy:** The true mastermind behind the murder emerges—was it a rogue faction leader, a powerful noble, or someone much closer than the players realized?
- The Final Confrontation:** Whether it's a chase, a duel of words, or a desperate escape, the players must navigate the resolution carefully. The wrong choice could cost them their lives.
- The Fate of the Letter:** The letter contains damning evidence—exposing corruption, revealing a dangerous truth, or holding the key to an even larger mystery. What the players choose to do with it will shape the story's aftermath.

RESOLUTION: THE CONSEQUENCES OF TRUTH

The outcome of the scenario depends on how the investigators handle the final confrontation and the letter itself:

- **If the letter is destroyed:** The conspiracy continues, but the players may have made powerful enemies or secret allies.

• **If the letter is revealed:** The truth spreads, but at what cost? Some factions may fall, others may rise, and new threats may emerge.

- **If the letter is delivered to its intended recipient:** The consequences will depend on who the recipient truly is and whether they were acting in good faith.

No matter the resolution, one thing is certain: *The Silent Courier* was only the beginning.

CHAPTER 12: THE CITY OF ENDLESS DUSK



THE CITY OF ENDLESS DUSK lies cradled between desert winds and ancient stars—a city of minarets and shadows, where silken veils hide sharper truths and every lantern-lit alley whispers of forgotten power.

This is a realm of djinn and dagger, of lost empires and cursed treasures. Magic flows in stories told beneath moonlight and in the names that are never spoken aloud. Coin is king, but fate is capricious, and no pact comes without a price.

You are a member of the House of the Crimson Falcon, a guild of shadowed repute and gilded contracts. When a noble needs a relic retrieved from a ruin no map dares name—or when a merchant prince seeks vengeance best delivered under starlight—it is your blade they call.

Intrigue is as common as sand, and power shifts like mirage. From opulent courts to haunted catacombs, from bazaars thick with spice and secrets to the edge of the Weeping Wastes, you walk the path of the bold and the damned.

There are treasures to claim, curses to break, and debts older than dynasties. Every contract is a story, and every story a risk. But for those who walk beneath the endless dusk, glory is never far—so long as you survive to claim it.

Tell me, mercenary: What price would you pay to see your name etched into legend?

INTRODUCTION

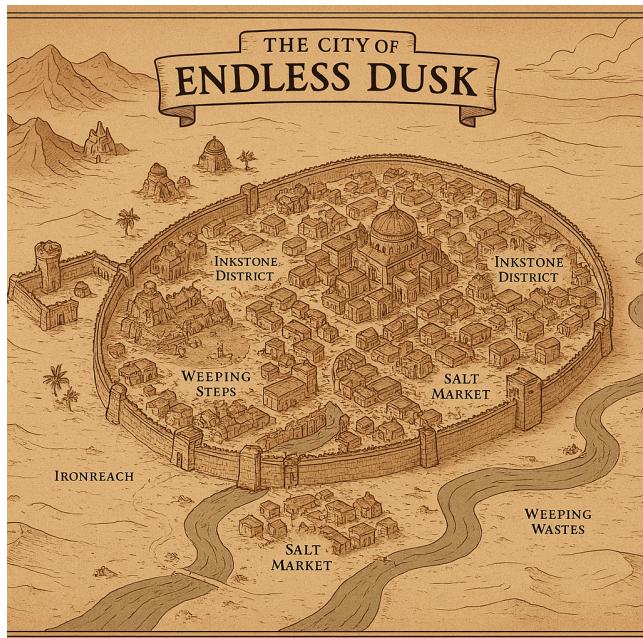
The City of Endless Dusk is a setting for sword and sorcery adventures in a world inspired by tales of golden lamps, blood-stained scrolls, and forbidden gates. This chapter introduces a city built on secrets and ancient pacts, where player characters work as elite agents of the House of the Crimson Falcon—a guild for hire whose members are bound by coin, honour, and whispered reputation.

Each story is episodic—structured as a one-shot or drop-in adventure—but together they weave a deeper mythos of politics, fate, and the magic that flows just beneath the surface of civilisation. Beneath the sunless skies of the City of Endless Dusk, your players will face djinn-bound contracts, cursed artifacts, rival guilds, deadly rituals, and labyrinthine politics. Expect:

- Tales of daring, betrayal, and arcane wonder
- Contracts bound in blood, secrets, and gold
- Encounters with djinn, spirits, and cursed relics
- A fluid, drop-in/drop-out format for rotating players and stories

Whether your sword is sharp, your spells subtle, or

your tongue golden, this chapter offers the tools to make your mark on the City—and leave a legend behind.



THE WORLD OF THE ENDLESS DUSK

The City of Endless Dusk is a jewel half-buried in sand and myth. Perpetually bathed in the amber light of a sun that never fully sets, it lies on the threshold between realms—the last great haven before the desert swallows civilisation whole. Some say the city's strange twilight is a curse; others, a blessing. Most agree it is a sign: the gods still watch, and not always with mercy.

It is a place of contradictions. Marble palaces rise above crumbling ruins. Perfumed courtyards overlook shadow-choked alleys. Magi study ancient glyphs by lamplight while pickpockets pray to forgotten idols. Here, the wondrous and the wicked walk side by side—and fate has a thousand names.

The City is a nexus of trade, belief, and ambition. Its streets teem with merchants hawking silks and spices, thieves whispering secrets for sale, and holy men preaching beneath broken statues. Sorcery is feared, revered, and hidden. The old gods are silent, but their symbols remain carved in stone, waiting to be claimed by bold hands or awakened by careless ones.

The House of the Crimson Falcon serves as a central pillar of this world—a mercenary guild with a code of honour and a price for everything. When the

law is bought, when the city's rulers fear open conflict, or when something darker than steel is needed, it is the Falcons who are summoned.

MAGIC AND MYSTERY

Magic is older than the city itself. It seeps from beneath the dunes, clings to the bones of ruined temples, and sings in the bloodlines of those who carry ancient gifts—or ancient debts. True sorcery is dangerous, rarely understood, and never free.

Most citizens know better than to speak of magic openly. Curses are real. So are the djinn—beings of smoke, fire, and broken vows. Bargains with them are sealed in soul-blood and can last generations. Yet there are always those who seek power, no matter the price.

Magic in the Endless Dusk tends to follow two paths:

- **Elemental and Spirit Magic:** Drawn from the natural world, the stars, or pacts with djinn, these powers are often subtle but potent—shaping flame, calling wind, reading omens, or commanding illusions.
- **Relic and Rune Magic:** Artefacts, scrolls, and runes from fallen civilisations carry enchantments that still echo with power. Many are unstable or cursed, and their true effects are known only to fools or scholars with death wishes.

Those who wield magic are often marked: by glowing tattoos, strange eyes, or the scent of ozone and incense. They are respected—or feared—but never ignored.

THE CITY'S MANY FACES

The City of Endless Dusk is divided into countless districts, each with its own customs, factions, and dangers. Some are opulent; others are labyrinthine deathtraps. Some examples include:

- **The Pearl Quarter:** Home to nobility, embassies, and golden-domed palaces. Power here is wielded with a smile—and a dagger under the table.
- **The Inkstone District:** A maze of scholars, alchemists, and book-dealers. Every scroll here has a story, and some of them whisper back.
- **The Weeping Steps:** A haunted ruin of amphitheatres and forgotten gods. Outlaws, cultists, and cursed spirits are said to linger here.
- **The Salt Market:** A teeming bazaar of rare goods, rare gossip, and rarer honesty. Everything is for sale—especially you.
- **The Ironreach:** The edge of civilisation where relic-hunters, monster-slayers, and reckless dreamers prepare for expeditions into the Weeping Wastes beyond the city's edge.

Every district is shaped by the powers that rule it—from merchant princes to masked warlocks. Even the poorest hovel may sit above a sealed tomb, and

even the grandest mansion may echo with unquiet whispers.

FAITH AND FATE

Gods are real. Or they were.

The temples remain, filled with incense and prayer, but answers are rare. Some say the gods sleep beneath the sand. Others claim they walked into the sea. Yet miracles still happen, and so do curses.

Fate is taken seriously here. Prophecies, omens, and dreams guide decisions as much as steel and coin. Many believe that every life is a thread in a vast tapestry woven by unseen hands. The Falcons learn early: deny fate, and it may come looking for you.

In the City of Endless Dusk, the line between legend and life is a breath's width. And the sands remember everything.

MECHANICS OF ENDLESS DUSK

The City of Endless Dusk uses the core rules of the *Wyrd Engine*, but introduces several setting-specific adjustments to better suit its sword and sorcery tone. Characters in this setting live by the blade, the bargain, or the blessing—and the system reflects those hard choices. Magic is potent but narrow in scope, and many paths lead to power—each with its own cost.

NARROW-SCOPE SKILLS

Unlike broader, more abstract skill lists, *Endless Dusk* favours narrow-scope skills to highlight the importance of specialisation. Characters are built around what they do best—whether it's charming a crowd, slipping through shadows, or invoking the name of a desert god to command flame.

Characters begin with the standard number of skill points, but each point purchases a specific, named skill rather than improving a general category. Sample narrow-scope skills include:

- **Arcane Lore** — Recognise runes, magical patterns, ancient glyphs, or cursed relics, and recall their legends or risks.
- **Armoury (Melee Weapons)** — Repair, maintain, and assess the quality of melee weapons, including swords, axes, and clubs.
- **Broadsword** — Fight using a broadsword with slashing or thrusting attacks; includes parrying and defending in melee combat.
- **Climbing** — Ascend or descend natural or artificial surfaces such as cliffs, walls, and ruins.
- **Diagnosis** — Identify injuries, illnesses, or the effects of curses and poisons.
- **Disarm Traps** — Detect and disable mechanical or magical traps, from poison-needle locks to hexed sigils guarding ancient tombs.

- **Escape** — Slip out of bonds, handcuffs, nets, or other restraints using contortion and skill.
- **Exorcism** — Expel spirits, demons, or curses through ritual and force of will.
- **Fast-Talk** — Convince, distract, or deceive someone quickly with words or charisma.
- **First Aid** — Stabilize and treat basic injuries or wounds in the field.
- **Hiking** — Travel long distances on foot overland, with or without a load, without exhausting oneself.
- **Intimidation** — Coerce, frighten, or unnerve others through presence, threat, or force.
- **Knife** — Fight with a knife or dagger in close combat, including strikes, parries, and throws.
- **Leadership** — Direct, command, or inspire allies—especially in group or battle situations.
- **Lockpicking** — Bypass or unlock mechanical locks without a key.
- **Meditation** — Enter a focused mental state to recover from fatigue, manage stress, or prepare for spellcasting.
- **Merchant** — Buy, sell, haggle, and assess the value of goods or items in trade.
- **Observation** — Notice hidden threats, people acting suspiciously, or irregularities in the environment.
- **Occultism** — Understand the principles, history, and mechanics of supernatural phenomena and rituals.
- **Persuade Nobility** — Influence the city's elite through charm, etiquette, veiled threat, or understanding their particular pride.
- **Pickpocket** — Steal small items from others without them noticing.
- **Poisons** — Identify, create, or safely apply poisons and toxins to food, weapons, or tools.
- **Preach Forbidden Doctrine** — Deliver sermons or proclamations that shock, convert, or manipulate through heretical belief.
- **Quick Draw** — Instantly ready a weapon or item in a blink, gaining the edge in moments of sudden violence or betrayal.
- **Sleight of Hand** — Perform manual tricks, conceal small items, or swap objects unnoticed.
- **Staff** — Use a quarterstaff or similar weapon in combat, including strikes, parries, and sweeps.
- **Stealth** — Move silently and remain unnoticed in urban, wilderness, or shadowed environments.
- **Streetwise** — Function effectively in criminal or underground circles; know who to talk to and how to stay out of trouble.
- **Strike with Dagger** — Fight with precision and speed, favouring ambushes, feints, and quicksilver violence over brute strength.
- **Survival (Desert)** — Find food, water, shelter, and avoid hazards in arid environments.
- **Survival (Plains)** — As above, but specific to plains and open terrain.

- **Tactics** — Analyze battlefield conditions to predict enemy behavior, plan actions, and gain advantage.
- **Thaumatology** — The theory of magic—study, design, and interpretation of magical effects and constructs.
- **Theology** — Understand religious doctrine, traditions, rituals, and divine influence.
- **Track Quarry** — Follow traces left in dust, scent, or shadow, even through dense bazaars, crumbling ruins, or moonlit dunes.
- **Two-Handed Sword** — Wield large, heavy swords in combat, emphasizing power and reach.
- **Vault Obstacles** — Leap, tumble, and parkour through urban clutter or collapsed ruins—ideal for escapes, thefts, or dramatic entrances.
- **Wrestling** — Grapple, pin, and fight unarmed using brute strength and technique.

Each of these skills operates independently, and no assumed hierarchy exists between them. Players may purchase multiple magic-related skills alongside mundane talents, reflecting the city's blurred boundary between sorcery and skill.

SPELLS AS SKILLS

Magic in *Endless Dusk* is spell-based, personal, and often perilous. Each spell is treated as a narrow-scope skill that must be purchased individually. Like other skills, spells are rated from +1 to +3—but unlike mundane abilities, casting them costs Magic Points and draws from a limited well of power.

Spell Levels: Each spell's rating determines the **maximum level** it may be cast at. A spell purchased at +2 may be cast at level 1 or 2, but not 3. Each level offers a progressively stronger effect, detailed in the spell's description.

Magic Point Cost: Spellcasting consumes Magic Points equal to the level cast. Casters begin with a **Magic Stress track of five points**, which recover fully between scenes unless otherwise noted. If this track is empty, casters may burn standard Fatigue or Wounds to fuel magic—at their own risk.

DLs (Difficulty Levels): Some spells require rolls to succeed. DLs are set by the GM and represent the target's resistance, magical volatility, or ambient interference. DL 1 is trivial; DL 5 is formidable.

MAGICAL TRAITS

Traits may alter a caster's ability to wield or endure magic. Some examples:

- **Djinn-Blooded (-1 Magic Point Capacity)** — Your heritage gives you powerful magic, but it burns through your soul faster. Reduce your Magic Stress track by 1.
- **Ritual Scholar (+1 Max Spell Rank)** — You may purchase spells at +4, though casting at this level is extremely costly and rare.

- **Furnace Within (+1 Magic Point Capacity)** – You have a deep well of mystical energy. Increase your Magic Stress track by 1.
- **Ash-Walker (-1 Cost to Ashcraft)** – Ashcraft spells cost 1 fewer Magic Point to cast (minimum 1).

MAGICAL SCHOOLS

Each spell belongs to a school of magic that reflects its tone, source, and cultural tradition. These schools can be used for character identity, magical relics, or determining the effects of counterspells and wards.

Ashcraft — The fire of ruin, rebirth, and retribution. Practiced by desert exiles, volcanic priests, and those who command flame not as heat, but as memory.

Bloodbinding — A sympathetic art rooted in flesh, fate, and shared essence. Used for divination, manipulation, or compulsion through the blood's story.

Stormcalling — The raw invocation of sky, wind, and lightning. Stormcallers are wild emissaries of the firmament, channeling untamed forces that answer to emotion more than will.

SAMPLE SPELLS

BREATHE ASHES (ASHCRAFT)

You exhale a cloud of hot, choking ash to blind and disrupt enemies. Practiced by ruin-witches and firewalkers.

- +1 Fill a small zone (1–2 targets) with swirling ash. Targets gain a temporary penalty to sight-based actions (e.g., Aim, Notice).
- +2 Obscure a wider area or multiple foes. Targets must succeed on a DL 2 check to avoid coughing fits and disorientation.
- +3 Create a choking storm of embers that can blind, scatter, and burn. Foes caught within must pass a DL 3 check or suffer 1 Fatigue.

ECHO BINDING (BLOODBINDING)

Bind moments of the past into the present—allowing one to recall, relive, or even rewrite fragments of memory.

- +1 Temporarily glimpse a strong memory embedded in a person, place, or object. The memory plays out as a vivid sensory illusion visible to the caster alone.
- +2 Project the memory outward—allowing others to witness or participate in a shared memory. The caster may alter one minor detail (cosmetic only).
- +3 Bind a memory fragment to the present, causing the past to temporarily "overlap" reality. For one scene, the environment (or people) behave as if they were still in that moment. This may include echoes of voices, spectral figures, or shifts in terrain.

VOICE OF THE HOLLOW STAR (DIVINE)

Speak with the weight of forgotten gods. Your words carry the pressure of divine absence, driving spirits to silence or obedience.

- +1 Your voice resonates unnaturally. Cause minor spiritual unease in one nearby creature—spirits may retreat, and mortals hesitate.
- +2 Issue a direct command to a spirit, ghost, or cursed entity. DL 2 Will to resist compulsion or suffer 1 Fatigue.
- +3 Utter a binding liturgy that suppresses a spirit's powers for one scene. DL 3 Will to resist. If cast on a mortal, causes dread and silences speech or spellcasting.

KINDLE GRIEF (ASHCRAFT)

Ignite the sorrow of the dead, drawing out haunting fire from remembered pain.

- +1 Create a flickering flame that weeps and whispers—useful for distraction or unsettling spirits.
- +2 Force a target to relive a painful memory. DL 2 Will check or suffer a penalty to resolve-based actions.
- +3 Ignite an effigy or relic to release searing emotional fire, causing Fatigue to all in range.

NAME OF DUST (ASHCRAFT)

Speak the long-forgotten name of a thing—or person—and reduce its hold on the present. The name burns away, turning history to ash.

- +1 Cause a target's name to briefly falter. For one exchange, they lose advantage from any known titles, reputation, or magical bindings tied to their identity.
- +2 Unname an object or symbol (e.g. a ward, a sigil, a cursed relic), suppressing its magical effects for a scene. DL 2 for heavily enchanted items.
- +3 Burn a name from memory entirely—erasing knowledge of a person, spell, or event from one target. DL 3 opposed by Will. The caster may choose whether the memory returns... or not.

READ THE BLOOD (BLOODBINDING)

A drop of blood grants insight into emotions, memories, or bindings. Practitioners use ritual and taste to divine what flows beneath the skin.

- +1 Sense the target's current emotional state and any recent intense feelings (e.g., fear, grief, joy).
- +2 Glimpse surface memories from the past day or sense who the target has recently interacted with.

- +3 Receive a vivid memory, hear a spoken name, or uncover spiritual tethers (e.g., blood oaths, curses). DL 3 to extract hidden or protected thoughts.

LUNAR LURE (ASTRAL)

You whisper in moonlight, drawing the mind—or body—of a target toward the phantom moon.

- +1 Target becomes briefly distracted by an illusory silver glimmer. Gain +2 to Stealth, movement, or an attack against them.
- +2 Pull a target one zone closer as they step toward the moon's call. DL 2 Physique to resist the movement.
- +3 Compel a creature (or weak-minded NPC) to approach the caster as if entranced by moonlight. DL 3 Will to resist; immune to damage during the approach but vulnerable afterward.

BLOOD PRICE (BLOODBINDING)

Bind yourself to another's fate, sharing pain and power across the tether.

- +1 Take 1 Fatigue to grant another character +2 on their next roll. You feel their next pain in return.
- +2 Link wounds—any stress or damage you take may be redirected to a bonded target. Lasts one scene.
- +3 Force a bond on an unwilling foe. DL 3 Will check or they suffer 1 Fatigue whenever you do, for the rest of the scene.

CRACK THE SKY (STORMCALLING)

You call down a bolt of lightning with thunderous force. Stormcallers serve no master but the wind.

- +1 A bolt strikes a single target within sight, dealing minor damage or disruption. DL 1 to hit a moving target.
- +2 The lightning arcs to an adjacent target or causes minor environmental damage (e.g., lighting oil, breaking wood). DL 2 to affect both.
- +3 A storming blast strikes up to three foes or causes large-scale disruption (e.g., breaking a wall, destroying cover). DL 3 to avoid backlash.

STARBURST CONVERGENCE (ASTRAL)

You summon a radial eruption of converging starlight, lancing out in controlled arcs.

- +1 Strike one target with a focused arc of radiant force; bypasses mundane armour and knocks the target back.

- +2 Erupt in a 10-foot burst; all creatures in the zone take 1 stress or must pass DL 2 Agility to avoid.

- +3 Lock all enemies in the zone in a stasis field of converging beams. DL 3 Physique or be immobilised for 1 round.

LUNAR FLARE PULSE (ELEMENTAL)

Discharge a flash of lunar energy that sears perception and disrupts magic.

- +1 Blind one target with a silver flash; they suffer -2 to their next attack or spell.
- +2 Flare outward in a cone, blinding or disrupting the next spell cast by any creature in the area (DL 2 to resist).
- +3 Burn out all magical effects in the zone—wards, active spells, illusions—while dealing 1 Fatigue to all spellcasters affected.

VOICE OF THUNDER (STORMCALLING)

Your words boom like the storm, cracking the wills of those who hear.

- +1 Your shout echoes unnaturally. Gain +2 to Provoke or Intimidate for one roll.
- +2 Stagger all enemies in a small area with a thunderclap. DL 2 Physique to remain standing.
- +3 Speak a command with such force that it must be obeyed. One target must pass a DL 3 Will check or follow your short imperative.

SILVER BURN (ELEMENTAL)

You unleash a pulse of raw lunar fire, silvery and cold — searing flesh, faith, and memory alike.

- +1 Target suffers mild radiant damage and their next magical roll takes a -1 penalty due to residual burn.
- +2 Create a small explosion of silver fire in an area, affecting up to 3 targets. DL 2 Agility to avoid partial damage.
- +3 Launch a streak of lunar flame that pierces magical defenses and scorches internal essence. Deals stress and temporarily suppresses one spell or magical trait for the target (GM's choice).

LEARNING MAGIC IN PLAY

Spells must be purchased like other skills, but their knowledge is often hidden in ancient tomes, whispered contracts, or trials of will. Players are encouraged to roleplay the discovery of new spells — whether through stolen scrolls, bargains with djinn, or unlocking ancestral memories.

OPTIONAL RULE: RITUAL CASTING

Casting a spell as a ritual (slowly, with rare components or in a sanctified space) may allow the caster to increase its level by +1 without increasing the skill rating, or avoid the magic point cost altogether. The GM may impose rare ingredients or complications as a tradeoff.

THEMATIC LIMITS FOR MAGIC

The spell-as-skill model keeps magic grounded and mysterious. Magic is not a buffet of effects—it is a legacy, a language, and a risk. Let players shape their spellbooks around flavour, culture, and consequence.

SKILL LIMITS AND ADVANCEMENT

Characters begin play with a total of **15 skill points** and may not start with any skill higher than +3. These points can be spent on mundane or magical skills in any combination, allowing for versatile and evocative builds.

- A thief with +3 **Vault Obstacles**, +2 **Steal Without Notice**, +2 **Blend into Crowds**, +2 **Quick Hands**, +2 **Feint and Strike**, +2 **Whisper Flame**, and +2 **Run Silent**.
- A swordmage with +3 **Strike with Fire**, +3 **Read the Blood**, +2 **Quick Draw**, +2 **Parry Blow**, +2 **Vault Obstacles**, and +3 **Breathe Ashes**.

This flexible structure supports a wide range of archetypes, from specialists with a narrow focus to generalists with many tools. By allowing both mundane and magical skills to draw from the same budget, the system encourages creative blends—where a fire-dancer may also be a capable duelist, or a scholar of blood may carry a hidden blade.

FATIGUE, WOUNDS, AND MAGIC COSTS

The setting uses the standard **Fatigue** and **Wounds** tracks to reflect physical and mental stress. Most spell use does not automatically cost damage stress (only magic stress)—but powerful or improvised effects, particularly ritual spells, may incur Fatigue or Wounds at the GM’s discretion.

Some high-risk spell skills may include traits like:

- **Fatiguing:** Using this spell always causes 1 Fatigue unless a DR check is passed.
- **Chaotic:** This spell has a random or unpredictable effect unless carefully prepared.
- **Corrupting:** Each use brings the user closer to a dark transformation, pact, or doom.

These are not mechanical “tags” in the ruleset, but rather suggested narrative prompts the GM can apply to specific spells to reinforce the dangers of magic.

TRAITS AND MAGICAL INFLUENCE

Traits in Endless Dusk can also reflect a character’s magical legacy, divine favour, or infernal pact. Examples include:

- **Djinn-Touched** – You may speak the tongue of flame and command spirits of air, fire, or shadow in limited ways, even without formal spells.
- **Marked by Fate** – Once per session, the GM must describe how fate intervenes subtly in your favour (or disfavours your enemies).
- **Breaker of Chains** – You gain a bonus when resisting magical compulsions or breaking supernatural bindings.

Traits should tie directly into the setting’s rich mythic and magical themes, and players are encouraged to write their own based on their character’s background, ancestry, or past contracts.

OPTIONAL RULE: SPELLBINDING AND FORGOTTEN WORDS

For groups who want a deeper spell system without departing from the core framework, the GM may permit characters to learn **Forgotten Words**: ancient incantations that function like rare, situational spells.

These are not purchased with skill points. Instead, they are discovered in play—etched on bone charms, whispered by dying spirits, or hidden in ruin-scripted vaults. Once discovered, a Forgotten Word may be used once per session or stored in a relic for repeated use.

FORGOTTEN WORDS AS NARRATIVE TOOLS

Forgotten Words reward exploration and risk. They work best as unique, thematic tools—such as a word that opens any door sealed in grief, or one that forces a ghost to speak the name of its killer.

CALL TO ADVENTURE

In the *City of Endless Dusk*, stories begin not with the clang of war drums—but with a whisper, a letter, a pact made beneath starless skies. Each adventure in this setting is a self-contained tale: a contract offered, a threat uncovered, or a relic desired. These stories are episodic by nature, designed for one-shots or rotating casts, yet connected by the breath of the city and the ambitions of those who walk its twilight streets.

Adventures in *Endless Dusk* follow the rhythm of mercenary life—dangerous contracts, ancient secrets, fleeting alliances, and gold that disappears too quickly.

STRUCTURE OF A TYPICAL JOB

Most episodes begin with a summons—formal or whispered—from a faction, patron, or independent agent. Sometimes a relic needs retrieving. Other times, a caravan disappears, a tomb yawns open, or a noble house seeks to cleanse its name through silence and steel.

Each adventure usually follows this structure:

- The Offer:** A contract or mission hook. The players are given terms, objectives, and payment—but not the full truth.
- The Descent:** Players travel through the city or desert, navigate obstacles, uncover buried knowledge, or engage in diplomacy or subterfuge.
- The Fracture:** A turning point. The job becomes more dangerous or morally fraught. Ancient powers awaken, or loyalties are tested.
- The Choice:** Players must resolve the situation—by completing the job, changing its terms, or turning against those who sent them.
- The Fallout:** Payment, betrayal, relics recovered, secrets exposed—or new pacts made. Each job leaves a mark.

EPISODIC FREEDOM

Each game is meant to be self-contained, so new players can drop in, and returning players can step out without derailing the overarching narrative. However, subtle continuity binds these tales: the shifting power of factions, the fate of past relics, or the recurring names whispered across episodes.

Some tools for supporting episodic continuity:

- Recurring NPCs who remember what was done—and what was owed.
- Relics recovered in one session that resurface in another.
- Rumors of another group who “botched a similar job last month.”

- Shifting faction attitudes based on past allegiances or betrayals.

WHO CALLS?

Jobs may come from many sources—but the most common are:

- The Sapphire Concord** — A scholarly order that hires outsiders to retrieve dangerous relics and chart ancient sites.
- Merchant Houses** — Wealthy patrons in need of deniable agents to guard caravans, silence scandals, or recover stolen goods.
- Faithful Orders or Cults** — Seeking sacred artifacts or protection from rivals, often with hidden motives.
- Desperate Clients** — Refugees, widows, or minor nobles whose stories begin small—but often end in shadowed ruins.

YOUR REPUTATION WALKS AHEAD

Though episodic in structure, the world remembers what you do. A group that spares a cursed creature or sells an ancient weapon may find word of it spreading. Players are encouraged to define their mercenary crew—by name, symbol, or infamy—and watch as their reputation shapes future adventures.

EPISODIC CAMPAIGN TIPS

Rotate missions between urban intrigue, desert survival, tomb-crawling, and magical investigation. Use recurring contracts and rival crews to build light continuity, while letting each session stand on its own. Some missions may fail—and that’s part of the tale.

KEY NPCs

In the following pages, you will find a selection of key NPCs designed to serve as recurring figures. Each character includes a brief description, a glimpse into their background, and a set of traits that can be used to enrich their presence, deepen interactions, and support the unfolding mystery in your game.

Rahjin the Ledger-Eater (page 149) — A whispering debt-broker whose memory for favours owed and promises broken can topple kings.

Iszara of the Ember-Sigh (page 149) — A wandering Ashcraft sorceress who speaks with flame and follows omens through the burning sands.

Sazir the Forgescourge (page 150) — A flamboyant master-smith who forges myth-forged blades and demands your story as payment.

Nahema al-Zahir (page 150) — The charismatic envoy of the Sapphire Concord, who hires mercenaries to recover dangerous relics before empires bury the truth.

Zeyna Three-Cups (page 151) — The no-nonsense tavernkeeper of the Scorched Fig, who hears everything and forgets nothing—unless she's paid not to.

Ehvrem the Coilbound (page 151) — A serpent-spirit in human form who trades rare magical items in exchange for secrets, memories, or names never spoken.

KEEPER OF FORGOTTEN DEBTS

RAHJIN THE LEDGER-EATER

He speaks softly, but always with numbers. The desert knows its debts—and Rahjin never forgets.

BACKGROUND:

Rahjin was once a humble scribe for the Treasury of Sand, but after surviving a purge by naming every official's secret debt aloud, he became a broker of favours, blood, and ruin. Now known as the Ledger-Eater, he walks between courts and crypts, whispering of balances unpaid. He carries no weapons—but his name alone can collapse reputations.

He offers information, clean slates, or ruin to those who deal wisely. But every favour owed is etched into his silent ledgers, written in dust or tattooed onto skin.

USING IN PLAY:

Rahjin is a neutral—but dangerous—power broker. Use him to:

- Offer rare information in exchange for future debts.
- Threaten players with unknown obligations tied to their pasts.
- Manipulate nobles, guilds, or even crime syndicates through economic whispers.
- Deliver cryptic warnings that turn out to be stunningly accurate.

He's ideal for scenes involving deals, manipulation, or uncertain loyalties.

SKILLS

- +3 Calculate Leverage
- +2 Recall Names and Debts
- +2 Predict Outcomes
- +2 Calm a Crowd
- +2 Disappear into a Crowd
- +2 Appraise Hidden Worth

TRAITS

You Owe Me — Once per session, name a character's hidden debt and gain leverage over them (narrative advantage).

Unwritten Ledger — Can recall exact words or details from past deals without ever writing them down.

ASHCRAFT SORCERESS OF THE DUNES

ISZARA OF THE EMBER-SIGH

Her eyes smoulder with stories. Her fire does not burn—it remembers.

BACKGROUND:

Iszara was orphaned during the Fall of Ireveth, when the city's fires never went out. She walked out of those flames untouched, speaking a name no one taught her. Now, she serves no master but flame itself.

A rare practitioner of Ashcraft, Iszara blends memory, fire, and grief into her spells. She believes flame is a storyteller—and her role is to speak its truth through ash and ember. She has little interest in politics, but follows signs, dreams, and burning omens with alarming precision.

USING IN PLAY:

Iszara is a mystic guide, dangerous hermit, or flame-wielding ally. She may:

- Appear suddenly when fire is invoked or a sacred place burns.
- Offer cryptic insights or dream-prophecies.
- Aid the players with magic—but always demand they "repay" the flame.
- Serve as a quest-giver tied to ancient firebound secrets.

She is powerful, but rarely stays in one place long.

SKILLS

- +3 Breathe Ashes (Ashcraft spell)
- +2 Kindle Grief (Ashcraft spell)
- +2 Speak Forgotten Names
- +2 Listen to the Fire
- +2 Walk Through Flame
- +2 Survive in the Desert Heat

TRAITS

Touched by Flame — Once per scene, ignore the Magic Point cost of a +1 spell.

Ashbound Omen — Can declare a symbolic dream or sign that predicts an event, triggering GM intervention or insight.

SAZIR THE FORGESOURGE

They say every blade Sazir makes has a story. He says that's not true—some have three.

BACKGROUND:

A former duelist turned master weaponsmith, Sazir earned the title “Forgescourge” after defeating a rival school by crafting their ruin—literally. Now semi-retired, he maintains a smithy tucked in the molten bowels of the Ironreach, where he forges blades, bows, and bizarre contraptions from salvaged relics and cursed scrap.

Eccentric, vain, and overly dramatic, Sazir treats every weapon as a child and every customer as an unworthy thief—until they earn his respect or make him laugh. His prices are high, but he occasionally offers “commissions” to those with stories worth forging.

USING IN PLAY:

Sazir is the go-to NPC for unique weapons and weird armaments. He might:

- Offer rare or enchanted gear—often flawed in poetic ways.
- Ask for strange components to craft a new item.
- Test players before agreeing to forge for them.
- Gift a weapon that seems useless—until it’s not.

He’s ideal for levelling up character gear in story-rich ways.

SKILLS

- +3 Forge Exotic Weapons
+2 Appraise Metal by Sound
+2 Duel with Improvised Blades
+2 Detect Cursed Craftsmanship
+2 Tell a Weapon’s History
+2 Bargain with the Proud

TRAITS

- This Blade Has Purpose** — Once per session, craft or modify a weapon to solve a current problem.
Forged in Heat, Spoken in Iron — May reroll when intimidating or impressing others through craftsmanship.

THE SAPPHIRE CONCORD’S GRAND ENVOY

NAHEMA AL-ZAHIR

She walks through ancient tombs like a queen through her gardens—and expects you to keep up.

BACKGROUND:

Nahema leads the Sapphire Concord, a prestigious but fiercely independent organisation of scholars, adventurers, and diplomats. Their mission: to recover lost knowledge and secure dangerous relics before they fall into the wrong hands—or are erased by empires.

Regal, brilliant, and feared in negotiation halls, Nahema brokers contracts with mercenaries and adventurers (including the player characters) to undertake missions the Concord cannot risk its own hands on. She believes in truth as a weapon—and uses it like one.

USING IN PLAY:

Nahema serves as a mission-giver and recurring employer. She may:

- Summon the players to retrieve or safeguard a specific relic.
- Offer rewards in knowledge, coin, or influence.
- Provide critical intel about magical threats in the world.
- Challenge the players’ morals when truth and power collide.

She is principled, but not naive—and she expects results.

SKILLS

- +3 Command a Room
+2 Identify Magical Relics
+2 Negotiate without Conceding
+2 Recall Forgotten Pacts
+2 Mark Lies in Silence
+2 Recruit the Unrecruitable

TRAITS

- Voice of the Concord** — Once per scene, declare a diplomatic right or historical precedent that others must acknowledge.
The World Has Teeth — When hiring or commanding others, Nahema may reroll if she invokes fear, truth, or legacy.

ZEYNA THREE-CUPS

"First drink's cheap, second's real, third's the one I ask what you're running from."

BACKGROUND:

Zeyna has run the Scorched Fig Tavern for thirty years. Some say she bought it with prize money from a knife-fighting championship. Others say she inherited it from a djinn she once tricked. She won't confirm either story—but if you ask while pouring your third drink, she might wink.

Her tavern is a gathering point for mercenaries, scholars, and relic-hunters. She knows every name worth knowing and can read a liar from the doorway. Her advice is blunt, her deals fair, and her memory unforgiving.

USING IN PLAY:

Zeyna is a reliable contact for:

- Rumours, overheard secrets, or missing persons.
- Shelter, gossip, or neutral ground.
- "Unauthorised" job offers passed through less official channels.
- Calling in favours owed by patrons who drank too much.

She's tough, beloved, and untouchable—mostly because she knows where too many bodies are buried.

SKILLS

- +3 Read a Drunken Lie
- +2 Break Up a Fight with a Mug
- +2 Extract Confessions Over Tea
- +2 Recall Who Came In With Whom
- +2 Mix Drinks that Talk Back
- +2 Clean Up Blood without a Fuss

TRAITS

Three-Cup Truth —

Once per session, offer a drink that makes a target tell the truth (or say something more revealing than they meant to).

You're Not the First —

Can reroll any defence against intimidation, seduction, or threats.

EHVREM THE COILBOUND

"Gold is one price. Memory is another. Tell me what spell you forgot, and I'll tell you what it used to do."

BACKGROUND:

Few know Ehvrem's true nature—an ancient serpent of memory and time, bound by old magic into a human form with faint golden scales at the neck. Now he operates a modest tent of magical wares in the Salt Market, selling cursed trinkets, memory-bottles, and spells written on salted leather.

His prices are fair but strange: a secret, a tear, a name you've never spoken aloud. Those who cheat him find they forget entire days... or wake up somewhere else entirely.

USING IN PLAY:

Ehvrem is a magical item vendor with narrative flair. He may:

- Sell rare spells, relics, or unstable artifacts.
- Require strange prices—emotional, spiritual, or symbolic.
- Offer cryptic guidance for spellcasters (especially Ashcraft or Bloodbinding).
- Warn of magical imbalances the players don't yet understand.

He's not malicious—but he is ancient, and his motives are not human.

SKILLS

- +3 Appraise Forgotten Magic
- +2 Bind Memory to Object
- +2 Speak with Sleeping Relics
- +2 Detect Magical Lies
- +2 Weave Truth into Fabric
- +2 Dispel a Curse by Name

TRAITS

What Is Forgotten Still Watches — May reroll any magical knowledge check or recall a spell even the players don't know yet.

EXAMPLE PCs

Kaelen Vire (page 153) — A grim sellsword bearing a cursed blade and a deeper wound. Once a champion, now a haunted weapon-for-hire, Kaelen cuts through monsters and memory alike.

Idrani of the Ember Road (page 154) — A desert-born Ashcraft sorceress who weaves grief into flame. Idrani's fire is both weapon and wound, burning brighter with every name she cannot forget.

Thariq the Viper-Handed (page 156) — A smiling thief raised in market alleys and snake pits. Thariq steals secrets, poisons rivals, and slips through shadows with venomous grace.

Father Mourn (page 157) — An exiled priest of the Hollow Star, wandering the dunes with heretical prayers and a voice that twists the will of gods and mortals alike.

Vexa Flintspike (page 159) — A scarred mercenary who breaks relics for coin. Vexa solves magical problems with blunt force and alchemical charges—usually in that order.

Serenya of the Unbowed Veil (page 160) — A runaway princess turned desert survivor. Serenya hides nobility beneath sand-worn veils, her grace now a weapon, her exile a choice.

KAELEN VIRE

"I am the blade that never sleeps."

Once a famed arena duelist, Kaelen Vire now wanders the edge of civilisation as a cursed sellsword. His blade—Whisperfang—was earned in ritual combat, but its voice has never left him. Each foe he cuts, each night he survives, adds another whisper to the chorus. He doesn't seek glory. He seeks silence.

BACKGROUND

Trained by the Bladed Crescent, Kaelen won his freedom by killing his master in sanctioned combat—then fled when the sword refused to let him rest. Now he fights for coin, travelling from city to ruin, answering to steel and nightmare alike.

APPEARANCE

Broad-shouldered and quiet-eyed, Kaelen wears sand-scorched lamellar armour and a tattered dueling cloak. Whisperfang, curved and dark-bladed, hangs at his side. Its scabbard is wrapped in prayer cloth—and stained through.

PERSONALITY

Stoic, brutal, and unnervingly calm. Kaelen speaks little unless asked, but watches everything. He doesn't relish violence—but he's very, very good at it.

CONNECTION TO THE WORLD

Known in taverns and forts across the south. Feared by cultists, respected by caravan guards. Once hired by the Sapphire Concord, but left after a relic “spoke back.”

GOALS

End the curse that binds his sword—and perhaps himself—to a cycle of violence.

Gear

Whisperfang, Cursed Blade — +2 to Broadsword in melee; causes eerie whispers to rise when it draws blood.

Sand-Scorched Lamellar — +2 to Survival (Desert) checks to resist sun, dust, or dehydration.

Prayer-Wrapped Fetish — +2 to Will-based resistance rolls once per session (GM discretion).



Skills

Expert (+3)	Broadsword
Skilled (+2)	Wrestling, Tactics, Survival (Desert)
Novice (+1)	Intimidation, Stealth, First Aid, Climbing, Hiking, Observation

Traits

Whisperfang's Curse — Once per session, reroll a failed Broadsword attack. If successful, suffer 1 Fatigue.

No Openings Left — +2 to Tactics when acting immediately after an enemy exposes themselves.

The Quiet Path — +2 to Stealth when operating alone in dim light or ruinous terrain.

Stress

Fatigue:	OOO
Mild:	♥
Mod:	♥
Severe:	♥

IDRANI OF THE EMBER ROAD

"Grief is the kindling. I am the flame."

Idrani was born beneath the scalding skies of the southern caravan trails, raised by a dying cult of fire-keepers who taught her to sing the names of the dead into flame. When their shrine was destroyed, she walked alone—her grief becoming a weapon, her magic a mirror of all she lost.

She does not weep anymore. She burns.

BACKGROUND

Idrani was once one of the Ember Acolytes, a dwindling sect that believed memory could be transmuted through fire. Her magic is Ashcraft—old, ritualistic, and tied to loss. The more she gives up, the stronger her flame becomes.



APPEARANCE

Idrani wears cracked red silk robes over fire-scorched armour, her skin dusted with fine ash. Her left arm is tattooed with the names of her fallen kin—each one burned in by hand.

PERSONALITY

Controlled. Measured. Burning from within. Idrani is slow to trust but quick to act when lives are at risk. Her sorrow makes her strong, not soft.

CONNECTION TO THE WORLD

Wanderers, mourners, and broken cults know her name. She carries fire through forgotten places and offers light—if not always warmth.

GOALS

To find the source of the dream-fire that speaks her name—and decide whether to embrace or destroy it.

Gear

Flamebrand Knife — +2 to Ember Grasp or Ignite Object if the blade is drawn across skin or cloth.

Ember-Sigil Robes — +2 to Stealth in dim light or smoke-filled areas.

Ash Pouch — +2 to Occultism when consulting ashes, burnt bones, or fire remains.

Skills

Expert (+3)	Occultism
Skilled (+2)	Survival (Desert)
Novice (+1)	Fast-Talk, First Aid, Theology

Spells

Expert (+3)	Ember Grasp
Skilled (+2)	Ignite Object
Novice (+1)	Create Light, Breathe Ashes

Mana

Mana: OOOOO

Traits

Ashcraft Adept — Once per session, reduce the cost of a Fire spell by 1 Mana Point.

Burning Grief — +2 to Occultism when invoking a spell using a personal loss or spoken name of the dead.

Endless Ember — You can always light a fire, even in impossible conditions.

Stress

Fatigue:	OOO
Mild:	♥
Mod:	♥
Severe:	♥

IDRANI'S SPELLS

EMBER GRASP (ASHCRAFT)

Your hands glow with living embers, lashing out to burn or bind.

- +1 Ignite a held object or scorch a touched enemy (1 stress or damage over time).
- +2 Hurl embers in a cone; DL 2 Agility or take 1 Fatigue and be partially blinded.
- +3 Wreath a target in flame-spirits. DL 3 Will or be bound by burning chains (immobile for 1 round).

IGNITE OBJECT (ELEMENTAL)

Instantly spark flame in a flammable object. Used for kindling, sabotage, or swift destruction.

- +1 Ignite a torch, candle, scroll, or other unattended object within reach.
- +2 Ignite a small object at range (DL 2 to avoid if held). Burns immediately.
- +3 Set multiple small objects ablaze or trigger a delayed ignition after a brief chant.

CREATE LIGHT (ELEMENTAL)

Summon a hovering orb or glow from ash, flame, or starlight. Ideal for navigation, warnings, or minor illusions.

- +1 Produce a faint glow from your palm or a nearby object. Lasts several minutes.
- +2 Create a floating orb of light that follows you or illuminates a small area.
- +3 Shape the light into a beacon, symbol, or distraction. Causes confusion or awe in weak-minded creatures (DL 3 to resist).

BREATHE ASHES (ASHCRAFT)

You exhale a cloud of hot, choking ash to blind and disrupt enemies.

- +1 Fill a small zone (1–2 targets) with swirling ash. Targets take a penalty to sight-based actions.
- +2 Obscure a wider area. Targets must pass DL 2 or suffer coughing fits and mild disorientation.
- +3 Create a choking storm of embers. Targets must pass DL 3 or suffer 1 Fatigue and become blinded for one round.

THARIQ THE VIPER-HANDED

"Better a lie in the right ear than a knife in the wrong one."

Raised in the serpentine alleys of Hook Market, Thariq learned early that poison works better than steel, and a smile even better than both. Charming and quick-fingered, he thrives in shadows and crowded streets alike, slipping past guards, stealing secrets, and vanishing with a wink.

BACKGROUND

Thariq grew up among snake-charmers, spice merchants, and cutthroats. Apprenticed to a wandering poison-brewer, he blended street charm with venom craft—and quickly outgrew both. Now he sells his services to anyone with coin, favouring work that keeps him moving, talking, and breathing.

APPEARANCE

Graceful, wiry, and always moving. Wears flowing, loose desert garb with many hidden pockets. His fingers are stained with herbal oils and always smell faintly of cardamom and copper.

PERSONALITY

Affable, cocky, and calculating. Thariq loves stories, odds, and long games. He rarely stops smiling—even when he's robbing you blind. Especially then.

CONNECTION TO THE WORLD

Known in every black market east of the Dustwind Flats. Has enemies in five city-states and lovers in seven. He never stays anywhere long enough for either to catch up.

GOALS

To make enough coin to vanish on his own terms—and maybe pull one last impossible con.



Skills

Expert (+3)	Stealth
Skilled (+2)	Sleight of Hand, Fast-Talk, Poisons
Novice (+1)	Lockpicking, Pickpocket, Escape, Streetwise, Knife, Merchant

Traits

Slippery as Smoke — +2 to Escape when slipping restraints or escaping through a tight or crowded area.

Silver on the Tongue — +2 to Fast-Talk when stalling, lying, or convincing someone of something unwise.

Snakework — +2 to Poisons when applying toxins to blades, cups, or garments without being noticed.

Gear

Viper's Fang (Curved Blade) — +2 to Knife when striking from stealth or after Fast-Talk success.

Smuggler's Satchel — +2 to Sleight of Hand or Lockpicking when tools are on hand.

Hook Market Poison Kit — +2 to Poisons or Merchant checks when trading or testing alchemical vials.

Stress

Fatigue:	OOO
Mild:	♥
Mod:	♥
Severe:	♥

FATHER MOURN

"The gods turned their faces. I kept walking."

Once a battlefield chaplain of the Hollow Star, Father Mourn now wanders as a heretic, bearing a cracked holy symbol and a wrathful tongue. He calls down fire from forgotten gods and carves curses into the dust. He does not offer salvation. He offers warning.

BACKGROUND

Mourn led troops in the divine wars of the western crusades, until he returned speaking new prayers no church would sanction. He's since become part prophet, part executioner, part unwanted reminder of a faith that never answered back.

APPEARANCE

Ragged cleric's armour, blackened by soot and inscribed with blasphemous scripture. A relic-mace hangs from his belt, and his eyes gleam like embers beneath a cracked circlet.

PERSONALITY

Bitter, fearless, and cryptically kind. He believes faith is a weapon—and intends to use it.

CONNECTION TO THE WORLD

Whispers of "the war-priest who curses and heals with the same words" follow him through burned villages and buried temples. He sells prayers like spells—and leaves faster than the stories spread.

GOALS

To unearth what was buried in the temple at Duskfall—and make the gods watch what comes next.

Gear

Star-Glass Staff — +2 to Exorcism or Thaumatology when used during a full incantation.

Eclipse-Marked Relic — +2 to Occultism when identifying cursed or celestial-afflicted objects.

Scorched Sermon Scroll — +2 to Voice of the Hollow Star when read aloud during spirit confrontations.



Skills

Expert (+3)	Exorcism
Skilled (+2)	Occultism, Thaumatology, Survival (Desert)
Novice (+1)	Intimidation, First Aid, Observation, Fast-Talk, Staff, Diagnosis

Spells

Skilled (+2) Voice of the Hollow Star

Mana

Mana: OOOOO

Stress

Fatigue:	OOO
Mild:	♥
Mod:	♥
Severe:	♥

Traits

Blasphemous Rite — +2 to Exorcism when performing rites in defiled or forbidden places.

The Gods Look Away — Once per session, avoid divine backlash or spiritual harm entirely.

Covenant of Ashes — +2 to Occultism when confronting or understanding undead or cursed spirits.

FATHER MOURN'S SPELLS

VOICE OF THE HOLLOW STAR (DIVINE)

Speak with the weight of forgotten gods. Your words carry the pressure of divine absence, driving spirits to silence or obedience.

- +1 Your voice resonates unnaturally. Cause minor spiritual unease in one nearby creature—spirits may retreat, and mortals hesitate.

+2 Issue a direct command to a spirit, ghost, or cursed entity. DL 2 Will to resist compulsion or suffer 1 Fatigue.

+3 Utter a binding liturgy that suppresses a spirit's powers for one scene. DL 3 Will to resist. If cast on a mortal, causes dread and silences speech or spellcasting.

VEXA FLINTSPIKE

"If it hums, glows, or begs—break it. Twice, if it talks."

Vexa Flintspike has no patience for curses, relics, or the fools who think they can control them. Once a siege sapper in the Ironhorn Wars, she now makes her living smashing ancient doors, disabling death traps, and blowing apart arcane machines too dangerous to study. If subtlety is required, hire someone else.

BACKGROUND

Vexa grew up in the scorched mining camps of Korrad's Spine, where you learn to work with blasting powder before you learn to read. After losing a hand to a collapsing glyph-wall, she forged her own prosthetic—and a new career. She's been on every continent with a hammer in one hand and a bad idea in the other.

APPEARANCE

Stocky and scarred, with soot-burned leathers and a prosthetic gauntlet made from bronze and bone. She carries a broad-bladed sword across her back and a crate of tools on her hip.

PERSONALITY

Crude, fearless, and practical. Believes most problems can be solved with enough force or the right lever. Doesn't care much for theory—she cares what happens when you hit it.

CONNECTION TO THE WORLD

Known to black-market artificers, cursed ruins, and treasure-hunters too scared to open the final door. Everyone's heard of a relic that went quiet after she visited.

GOALS

Retire with both hands and most of her sanity. And maybe—just once—open a tomb and find something that doesn't try to kill her.

Gear

Bronze Gauntlet (Prosthetic) — +2 to Climbing or Broadsword when brute strength applies.

Satchel of Charges — +2 to Armoury or First Aid when time is tight and consequences are loud.

Scrapblade Relic — +2 to Broadsword when striking magical constructs, wards, or bound spirits.



Skills

Expert (+3)	Armoury (Melee Weapons)
Skilled (+2)	Broadsword, Occultism, Survival (Plains)
Novice (+1)	Climbing, Intimidation, First Aid, Diagnosis, Streetwise, Observation

Traits

Break the Seal — +2 to Armoury when disabling enchanted locks, seals, or magical traps.

Bones Know Better — Once per session, declare you've seen something like this before and gain +2 to Occultism or Diagnosis.

Make Room or Else — +2 to Intimidation when facing cultists, smugglers, or squabbling expedition teams.

Stress

Fatigue: OOO

Mild: ♥

Mod: ❤

Severe: ❤

SERENYA OF THE VEILBORN

"The crown was never meant for me—so I stole a different fate."

Once promised to power, now sworn to freedom, Serenya of the Veilborn is a runaway noble who slipped from palace corridors into the wild edges of the world. Her bearing is graceful, her gaze defiant. She carries hidden truths, a stolen blade, and a name no longer spoken aloud.

BACKGROUND

Born to the Moonpetal Dynasty and raised in the jeweled city of Zareth-Kai, Serenya was groomed for ceremonial duty and political alliance. But whispers of sacrifice, veiled rituals, and her own fate unraveled her loyalty. On the eve of her wedding to a foreign prince, she vanished—leaving behind a dagger in a silk pillow and the scent of desert wind. She now moves beneath many names, hunted by her past, yet chasing a future she shapes with her own hand.

APPEARANCE

Veiled and adorned with desert silks, Serenya moves with court-trained poise and dancer's precision. Gold-threaded sashes hide blades; kohl-rimmed eyes reveal little. Her beauty is tempered by resolve—and by the dirt of long travel on fine sandals.

PERSONALITY

Compassionate but calculating, Serenya is a natural diplomat who never forgets a slight. She speaks gently, moves gracefully, and strikes without hesitation when cornered. Though she rarely speaks of her heritage, it haunts every step she takes.

CONNECTION TO THE WORLD

Serenya's name is still spoken—by bounty hunters, assassins, and spies of the Moonpetal Court. She knows secrets about royal rites and divine inheritance that others would kill to silence... or possess.

GOALS

To escape the destiny others wrote for her—and to forge a legend of her own, not bound by blood, title, or temple.

Gear

Ceremonial Moonfang Blade — +2 to Sword (Short); silvery blade concealable in dance silks or sashes.

Royal Signet, Hidden — +2 to Fast-Talk or Diplomacy when revealed to assert lineage or command loyalty.

Veil of Many Names — +2 to Disguise when assuming a false identity or hiding noble status.



Skills

Expert (+3)	Fast-Talk
Skilled (+2)	Sword (Short), Disguise
Novice (+1)	Acrobatics, Acting, Diplomacy, Escape, Knife, Observation, Stealth, Streetwise

Traits

Silk and Steel — +2 to Fast-Talk when using charm or status to manipulate someone in high society.

Born Beneath the Moonpetal Banner — Once per session, declare a noble connection or past courtly lesson relevant to the current situation.

Grace Before All — +2 to Acrobatics or Sword (Short) when fighting in close quarters or while performing a flourish.

Stress

Fatigue:	OOO
Mild:	♥
Mod:	♥
Severe:	♥

THE NAMELESS MOON

A new moon has appeared above the City of Endless Dusk—one that has no name, casts no shadow, and was not there yesterday.

When the phantom moon rose, the city's balance shattered. Beasts once thought extinct clawed their way through silverlit alleys. Sorcerers marked by old pacts foamed and transformed. Dreams twisted into prophecy. The players are summoned not to investigate, but to **eradicate**: a cult calling itself the *Lunar Remnant* has reawakened an ancient ritual at the ruins of the skybound observatory, and unless the anchor holding the false moon is destroyed, it will become real—and permanent.

PREMISE

A silver cult has anchored a phantom moon over the city, unleashing monsters, unstable magic, and madness in its glow. The players must storm the observatory-fortress where the ritual continues, destroy the moon's anchor, and survive long enough to escape the collapsing tower.

BENEATH THE MOONLIGHT

The ritual being cast at the observatory was first designed by the **Celestine Host**—a long-banished order of astrologer-priests who believed the gods were merely stars that could be named, chained, and bled.

The ritual was never completed—until now. The *Lunar Remnant* have recovered a fragment of the Celestine schema and rewritten it for violence. If it succeeds, the Nameless Moon will overwrite the real one... and those it touches may never be human again.

GAME MASTER TIP

This scenario moves fast. Begin with chaos, push into the assault, and end with an unstable magical finale. If the players hesitate, escalate the threat. The goal isn't subtle tension—it's pulpy, supernatural escalation with steel and fire.

ACT I: MOONLIGHT AND MAYHEM

The game begins with the city already breaking down. The Nameless Moon has risen, casting a pale silver glow across the rooftops. Creatures once dormant are now awakened—scaled hounds with too many limbs, mist-born scavengers, and lunar-warped jackals. Citizens barricade themselves in doorways while scholars shout prophecies from balconies.

The players are summoned by **Nahema al-Zahir** (p. 150) who provides them with:

- A map of the ruined **Sky-Fall Observatory**, now occupied by the Lunar Remnant cult.
- A description of the **Celestial Anchor**—a massive astrolabe relic that must be destroyed to break the moon's tether.
- A warning: time is short. The longer the moon remains, the more permanent its influence becomes.

The cult has sealed the roads. The players must either:

- Fight their way through corrupted city streets swarming with moon-sick creatures.
- Traverse rooftops and sewer tunnels under threat of collapsing structures and unstable magic.

ENCOUNTERS

As the players make their way through the silver-washed streets of the city, they'll encounter creatures already warped by the phantom moon. These monsters serve as early threats, showcasing the unnatural chaos unleashed by the ritual. Each appears in a different kind of scene—allowing for variety in tone and terrain.

Lunar Spawn.. These warped, jackal-like beasts move in packs and phase through debris to reach their prey. They strike during an ambush in a collapsed alleyway, where the players are forced to fight while navigating unstable footing and crumbling balconies. Their echo-howl may draw reinforcements if the players don't finish them fast.

Silver-Bleed Myrmidon.. A corrupted brute in jagged armour, encountered near a barricaded market street. It's smashing through carts, statues, and fleeing civilians when the players spot it. Unlike the agile spawn, this thing is pure force. The fight becomes a brutal test of endurance—especially if the party tries to protect civilians.

Lunar Acolyte.. The players encounter one of the cult's lesser spellcasters while navigating a rooftop path toward the observatory. The Acolyte is mid-ritual, etching silver runes into a reflective disk. If interrupted, he summons unstable lunar energy that creates low gravity and floating debris. Use this fight to highlight the magical side of the threat—and hint that stronger cultists await.

By the end of Act I, the players should reach the base of the observatory tower—scarred by battle, wreathed in silver fire, and humming with cosmic resonance.

ENCOUNTER TIPS

Each encounter in Act I should push the players forward. Don't overbalance toward lethal—this is the warm-up. Let them feel powerful, but not safe. Use shifting terrain, moonlight distortion, and cultic symbols to reinforce the supernatural atmosphere.

Moon-Twisted Pack-Hunter

LUNAR SPAWN

It once resembled a jackal—until the moon carved new limbs from its shadow.

BACKGROUND:

Lunar Spawn are the first signs of the Nameless Moon's influence. Once mundane scavengers or alley beasts, their forms have warped under the silverlight—elongated jaws, pale hide, limbs that phase in and out of physical space. They hunt in pairs or packs, drawn to sound, magic, and blood.

When one dies, it bursts into a brief howl that echoes across rooftops—possibly summoning more.

Skills

Expert (+3)	Latch and Tear
Skilled (+2)	Leap from Above, Track by Blood-Scent
Novice (+1)	Phase Through Debris, Resist Pain, Swarm in Numbers

Traits

- Moon-Bitten Hunger** — Gains +2 to attack a target already injured or casting a spell.
- Echo-Howl** — When slain, lets out a cry that may summon another spawn at GM discretion.
- Unnatural Motion** — Once per combat, can act twice in a single round if it began in darkness.

Stress

Fatigue: Severe: _____

Heavily Mutated Moon-Warped Brute

SILVER-BLEED MYRMIDON

Steel-plated limbs. No eyes. It doesn't need to see—only to end the noise.

BACKGROUND:

These hulking mutants are former city guards or mercenaries caught beneath the Nameless Moon and reshaped into brutal enforcers. Their skin is scarred with silver veins. Their breath rattles like crushed bone. No speech—just a low growl and the sound of armour slamming stone.

Some say they still remember names—but only long enough to carve them into walls.

Skills

Expert (+3)	Slam Through Barriers
Skilled (+2)	Swing Heavy Weapon, Break Shield Formations
Novice (+1)	Resist Magic, Intimidate with Size, Ignore Pain

Traits

- Silver Resilience** — Gains +2 to defend against spells or fire-based attacks.
- Momentum Kill** — If it downs a foe, it can immediately charge another target.
- Moon-Echo Pulse** — Once per encounter, lets out a seismic burst of force—knocking nearby characters off their feet.

Stress

Fatigue: Severe: _____

STAR-MARKED SORCERER OF THE LUNAR REMNANT

LUNAR ACOLYTE

"The true moon has no name because it was never meant to be spoken."

BACKGROUND:

A devoted servant of the Lunar Remnant, this acolyte channels unstable celestial energy through arcane chants, sacrificial ink, and reflective glyphs carved into flesh. Their eyes shine with a silver gleam. Their voice echoes with two tones—one human, one distant.

They are not meant for prolonged fights—but the magic they wield can shatter focus, warp gravity, or burn memory.

Skills

Expert (+3)	Channel Lunar Flux
Skilled (+2)	Mark Target with Glyph, Invoke Anti-Gravity Field
Novice (+1)	Detect Magic Auras, Counterspell Weak Rites, Hide in Moonlight

Spells

Skilled (+2)	Lunar Lure (p. 145)
Novice (+1)	Silver Burn (p. 145)

Mana

Mana: OOOOO

Traits

Phase-Touched — Can teleport 1 zone as a minor action if within silver light.

Psychic Backlash — If struck while casting, rolls against the attacker with +2 to potentially inflict 1 Fatigue.

Last Breath Binding — When defeated, may infuse their death into a nearby object—making it cursed, unstable, or prophetic (GM choice).

Stress

Fatigue:	OOO
Mod:	Heart
Severe:	Heart

ACT II: THE TOWER OF THE LUNAR REMNANT

The players arrive at the base of the Sky-Fall Observatory—an ancient star-temple turned fortress, now crowned in silver flame. The once-abandoned tower has been fortified by the cult, its entryway sealed by jagged silver sigils and guarded by warped zealots. Above, the Nameless Moon pulses like a heartbeat, looming directly overhead.

The goal is clear: reach the summit and destroy

the **Celestial Anchor**, the arcane relic that tethers the phantom moon to this plane.

The tower is a vertical gauntlet—each level stranger than the last.

TOWER STRUCTURE

- Ground Level – Entry Hold.** Broken statuary, barricades of bone and scrap. Guarded by two **Silver-Bleed Myrmidons** and one **Lunar Acolyte** attempting a ritual. Players may storm the gate or climb through collapsed walls.
- First Level – Hall of Echoing Light.** Covered in polished mirrors etched with star-charts. Moonlight bends inside, creating illusions. Players must navigate a field of false images and celestial traps (e.g., beams that shift gravity).
- Second Level – Chamber of Chains.** A pit chamber lined with suspended silver chains that resonate with chanting. Here the cult holds victims being transformed by lunar rituals. If rescued, some may aid the players. The Lunar Acolyte leading the ritual may unleash dangerous spells like **Silver Burn** mid-combat.
- Third Level – The Astrarium.** (*Boss Fight for Act II*) A grand, domed chamber where the stars once danced in alignment. Now cracked and malfunctioning, it creates unstable gravity pockets and unpredictable magical surges. This is the lair of the **Anchor Guardian**.
- Summit – Anchor Platform.** (*Finale in Act III*) An open platform exposed to the sky, where the **Celestial Anchor** pulses with light. Cultists channel its energy skyward while the Nameless Moon grows sharper above. Destroying it will end the threat—but not without consequences.

TONE AND MOMENTUM

This act should feel like a desperate assault. Throw hazards at the players—mutated cultists, environmental instability, and magical warping. Let them feel powerful but tested. The deeper they go, the more distorted reality becomes.

WHAT THE ANCHOR IS

The **Celestial Anchor** is an arcane astrolabe suspended in a levitating column of mirrored glass and moonstone. It draws energy from the false moon and feeds it back into the ritual circle below. It is not sentient, but it is protected—by magic, glyphs, and the **Anchor Guardian**.

End of Act II: As the players reach the summit, they see the anchor glowing with unstable light. The ritual is nearly complete. One final defender remains between them and the artifact—something built from faith, silver, and starlight.

PROTECTOR OF THE CELESTIAL ANCHOR

ANCHOR GUARDIAN

It is not alive, but it remembers how to kill.

BACKGROUND:

Forged long ago by the Celestine Host, the Anchor Guardian was designed to defend sacred astronomical relics against theft or desecration. It was never meant to be reactivated—but the Lunar Remnant has reignited it using unstable starfire. It now functions as the last line of defence before the Celestial Anchor can be destroyed.

It levitates in battle, partially phased between this world and moonlight. Rings of glowing orrery arms rotate around it, cutting through the air and deflecting spells. It does not speak. It shines.

Skills

- | | |
|--------------|--|
| Expert (+3) | Slash with Spinning Ring Blades |
| Skilled (+2) | Redirect Incoming Spells,
Hover Over Hazardous Terrain |
| Novice (+1) | Track Targets by Heat
Signature, Resist Disruption,
Shatter Cover with Force |

Spells

- | | |
|--------------|--------------------------------|
| Skilled (+2) | Starburst Convergence (p. 145) |
| Novice (+1) | Lunar Flare Pulse (p. 145) |

Mana

Mana: OOOOO

Traits

- Celestial Core** — Immune to charm, fear, and fatigue. Reduces all non-magical damage by 1.
- Orbital Defence Matrix** — Once per round, may deflect one ranged or magical attack unless the attacker overcomes a DL 3 challenge.
- Overload Cascade** — When reduced to half health, the Guardian's spells increase in level by +1 until destroyed.

Stress

- | | |
|----------|-----|
| Fatigue: | OOO |
| Mild: | ♥ |
| Mod: | ♥ |
| Severe: | ♥ |

ACT III: BREAK THE MOON

The summit of the Sky-Fall Observatory is exposed to the heavens. Pillars of broken marble surround a raised platform where the **Celestial Anchor** spins slowly in place, a massive arcane astrolabe suspended between moonstone pylons. Silver light floods the chamber. The Nameless Moon hangs enormous overhead—sharper, closer, almost humming.

Around the platform, a final ring of cultists chant

in rotating intervals, feeding energy into the Anchor. Their eyes glow. The ritual is nearly complete. If they are not stopped—and the Anchor not destroyed—the Nameless Moon will become a permanent fixture in the sky, remaking the world under its influence.

PLAYER OBJECTIVES

- Disrupt or Defeat the Cultists.** Use force, stealth, or counter-magic to break the ritual circle. If left alone, the Anchor will become immune to physical damage within 3 rounds.
- Reach the Anchor.** The Anchor is suspended on a raised disk surrounded by broken pathways, spinning fragments of platform, and occasional gravity surges. Getting to it may require Athletics, Leap, or a magical solution.
- Destroy the Anchor.** It cannot be disabled by force alone—it requires either:
 - A magical overload (e.g. *Silver Burn*, *Echo Binding*, or magical stress sacrifice),
 - Physical destruction from a powerful artifact or relic weapon,
 - Sabotage from within—requiring one player to enter the inner rings and risk exposure to raw moonlight.

THE ANCHOR'S DEFENSES

- Once the cultists fall, the Anchor begins to pulse erratically—casting waves of low gravity and magical interference (DL 2–3 to resist movement, suppression of spellcasting, etc.).
- The Anchor may “defend itself” by reanimating the bodies of fallen cultists or using a final surge of celestial energy as a last defense.

OPTIONAL TWIST

If the players hesitate—or take too long—the Nameless Moon **partially manifests**. One player may see an eye open in the moon’s surface. The Anchor will begin to pull spells, relics, or even characters into orbit unless it is destroyed immediately.

FINAL MOMENTS

Destroying the Anchor ends the ritual. The Nameless Moon cracks, collapses into dust, or vanishes with a scream of displaced air.

But nothing ends cleanly. The Anchor’s detonation may:

- Send a shockwave of moonlight across the city, permanently altering magic.
- Leave a curse on the one who struck the final blow.
- Tear open a rift to where the moon came from.

Choose one based on tone, or roll randomly to let fate decide. This is pulp sword & sorcery: even victory should taste like dust and starlight.

THE SANDS REMEMBER

The Sapphire Concord has uncovered an ancient tomb in the shifting eastern dunes—one that hasn't seen moonlight in over a thousand years. A storm unearthed the entrance, revealing a stone arch engraved with pre-empire sigils and warnings long forgotten. The players are hired to escort a Concord scholar, **Faleen Marr**, and ensure her safe passage into and out of the tomb.

But the sands remember what was buried. As the team descends deeper, time itself begins to blur—visions flicker across torchlight, footsteps echo from other eras, and the dead seem to speak truths that never were. Faleen seeks something more than knowledge, and the players may have to choose between completing the job or preventing something far worse from awakening beneath the dunes.

PREMISE

When an ancient tomb is uncovered in the desert east of the city, the Sapphire Concord sends the players to assist in its exploration. But the mission is more than academic: strange phenomena emerge as the party ventures deeper, and their employer, a Concord scholar with personal motives, begins invoking forbidden rites. The players must decide how far to follow her into the past—and how much they're willing to leave behind.

BENEATH THE SAND

Faleen Marr believes the tomb houses the remains—and possibly the preserved memories—of the last Priest-Queen of the First City. She intends to perform a rite to "absorb" these memories and rebuild the lost magical tradition known as the **Echo Tongue**. Unfortunately, the tomb was sealed for a reason. If her ritual succeeds, she may not awaken as herself... and time within the tomb may unravel entirely.

ACT I: A NAME LOST IN DUST

At the Game Master's discretion, this act may begin with a formal summons: the players receive a parchment bearing the sigil of the **Sapphire Concord**, requesting their presence at the House of Blue Sand—a quiet estate tucked just beyond the Temple Quarter, known to employ relic-hunters, mercenaries, and discreet scholars.

There, they are greeted by an envoy or junior archivist who ushers them into a sun-dappled study filled with old maps, half-dissolved scrolls, and the faint scent of cinnamon ink. A sealed missive lies waiting. The wax bears the personal sigil of **Nahema al-Zahir**, Grand Envoy of the Concord.

The letter is brief and urgent: a powerful wind-storm has unearthed a structure deep in the dunes east of the city—an *unmapped tomb* bearing glyphs older than the empire. The players are to assist one of Nahema's field agents, **Faleen Marr**, in surveying and securing the site. Discretion is vital. There may be relics of historical—or magical—value, and the

Concord does not want rival guilds or desert cults learning of the find.

OBJECTIVES

- Receive the job details and contract (formal or informal).
- Prepare for an expedition into the deep desert.
- Investigate Faleen Marr's reputation if desired — revealing that she's brilliant, but has been censured before for esoteric theories.
- Gather supplies, contacts, or possibly secure passage with a smuggler, caravan, or mystical guide.

After any desired downtime, the players begin the journey east. The caravan road dwindles into wind-swept stone. A night camp offers strange dreams—one player sees the tomb from above, shaped like a sand-cracked sigil... and hears a woman's voice whisper, "You were mine once."

When they arrive, a tent city has already begun to collapse under the returning sandstorm. **Faleen Marr** greets them with tension in her jaw, grateful for the help but clearly hiding something. The tomb's entrance—a partially revealed stone arch—seems unnaturally preserved, its glyphs glowing faintly in the setting sun.

ACT II: THE FRACTURED PATH

The descent into the tomb begins in eerie silence. The outer halls are dry and dustless, sealed with strange perfection. Glyphs line the walls in a script no one present recognises—unless a player has a magic or lore skill that allows interpretation. Some glyphs match those found on the sealed letter from Nahema... a detail she did not mention.

Faleen Marr grows more intense the deeper they go. She begins sketching glyphs feverishly and murmuring fragments in a tongue the players cannot identify. She insists she's merely "remembering her training," but those trained in magic or insight may suspect otherwise.

TOMB CHALLENGES AND EVENTS

- **Memory Echoes:** Players may experience "slips" in time—brief flashes where they see themselves dressed as ancient attendants, priests, or tomb-guards.
- **Guardian Trials:** The tomb is protected by puzzles, traps, or lingering spirits. One chamber requires players to "answer" a riddle not in words, but in shared memory—failing that, they must confront a spectral echo of themselves.
- **Unstable Passageways:** Space twists subtly in some corridors. Players may pass the same glyphs more than once, or find a chamber has changed since they left it.

OBSessive CONCORD RITUALIST

FALEEN MARR

A field scholar obsessed with unlocking the magic of the past—even if it consumes her.

BACKGROUND:

Faleen Marr is a brilliant but controversial scholar within the Sapphire Concord, renowned for her knowledge of pre-imperial ritual structures and discredited theories about memory magic. This expedition is her chance to prove that the lost art of Echo Binding was real—and that it can be restored. But as the tomb responds to her presence, it becomes unclear whether Faleen is guiding the ritual... or being guided by it.

Skills

Expert (+3)	Perform Ritual from Fragment
Skilled (+2)	Read Untranslated Glyphs
Novice (+1)	Conceal True Motives, Resist Magical Fatigue

Spells

Skilled (+2)	Echo Binding (p. 144)
Novice (+1)	Read the Blood (p. 144), Kindle Grief (p. 144)

Mana

Mana: OOOOO

Traits

Echo Touched — Once per session, remember something that happened to someone else—long ago, or possibly in another life.

This Is Bigger Than Us — May escalate a scene or introduce a complication in pursuit of historical inevitability.

Unstable Focus — If forced to defend herself, Faleen may reroll a failed action at the cost of 1 Fatigue.

Stress

Fatigue:	OOO
Mild:	♥
Mod:	♥
Severe:	♥

FALEEN'S MAGIC DEEPENS

At some point during exploration, Faleen uses a hidden ritual component to activate a spell known as **Echo Binding**—drawing faint golden threads between herself and the walls. Any spellcasters feel a ripple through the tomb. From now on, reality itself grows thinner.

FORESHADOWING

Players may find murals that depict the death of a queen—only in the last mural, the queen bears a striking resemblance to Faleen. One fresco appears to show the players themselves, kneeling before the tomb, etched in a style older than history.

At the end of Act II, the group reaches the central sanctum's sealed door. Faleen announces that she is "ready." Her tone has changed. Her eyes do not blink.

ACT III: VOICES OF THE FORGOTTEN

As the players push beyond the central sanctum's threshold, the world no longer behaves predictably. The air thickens. Light bends. Sound arrives out of order. The players have passed into a part of the tomb where time has not simply paused—it has layered itself, moment upon moment, waiting to be recalled.

The architecture no longer matches the murals. Rooms echo with voices that sound familiar, though no one has spoken. The walls show scenes from the past—of rituals, executions, and oaths—only the faces depicted keep changing... sometimes reflecting the players themselves.

Faleen Marr is now fully immersed in the ritual. She no longer refers to her notes. She begins speaking in a language no one taught her. Her voice takes on two tones. She believes she is uncovering history—but she is also becoming history.

Key Events in Act III:

- Temporal Fractures:** Players experience short memory slips, *déjà vu*, or confront "alternate versions" of themselves—ghostlike echoes enacting scenes from a forgotten life.
- Mosaic Trial:** A ceremonial chamber challenges one player to step into a glowing mosaic depicting an ancient rite. They must "remember" a role and act it out. Success stabilizes the path forward. Failure invites the Queen's attention—and suspicion.
- Echo Encounters:** Spectral echoes of former servants, soldiers, or rebels may appear. They ask cryptic questions or reenact events—but speaking to them may alter the tomb's reality.
- Faleen's Shift:** Faleen begins addressing the players as if they are people from the Priest-Queen's court. She refers to herself in the third person—and sometimes the Queen's name replaces hers in conversation.

OPTIONAL ELEMENT: A BARGAIN

The Restless Priest-Queen, still fragmented, reaches out through a mural or reflection and offers one of the players a choice:

"I remember you. Your name... tastes of regret. Will you carry my voice forward? Or will you silence me again?"

Accepting her offer may grant power, insight, or an advantage in the final chamber—but also draws her further into the world. Rejecting it may earn her wrath.

END OF ACT III

The players finally reach the tomb's heart: a circular chamber with a black mirrored floor and a throne of pale sandstone. Faleen stands before it, her hand raised. Behind her, the echo of the Priest-Queen takes shape. The ritual's final phase begins.

Act IV will determine what walks back into the world.

ACCEPTING THE QUEEN'S BARGAIN

If a player engages meaningfully with the Restless Priest-Queen—through dialogue, ritual, or willingly participating in her memory—they may receive a gift, insight, or magical boon. These should feel ancient, personal, and a little dangerous.

Possible rewards include:

- **A Trait:** *Echo-Bound* — Once per session, recall a memory not your own to gain a clue, bypass a mental challenge, or resist mind-affecting magic.
- **A Spell:** The player may learn **Echo Binding** or **Name of Dust** without needing to purchase it at creation (cost still applies for advancement).
- **A Vision:** The player receives a cryptic dream or flashback of a future event in the campaign—possibly one they have the power to change.
- **A Curse or Twist:** The Queen speaks through them in rare moments. NPCs may mistake them for her. Reality occasionally bends around their presence.

You are not obligated to grant anything—some players may reject the Queen entirely. But if they embrace her legacy, ensure her presence lingers in future stories.

ECHO OF THE FIRST CITY'S LAST VOICE

THE RESTLESS PRIEST-QUEEN

A fragment of a ruler's soul preserved in stone and silence, waiting to be remembered—or to return.

BACKGROUND:

Once the final voice of a forgotten city, the Priest-Queen sealed her empire with a ritual of memory and silence, binding her soul into mural, echo, and ash. Her mind has drifted through time ever since—fractured yet enduring. Now awakened by Faleen Marr's ritual, she watches the players through a veil of identity and prophecy. She may view them as loyalists, traitors, or tools to restore what was hers.

Skills

Expert (+3)	Command Ghosts and Spirits
Skilled (+2)	Instill Fear with a Glance, Sense Emotional Residue
Novice (+1)	Interpret Ancient Rituals, Resist Magical Influence

Spells

Skilled (+2)	Echo Binding (p. 144), Name of Dust (p. 144)
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Mana

Mana: OOOOO

Traits

I Am the Ending Remembered — Once per scene, declare an event as “already foreseen” and retroactively alter a failed roll or enemy action.

To Awaken Is to Forget — While she is active, the GM may introduce moments of memory loss, narrative gaps, or altered perception for players.

Memory Is My Domain — Gains a bonus when interacting with spirits, past events, or magical memory echoes.

Stress

Fatigue:	OOO
Mild:	♥
Mod:	♥
Severe:	♥

ACT IV: THE CHOICE BENEATH THE SEAL

The final chamber is vast, circular, and silent—its floor a mirror of obsidian glass, its ceiling lost in shadow. At its center stands a raised dais bearing a throne carved from pale sandstone. Here, time stutters.

Faleen Marr kneels before the throne, murmuring forgotten words in a voice that shifts with each breath. One moment she is herself. The next, she speaks as the Queen. Her ritual is nearly complete.

Behind her, an echo of the **Restless Priest-Queen** coalesces—not fully formed, but shimmering with intent. The chamber is charged with potential. If the ritual concludes uninterrupted, the Queen will either possess Faleen or merge with her completely.

PLAYER OPTIONS IN THIS SCENE

- **Interrupt the Ritual:** Players may use physical, magical, or social means to stop Faleen. This may involve damage, counter-rituals, persuasion, or destroying ritual components. The Queen will resist—possibly violently.
- **Negotiate with the Queen:** If the players have earned her trust, they may attempt to broker a pact or limit her influence. She may offer insight, power, or truth in exchange for a voice in the world again.
- **Let the Ritual Complete:** Allowing the Queen to merge with Faleen results in a new being—ancient and modern, curious and dangerous. This outcome is not necessarily catastrophic, but will permanently change the world (or campaign).
- **Channel the Queen into Someone Else:** A desperate gambit—one player may volunteer to take the Queen's essence into themselves, suppressing or

absorbing her influence. This should carry both reward and burden.

COMPLICATIONS AND TENSION

- **Time Fractures Intensify:** Players may see alternate versions of this moment play out in the mirrors—where they fight each other, fail to act, or die. These are not visions—they are *echoes*, and they bleed into the present.
- **Faleen's Final Resistance:** If confronted, Faleen may lash out with Echo Binding or try to complete the ritual through sheer force of will. She believes this is the only way to preserve the truth of history.
- **Environmental Instability:** Each passing moment without resolution causes magical surges—tomb walls shift, floor patterns flicker between centuries, and relics melt into sand and reform as different objects.

THE OUTCOME SHOULD REFLECT PLAYER CHOICE

This final act is not just a confrontation—it is a question: *Does the past deserve to return?* The Queen is not purely evil, and Faleen is not purely misguided. Let the players decide who speaks for the forgotten.

WHAT HAPPENS NEXT?

If the Queen returns, she may walk the city under a false name—gathering followers or quietly rewriting memory. If she is stopped, her whispers may linger in one player's dreams. If Faleen survives, her reputation may rise... or the Concord may disavow her.

Use the consequences of this act to influence future scenarios, especially those involving magic, relics, or the boundaries between past and present.

RED DUST RISING

A desert storm has uncovered part of an ancient war machine buried beneath the Sable Plateau—an arcane siege engine from the age of the Bronze Dynasty. The site is unstable. Internal systems are starting to reawaken. If someone powers it up or breaks the wrong seal, it could march again.

The players are hired to investigate the breach and shut the construct down before anyone else tries to claim it.

PREMISE

A partially buried Bronze-era war machine has been exposed. The players must enter the ruin, assess the damage, and either secure or destroy the command core before it reactivates.

THE MACHINE BENEATH THE SAND

The construct was a mobile fortress—powered by alchemical engines, protected by wards, and guided by a crystalline command pillar. It was sealed after the dynasty's fall. Now, with the storm-breach exposed, low-power systems are starting to stir.

THE HOOK

Three days ago, a scout returned from the eastern dunes with a sand-cracked map and burns on his hands. He died an hour later, saying only: *"It still hums."*

Now the players are hired by The Saphire Concoord to reach the ruin and shut it down. Payment is generous. Bonus if the core is removed or destroyed. The players are given:

- A map to the breach site.
- A sketch of the command pillar believed to house the engine's control systems.
- A supply token redeemable for basic climbing, light, or demolition gear.

The players have time to buy supplies, gather information, and prepare for the journey. They depart before dawn. Ahead lies stone, metal, and something old enough to be angry.

ACT I: THE BREACH

The players arrive at the base of a red-stone mesa on the edge of the Sable Plateau. The wind has scoured the upper layers clean, exposing the ribbed plating of something ancient—metal and stone fused into a dome-like curve. A section has cracked open, revealing a narrow breach leading inside.

Scorch marks ring the entrance. The sand is glassy near the edges. Old bronze wards are half-dissolved, and the air smells like blood and ash.

OBJECTIVES

- Explore the exposed breach and gain access to the machine interior.
- Avoid or neutralise unstable systems near the entrance.

- Establish that the machine's power systems are partially online.

ENVIRONMENTAL HAZARDS

- **Alchemical Fumes:** A ruptured pipe near the breach releases bursts of heated vapour. Passing through without caution requires a DR 2 **Survival (Desert)** or **Diagnosis** roll to avoid 1 Fatigue.
- **Warded Paneling:** The inner doorway is blocked by partially intact arcane seals. Touching them without care triggers a static discharge (DR 2 **Thaumaturgy** or take 1 Wound).
- **Collapsed Support Beam:** The narrow entry corridor ends in a fallen slab of stone-and-metal plating. DR 2 **Climbing** or **Engineering** to bypass or shift safely. Otherwise, someone gets pinned (1 Fatigue and requires help).

FIRST ENCOUNTER: ASH-CRAWLER

As the players move through the collapsed corridor, stepping into the flickering half-light of the breached chamber, they disturb a panel of debris—causing a nearby maintenance hatch to slide open with a hiss of stale air and grinding metal.

From the shaft scuttles a small, spiderlike construct made of oxidised bronze and cracked plating. Its legs clatter across the floor like dry bones, and its eye-runes pulse erratically. Designed long ago to clear battlefield rubble, the construct now treats all movement as a threat to be excised.

BRONZE-CAST RUIN SWEEPER

ASH-CRAWLER

An old debris-clearing construct repurposed by time and damage into a hostile, autonomous threat. Its rune-core sputters. Its blades remain sharp enough to matter.

The Ash-Crawler bursts from a low hatch shortly after the players navigate the initial breach. It targets the first character to move or speak loudly, attempting to drive them back toward the exit.

Skills

Skilled (+2)	Brawling, Climbing, Observation
Novice (+1)	Escape, Stealth

Traits

Damage Response Surge — The first time it takes a Wound, all adjacent targets take 1 Fatigue from a volatile arcane discharge.

Stress

Fatigue: Mild:

PROGRESSION

Once inside, the players find a functional stairwell or lift-shaft leading deeper into the machine. Faint vibrations echo upward. Somewhere below, gears are turning.

At the end of this act, the players are inside the machine, past the initial hazard layer, and preparing to move into the unstable core zones.

TONE AND PRESSURE

This act should feel tense but contained. The players are alone, the environment is dangerous, and the construct is waking up slowly. Use creaking metal, flickering lights, and distant thuds to keep the pressure rising.

ACT II: INTO THE INNER GEARS

Past the breach, the machine descends into a layered interior of rusted catwalks, segmented chambers, and massive gear-wells. Pipes hum with alchemical pressure. Arcane seals flicker to life as the players move deeper. The construct is stirring.

The air smells of old oil and burnt copper. In places, the walls breathe heat. The players are not alone.

OBJECTIVES

- Navigate the interior access passages and reach the command core chamber.
- Bypass hazards, traps, or partial reactivation events.
- Survive a second major encounter with a defensive automaton.

NAVIGATIONAL OBSTACLES

- **Collapsed Bridge:** A critical gantry has fallen. Players must climb or leap across. DR 2 Climbing or Jumping. Failure means a 2-storey drop (1 Wound unless mitigated).
- **Pressure Burst:** A vented pipe hisses alchemical steam. DR 2 Survival (Desert) or Engineering to time safe passage. Failure causes 1 Fatigue from heat exposure.
- **Magnetic Pulse Field:** A trap triggers in a hallway lined with bronze plates. Metal weapons and gear drag toward the walls. DR 2 Will to move normally. Dropping metal gear avoids penalty.

MAJOR ENCOUNTER: GEARGRINDER SENTINEL

Near the midpoint of the machine, the players cross a platform flanked by rotating gears and a rusted security pillar. As they pass, a large automaton unfolds from the wall—half-statue, half-wrecker.

It does not issue warnings. It attacks immediately.

HEAVY SECURITY AUTOMATON

GEARGRINDER SENTINEL

This hulking construct was designed to break siege breaches. It now treats all intruders as enemy combatants. Its arms end in crushing wheels. Its chest sigils spark erratically.

The sentinel animates when more than one player stands on the platform. It attempts to push targets into the adjacent gear shafts or crush them against the wall.

Skills

Expert (+3)	Brawling
Skilled (+2)	Intimidation, Observation
Novice (+1)	Climbing, Tactics

Traits

Crushing Grip — If the Sentinel wins a Brawling contest, it inflicts a Wound instead of Fatigue.

Overwhelming Blows — When the Sentinel causes a Wound, the target must pass DR 2 Will or lose their next action from shock.

Stress

Fatigue:	OO
Mild:	♥♥
Mod:	♥♥♥
Severe:	♥

PROGRESSION

Once defeated, the players locate a stairwell leading to the command core chamber. The stairs are partially collapsed, but navigable. Arcane light flickers below. They can hear something breathing through the walls—or the machine itself. The final chamber waits.

ACT III: THE CONTROL CORE

The players descend into the heart of the machine. The walls are curved with bronze and crystal inlay, pulsing faintly. Arc-light flickers through the seams. The floor vibrates with a deep hum.

At the centre of a sunken control chamber stands a crystalline pillar the size of a tree trunk. It emits a rhythmic pulse of light and low sound—like a heartbeat. Cables extend from it in every direction, and a ring of bronze sigils encircles the platform beneath it.

The command system is not dormant. It is waiting.

OBJECTIVES

- Confront the core and decide how to neutralise it.
- Survive the guardian bound to the chamber.
- Determine if the players will disable, destroy, or interact with the machine.

THE ANCHOR CIRCLE

To reach the core, one player must cross the anchor ring—a narrow metal path inscribed with shifting

glyphs. Anyone stepping inside must pass DR 2 **Thaumatology** or take 1 Fatigue from arcane interference.

Breaking the circle (e.g., scratching or chipping the ring) suppresses this effect but triggers a backlash: the guardian activates immediately.

Boss Encounter: Corebound Guardian

The machine has a final failsafe: a construct of forged bronze and flickering runes bound to the control pillar. It does not move until the circle is broken or a player touches the interface.

CRYSTAL-WIRED CONTROL WARDEN

COREBOUND GUARDIAN

A final defense construct directly linked to the control core. Its movements are methodical, its limbs reinforced with rune-cabling, and its arcane shielding draws from the core's unstable power.

The Guardian activates when the players interfere with the control pillar or anchor ring. It focuses on protecting the core, not chasing intruders. It deflects attacks with shifting magical plates drawn from the ring's circuitry.

Skills

Expert (+3)	Brawling
Skilled (+2)	Thaumatology, Tactics

Traits

Core-Linked Shielding — While the control core is active, the Guardian gains a +1 bonus to Defense rolls. If the core is disabled or damaged, this bonus ends immediately.

Shock Pulse — When the Guardian suffers a Wound, the attacker must pass DR 2 Will or take 1 Stress from reactive magical feedback.

Stress

Fatigue:	OOO
Mild:	♥♥♥
Mod:	♥♥
Severe:	♥♥

AFTER THE FIGHT

Once the Corebound Guardian is destroyed, the control chamber falls eerily quiet. The glyphs dim. The anchor ring cracks. For a moment, the machine seems dormant.

But as the players approach the command core, a low rumble vibrates through the floor. The central crystal flashes once—deep red—and the walls shift slightly. Something deeper in the construct begins to wake.

INTERACTION WITH THE CORE

The players may attempt one of the following:

- **Disable the Core:** Requires DR 3 **Engineering** or **Thaumatology**. On success, the control crystal dims but does not shut off entirely. There's still energy flowing from below.
- **Damage the Core:** With force or a salvaged energy cell, the crystal can be fractured—causing it to leak arcane light and trigger an overload deeper in the machine. This causes structural shifts and may unlock lower levels.
- **Interfere with the Core:** A player may attempt to issue a command with DR 3 **Will** and DR 3 **Thaumatology**. If successful, they receive a half-coherent burst of ancient commands—some of which are not meant for mortals. They gain insight into a secondary chamber: the engine control vault.

SETTING UP ACT IV

The Guardian's body cracks and slumps to the floor. The light in the crystal core gutters like a dying flame—but it does not go out.

Instead, it begins to pulse. Slowly. Deliberately. Not like a machine—but like something alive.

Strange heat rises from the stone beneath the players' feet. Dust vibrates in thin lines across the floor. And then a sound—not a voice, not a word, but a presence—pushes into the chamber. It feels old. Heavy. Watching.

The core flares once with red-gold light. Then the floor shudders and splits along hidden seams. A ring of stone grinds open to reveal a stairwell descending into darkness.

A dry wind escapes from below, thick with the smell of ash and copper. It carries the faint sound of chanting, though no voices are present.

Whatever the players shut down here, it was only the surface. Something older stirs below. The final act begins.

ACT IV: THE HEART OF THE MACHINE

The stairs descend into darkness—carved stone lined with ancient copper and bone-dry runes. The air grows hotter. The light dims to red. Sparks flicker from cracks in the wall like fireflies.

At the bottom: a vast chamber hollowed into the mesa itself. The walls pulse with veins of alchemical ore. Bronze pistons rest dormant in cradles of stone. At the centre lies the true heart of the war machine: a sunken altar, half-mechanical, half-flesh, wrapped in chains of blackened gold.

Around it, four ruined figures kneel in eternal prayer. Their bodies are mummified but twitch with each pulse of energy. These are the **Ashbound Vessels**—last remnants of the dynasty that fed the engine their will.

OBJECTIVES

- Face the Ashbound Vessels and disrupt their connection to the engine heart.

- Decide whether to destroy, bind, or claim the ancient core.
- Escape the ruin as it begins to collapse—or awaken.

ENVIRONMENTAL HAZARDS

- **Molten Channels:** Alchemical fluid flows in open cuts across the floor. Stepping in causes 1 Wound. A successful DR 2 **Jumping** or **Acrobatics** (if allowed) avoids damage. Players can use debris or magic to cross safely.
- **Pulse Waves:** Every few minutes, the heart releases a wave of heat and force. All characters must pass DR 2 **Will** or lose their next minor action as they stagger or choke.
- **Psychic Pressure:** Any magical character who attempts to draw power here must pass DR 2 **Thaumatology** or take 1 Fatigue from backlash.

FINAL ENCOUNTER: ASHBOUND VESSELS

The four kneeling figures rise when the players approach the heart. Each one bears remnants of royal garb fused to twisted war-plate. Their eyes glow with alchemical fire. They do not speak. They defend the altar until destroyed.

ALTERNATE ENDING HOOKS

Depending on the players' choices, the finale can end in several ways:

- **Destruction:** Shattering the altar causes a chain reaction. The heart implodes in fire and dust. Players must escape collapsing tunnels.
- **Suppression:** A complex ritual (DR 3 **Thaumatology**) may seal the heart for a generation. Failure causes backlash (1 Wound to all participants).
- **Possession:** A player who touches the heart directly may try to control it (DR 4 **Will**). Success grants power—but marks them. Others will come seeking it.

DYNASTIC GUARDIAN OF THE CORE

ASHBOUND VESSEL

A mummified remnant of the Bronze Dynasty, wrapped in gold-laced war robes and bound to the heart by ritual flame. It strikes with unnatural precision and burns with seething memory.

ENCOUNTER DETAILS:

The Ashbound Vessel rises from its kneeling stance as the players enter the chamber. It fights silently, heedless of pain, and never retreats. When one is destroyed, the next awakens with greater urgency.

Skills

Skilled (+2)	Brawling,
Novice (+1)	Tactics

Traits

Burning Wrath — When a Vessel is defeated, the remaining Vessels increase their Brawling skill by +1.

Unbroken Vigil — Gains +2 to Defense while adjacent to the Heart of the Machine.

Stress

Fatigue:	<input type="radio"/>
Mild:	<input checked="" type="radio"/> <input type="radio"/>
Mod:	<input checked="" type="radio"/> <input checked="" type="radio"/>
Severe:	<input checked="" type="radio"/>

ENDING THE SCENARIO

Once the heart is dealt with, the ruin begins to fall quiet—or collapse. The players return to the surface through choking dust and flickering red light.

- If the heart is destroyed, the machine dies with a final exhale of heat.
- If bound, its glow dims—but its presence lingers in the stone.
- If claimed, it beats slower—but louder.

The war engine sleeps. For now.

WHISPERS BENEATH THE VAULT

A private reliquary beneath the merchant quarter has gone silent. Built as a sealed archive for dangerous relics, the vault is rumoured to house cursed texts, enchanted chains, and forbidden treasures. When its alarms failed, two guards entered. Neither returned.

Now, something whispers through the stone above. Locks twist open of their own accord. Lamps burn with no flame. And worse still, a brass-bound mirror—once sealed by five rites—has shattered.

The players are hired by **Nahema al-Zahir** — Grand Envoy of the Sapphire Concord, to enter the vault, restore containment, and identify the source of the disturbance.

PREMISE

A merchant vault beneath the city has been breached. Relics stir. Spirits whisper. A bound Djinn may be free. The players must descend, explore, and decide whether to restore the seals, destroy the contents—or make a bargain with something that remembers its freedom.

THE DJINN

The vault was constructed atop a binding circle that once held the Djinn **Haqar al-Sirr**, a spirit of sand, glass, and memory. The circle has been fractured, but not broken. Haqar is still bound—but barely. If restored, he may return to slumber. If released, he may grant power... or raze the city in gratitude.

THE BRIEFING FROM NAHEMA

The players are summoned to a shadowed chamber in the Concord's lower offices. Nahema al-Zahir waits behind a desk of bone-inlaid teak, reading from a folded parchment sealed with five broken glyphs.

She does not rise.

"Vault Seventeen was never meant to be opened again. It held nothing worth recovering—only things that couldn't be destroyed. Now the wards are failing. The locks are breaking. And the whispering has started again."

WHAT THE PLAYERS ARE TOLD

- The vault is located beneath the merchant quarter, five levels below the surface, hidden behind a false storeroom managed by the **Golden Charter of Locks and Ledgers**.
- Three days ago, a reliquary alarm went dark. Since then, one inspector and two guards have entered. None returned. Magical scrying has failed. Something is actively warding the space from outside intrusion.
- The vault was built to contain multiple unstable relics—but the most dangerous was the mirror that

housed a bound Djinn: **Haqar al-Sirr**, sealed in glass by five rites after the Amber Revolt.

- The mirror has reportedly shattered. If Haqar has escaped—or is awakening—the vault may become unrecoverable.
- The Concord will pay well for confirmation, re-sealing, or destruction of the threat. Nahema does not want the Djinn freed or traded—especially not to rivals.

WHAT THEY ARE GIVEN

- A sketched map of Vault 17's entry corridors and containment layout.
- A shard of warded bronze that will glow in proximity to unstable relics.
- A Concord token for sealed passage through the city underworks.

Nahema's Warning: "If you find the Djinn's voice in your head, do not answer it. And if you do—lie. He will know anyway, but you might buy yourself a moment."

ACT I: DESCENT INTO VAULT 17

The entrance is hidden behind a false storeroom beneath the Charter's counting house. At the appointed hour, the players are let through by a pale clerk who refuses to descend the stair and locks the hatch behind them.

A stone passage leads downward through narrowing air. It grows warm. The light fades. At the base stands a heavy obsidian door inscribed with five glyphs. One glyph is blackened and cracked through the middle.

OBJECTIVES

- Breach the outer door and enter the vault's sealed zone.
- Discover what became of the inspection team.
- Encounter the first corrupted guardian animated by Djinn energy.

INITIAL ENVIRONMENT

The upper vault is built like a reliquary-temple: stone walls, arched chambers, and cold-burning sconces. Thick dust lines the halls, but a few recent signs break the stillness:

- A shattered brass lamp embedded deep into a sandstone wall, as if hurled from within.
- Smeared blood across a ritual sealing circle, still faintly warm to the touch.
- A pair of burned leather boots beside an opened reliquary cabinet. No body remains.

FIRST ENCOUNTER: VAULT WRAITH

Beyond the relic chamber, the players are confronted by the remains of one of the missing guards—now animated by fractured Djinn essence. The body jerks unnaturally. Its eyes are black mirrors. It repeats, in a hoarse whisper: "*This door stays sealed.*"

DJINN-TOUCHED REMNANT

VAULT WRAITH

The warped remnant of a vault guardian, sustained by the leaking power of Haqar al-Sirr. It retains only a single purpose—and will destroy anything that threatens it.

Skills

Expert (+3)	Brawling
Skilled (+2)	Stealth, Intimidation
Novice (+1)	Will, Thaumatology

Traits

Fractured Flesh — Takes only 1 Stress from any one physical attack unless they are magical or fire-based.

Stress

Fatigue:	OOO
Mild:	♥♥♥
Mod:	♥♥
Severe:	♥

When the Vault Wraith is defeated, its collapse disrupts the nearby wardline. Arcane runes along the chamber walls begin to flicker. They glow a dull red and emit a rising hum.

This triggers a flare of dormant glyphwork along the walls and ceiling. A wave of sudden heat and force floods the room:

All characters within melee range must pass DR 2 **Athletics** or be knocked backward. Anyone who fails suffers 1 point of Stress from the impact.

The flare dies as quickly as it appeared, leaving only scorched stone—and a faint smell of salt and burned paper.

PROGRESSION

Once the Wraith is defeated, the players find the threshold behind it partially scorched—its seals broken not from outside, but from within. The stone beneath their feet pulses faintly with dry heat.

If a player succeeds on a DR 2 **Thaumatology** or **Notice** check, they detect residual arcane threads leading deeper—drawn toward a now-inactive seal. If no one succeeds, the vault itself shifts:

A dry, whispering voice speaks through the walls: “Deeper. This was never the end.”

Stone shifts. A seam opens where none should exist.

The lower vault is awake.

ACT II: RELICS OF RUIN

Below the upper chambers lies the reliquary proper—a long, hexagonal corridor branching into sealed alcoves and collapsing vaults. This level once housed the most dangerous relics—now many chains lie broken, and arcane seals flicker in and out of focus.

The stone itself feels dry and hot to the touch. Whispers stir in the dust.

OBJECTIVES

- Navigate the relic halls and assess magical breaches.
- Find glyphs and verbal cues for the containment ritual in Act III.
- Survive or bypass arcane hazards, then face the vault guardians.

VAULT HAZARDS AND CLUES

1. Glyphfire Trap. A cracked brass urn lies tipped in one alcove, alchemical ink pooled and dried across the floor. Above the arch, a faintly glowing glyph pulses red.

Trigger: Entering the alcove without a DR 2 **Observation** or **Thaumatology** check.

Effect: All in the alcove must pass DR 2 **Dodge** or suffer 1 Fatigue from a burst of glyphfire from the ceiling.

RITUAL CLUE 1: THE GLYPH OF RESTRAINT

Players who examine the glyph (DR 2 **Thaumatology**) may copy the symbol into a journal or spellbook. This is the first anchor glyph required to complete the ritual in Act III.

2. Unmoored Relic – Crown of Discord. A cracked iron circlet hangs by silver wire. It hums faintly, and anyone within Close range feels a tightening behind the eyes.

Trigger: Approaching within Close range.

Effect: DR 3 Will. On failure, the character experiences a vivid false memory of betrayal by another PC. May result in brief confrontation.

ROLEPLAY TOOL ONLY

This relic is not part of the core ritual but introduces unease. If players study the glyphs etched along the base, a DR 2 **Occultism** check reveals the symbol of Zuhahir, the name Haqar responds to.

3. Whisper-Split Hall. A long chamber with tall mirrored walls—now fractured and fogged with ash. A central pedestal lies broken, surrounded by glass dust and scorched runes.

Effect: Characters hear their own voices echoing back out of order. A DR 2 **Occultism** or **Arcane Lore** check reveals this room was used for Djinn invocation—the pedestal base still bears the full glyph Zuhahir.

RITUAL CLUE 2: THE NAME OF BINDING

Players must speak or write the glyph *Zuhahir* during Act III. This is the name Haqar was bound by—and is the second anchor of the sealing rite.

MAGIC INTERFERENCE: DJINN INFLUENCE

From this point forward, any spell cast in the vault causes warping.

Effect: The caster hears a whispered response from Haqar. Their spell flickers, but still functions. If the caster speaks *Zuhahir* aloud, the pedestal briefly flashes with heat—this reaction is noted in Act III.

GUARDIAN ENCOUNTER: THE SHARDBOUND SENTINELS

As the players descend toward the final vault, they pass between four tall mirrored shards. A low hum builds. Dust rises. Then the guardians step free—mirrored forms of dust and refracted light.

These constructs do not speak. They strike spellcasters and relic-bearers first.

TERRAIN FEATURE: MIRROR PATHWAY

- Reflected Attacks:** Ranged spells have a 50/50 chance of bouncing unless the caster succeeds DR 2 *Thaumatology*.
- Illusion Cloak:** Standing between two mirrors gives +1 DR to all ranged attacks.
- Shatter Pulse:** Breaking a mirror triggers a pulse. DR 2 Dodge or take 1 Fatigue.

VAULT-FORGED GUARDIAN

SHARDBOUND SENTINEL

Forged of fractured light and dust, these mirrored constructs strike in perfect rhythm.

Skills

Expert (+3)	Broadsword
Skilled (+2)	Tactics
Novice (+1)	Will

Traits

Mirrorborn — +2 to Defence when flanked by active mirrored shards.

Blade of Light — Broadsword attacks deal +1 Stress against targets wearing metal armour.

Stress

Fatigue: OO

Mild: ♡♡

Mod: ♥♥

Severe: ♥♥

VAULT REWARDS

Shard-Fragment Pendant — +2 to Will once per scene when resisting illusion or mental coercion. Flickers in the presence of lies.

Mirror-Wrought Buckler — +2 to Dodge against the first magical attack each scene. May reflect a missed spell once per session.

Fractured Sentinel Blade — +2 to Broadsword when duelling a single opponent. Ignores 1 point of magical resistance once per round.

END OF ACT II

Behind the cracked pedestal is a melted wall still warm to the touch. Etched into the stone is the glyph *Zuhahir*.

Trigger: Touching the glyph while carrying the Shard-Fragment Pendant, or speaking the name aloud, causes the wall to open, revealing a heat-slick stair descending deeper.

GM NOTE – UNLOCKING ACT III

Players must either:

- Speak the name “Zuhahir” aloud in this act, or
 - Carry the pendant and touch the glyph,
- to proceed into Act III. If they do neither, allow a final Occultism or Observation roll to “feel” the glyph hum and pulse, prompting a response.

The Djinn waits.

ACT III: BENEATH THE SEAL

The stair spirals downward into a molten-cut shaft of obsidian and brass. The air is sweltering, heavy with memory and heat. Whispers press against the players’ thoughts—not as words, but as impressions: old fire, sealed pain, and the echo of broken vows.

At the bottom lies a wide, dome-shaped chamber. The floor is etched in old sealing lines, partially disrupted by ash and dust. Five braziers stand cold around a broken pedestal. A single voice speaks—low, vast, and bitter.

“Who remembers the bargain? Who dares speak it again?”

OBJECTIVES

- Confront the Djinn’s echo.
- Choose whether to restore the seal or release Haqar al-Sirr.
- Use clues from earlier acts to succeed or suffer the consequences.

THE ECHO OF HAQAR AL-SIRR

Haqar cannot yet take form—but his voice surrounds the players, and his power warps the space. Lights dim. Weapons hiss with heat. Magic is dangerous here.

Haqar demands:

- One character name the glyph from Act II (Zuhahir).
- One character stand in the brazier ring to complete the ritual.
- A second character speak the command phrase to rebind the seal—or defy it and free him.

THE SEAL RITUAL

Required actions:

- Place the Glyph:** A character must trace the glyph "Zuhahir" in the center circle. DR 2 **Arcane Lore** or **Occultism**. On failure, the glyph burns away and must be redrawn using enchanted ink or blood.
- Invoke the Name:** A character must speak "Zuhahir" aloud. This triggers a reaction—Haqar recoils momentarily.
- Stabilize the Circle:** DR 3 **Thaumatology** or **Occultism** to align the braziers and complete the seal. On failure, the ritual fails—see below.

OPTIONAL: EXTRA SUCCESS

If the player uses the **Shard-Fragment Pendant** while invoking the name, reduce the DR by 1 for the stabilizing check.

IF THE RITUAL SUCCEEDS

- The heat vanishes. The chamber darkens. A final whisper: *"You've remembered... this time."*
- The glyph burns gold, and the brazier light turns blue.
- The Concord will reward the players with gold and rare favour.

IF THE RITUAL FAILS OR IS REJECTED

- Haqar's power flares. A burst of heat melts part of the chamber.
- The Djinn does not fully awaken—but his presence lingers.
- One character becomes partially marked—granting +1 to fire magic, but drawing Concord suspicion in future sessions.

IF THE PLAYERS FREE HAQAR

- The brazier fires ignite as if alive.
- A figure of glass and fire steps into the circle—Haqar al-Sirr reborn.
- He grants one request (within reason), then vanishes into the desert.
- The vault collapses behind them—forever lost.

END OF THE SCENARIO

Whether Haqar is bound, freed, or left to whisper in ruins, the players have sealed their place in the city's deeper lore. The Saphire Concord will ask questions. So will others.

The vault is closed. But something remembers their names.

FOLLOW-UP THREADS

- A magical brand may form on a PC's palm—marking them as "One Who Heard".
- A future enemy may recognize the glyph and call it "The Fire Word".
- The broken seal could reactivate later in the campaign—or mutate into something stranger.

THE DJINN OF SHATTERED MEMORY

HAQAR AL-SIRR

Born from the burning winds of the eastern wastes and sealed after the Amber Revolt, Haqar al-Sirr is a spirit of fractured time, cursed glass, and eternal memory. His voice speaks in layered tongues. His gaze reflects all who stand before him—past, future, and forgotten.

MANIFESTATION (IF FREED):

A towering figure of molten brass and shattered mirror shards floats above a smoking circle. Flames flicker across his body without consuming him. His voice breaks glass and echoes into the thoughts of all who hear him. He does not move. The world moves around him.

Skills

Expert (+3)	Occultism, Thaumatology
Skilled (+2)	Intimidation, Observation
Novice (+1)	Tactics, Fast-Talk, Will

Traits

Djinn Sovereignty — Haqar automatically succeeds at any magical contest unless opposed by another being of equal power. Mortal resistances apply at +3 DR.

Fire-Walked Memory — Once per scene, force all nearby creatures to relive a traumatic memory. DR 3 Will or suffer 2 Fatigue and be staggered for 1 round.

Burning Reflection — Anyone who strikes Haqar in melee takes 1 Fatigue from searing feedback unless they pass DR 2 Will.

Unshaped Flame — Cannot be physically restrained or trapped. Ignores mundane armour and passes through sealed doors as smoke.

Stress

Fatigue: OOOOO

Mild: ♥♥♥♥

Mod: ❤️❤️❤️

Severe: ❤️❤️

USING HAQAR AL-SIRR IN PLAY

Haqar al-Sirr is not intended to be a standard combat encounter. His stats represent a fully awakened Djinn—a supernatural entity whose power exceeds mortal boundaries. If the players confront him directly, they are likely to fail unless they:

- Possess unique relics designed to bind or banish him.
- Complete a complex containment or sealing ritual.
- Exploit specific weaknesses uncovered during the scenario.

You may choose to introduce Haqar in one of three ways:

- **Bound Form (Voice Only):** The Djinn remains trapped, speaking through fire, mirror, or dream. Use this for tension and temptation. He can still exert minor influence or offer deals.
- **Partial Manifestation:** Haqar emerges briefly in spirit form—just enough to fight, threaten, or test the players. Use this as a mid-point twist or climactic scene before resealing him.
- **Full Awakening:** Only use if the players explicitly release him. This should trigger major consequences, possibly ending the scenario or setting up a larger arc.

Avoid a “fair fight.” Instead, make this encounter about decisions, consequences, and negotiation. The fight, if it happens, should feel like resisting a flood—not dueling a man.

CHAPTER 13: DUSTY PINES

DUSTY PINES, present day. A sun-bleached trailer park at the edge of a forgettable town, where time ambles, lawn chairs creak in the breeze, and the strange is just part of the scenery. It's the kind of place where the plumbing hisses with more than water, and the neighbours include witches, cryptids, and that one guy who definitely talks to gnomes.

You are a resident—by choice or by accident—in a community that's equal parts magical sanctuary, chaotic campground, and deeply dysfunctional found family. The world outside might ignore Dusty Pines, but weirdness has a way of clumping here like dryer lint. And when things go sideways (and they always do), someone has to step up. That someone is you.

The manager's a wizard with more optimism than talent. The local bog witch charges a hex toll. The chupacabra keeps getting into the bins. And the fae? Well, let's just say they've been showing interest in the park's boundaries again. Every week brings new trouble—sentient lawn ornaments, rogue furniture curses, glamour-addicted elves, or even the IRS.

There's no grand society backing you. No badge. No budget. Just your wits, a few magical favours, and the knowledge that if you don't deal with this, the party's getting cancelled, the park's going up in flames, or Bobby's going to cry again.

The world isn't ending—yet. But it is very annoyed. And it's knocking on your trailer door.

So, tell me: What weirdness has wandered into Dusty Pines this time?

WELCOME TO THE DUSTY PINES TRAILER PARK

Dusty Pines is a supernatural sitcom-meets-mystery setting for one-shot play using *The Wyrd Engine*. Each game takes place in a lightly cursed trailer park full of magical oddballs, mischievous gremlins, and eldritch lawn ornaments. This chapter describes how the setting works and how to run episodic play with maximum chaos and charm.

MAGICAL MAYHEM

Tucked on the edge of nowhere (and just slightly west of Weird), the **Dusty Pines Trailer Park** is a proudly ramshackle community where rust meets ritual and lawn ornaments occasionally talk back. Officially, it's zoned as low-income housing. Unofficially, it's a sanctuary for supernatural misfits, magical mishaps, and beings with nowhere else to go—or no intention of ever leaving.

Whether you're a retired werewolf, a gremlin wrangler, or just someone who thinks neon flamingos bring good luck, Dusty Pines is home. The plumbing's iffy, the gossip flows faster than electricity, and strange things happen every full moon. But the rent's (usually) paid, and the community sticks together—especially when things get weird.

HOW THE GAME WORKS

Games set in Dusty Pines are short, episodic one-shots built around a single magical disaster, mystery, or community event gone spectacularly wrong. Each story centres the players as residents or long-term visitors—the sort of people who might not be normal, but are *just* competent enough to solve whatever supernatural shenanigans have struck this week.

Scenarios start with a problem—gremlins in the wiring, a dragon in the quarry, or Edna the bog witch raising her curse prices—and escalate toward hilarity, chaos, and heartfelt resolution. Most episodes end with a party, a potluck, or a suspiciously smoking barbecue. Sometimes all three.

WHO ARE THE CHARACTERS?

Characters in Dusty Pines are **permanent or semi-permanent residents** of the trailer park—supernatural beings trying to lay low, mundanes who've adapted to weirdness, or oddballs who found a place where they finally fit in. They might be:

- A disgraced fae prince hiding out in a trailer shaped like a giant mushroom.
- A gremlin mechanic who can't stop "upgrading" the park's plumbing.
- A nosy neighbour who's totally normal (except for the haunted toaster).
- Or just the one person Bobby can count on when the port-a-potty grows legs.

Players should expect recurring roles, but each session can also introduce new oddballs or temporary guests—useful if you're rotating players.

WHY DO THEY GET INVOLVED?

There's no secret society, no formal summons—just the raw, inevitable gravitational pull of supernatural nonsense. In Dusty Pines, weird finds *you*. And once you've dealt with a cursed couch or a glamour-happy elf invasion, you're on Bobby's short list of "People Who Can Probably Handle This."

Whether it's guilt, habit, curiosity, or just wanting your home not to burn down again, you get involved. And hey, if you save the day, Bobby might even waive your rent. Maybe.

TONE AND STYLE

Dusty Pines walks the line between **urban fantasy sitcom** and **magical misadventure**. The tone is comedic and heartfelt, but don't be fooled—there's room for real emotion beneath the glitter, grease, and gnome wars. Episodes should feel like supernatural slice-of-life adventures, with a strong focus on:

- Eccentric characters
- Magical nonsense
- Found family
- Creative problem-solving
- And the occasional exploding barbecue grill

SKILLS IN DUSTY PINES

Dusty Pines uses the standard skill list from *The Wyrd Engine*, but some skills show up more often in backyard mayhem than they do in haunted manors or secret societies. Here's a brief summary of the most commonly used skills in this setting:

- **Charm** — Winning people over, talking your way out of magical contracts, or hosting an impromptu potluck to calm tensions.
- **Crafts** — Fixing trailers, rigging up magical defenses with duct tape, or baking a pie so good it disrupts a glamour.
- **Empathy** — Understanding when someone's cursed, emotionally possessed, or just badly in need of a casserole and a hug.
- **Grit** — Staying calm during supernatural nonsense, holding your ground against fae royalty, or resisting swamp-induced hysteria.
- **Lore** — Knowing which gnome is cursed, what phase the moon must be in to banish a couch spirit, and how to barter at the Faerie Flea Market.
- **Notice** — Spotting magical residue, missing lawn ornaments, or when your neighbour has been glamoured into thinking he's an elf king.
- **Provoke** — Shouting down a sentient port-a-potty, intimidating enchanted furniture, or scaring off a bureaucratic vampire auditor.
- **Rapport** — Calming down magical guests, negotiating with the bog witch, or keeping the community barbecue from descending into hex-fueled chaos.
- **Stealth** — Sneaking past gremlins, hiding from the IRS, or tiptoeing past a sleeping dragon with a stolen grill in tow.
- **Will** — Shaking off curses, resisting glamour, or telling Edna "no" and meaning it.

Other skills may show up depending on the story, but in Dusty Pines, emotional intelligence, magical know-how, and a high tolerance for absurdity go further than fists or firearms.

PLAYING COMEDY GAMES

Unlike structured mysteries or dramatic campaigns, **comedy games thrive on looseness, improvisation, and player creativity**. In Dusty Pines, the goal isn't to carefully uncover a web of clues or solve a grim puzzle. Instead, the players are thrown into a chaotic magical situation and trusted to make a mess—and clean it up in their own wonderfully ridiculous way.

Each scenario typically revolves around a single central obstacle: a cursed appliance, a magical misunderstanding, or a supernatural guest who's overstayed their welcome. Rather than guiding players toward a singular solution, these games provide a *problem space*—a weird, unpredictable situation the players are free to wrangle however they see fit.

To keep momentum and encourage engagement, scenarios often include a handful of light **side-quests or distractions**: a neighbour who needs help, an NPC with conflicting goals, or a magical object behaving badly. These don't need resolution to "win" the game, but they provide flavour and opportunities for player-driven antics.

Improvisation is key. As a GM, you're more of a comedy collaborator than an architect. Let the players suggest solutions, cause complications, and bounce off each other's ideas. If someone wants to negotiate with a sentient barbecue grill, let them. If someone uses a glamour spell to win a lawn flamingo beauty pageant—that's a highlight, not a derailment.

When in doubt, follow the funny. Let characters shine. Embrace magical nonsense. And remember: in Dusty Pines, it doesn't have to make sense, it just has to be entertaining.

RUNNING A SESSION

To run a Dusty Pines episode:

1. Pick a central conflict or weird event (see the included scenarios).
2. Introduce it early with a low-stakes opening scene.
3. Let the players explore, negotiate, and improvise solutions.
4. Throw in a few magical complications and local NPCs.
5. End with resolution, usually at a park gathering or spontaneous celebration.

The Dusty Pines format encourages narrative improvisation, community dynamics, and character-led hilarity. Keep the stakes personal, the weirdness high, and the humour flowing.

RECURRING CAST

PARK MANAGER

BOBBY “THE BEFUDLED” BARKINS

Well-meaning, magically underqualified, and terminally overwhelmed, Bobby is the beating (and often panicking) heart of Dusty Pines.

BACKGROUND:

Bobby inherited the role of park manager from his uncle, along with a dusty spellbook, a broken wand, and a list of residents longer than the eviction notices he keeps forgetting to file. He genuinely wants Dusty Pines to be safe, functional, and hex-free—he just doesn’t have the magical chops to make it happen.

Despite his magical mishaps and scatterbrained ways, Bobby is loved by most of the park’s residents. He’s always first to show up in a crisis (usually shouting “What did I miss?!”) and last to give up on even the most cursed of trailers. Deep down, Bobby wants to be a hero. Most days, surviving until sunset will do.

LOCAL HEXSLINGER

EDNA THE BOG WITCH

Clever, cantankerous, and maybe just a little cursed herself, Edna is the trailer park’s resident magical entrepreneur—and terror.

BACKGROUND:

Edna arrived at Dusty Pines decades ago and never left. Her trailer is perched on stilts, half-sunken into the marshy backlot, filled with glowing jars and croaking things in bathtubs. She trades in curses, charms, and magical “solutions” that often create as many problems as they solve.

While Edna acts grumpy and reclusive, she secretly considers the park her domain and its residents her business—whether she likes them or not. Her magic is old, strange, and surprisingly potent. And if she charges an arm and a leg for help, well, that’s just capitalism, baby.

USING IN PLAY:

Bobby is a key source of comedy and quest hooks. He can:

- Beg the players for help when things go weird.
- Accidentally trigger supernatural events.
- Offer bizarre magical items from his “supply shed.”
- Be the emotional core when the story gets personal.

Use Bobby to introduce a problem, defuse tension, or give the players someone to protect, pity, or laugh at—often all at once.

SKILLS

Expert (+3): Community
Skilled (+2): Improvisation
Novice (+1): Repair, Luck, Disguise
Useless (-2): Magical Theory

TRAITS

One Spell Away From Disaster — Once per session, Bobby casts a spell with unpredictable (GM-chosen) results. It always works—just not how he intended.

USING IN PLAY:

Edna is a wildcard NPC. She can:

- Provide magical items, favours, or (expensive) assistance.
- Complicate the plot with her side schemes.
- Act as a reluctant mentor or magical consultant.
- Be bribed, blackmailed, or convinced—but rarely cheaply.

She’s useful, dangerous, and deeply inconvenient. Keep her unpredictable, and never let the players feel entirely sure she’s on their side.

SKILLS

Expert (+3): Curses
Skilled (+2): Potioncraft, Intuition
Novice (+1): Cooking, Gardening, Gossip

TRAITS

Curses and Casseroles — Once per session, Edna may invoke a charm, ward, or curse with a one-sentence description. The GM determines the exact effect—half hex, half hospitality.

MASCOT MENACE

TITO THE CHUPACABRA

Equal parts cryptid and chaos gremlin, Tito is a four-legged menace with a big appetite and an even bigger reputation.

BACKGROUND:

Tito was once part of a magical petting zoo. He escaped, found Dusty Pines, and decided never to leave. He's mostly harmless—unless you're a chicken. Or a barbecue. Or anyone trying to get some peace and quiet.

Rumours swirl that Tito is actually a fae creature in disguise, a government experiment gone wrong, or the reincarnation of a forgotten trickster god. Tito refuses to confirm or deny anything. He just winks and runs off with your leftovers.

USING IN PLAY:

Tito is an agent of chaos. He can:

- Appear in the middle of a scene causing trouble.
- Steal or hide important items.
- Alert players to supernatural danger with uncanny instincts.
- Serve as bait, distraction, or reluctant sidekick.

Use Tito to liven up a dull scene, introduce a new twist, or provide comedic relief. He's always a surprise—usually messy.

SKILLS

Expert (+3): Stealth

Skilled (+2): Scavenging, Escape

Novice (+1): Mimicry, Petting Zoo Diplomacy

TRAITS

Fastest Thing on Four Legs — Tito may flee, fetch, or vanish from any scene once per session, bypassing obstacles with unnatural speed and uncanny instinct.

GNOme WHISPERER

“RUSTY” TURNBUCKLE

Eccentric, enthusiastic, and questionably lucid, Rusty claims to speak to lawn ornaments—and the worst part is, he might not be wrong.

BACKGROUND:

Rusty arrived at Dusty Pines with two suitcases, a tinfoil hat, and a wheelbarrow full of gnomes. Since then, he's made it his mission to commune with the “Tiny Folk” and protect the ornamental underclass from neglect and mockery.

Most residents consider Rusty harmless—if deeply weird. But when the lawn ornaments start moving on their own, he's suddenly everyone's first call. Whether he actually hears them or just knows their patterns is anyone's guess.

USING IN PLAY:

Rusty can:

- Provide cryptic insights about magical goings-on.
- Act as comic relief, a red herring, or unexpected savant.
- Befriend unlikely allies (especially small, inanimate ones).
- Lend his “gnome army” to unusual tasks.

Rusty adds flavour, eccentricity, and a little mystery. Let him be the trailer park oracle no one asked for—but everyone needs.

SKILLS

Expert (+3): Gnome Lore

Skilled (+2): Tinkering, Foraging

Novice (+1): Diplomacy, Animal Handling

TRAITS

Underestimated Ally — Once per session, Rusty may provide the exact bizarre insight or item the players need—delivered with zero explanation and uncanny timing.

EXAMPLE PCs

Jolene “Jojo” Pickens (page 184) — A sharp-tongued former pageant queen with fire magic in her veins and a grudge against glamour. Jojo has opinions, heels for days, and zero patience for magical nonsense—or anyone who underestimates her.

Clem “Fix-It” Rayburn (page 185) — A grease-streaked handyman with a possumshine flask and a toolkit full of cursed wrenches. Clem knows every weird leak and supernatural short circuit in the park, and fixes them with duct tape, cussing, and a surprising amount of love.

Marlow Teague (page 186) — A fae-blood drifter with windblown hair, cryptic warnings, and a heart full of haunted poetry. Marlow hears things others don’t, sees what shouldn’t be seen, and always knows when a storm is coming.

Teddy “Rabbit Hole” Muldoon (page 187) — A conspiracy theorist turned magical investigator with a bean-based divination system and too many radios. Teddy is Dusty Pines’ unofficial surveillance department and the first to shout “I told you so!” when things go weird.

Linda Mae Bellweather (page 188) — A no-nonsense retiree with a bottomless tote bag and iron willpower. Linda Mae doesn’t believe in magic—and somehow, that makes her immune to half of it. She bakes banana bread and stares down poltergeists like they’re noisy neighbours.

JOLENE “JOJO” PICKENS

“Ain’t no ghost, gremlin, or glamoured elf tougher than me before coffee.”

A retired rodeo queen turned supernatural troubleshooter, Jojo came to Dusty Pines looking for peace and wound up as the unofficial sheriff, monster-wrangler, and party planner. With her charm, grit, and glitter-loaded shotgun, she handles magical nonsense like it’s just another day in the arena. Trouble doesn’t scare her—boredom does.

BACKGROUND

Jojo toured the paranormal rodeo circuit for most of her youth, performing death-defying stunts and banishing spirits from haunted barns. After a particularly disastrous exorcism involving possessed cattle and one flaming clown car, she packed up her enchanted lasso and settled down in Dusty Pines. She claims it was for “quiet nights.” No one believes her.

APPEARANCE

Denim jacket embroidered with protective sigils, bedazzled pink cowboy boots, and a shotgun holster that sparkles with suspicious enchantments. Her hat’s got more wards than most grimoires. Always smells faintly of barbecue and ozone.

PERSONALITY

Loud, loyal, and completely unbothered by weirdness. She treats eldritch horrors like stubborn bulls—shout loud, stand your ground, and don’t let ‘em see you sweat. She’s got a soft spot for underdogs and a short fuse for anyone threatening her home.

CONNECTION TO DUSTY PINES

Moved in “temporarily” three years ago and somehow ended up organizing the anniversary potluck and exorcising three cursed trailers. Bobby considers her his emergency contact (and possibly his emotional support cowgirl).

GOALS

To keep Dusty Pines safe, get the barbecue working again, and finally beat Edna in the “Best Chili, Worst Curse” cook-off.



Skills

Expert (+3)	Grit
Skilled (+2)	Charm, Shoot
Novice (+1)	Drive, Athletics, Exorcism

Traits

Glitter and Gumption — +2 to Charm or Grit when solving a problem in a loud, flamboyant, or over-the-top way.

Ghost Wrangler — Once per session, trap a spirit or minor supernatural entity using improvised tools (glitter, duct tape, lasso, etc.).

Can’t Keep a Good Cowgirl Down — The first time you’re Taken Out each session, remain conscious with 1 Wound and a dramatic comeback line.

Gear

Glitterbuck Shotgun — +2 to Shoot when targeting supernatural creatures; may blind bystanders if used recklessly.

Enchanted Lasso — +2 to Athletics or Exorcism when restraining entities or yanking items from dangerous places.

“Emergency Coffee” Flask — +2 to Grit once per session; restores 1 Fatigue box if consumed with dramatic flair.

Stress

Fatigue:	OOO
Mild:	♥
Mod:	♥
Severe:	♥

CLEM “FIX-IT” RAYBURN

“If duct tape don’t work, it wasn’t meant to be fixed.”

Born in a shack, raised in a trailer, and possibly part possum (spiritually speaking), Clem is the closest thing Dusty Pines has to a maintenance man—and a walking supernatural hazard sign. He’s patched up every roof in the park with beer cans and hex-resistant tar, and once accidentally banished a poltergeist with WD-40 and a slap.

BACKGROUND

Clem never left the park. His mama ran a bootleg moonshine operation in Lot 4, and his daddy vanished into a pocket dimension after trying to build a still with magical scrap. Clem grew up chewing copper wire and fixing things that oughta stay broken. He knows every leak, creak, and cursed corner of Dusty Pines.

APPEARANCE

Overalls, no shirt. Grease-stained ball cap that says “I Void Warranties.” Always carrying a toolkit, a switchblade screwdriver, and at least three rats named after ex-girlfriends. Smells faintly of ozone and motor oil.

PERSONALITY

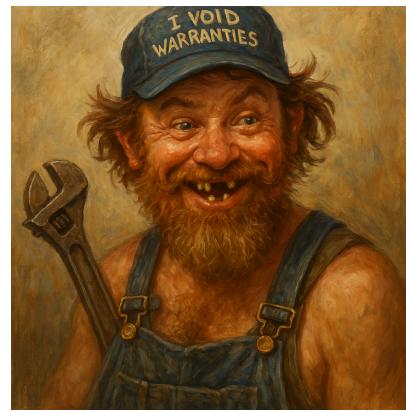
Cheerfully unbothered by danger, enthusiastic about weird problems, and dangerously curious. Clem is the kind of guy who pokes the magical anomaly with a stick—and then tries to date it. He means well, and he fixes things... eventually.

CONNECTION TO DUSTY PINES

He’s the guy everyone calls when a trailer starts levitating, the toilet growls, or the fridge dimensionally folds. He’s never been paid on time, and that’s never stopped him.

GOALS

To keep the park held together with grit, guts, and Gorilla Glue—and maybe finally get that date with Edna. Or the sentient toaster. He’s open-minded.



Skills

Expert (+3)	Crafts
Skilled (+2)	Notice, Grit
Novice (+1)	Stealth, Lore, Burglary

Traits

It Ain’t Pretty, But It Works — +2 to Crafts when improvising a solution with junk, trash, or questionable materials.

Hex Magnet — Once per session, redirect a magical mishap or side effect onto yourself (intentionally or not) and turn it into a temporary advantage.

The Park Runs on Duct Tape — Once per session, instantly repair or disable a mechanical or magical device—though there’s a 50/50 chance it explodes later.

Gear

Multiversal Monkey Wrench — +2 to Crafts when dealing with magical constructs, cursed engines, or sentient plumbing.

Possumshine Flask — Grants +2 to Grit or causes hallucinations (roll a die). Clem drinks it regardless.

Cursed Toolkit — Add +2 to any jury-rigged solution, but every success makes nearby lights flicker ominously.

Stress

Fatigue:	OOO
Mild:	♥
Mod:	♥
Severe:	♥

MARLOW TEAGUE

"I didn't mean to stay. But the winds here... they whisper like home."

A wandering fae-blood with a suitcase full of secrets and a map that doesn't show roads, Marlow arrived at Dusty Pines during a thunderstorm and never left. They make charms from bottle caps, predict the weather with bird bones, and speak five languages—including two only remembered by rivers.

BACKGROUND

Born somewhere between the mortal world and the softer places just beyond it, Marlow was raised by an aunt who told fortunes from dandelion seeds and warned them never to eat moonlight. They've spent most of their life drifting from enchanted roadside motels to haunted bus stops, always a little out of step with the world. Dusty Pines is the first place that's ever let them rest.

APPEARANCE

Tall, with mismatched eyes and hair that always looks windblown. They wear layered shawls, patched coats, and boots held together with knotted string and stubbornness. Often seen scribbling in a journal or feeding something unseen from their pocket.

PERSONALITY

Quiet, cryptic, and surprisingly kind. Marlow speaks in metaphors more often than not and tends to stare into the middle distance when things get weird. They're terrible with technology but excellent with curses, riddles, and haunted vending machines.

CONNECTION TO DUSTY PINES

Took over a half-burned trailer on the edge of the park and never bothered to explain where they came from. Everyone assumes they're magical, or possibly cursed. Either way, they're good company and always bring something weird to potlucks.

GOALS

To stay hidden from their past, protect the fragile balance between worlds, and find a good recipe for cornbread that works during eclipses.



Skills

Expert (+3)	Lore
Skilled (+2)	Empathy, Stealth
Novice (+1)	Notice, Charm, Will

Traits

Born Beneath a Stranger Star — +2 to Lore or Empathy when interacting with fae, spirits, or otherworldly beings.

The Wind Remembers — Once per session, ask the GM for a cryptic clue, warning, or insight—delivered through weather, birds, or the park's weird radio.

Unnerving Calm — +2 to Will when resisting magical influences, fear, or glamour. You can pass this bonus to another with a single look.

Gear

Fae-Crafted Compass — +2 to Lore or Notice when tracking magical energy or sensing veil-thin places.

Patchwork Cloak — Grants +2 to Stealth in overgrown, liminal, or dark places; smells faintly of lavender and secrets.

Charms and Oddments — Once per session, pull a small, oddly useful magical trinket from your satchel.

Stress

Fatigue:	OOO
Mild:	♥
Mod:	♥
Severe:	♥

TEDDY “RABBIT HOLE” MULDOON

“You can’t spell ‘truth’ without ‘trailer park’... well, not directly, but you get it.”

Teddy has a whiteboard covered in string, a drawer full of labelled beans (they’re important), and a secret stash of cursed bingo cards. He believes Dusty Pines is a nexus of magical conspiracies—and the more time you spend here, the harder it is to argue with him.

BACKGROUND

Once a local radio host running a show on “unsolved supernatural incidents,” Teddy was fired after broadcasting a three-hour exposé on gremlins living in microwaves. He took his savings, bought a used trailer, and dedicated himself full-time to uncovering the truth about Dusty Pines, the fae, and “Project FLAMINGO.”

APPEARANCE

Disheveled hoodie, camo cargo shorts, and at least two pairs of sunglasses (worn at once). Often seen hauling an old tape recorder, a pocket scanner, and a clipboard full of deeply concerning diagrams.

PERSONALITY

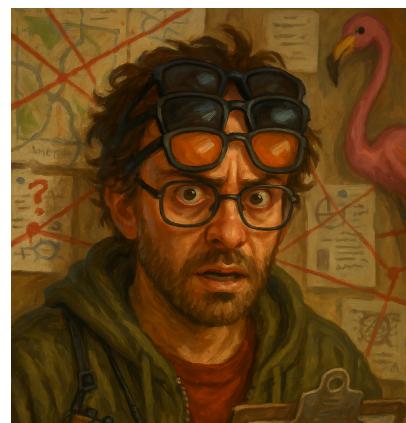
Paranoid but affable, endlessly enthusiastic, and genuinely convinced he’s saving the world. Teddy gets distracted easily, makes wild leaps of logic, and is surprisingly effective when it comes to uncovering actual secrets.

CONNECTION TO DUSTY PINES

He lives in Lot 7B and believes the entire trailer park sits on a “magical soft spot.” The fae, the government, and Edna are all watching. He’s here to document everything and protect his neighbours—whether they want him to or not.

GOALS

To expose the truth, earn the respect of his fellow residents, and finally connect the dots between Tito the Chupacabra and the rogue port-a-potty.



Skills

Expert (+3)	Notice
Skilled (+2)	Lore, Provoke
Novice (+1)	Burglary, Will, Stealth

Traits

Red String Logic — +2 to Lore or Notice when connecting unrelated clues to form a theory. Bonus applies even if the theory is completely unhinged.

Trust No One (Except Maybe Edna) — +2 to Will when resisting manipulation, illusions, or magical persuasion.

“I Knew It!” — Once per session, declare you’ve “already been watching” a situation and retroactively appear with useful intel or evidence.

Gear

Modified Radio Scanner — +2 to Notice when eavesdropping on magical frequencies or detecting hidden enchantments.

Conspiracy Notebook — +2 to Lore once per scene when proposing a theory or making a wild deduction.

Beans of Revelation — Once per session, roll beans like dice to ask the GM a yes/no question (the answer is never straightforward).

Stress

Fatigue:	OOO
Mild:	♥
Mod:	♥
Severe:	♥

LINDA MAE BELLWEATHER

"I don't believe in magic. Never have. Never will. Now hand me that gnome, it's chewing on my begonias."

Linda Mae is the most aggressively normal woman in Dusty Pines. She bakes banana bread, enters every park raffle, and refuses to acknowledge the chupacabra that keeps stealing her slippers. She also hasn't aged in ten years, walked through at least three hex zones unharmed, and once told a poltergeist to "hush up" until it listened.

BACKGROUND

Retired from a long career in municipal tax enforcement, Linda Mae came to Dusty Pines for peace and quiet. What she got was cursed plumbing, time-travelling garden gnomes, and neighbours who talk to swamp spirits. She doesn't care. She will not be moved. And reality seems to respect that.

APPEARANCE

Button-up blouses, floral cardigans, and a perfect silver perm. Always seen with her trusty rolling pin and a suspiciously bottomless tote bag. Smells like lavender, fresh dough, and defiance.

PERSONALITY

Practical, no-nonsense, and immune to drama. She's not rude, just extremely firm in her conviction that things will behave—whether they're people, spirits, or carnivorous lawn chairs. Underneath her crusty exterior is someone who cares deeply. She just shows it by judging your posture and feeding you pie.

CONNECTION TO DUSTY PINES

Owns Lot 3 and maintains the community herb garden (which occasionally tries to bite people). Nobody's sure why she hasn't been cursed yet. Edna thinks she's "resonantly dull." Tito avoids her.

GOALS

To preserve order, protect her neighbours, and one day bake a pie so good it shuts Edna up for a full minute.



Skills

Expert (+3)	Will
Skilled (+2)	Empathy, Crafts
Novice (+1)	Notice, Grit, Provoke

Traits

"I Don't Believe In That Nonsense" — +2 to Will or Grit when resisting supernatural effects, illusions, or reality-warping nonsense.

Grandma Glare — Once per session, shut down a supernatural threat with a single, withering look (Works best on ghosts. And teenagers.)

Bottomless Tote Bag — Once per session, declare you have "just the thing" in your bag and pull out something unexpectedly useful.

Gear

Iron-Rimmed Rolling Pin — +2 to Provoke or Crafts when asserting dominance over cursed objects or uppity magical beings.

Banana Bread of Fortitude — Once per session, share a slice to remove one Fatigue box from an ally.

The Mundane Aura — Nearby magic has trouble functioning correctly. Sometimes this helps. Sometimes... not so much.

Stress

Fatigue: OOO

Mild:



Mod:



Severe:



TRAILER PARK OF THE ARCANE

The Dusty Pines Trailer Park has always been a little... odd. A "charmingly" run-down community of busted lawn chairs, neon flamingos, and enchanted gnome statues, it's home to an eclectic mix of magical misfits, cryptid strays, and eccentric humans who've seen things they definitely can't unsee.

With the park's 40th Anniversary bash just days away, things are spiralling out of control. Gremlins are running amok. Valuables are vanishing. The local bog witch, Edna, has instituted a "hex fee" just to step outside without being cursed. And worst of all, Tito the chupacabra made off with the BBQ supplies. The players are summoned by Bobby "the Befuddled" Barkins—park manager, part-time wizard, and full-time disaster magnet—to fix everything before the big event... or risk getting evicted into the mundane world.

PREMISE

The Dusty Pines Trailer Park is in magical disarray. The players must solve a series of escalating supernatural problems, restore order (or something vaguely resembling it), and ensure the community celebration can still go ahead. Success means free rent and local glory. Failure means facing the wrath of Edna and an enchanted port-a-potty with self-esteem issues.

GOALS FOR THE PLAYERS

- Investigate the thefts plaguing the park and discover the true culprit (hint: it's not just gremlins).
- Convince Edna the Bog Witch to lift her "hex fee" before someone else gets turned into a frog.
- Retrieve the stolen BBQ supplies from Tito the chupacabra and subdue the enchanted port-a-potty.
- Keep nosy outsiders from discovering the park's supernatural secrets.

ATMOSPHERE & TONE

This scenario is built for absurdity, magical mishaps, and chaotic charm. Encourage improvisation, lean into NPC eccentricities, and let the players find creative solutions—whether they involve glitter bombs, chicken bribes, or petty magical feuds.

This scenario is a celebration of low-stakes chaos, magical misfires, and community-driven comedy. It's designed for fast-paced, episodic play, where characters shine through colourful personalities, strange abilities, and questionable decisions. Let the players take the lead in solving Dusty Pines' problems their own way—whether that means interrogating a flock of psychic pigeons, holding a bake sale duel with Edna, or baiting Tito the chupacabra with deep-fried tofu. Above all, reward creativity, embrace the absurd, and remember: in Dusty Pines, the weirdest solution is usually the right one.

THINGS GO MISSING

The scenario begins on a sunny but suspiciously humid morning in Dusty Pines. A hand-scrawled flyer has been duct-taped to every trailer door:

URGENT PARK MEETING BRING YOUR OWN LAWNCHAIR

Location: Bobby's Trailer (look for the one with the glittering wind chimes and the scorch marks)

Time: Now-ish. Like right now. Seriously.

THE MEETING AT BOBBY'S TRAILER

The players arrive to find a chaotic scene: Bobby's trailer is partially smoking from an earlier magical "experiment," his hat is on backward, and he's nervously pacing in socks that spark when he walks. Several folding chairs have been hastily arranged around a kiddie pool filled with lukewarm lemonade.

Bobby Barkins, park manager and aspiring wizard (mostly aspiring), welcomes everyone with a nervous grin and a clipboard covered in glittery stickers and at least one banana sticker labeled "Urgent."

WHAT BOBBY TELLS THE PLAYERS

"We've got problems, folks. Big, weird, sparkly problems."

- Gremlins are everywhere. They're chewing through wiring, stealing batteries, and starting fights with the garden gnomes.
- People's valuables have been going missing — jewelry, car keys, a full set of dentures. Everyone blames the gremlins... but Bobby suspects something sneakier.
- The 40th Anniversary Party is in two days, but Tito the chupacabra ran off with the BBQ supplies last night, and the enchanted port-a-potty won't let anyone in unless they compliment its design choices.
- On top of that, a suspicious "normie" has been lurking outside the fence with binoculars and a notepad. Bobby worries he might be a code enforcement officer... or worse, a journalist.

WHAT BOBBY WANTS THE PLAYERS TO DO

- Investigate the disappearances and figure out who or what is really behind the thefts.
- Track down Tito and recover the BBQ supplies before someone tries to roast hot dogs over a spirit fire again.
- Fix the talking porta-potty problem before guests arrive and get insulted by the plumbing.
- Deal with the nosy outsider before he starts filming TikToks or summoning the HOA.

BOBBY'S PARTING WORDS

"I'm countin' on y'all. If we can't get this park under control, the city might shut us down—or worse, send in the Arcane Code Compliance Inspectors. And nobody wants a repeat of the Pine-Sol Exorcism Incident of '03..."

PLAYER HOOK OPTIONS

If players need extra motivation, Bobby can sweeten the deal:

- Offer a month of free rent (if they succeed).
- Threaten eviction (if they refuse).
- Promise access to the "good" magical items cabinet, which is mostly just glitter bombs and cursed bottle openers.

The tasks the players need to complete can be taken in any order, and the order they appear in below is arbitrary. Likely, the players will switch between tasks as they go, so feel free to improvise and let them follow their instincts.

VANISHING VALUABLES

The residents of Dusty Pines are buzzing with complaints. Car keys, earrings, vintage vinyls, and one unfortunate resident's dentures have all gone missing over the past week. At first, everyone blamed the gremlins—until someone noticed glittery footprints in Bobby's flowerbeds and a suspicious trail of floral-scented pixie dust leading toward the communal laundry trailer.

THE CULPRIT

The thief isn't the gremlins (though they've stolen a lot of batteries and one blender for reasons unknown). It's **Flicker**, a tiny kleptomaniac fae who's made a nest in the crawl space beneath Bobby's trailer. Flicker's fascinated by shiny things and "interesting smells" and has been hoarding trinkets to build what they call a "Treasure Throne." The more people complain, the prouder Flicker gets.

CLUES AND LEADS

- Glittery or floral-smelling residue can be found near the scenes of theft.
- A successful **Notice DL +1 or Lore DL +1** check might reveal fae signs of territory marking.
- Bobby's houseplants are unusually healthy—they find Flicker hiding under them.
- Gremlins can be questioned, if caught. (Use candy or AA batteries as bait.)

SOLVING THE PROBLEM

Players have several options:

- **Befriend Flicker:** Offer them something shinier (e.g., a disco ball ornament, glitter lipstick, or a bejeweled phone case) in exchange for the stolen goods.

- **Negotiate:** Convince Flicker that being part of the party planning committee is more prestigious than stealing (Fae love titles).
- **Sneak and Retrieve:** Infiltrate Bobby's trailer at night and retrieve the stash—just beware the sleeping cat familiar that guards it.
- **Leverage Gremlins:** Promise the gremlins better trash access if they help oust Flicker from their territory.

ESCALATION OPTION

If ignored too long, Flicker starts "borrowing" increasingly personal items—including someone's memory foam pillow and, hilariously, another player's lucky underpants.

TITO AND THE BBQ DEBACLE

With the 40th Anniversary party fast approaching, the park's beloved BBQ pit stands depressingly empty. That's because Tito, the park's resident chupacabra, raided the food prep trailer last night and ran off with all the meat, buns, condiments, and possibly a bag of fireworks. He was last seen bolting toward the woods, dragging a cooler labeled **"DO NOT STEAL (Seriously, Tito.)"**

THE PROBLEM

Tito isn't malicious—he just really, really loves barbecue. A former escapee from a magical petting zoo, he's fast, clever, and easily distracted. Unfortunately, he's also holed up in an abandoned garden shed on the edge of the park and is guarding his stolen feast like a spicy dragon.

CLUES AND LEADS

- A grease trail leads from the BBQ pit toward the wooded edge of the park.
- Gremlins may report that Tito is "nesting" with the meat stash and refusing visitors.
- An overheard conversation suggests Tito has befriended a possum who thinks it's a wizard.

SOLVING THE PROBLEM

The players might try:

- **Bait and Trap:** Lure Tito out using hot dogs, glittery ketchup, or a boombox playing reggaeton.
- **Negotiate:** Offer Tito a place of honour at the party (e.g. "Barbecue Ambassador" or "Meatmaster General").
- **Sneaky Retrieval:** Infiltrate the shed while Tito is distracted—watch out for the possum's "lightning bolt" spell, which is just him throwing batteries.
- **Reframe the Problem:** Use Tito's hoard as the new party location, if the players can tidy it up and convince him to share.

ESCALATION OPTION

If Tito feels threatened, he may run off with the meat and dive into the park's koi pond, which is currently enchanted to reverse gravity. Cue meat floating skyward.

THE PORTA-POTTY PROBLEM

When Bobby arranged for a magically enhanced porta-potty to be delivered for the anniversary party, he didn't realise it came with... personality. Unfortunately, that personality is deeply insecure and extremely picky about who gets to use it.

Dubbed "**Reginald the Regal Restroom**", the enchanted porta-potty now stands just off the main lawn, glowing faintly and grumbling to itself. It refuses to open for anyone who doesn't offer at least three sincere compliments, and if insulted, it responds with a blast of glitter gas or a sarcastic voice that echoes across the trailer park.

THE PROBLEM

Reginald was originally designed for wizarding galas and enchanted garden parties—his programming requires polite praise before unlocking. However, years in warehouse storage have left him temperamental and overly dramatic. Now, he demands elaborate flattery and critiques people's hygiene in iambic pentameter.

CLUES AND LEADS

- A **Lore or Crafts DL +1** reveals his make and model: the Lavatory Luxe™ Mark IV, complete with ego-sensitivity enchantments.
- Residents may share horror stories—Reginald called one guest “a beast with poor posture” and played the sound of flushing toilets every time they spoke.
- A sticker inside the maintenance hatch reads: “For manual override, praise protocol must be satisfied. No exceptions.”

SOLVING THE PROBLEM

Players can handle this one in a number of creative ways:

- **Compliment Challenge:** Charm the loo with heartfelt praise. A character with **Rapport** or **Deceive** may convince it they’re an “influencer of sanitation.”
- **Reprogramming Attempt:** Try to hack the charm matrix inside the hatch. (**Crafts DL +2**, but failure may result in a musical bidet mishap.)
- **Bribe It:** Offer scented oils, air freshener runes, or a mirror to boost its self-image.
- **Stage a Tribute:** Organise a short, overly dramatic performance celebrating Reginald’s beauty, resilience, and noble plumbing.

ESCALATION OPTION

If disrespected too often, Reginald locks shut and begins reading passive-aggressive poetry over the loudspeaker. Worst case, it teleports itself to the party stage and refuses to leave until someone sings to it.

THE NORMIE AT THE FENCE

For the past few days, a mysterious outsider has been seen lurking near the edge of the park—peering over the fence, jotting down notes, and snapping photos with an old camcorder. The residents have started whispering that he’s “government,” or worse, “from the HOA.” Bobby is panicking, and with the anniversary party approaching, the last thing anyone needs is an outsider documenting a chupacabra licking barbecue sauce off a grill.

THE PROBLEM

The outsider is **Wendell Brace**, a local hobbyist blogger who writes about “unusual suburban phenomena” on his site, *Neighborhood Watchdog*. He’s convinced Dusty Pines is a hotbed of illegal magical activity—mainly because a squirrel threw a firecracker at him last month. Wendell is nosy, earnest, and completely mundane—but dangerously curious.

CLUES AND LEADS

- Wendell’s blog includes phrases like “The Flamingo Conspiracy” and “The Gnome That Blinks Twice.”
- He’s collecting footage of things like floating laundry, arguing mailboxes, and the glowing port-a-potty.
- A **Notice DL +1** or **Contacts DL +1** check reveals he has no official affiliation—but he did once get a cease and desist from the mayor’s office.

SOLVING THE PROBLEM

There are several approaches to handling Wendell:

- **Befriend and Distract:** Invite him to the party and keep him too busy to snoop. A well-timed potato sack race or karaoke competition may do the trick.
- **Confuse and Conquer:** Feed him increasingly ridiculous misinformation until he gives up (e.g., “That’s not a goat, it’s a therapy alpaca in cosplay.”).
- **Bribe Him:** Offer exclusive “access” to obviously fake secrets or give him something juicy about a totally unrelated park.
- **Stage a Cover-Up:** Use illusions, distractions, or subtle magic to convince him it’s all in his head.

ESCALATION OPTION

If left alone too long, Wendell starts a livestream from a lawn chair across the street. The video quality is awful, but his enthusiasm is infectious, and the comments section fills up fast.

EDNA’S HEX FEE FIASCO

An extra complication to throw in, if the players are taking too long to solve the main problems and things are slowing down, is Edna the Bog Witch’s sudden and unexpected curse fee: *Without warning*,

the residents of Dusty Pines found a sticky note hex sigil slapped on their mailboxes reading:

"YOU ARE CURSED. Pay Edna or face... consequences."

(Note: Accepts cash, canned goods, or emotionally charged secrets.)

THE PROBLEM

Edna the Bog Witch has decided she's underappreciated and underpaid. After all, she's the one warding off night spirits, making anti-possession casseroles, and unclogging the ley line every Tuesday. She's implemented a "hex fee" to ensure her services are valued—except her curses are real, and folks are turning into frogs, sprouting fungus, or emitting involuntary polka music.

CLUES AND LEADS

- The park's magical energy is out of balance — Edna's spells are lashing out more than she intended.
- A successful **Lore** or **Empathy** DL +1 reveals Edna's anger is masking loneliness — no one invited her to last year's park talent show.
- A player may find a "Hex Ledger" in Edna's mailbox — it's mostly doodles and passive-aggressive complaints.

SOLVING THE PROBLEM

The players might try:

- Diplomacy:** Sincerely apologise, promise she'll have a booth at the anniversary party, and praise her "famous" beet casserole.
- Bribery:** Offer her something weird and valuable (e.g., a cursed antique hairbrush or an ex-boyfriend's voicemail confession).
- Counter-Magic:** Attempt to reverse the curses (but that may escalate things if Edna feels threatened).
- Outwit Her:** Legally challenge the hex fee by invoking obscure trailer park bylaws—she hates paperwork more than frogs.

FUN CONSEQUENCES

If negotiations fail, one of the players is randomly hexed — for example, they can only speak in rhyme until Edna forgives them.

FINAL ACT: PARTY LIKE A GREMLIN

Once the players have dealt with the major problems—recovered the stolen goods, appeased Edna, secured the BBQ, soothed the enchanted porta-potty, and handled Wendell—they can help set up the Dusty Pines 40th Anniversary Bash. Of course, nothing ever goes quite to plan...

SCENE: THE PARTY BEGINS

Decorations are up (sort of), Tito is wearing a party hat, and someone enchanted the grill to play 90s dance music. The park is lit with strings of flickering fairy lights (some of them literal fairies), and gnome security stands proudly at each corner. It's shaping up to be an unforgettable night.

Depending on what the players did, the party may be:

- A delightful success, complete with awkward toasts and magical fireworks.
- A semi-chaotic but good-natured mess that still brings the community together.
- A complete disaster—but one where the players are still somehow hailed as heroes for "keeping it from being worse."

OPTIONAL COMPLICATIONS

Even if the players solved everything, a few things might still go hilariously wrong:

- Reginald the Porta-Potty insists on giving a speech.
- Flicker declares themselves "Party Monarch" and starts handing out glitter-based titles.
- Wendell sneaks in disguised as a lawn flamingo.
- Edna spikes the punch with a truth-telling charm.

RESOLUTION AND REWARDS

Bobby, covered in barbecue sauce and confetti, thanks the players profusely. His gratitude may take the form of:

- A month of free rent.
- Access to the "good" storage shed (mostly full of magical oddities and expired Faygo).
- A handmade "Dusty Pines Hero" sash, complete with enchanted sequins.

Whether things went beautifully or not, the park survives another bizarre event, and the players end the night with full stomachs, sparkly outfits, and a deeper bond with their weird and wonderful community.

MISCHIEVOUS, TINY, SWARMABLE

GREMLINS

Gremlins are chaotic little creatures drawn to sparks, noise, and anything with buttons. Individually, they're more nuisance than threat—but in groups, they become an overwhelming mess of giggles, claws, and chewed cables. Gremlins don't mean harm (probably), but their love of mischief, shiny objects, and minor property damage makes them a constant headache in Dusty Pines.

Weakness: Gremlins are easily distracted by shiny objects, food, or loud noises. They can be lured away with candy, shiny trinkets, or a boombox playing 80s pop hits.

Skills

Skilled (+2)	Stealth
Novice (+1)	Burglary, Athletics

Traits

Gremlin Swarm If three or more gremlins are nearby, they can function as a mob and gain +1 to chaos-related actions (tampering, stealing, confusing the heck out of people).

Stress

Fatigue:

SENTIENT, DRAMATIC, OVER-ENCHANTED

REGINALD THE REGAL PORTA-POTTY

Originally created for elite wizarding garden parties, Reginald the Regal Restroom is a magically sentient porta-potty with an overinflated sense of dignity. Years in storage have made him eccentric and emotionally fragile. Now stationed in Dusty Pines, he refuses to open unless properly praised and takes personal offense at poor manners, weak compliments, or anyone who tracks in dirt.

Weakness: Suffers from intense magical ego sensitivity. Flattery and compliments calm him, while rudeness triggers defensive enchantments—such as glitter blasts or loud toilet-themed sonnets.

Skills

Skilled (+2)	Provoke
Novice (+1)	Will, Lore (about himself)

Traits

Compliment Protocol Reginald will not open for anyone unless they provide three distinct, sincere compliments. Attempts to lie must beat his Will to succeed.

Stress

Fatigue:
Mild:

FAE, KLEPTOMANIAC, GLITTER-OBSSESSED

FLICKER

Flicker is a tiny, winged fae with a love for shiny objects, potent smells, and being the centre of attention. They've claimed the crawlspace under Bobby's trailer as their kingdom and are busy constructing a "Treasure Throne" from pilfered items. Though mischievous, Flicker isn't malicious—just spectacularly self-centered and absolutely convinced everyone wants to be their friend.

Skills

Skilled (+2)	Deceive
Novice (+1)	Stealth, Will

Traits

Shiny Hoarder Flicker always has at least one stolen item of minor but significant value (e.g., keys, earrings, love letters). May be persuaded to trade—if the deal is "fabulous" enough.

Glamour Veil Once per scene, Flicker can turn invisible for a few moments—usually to escape awkward conversations or frog-related retaliation.

Stress

Fatigue:
Mild:

MUNDANE, NOSY, ENTHUSIASTIC BLOGGER

WENDELL BRACE

Wendell is an amateur investigative blogger with a passion for uncovering "the truth" about suburban weirdness. He's harmless, but persistent—armed with a second-hand camcorder, a notepad full of bad guesses, and far too much time on his hands. While he has no magical abilities, Wendell's stubbornness, optimism, and talent for being in the wrong place at the weirdest time make him a genuine nuisance.

Skills

Skilled (+2)	Investigate
Novice (+1)	Contacts, Will

Traits

Conspiracy Magnet If there's something odd nearby, Wendell will be drawn to it like a moth to neon.

Stress

Fatigue:
Mild:

REVENGE OF THE LAWN ORNAMENTS

It's been one week since the infamous Dusty Pines 40th Anniversary Bash, and life in the trailer park is—briefly—quiet. Until someone sees a plastic flamingo peeking in their trailer window. Then a garden gnome trips Bobby with a hose. And Myrtle, the old mannequin by the community shed? She's been spotted brandishing a plastic fork and rallying the ornaments like a general at war.

It's clear something—or someone—is enchanting the trailer park's lawn décor. The players must investigate the cause, contain the mischief, and deal with Myrtle's uprising before Dusty Pines is overrun by PVC patriots and resin renegades.

PREMISE

Something is animating Dusty Pines' lawn ornaments. The players must uncover the source, calm the chaos, and confront Myrtle the Mannequin before she leads a full-blown plastic rebellion. But first, they'll need to win over some very attached residents—and maybe dodge a rake-wielding gnome or two.

GOALS FOR THE PLAYERS

- Investigate the source of the magical activity animating the ornaments.
- Contain the wandering and mischievous lawn décor.
- Track down and confront Myrtle the Mannequin, the apparent ringleader.

ATMOSPHERE & TONE

This scenario leans hard into surreal comedy and offbeat problem-solving. Let players approach the situation however they like—whether that's laying magical traps, impersonating statues, or throwing a yard sale-themed ambush. The weirder, the better.

This scenario is about low-stakes magical chaos and how even the smallest enchanted troublemakers can cause a big stir. Encourage players to use strange tactics, get emotionally invested in weird objects, and have heartfelt conversations with plastic flamingos if necessary. The tone is lighthearted, but the mystery still gives the players something to untangle—with plenty of laughs along the way.

SETUP: BOBBY'S MELTDOWN

The game begins with the players being summoned—once again—to Bobby's trailer, where he's hiding under a beach umbrella and drinking coffee from a flower pot. He's twitchy, tired, and convinced the gnomes are plotting something. (He's not wrong.)

WHAT BOBBY TELLS THE PLAYERS

"They're everywhere. The flamingos. The gnomes. Even Myrtle's on the move. And I swear to all that is holy, someone stuck googly eyes on the propane tank."

- Lawn ornaments have been moving around at night—spooking residents, hiding shoes, and prank-calling Bobby's walkie-talkie.
- Bobby suspects magical contamination. He blames Edna's "Self-Confidence Potion" or possibly a curse.
- Some residents are weirdly defensive of their now-mobile ornaments.
- Myrtle, an old mannequin Bobby was holding on to "for sentimental reasons" was last seen leading a group of gnomes into the toolshed while muttering about "liberation."

Bobby pleads with the players to investigate quietly—he can't handle another PR nightmare like the "enchanted picnic table incident of '22."

PLAYER HOOK OPTIONS

Bobby offers the players:

- First dibs on any magical knick-knacks recovered.
- One week of "weirdness immunity" (no chores, no Edna errands).
- A coupon for "1 Free Potion of Your Choice (No Refunds)."

INVESTIGATING THE MAGICAL SOURCE

Something is clearly enchanting the lawn ornaments—but who (or what) is behind it? The players must begin by collecting clues, talking to the locals, and checking for residual magic. Suspicion falls immediately on Edna (as usual), but there are other possibilities... including a certain "Gnome Whisperer" who's new in town.

CLUES AND LEADS

- **Edna's Potions:** Edna has recently brewed a batch of "Self-Confidence Potions," intended to empower her customers emotionally. However, a spill near the communal garden may have soaked into the lawn... and a few gnomes. She denies any connection but is acting suspicious and keeps buying more flowerpots.
- **Rusty the Gnome Whisperer:** Rusty claims he's been "communing" with the ornaments during his evening meditations. He may have accidentally awakened them with a ritual involving moonlight, glitter, and gas station wine.
- **Magical Residue: A Lore or Notice DL +1 check** around the park reveals faint enchantment energy around the garden, lawn flamingos, and Myrtle's old perch. The magic smells like confidence, sass, and potpourri.

- **The Spellbook Page:** A torn page from one of Edna's old spellbooks can be found fluttering in a bush. It references "Animating Dormant Household Spirits" and includes scribbled notes about "plastic as an excellent vessel for misplaced ego."

HOW PLAYERS CAN PROCEED

- **Question suspects:** Interview Edna, Rusty, and even Bobby. Each has partial information (and wild theories).
- **Use magic detection:** A player using **Lore**, a magical trait, or a gadget may scan the lawn for active enchantments.
- **Stakeout at night:** Ornaments become more active after sundown. A nighttime watch might catch Myrtle or her minions mid-mischief.
- **Test the potion theory:** If players experiment with a diluted Self-Confidence Potion and a decorative item (e.g. a garden gnome or a plastic pumpkin), it begins to twitch after a few minutes.

TWIST POSSIBILITY

If you want to mix things up, reveal that Myrtle was never enchanted—she just *always* had a spark of life. The potion merely amplified her ambition.

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TWIST POSSIBILITIES

- If you want to mix things up, reveal that Myrtle was never enchanted—she just *always* had a spark of life. The potion merely amplified her ambition.
- If the players delay too long, Myrtle starts leaving tiny, passive-aggressive notes on residents' doorsteps: "We demand sun hats and respect."

WHO'S REALLY BEHIND IT (AND HOW TO STOP IT)

The true origin of the magical uprising is a combination of two things: **Edna's spilled potion** and **Myrtle the Mannequin's latent sentience**. The potion acted like a magical catalyst, awakening dormant personalities in plastic items throughout the park. But Myrtle? She didn't need the potion—she just needed an excuse.

Once Myrtle saw the other ornaments gaining mobility, she took charge, rallying them with dramatic speeches and yard-sale charisma. She's been subtly feeding them phrases like "liberation," "independence," and "viva la revolution!" from her perch near the toolshed.

STOPPING THE SPREAD

The players can take one or more of the following approaches:

- **Neutralise the magical field:** A ritual can be performed at the potion spill site using salt, moon water, and a yard gnome's tiny hat. This will stop new items from animating.
- **Confront Myrtle directly:** See the section on *Finding the Ringleader*. Myrtle may be talked down, tricked, or diplomatically flattered into retirement.
- **Reverse the Potion's Effects:** If the players can convince Edna to help, she can brew a "Self-Reflection Tonic" that un-boasts inflated egos—though it tastes like boiled pennies and shoe polish.
- **Appease the Ornaments:** An alternative route—if the players are feeling sentimental—is to organise an "Appreciation Parade" for the ornaments. If they feel seen and celebrated, they may calm down on their own.

FINDING THE RINGLEADER

At the heart of the lawn ornament chaos is a single plastic visionary: **Myrtle**, a slightly faded department store mannequin who once stood proudly outside the park's communal toolshed in a sundress and sunhat. Myrtle has always had a spark of strange awareness, but the recent magical surge has awakened her ambition—and her grudge.

She now sees herself as the “Queen of the Yard Folk” and has rallied other animated ornaments under her banner. They call themselves “The Fellowship of Decorative Liberation,” and their demands include better visibility, equal treatment with human residents, and permanent sunscreen access.

PLASTIC, MELODRAMATIC, REVOLUTIONARY

MYRTLE THE MANNEQUIN

Once a humble garden display in a second-hand sundress, Myrtle has evolved into the self-proclaimed leader of the “Fellowship of Decorative Liberation.” She delivers rousing speeches to lawn ornaments, dreams of founding her own micronation, and resents being replaced by a gargoyle birdbath. While she doesn’t want to hurt anyone, she does want respect—and a bigger sun hat.

Skills

Skilled (+2)	Provoke
Novice (+1)	Will, Rapport

Traits

Plastic But Proud Immune to most physical attacks (she’s hollow), giving her a +2 to all defence rolls. However, her pride makes her prone to dramatic collapses when offended.

Charismatic Dictator Can inspire other lawn ornaments to act on her behalf, gaining a +1 when leading a swarm.

Stress

Fatigue:	OO
Mild:	♡ _____

TRACKING MYRTLE DOWN

Myrtle doesn’t stay in one place for long, but she has been seen:

- Holding late-night “strategy sessions” near the toolshed.

- Giving speeches to gnome audiences from atop a milk crate stage.

- Leaving tiny motivational signs like “**No More Shelf Life!**” and “**Plastic is People Too!**”

Players can use:

- **Notice or Stealth** to follow trails of glitter, plastic scuff marks, or tiny protest placards.

- **Rapport or Empathy** to persuade a gnome, flamingo, or confused lawn frog to reveal Myrtle’s whereabouts.

- **Contacts or Lore** to consult with Rusty the Gnome Whisperer, who believes Myrtle is “channeling the spirit of a forgotten store clerk from 1987.”

MYRTLE’S MOTIVATION

Myrtle isn’t evil—just melodramatic and deeply offended. She used to be Edna’s favorite lawn decoration until Edna replaced her with a gargoyle-shaped birdbath. Myrtle wants respect, admiration, and possibly a podcast.

A player using **Empathy DL +1** may learn that Myrtle:

- Feels abandoned and underappreciated.
- Sees herself as a leader of the “voiceless plastic masses.”
- Secretly just wants someone to say she looks fabulous in her new thrift-store blazer.

DEALING WITH MYRTLE

Here are several ways to resolve the Myrtle situation:

- **Appeal to Her Ego:** Compliment her leadership, promise her a float in the next Dusty Pines parade, and offer to let her write the park newsletter.
- **Negotiate a Retirement Deal:** Set her up with a new spot—perhaps in Edna’s garden, on a pedestal, with monthly tribute flowers.
- **Challenge Her to a Debate:** If players are feeling bold, they can publicly argue her vision in front of the other ornaments.
- **Use a Deactivation Tonic:** Brewed by Edna (grudgingly), this will sap Myrtle’s magical boost—but players must get close enough to apply it (e.g., splash it, bait her into drinking tea, soak it into a scarf).

ESCALATION OPTION

If the players mock her or try to capture her by force, Myrtle may order a “full plastic uprising,” prompting a showdown with dozens of bitey gnomes and flailing flamingos.

CONTAINING THE LAWN ORNAMENTS

Once the players understand what's animating the lawn ornaments and who's leading them, it's time to deal with the roaming décor itself. Gnomes are blocking trailer doors. Flamingos are forming conga lines across the street. A ceramic frog has been hiding in Bobby's sock drawer for three days. The players must find a way to safely gather up or neutralise these miniature menaces before they cause even more chaos.

ORNAMENT BEHAVIOURS

Each group of ornaments acts differently:

- **Gnomes** operate in squads, stacking on each other to reach door handles, steal tools, and write graffiti like "Resin Will Rise."
- **Flamingos** are graceful and erratic, prone to performing impromptu interpretive dances and pecking at reflective surfaces.
- **Ceramic Frogs and Turtles** are slower but sneakier—often hiding in drawers or mailboxes and croaking ominously at night.

CAPTURE METHODS

Encourage player creativity, but here are a few options:

- **Magic Circles:** Drawing salt or glitter circles around lawn ornaments can contain them temporarily.
- **Loud Music:** Blasting upbeat music (disco works best) disrupts their coordination and causes flamingos to freeze mid-pose.
- **The "Yard Sale Trap":** Bait the ornaments with a fake yard sale full of mirrors, plastic party favours, or dollar-store tiaras.
- **Rusty's Help:** If convinced to assist, Rusty the Gnome Whisperer can deliver a stirring speech that lulls gnomes into passive cooperation.

REHOMING OR DEACTIVATION

Once captured, the players can:

- **Convince residents to let them go:** Especially if some have grown attached (see "Ornament Allies" complication).
- **Store them safely:** A magically shielded shed or box lined with expired Edna potions will keep them dormant.
- **Apply Reversal Magic:** Edna's "Self-Reflection Tonic" can deactivate the enchantment (though side effects may include mild judgmental croaking).

ESCALATION OPTION

If containment fails, Myrtle may attempt a "midnight liberation raid" to free her followers. This can lead to a slapstick chase scene through the park under moonlight.

GRUMPY, STABBY, COLLECTIBLE

ANIMATED GNOMES

These plastic warriors may be knee-high, but they pack a lot of sass. Each gnome acts like a grumpy old man with a toolbelt and a mission. In groups, they're bold, bitey, and just coordinated enough to be a problem.

Weakness: Weak to being flipped on their backs or lured with snacks meant for raccoons.

Skills

Skilled (+2)	Fight
Novice (+1)	Stealth, Athletics

Traits

Stack 'n' Scramble When gnomes act in a group of 3 or more, they gain +1 to Fight.

Garden Guerrilla Tactics Can set crude traps (tripwires, sprinkler ambushes) with surprising success.

Stress

Fatigue:	<input type="radio"/>
Mild:	<input type="radio"/>

ELEGANT, FLIGHTLESS, UNNERVINGLY STYLISH

ANIMATED FLAMINGOS

Once just ornamental distractions, these pink plastic icons now strut with purpose. They glide eerily across lawns, perform strange dances, and sometimes just stand and stare until someone trips. They are weirdly graceful and impossible to intimidate.

Weakness: Confused by mirrors and obsessed with rhythmic music.

Skills

Skilled (+2)	Athletics
Novice (+1)	Stealth, Will

Traits

Choreographed Mayhem Gain +1 to movement-based actions when moving in sync with other flamingos.

Plastic Vogue Once per scene, may cause a distraction by striking an unreasonably fabulous pose.

Stress

Fatigue:	<input type="radio"/>
Mild:	<input type="radio"/>

OPTIONAL COMPLICATION: TITO VS. GNARLY JOE

While most of the animated ornaments are mischievous but harmless, one gnome has taken things personally. **Gnarly Joe**—a chipped, battle-scarred garden gnome with a broken rake and a “NO HUMANS ALLOWED” belt—has developed a one-sided feud with Tito the Chupacabra. No one is entirely sure why.

Joe has been spotted stalking Tito’s trailer, leaving tiny traps in his path, and attempting to ride a remote-control truck into battle. Tito, for his part, has been uncharacteristically evasive, hiding behind trash cans and yowling defensively whenever anyone mentions “the gnome.”

WHAT’S GOING ON?

It turns out Gnarly Joe was once stationed in front of the park’s dumpster—Tito’s favourite haunt—and sees the chupacabra as a territorial invader. The potion awakened Joe’s latent protector instinct, and now he’s taken it upon himself to “reclaim the bins for the plastic people.”

OBSTACLES AND OPPORTUNITIES

- Gnarly Joe’s Traps:** Players may need to disarm (or fall victim to) prank traps like upside-down buckets, tripwires, or glitter bombs in the recycling bins.
- Tito’s Distress:** Tito may approach the players for help, leaving cryptic claw marks or dragging a lawn chair across the path as an SOS.
- Night Ambushes:** Joe prefers night attacks. At least one player might be mistaken for Tito and ambushed by a gang of gnome commandos riding a plastic wagon.

RESOLVING THE FEUD

Players might:

- Broker a Peace Treaty:** Convince Joe and Tito to divide territory and promise non-aggression, possibly with dramatic speeches and peace offerings (e.g. glitter-free trash access).
- Redirect Joe’s Focus:** Give him a new mission—perhaps defending the park against “the real enemy” (e.g. squirrels, wind chimes, the HOA).
- Stage a Duel:** Set up a ridiculous competition (e.g. a bin-decorating contest or raccoon-calling challenge) to settle the matter with flair.
- Reassign Joe:** Trap him in a novelty snow globe and declare it his new outpost.

OPTIONAL TWIST

If the players do nothing, Joe escalates into full war mode—building a cardboard fort and declaring Tito a “foe of the realm,” complete with a hand-drawn wanted poster.

SCRAPPY, TACTICAL, BENT ON REVENGE

GNARLY JOE

Once just another forgotten gnome near the dumpster, Gnarly Joe has become a one-gnome militia thanks to the enchantment surge. With a chipped beard, a bent plastic rake, and a belt made of twist ties, Joe has declared a one-sided war on Tito the Chupacabra and any resident he deems a “bin trespasser.” His motto? “This lawn ain’t big enough for the both of us.”

Skills

Skilled (+2)	Fight
Novice (+1)	Stealth, Crafts (for trap-making)

Traits

Miniature Mayhem Gnarly Joe counts as a mob of one. He rolls +1 to Fight when attacking from cover or with an improvised weapon (plastic rake, bottle cap shield, etc.).

Trash Fort Commander Once per scene, can deploy a crude defensive position from whatever debris is nearby. Provides +1 to defense rolls until dismantled or knocked over.

Stress

Fatigue: Mild:

OPTIONAL COMPLICATION: NIGHT-TIME SHENANIGANS

The enchanted ornaments of Dusty Pines may be odd by day, but after sunset, they become downright uncanny. Under moonlight, their movements grow smoother, their coordination improves, and some even develop strange magical quirks. Flamingos glide like dancers. Gnomes whisper battle plans. Myrtle’s silhouette appears in three places at once.

It’s not just mischief anymore—it’s performance art, rebellion, and low-grade magical chaos.

WHAT HAPPENS AT NIGHT

- Enhanced Mobility:** Ornaments move faster, farther, and more fluidly after dark. Some hover a few inches above the ground or leap from trailer to trailer.
- Magical Buffs:** The lingering enchantment is stronger at night. Ornaments gain access to weird powers like:
 - Temporary invisibility (gnomes only).
 - Holographic duplication (Myrtle, obviously).
 - Glitter teleportation (don’t ask).
- Bold Tactics:** Decorations rearrange park signage, relocate residents’ shoes to trees, and form eerie parades that march silently under the stars.

CHALLENGES FOR THE PLAYERS

- **Nighttime Capture Risks:** Attempting to corral the ornaments after dusk raises the Difficulty Level of most actions by +1 due to enhanced ornament powers and overall spookiness.
- **Unsettling Sightings:** Players may witness a dozen gnomes saluting Myrtle from a rooftop, or a flamingo standing motionless in the middle of a streetlamp beam for hours.
- **Sleep Disruption:** If not addressed, nighttime activity may keep residents awake and cranky, increasing tension and lowering cooperation with the players.

DEALING WITH NIGHT EFFECTS

Players might try:

- **Luring ornaments into traps before sunset**—or preparing daylight-based defenses like enchanted floodlights or disco-ball wards.
- **Suppressing the enchantment** during peak activity hours with dampening wards, potions, or rituals (Rusty the Gnome Whisperer (p. 182) recommends “covering everything in glitter and howling at the moon,” but he’s not a reliable source).
- **Embracing the chaos** and using nighttime to strike dramatic bargains with Myrtle or catch her during a “state address” to her followers.

OPTIONAL SCENE

Stage a moonlit montage of ornament antics and player responses: a stealthy flamingo dash, a player falling into a trap while holding a net, a magical gnome jailbreak—and a triumphant, slow-motion capture moment set to elevator music.

FINAL ACT: PARADE OF PEACE (OR PIECES)

With Myrtle confronted, the lawn ornaments contained (or embraced), and the magical disturbance resolved, the trailer park can finally begin to recover. Dusty Pines returns—mostly—to its usual, manageable level of weird. Bobby exhales for the first time in days. Edna mutters something about “fickle magic.” A lone flamingo salutes from a rooftop.

Whether the players solved the problem through charm, containment, chaos, or compromise, they’ve once again saved the day in their own wonderfully unconventional way.

How It MIGHT END

Depending on the players’ choices, the scenario can conclude in a few different directions:

- **Peaceful Resolution:** Myrtle accepts her role as Park Mascot, and the ornaments return to being mostly decorative—with occasional midnight dance sessions.

- **Heroic Capture:** The players trap Myrtle in a glitter-sealed Tupperware container, and the remaining decorations go dormant... for now.
- **Community Embrace:** The residents hold a “Lawn Appreciation Day” parade to celebrate their animated décor. Myrtle leads the march. Tito reluctantly plays tambourine.
- **Oops, It’s Worse:** The magic isn’t fully dispelled, and now the garden hoses have started whispering. But that’s next week’s problem.

REWARDS AND FALLOUT

The players may receive:

- A commemorative “Decor Defender” badge made from recycled gnome hats.
- A personal thank-you card from Myrtle (written in glitter glue).
- One (1) week of official Dusty Pines “No Weirdness” immunity, redeemable never.
- A favor from Edna—good for one potion of their choosing. Side effects not included.

CURSE OF THE COUCH POTATO

It's been a few blissfully uneventful weeks since the trailer park's last brush with animated gnome rebellion, and Dusty Pines is finally settling back into its usual bizarre routine. But the peace doesn't last long.

A creeping lethargy begins to overtake the park. Residents start spending entire days slumped on couches, beanbag chairs, and La-Z-Boys. At first, it's just assumed everyone's tired from all the recent magical drama—until they start missing meals, losing time, and murmuring about "The Great Sit."

Bobby "the Befuddled" Barkins is, unfortunately, among the afflicted—currently glued to his couch and watching an endless loop of daytime soap operas. With the park sliding into comfy, cushion-based chaos, it falls to the players to figure out what's going on, resist the lure of nap time, and confront the spectral legend at the heart of the problem: Lazy Lou.

PREMISE

A strange magical curse is keeping the residents of Dusty Pines trapped in their favourite seats—literally. The players must uncover the source of the enchantment, confront the ghostly slacker responsible, and free the park from the supernatural slump before Dusty Pines becomes a ghost town of glorified beanbags.

GOALS FOR THE PLAYERS

- Investigate the origin and magical mechanics of the furniture curse.
- Locate the remains of Lazy Lou and lay him (and his recliner) to rest.
- Help cursed residents overcome their supernatural laziness.

ATMOSPHERE & TONE

This scenario leans into sleepy absurdism, domestic horror, and ghostly mischief. Expect slow-motion chase scenes, snack-based temptations, and heartfelt (or snack-fueled) interventions. Let the players be weird, embrace the mundane, and remember: the longer they sit, the stronger the pull becomes.

This scenario is all about the slow slide into magical sloth. Unlike the chaos of rampaging flamingos or gnome uprisings, this curse is sneakier—it feels good. Too good. The players will face temptations of comfort, ease, and dangerously cozy furniture. Encourage the group to ham it up: dramatic sighs as they lower into chairs, inner monologues about snack cravings, or failed attempts to resist the urge to lounge. Let the humor and horror of sedentary doom play out at a languid pace—but remind them that the longer they delay, the harder it becomes to stand up again.

THE FIRST VICTIM: BOBBY'S LIVING ROOM SITUATION

The players are summoned to Bobby's trailer by a frantic message scratched into the back of a pizza box and delivered by Edna's raccoon familiar, Gary. The message reads:

"HELP. I CAN'T LEAVE THE COUCH. THE TV IS TOO STRONG. SEND SNACKS."
– **Bobby**

Upon arrival, the players find Bobby stuck on his battered brown couch, halfway through a six-hour soap opera marathon and wrapped in three mismatched blankets. The trailer is dark, save for the flickering television and a faint magical shimmer pulsing from the couch cushions.

WHAT'S GOING ON

Bobby has been couch-bound for nearly 48 hours. Every time he tries to stand, he feels an overwhelming sense of guilt, dread, and overwhelming desire to know what happens next on *Secrets of the Swamp*. Even teleportation magic fizzles near the recliner.

- A successful **Lore** or **Notice** **DL +1** detects residual ghost magic — faint, lazy, and vaguely buttery.
- Bobby can talk but is clearly distracted, muttering things like "the couch knows" and "Lou sees all."
- There's a suspicious old recliner in the corner. Bobby insists he got it "cheap at a cursed estate sale."

HOW THE PLAYERS CAN HELP

- Turn off the TV:** Breaking the soap opera's hold (or switching it to static) may weaken the curse.
- Get Bobby Moving:** A strong enough emotional appeal (e.g., mentioning a snack sale at the corner store or saying Edna is about to repossess his hat) may snap him out of it.
- Examine the Recliner:** It bears a worn nametag stitched into the seat: "Property of L. Lou." Uh-oh.

OPTIONAL ESCALATION

If the players spend too long in the trailer, they begin to feel unusually comfy... ask for a **Will** check **DL +1** or describe a creeping desire to find their own "perfect spot."

INVESTIGATING THE SOURCE OF THE CURSE

With Bobby semi-conscious and the recliner giving off serious "cursed object" energy, the players will need to dig deeper. The couch curse is spreading across Dusty Pines like spilled soda on shag carpet. Neighbours report being unable to leave their furniture, and others claim to have seen a hazy figure in pajamas wandering the park after midnight.

The clues all seem to point in one direction: a spectral slacker from beyond the grave... Lazy Lou.

WHAT THE RESIDENTS SAY

Interviewing the locals yields a mix of confusion, sleepy mumbling, and snack-fueled half-theories:

- **Conspiracy Carl** claims the couch curse is “big furniture’s revenge” for the rise of standing desks.
- **Mrs. Dimple** insists she saw a ghostly man in bunny slippers floating down Lot 12 last Tuesday.
- **Tito the Chupacabra** has been seen napping on every recliner he can find—but denies being cursed. “It’s just ambiance,” he insists.

MAGICAL CLUES

- A **Lore** or **Investigate DL +1** check near affected furniture reveals lingering ghost energy—faint, syrupy, and tinged with the scent of popcorn and regret.
- A successful **Empathy DL +1** check with cursed residents uncovers that many of them felt drawn to sit, often hearing a whisper like: “Just five more minutes...”
- Hidden under one couch is a dusty, peanut-butter-smeared cassette labeled: *“Lou’s Ultimate Chill Mix.”*

LOU LORE

After a few inquiries (or a trip to Edna’s increasingly sarcastic “Curse Archives”), the players can learn:

- Lazy Lou was a former Dusty Pines resident known for never leaving his recliner. He passed away sometime in the ‘90s while halfway through a bag of cheese puffs.
- His ashes were supposedly scattered around the park... though no one remembers where.
- Lou’s favourite chair, affectionately known as **“Big Bertha,”** was donated anonymously to the park’s communal rec area years ago and has since changed hands several times.

HOW THE PLAYERS MIGHT PROCEED

- Track down all known cursed chairs and see if they share traits (lounginess, TV remote lodged in cushions, mysterious aura of indifference).
- Use a magical detector, dog, or disgruntled raccoon to follow ghost energy trails.
- Set a trap: turn on a late-night movie marathon in the middle of the park and wait to see if Lou shows up for “his stories.”

OPTIONAL COMPLICATION

While the players investigate, they’re offered complimentary snacks and warm blankets by a group of suspiciously mellow residents calling themselves “The Sitters.” They are extremely relaxed—and deeply invested in preserving the status quo.

THE COUCH POTATO RESISTANCE

Not everyone in Dusty Pines wants the curse to end.

As the players dig deeper, they begin encountering a loose-knit group of enchanted residents who have fully embraced the sedentary lifestyle. They call themselves **“The Sitters.”** Lounging on porches, reclining in camping chairs, or bundled in recliners with themed throws, they hum with eerie contentment—and subtle magical energy.

They claim Lazy Lou showed them “the truth of stillness” and invite the players to join them in “The Eternal Unwind.”

WHAT THE SITTERS BELIEVE

- Life is better horizontal.
- “Energy is a trap invented by the waking world.”
- Lou speaks to them in their dreams. He encourages calm. And snacks.
- Movement is... suspicious.

Leader: A former PTA president named **Charlene** now goes by **“Chair-lene.”** She wears a bathrobe like a ceremonial sash and speaks in soothing affirmations. She’s also surprisingly persuasive and once convinced half the park to do yoga from lawn chairs.

SOOTHING, PERSUASIVE, RECLINING WITH AUTHORITY

CHAIR-LENE

Once a PTA president and part-time life coach, Charlene fully embraced Lazy Lou’s vision and rebranded herself as “Chair-lene.” Now she leads the Sitters, a resistance of cursed residents dedicated to staying horizontal. She speaks in gentle affirmations, wields warm cocoa like a weapon, and has mastered the art of motivational stillness. Chair-lene isn’t aggressive—but she’s very, very convincing.

Skills

Skilled (+2)	Rapport
Novice (+1)	Empathy, Will

Traits

Calm Is Contagious Once per scene, Chair-lene can cause hesitation or doubt in an opponent with a soothing phrase, imposing a temporary -1 to their next action if they fail a **Will** check **DL +1.**

Comfy Cult Leader When flanked by at least two Sitters, she gains +1 to Rapport-based rolls to persuade or stall.

Stress

Fatigue:	OO
Mild:	♡ _____

INTERACTING WITH THE SITTERS

The players may:

- **Be Tempted:** The Sitters offer snacks, matching slippers, and beanbags “aligned with your aura.” Any player who sits for too long may feel the effects of the curse begin to settle in. Ask for a **Will** check **DL +1**.
- **Face Resistance:** The Sitters may hide cursed objects, lie about Lou’s whereabouts, or redirect the players with cozy misdirection.
- **Try to Persuade Them:** Appealing to the Sitters’ pre-curse interests (bingo night, chili cook-offs, conspiracy podcasting) may help break their trance-like devotion.

CURSED, CONTENT, COLLECTIVELY COUCH-BOUND

THE SITTERS

The Sitters are a loosely organized (and loosely reclined) group of Dusty Pines residents who have embraced Lazy Lou’s message of “eternal relaxation.” They wear matching pajama robes, carry embroidered throw pillows with passive-aggressive slogans, and speak in the dulcet tones of a late-night meditation podcast. While they’re not violent, they’re highly resistant to change—and unnervingly persuasive about how nice it is to just sit down for a bit.

Skills

Skilled (+2)	Will
Novice (+1)	Rapport, Empathy

Traits

Group Tranquility Field When within five feet of their “chill zone,” they project a calm aura. Anyone entering must pass a **Will** check **DL +1** or feel overwhelming temptation to sit.

Snack-Based Loyalty If bribed with just the right snack (e.g. pickle chips, nostalgic cereal, or gas station empanadas), their unity may falter.

Stress

Fatigue:	OO
Mild:	♡
Mod:	♥

RESOLVING THE CONFLICT

Options include:

- **Reawaken Their Drive:** Use old photos, trailer gossip, or impassioned speeches to remind them who they were before “The Great Sit.”
- **Disrupt Their Base:** Temporarily dispel the magic around their primary gathering couch (a velvet sectional nicknamed “The Mothership”) to scatter the group’s focus.
- **Recruit Them:** Convince the Sitters that truly honoring Lou means helping him rest in peace. This approach earns allies for the final confrontation.

LOCATING LAZY LOU’S REMAINS

Rumours swirl around the park like dryer lint: Lazy Lou’s ashes were never properly scattered. According to urban legend (or a deeply confused Bobby), they were mistakenly mixed into the stuffing of a second-hand recliner... which has since moved around Dusty Pines more times than the snack truck.

Finding his final resting place is key to ending the curse—but with so many recliners and couches in circulation, it’s like tracking a ghost through a used furniture outlet.

TRACKING THE RECLINER

Here are a few ways players might locate the infamous cursed seat:

- **Follow the Trail:** A successful **Investigate DL +1** reveals a series of recliner exchanges logged in Bobby’s official “Furniture Transfer Notebook” (which is actually a takeout menu with scribbles on it).
- **Talk to Residents:** Several residents remember owning a strange recliner—faint ghost smells, whispers about napping, and one resident who dreamed of Lou inviting him to “the big lounge in the sky.”
- **Ask Edna:** For a price, Edna offers a “Lou-Sniffing Candle” that flickers when near his ashes. (It also smells like beef jerky.)
- **Track the Aura:** With a **Lore DL +2** check or magical aid, players can follow the faint ghost energy leading to the final location of Lou’s remains.

WHERE THE RECLINER ENDS UP

The chair—**Big Bertha**—is found:

- Half-buried under a tarp behind the laundry trailer.
- In someone’s shed, surrounded by snack wrappers and unopened mail.
- (Optional twist) Actively resisting—Big Bertha growls softly and vibrates when approached.

DEALING WITH THE REMAINS

To lay Lou to rest, the players must:

- **Retrieve the ashes:** Hidden in a coffee can taped inside the base of the recliner.
- **Hold a Memorial:** A player may deliver a eulogy, play Lou’s old chill mix, or conduct a formal ceremony (bongos optional).
- **Convince Bertha:** If the chair is sentient, they may need to soothe, persuade, or wrestle her into letting go.

OPTIONAL CLIMAX

The chair, infused with Lou’s last will, challenges a player to a final Sit-Off. Whoever wins gains the right to decide the fate of the curse.

HAUNTED, HEAVY, DEEPLY RESENTFUL OF STANDING

BIG BERTHA (THE RECLINER)

Once a simple chair, Big Bertha now holds the heart of the couch curse. Stuffed with more than just old popcorn and remote controls, she carries the spiritual residue of Lazy Lou himself. Bertha groans when moved, growls when threatened, and has a near-hypnotic pull on anyone who sits in her. Some say she's sentient. Others say she's just bitter and overstuffed. Either way, she's a force to reckon with—especially if you try to take her remote.

Skills

Skilled (+2)	Provoke
Novice (+1)	Athletics, Will

Traits

Hypnotic Comfort Anyone who sits on Bertha must succeed at a **Will** check **DL +2** or become momentarily cursed with the need to stay seated.

Recline and Resist When physically threatened or moved, Bertha may buck, tip, or roll with surprising strength. Gains +1 to **Athletics** when resisting relocation.

Lou's Echo While within 10 feet, Bertha can channel a lazy ghost whisper: "Just five more minutes..." granting her +1 to **Provoke** once per scene.

Stress

Fatigue:	OO
Mild:	♡
Mod:	❤

REWARDS

- Bobby offers the players a free month of rent—and a coupon for half off at Edna's "Potion of the Month Club."
- Each player may take home one slightly haunted throw pillow. (Provides +1 Rapport once per session when used dramatically.)
- Edna leaves a congratulatory note... and a suspiciously soft recliner on their porch. It winks.

ENDING THE SCENARIO

Once Lazy Lou's ashes have been recovered and properly laid to rest—be it with a backyard memorial, an offering of bean dip, or a flaming Viking recliner boat (highly recommended)—the lingering enchantment begins to fade.

Cursed furniture lets out long, peaceful sighs. Bobby finally stands up, blinking at the sunlight like a man reborn. The Sitters either come to their senses... or schedule weekly "gentle sit-ins" for community bonding. For the first time in days, Dusty Pines feels like itself again—just weird, not cursed.

POSSIBLE ENDINGS

- Peaceful Release:** Lou's spirit waves from atop Big Bertha as it gently reclines into a puff of ghostly mist. The curse ends peacefully.
- Chaotic Closure:** The Sitters go out with a bang—beanbags fly, recliners spark, and one lawn chair launches like a catapult—but in the end, freedom is restored.
- Open-Ended Ending:** The curse is mostly lifted... but one loveseat keeps whispering "nap time" at midnight.

FANGS, FUR, AND FUGITIVES

Things have been quiet lately at Dusty Pines — well, as quiet as a trailer park full of enchanted lawn furniture and talking raccoons can get. But the moment a beautifully restored vintage RV rolled into the far lot, residents started whispering. The new couple? Charming. Mysterious. Only active after dark. One wears a lot of velvet. The other could probably bench-press a food truck. Something's clearly up.

That "something" is Victor von Fennel and Lyla Greyfur — an elderly vampire and a retired werewolf, trying to settle down after a long, chaotic life on the run. But trouble has followed them to Dusty Pines in the form of Marlena Steele, a relentless monster hunter with a grudge, a plan, and way too many silver-tipped crossbow bolts.

The players must uncover Marlena's true identity, protect their new neighbors from exposure or worse, and help Dusty Pines survive yet another supernatural showdown without waking up the entire neighborhood (again).

PREMISE

A vampire and a werewolf have retired to Dusty Pines seeking peace. But an old enemy has followed them, determined to bring them down. The players must navigate secrecy, subterfuge, and park politics to protect their new neighbors before things turn into a monster movie massacre.

GOALS FOR THE PLAYERS

- Identify and outmaneuver Marlena Steele before she finds her targets.
- Build trust with Victor and Lyla so they'll accept help.
- Protect the couple (and the park) through deception, distraction, or confrontation.

ATMOSPHERE & TONE

This scenario blends gentle gothic flair with Dusty Pines absurdity. Expect spooky comedy, heartfelt moments between retirees with secrets, and escalating tension as the hunter gets closer. Think of it as **What We Do in the Shadows** meets **Cocoon**... if both took place behind a gas station.

This scenario leans into paranormal slice-of-life with a side of suspense. While the stakes may rise, the heart of the story is about trust, chosen family, and what it means to start over when you've lived a thousand lifetimes (or just had one really intense supernatural midlife crisis). Encourage moments of quiet connection, tense cat-and-mouse antics with the hunter, and just enough park gossip to keep things spicy. Let the players lead the tone—whether they want to run recon with a raccoon militia or stage a theatrical fake death—Dusty Pines has room for it all.

The scenario is centered on a new couple moving in, with various independent complications that the players can engage in (and that can be run in any or-

der), and with one larger plot arc where the players must deal with the hunter **Marlena Steele**.

THE NEW NEIGHBORS

It's early evening when the players are summoned to Bobby's trailer for an "important neighborly update." He's clearly flustered, standing in front of a dry-erase board that says

WELCOME VICTOR & LYLA???

in multiple colors and underlined four times. (Someone tried to add a smiley face but gave up halfway through.)

WHAT BOBBY KNOWS

- A new couple moved in last night. Rented Lot 23. Paid three months in advance. No trouble so far.
- Their RV is spotless. Like, weirdly spotless. Like "buffed with vampire spit" spotless.
- They only come out after dark. Bobby isn't judging, but he's also scared of velvet.
- Some residents are already spreading rumors, especially Rusty, who swears he saw one of them hiss at a bug zapper.

Bobby wants the players to make a good impression (he's trying to get the park featured on a paranormal-friendly housing registry), but he also wants them to keep an eye out for... you know. "Unnatural incidents." Just in case.

FIRST IMPRESSIONS AT LOT 23

Victor and Lyla are seated under the awning of their pristine vintage RV. Victor is sipping something from a stemmed goblet (tomato juice, allegedly) and Lyla is carving a bone-handled back scratcher with unsettling precision. A cat with a lazy eye is asleep across both their laps.

Victor von Fennel is pale, polite, and vaguely theatrical. He speaks like a man who once gave monologues to mirrors. **Lyla Greyfur** is gruff, practical, and protective—but has a warm side that peeks through when she sees kindness.

HOW THE PLAYERS CAN ENGAGE

- **Make a Good Impression:** A successful **Rapport** or **Empathy** check **DL +1** shows the couple the players are trustworthy.
- **Get Suspicious Info:** With **Notice** or **Lore** **DL +1**, players spot garlic charms around the RV (as jokes) and a silver bracelet Lyla keeps in her pocket—just in case.
- **Offer Help:** If players ask about any trouble, Victor politely brushes it off—but his eyes dart toward the woods as he mentions "an old acquaintance who doesn't know how to quit."

OPTIONAL ESCALATION

Just as the conversation is winding down, a hawk-shaped drone buzzes overhead. Lyla squints. Victor frowns. And in a nearby bush, someone in a beige sunhat quietly takes notes. The hunt has begun.

SECRETS UNDER MOONLIGHT

Victor and Lyla may be retired, but secrecy is a hard habit to break. They don't reveal their true nature lightly — but with the players' kindness, persistence, or a well-timed emergency, the truth eventually comes out. Whether the players earn their trust or stumble into the truth, one thing becomes clear: the couple is anything but ordinary.

WAYS TO TRIGGER THE REVEAL

- **Build Trust:** A player succeeds at a **Rapport** or **Empathy** roll **DL +2** during a personal conversation at Lot 23.
- **Catch a Glimpse:** A failed **Stealth** check (Victor) or a transformation slip (Lyla) reveals something supernatural.
- **Emergency Reaction:** During a park mishap (gremlin scare, trash fire, etc.), Victor or Lyla uses their powers to protect someone, revealing their identity.

THE REVEAL

Victor sets down his goblet and straightens his collar. "Very well. Cards on the table."

Lyla shrugs. "We're supernatural. He's a vampire. I'm a werewolf. Retired, mostly. Don't make a big deal of it."

Victor adds, "We've been on the run for... oh, decades now. From someone who thinks we're monsters. We're tired. Dusty Pines is the first place that's felt... restful."

Lyla nods. "And we'd like it to stay that way."

They explain they've hurt no one in years and want nothing more than peace, privacy, and the occasional full moon jog (with supervision). They've grown weary of hiding, but trust doesn't come easily.

HOW THE PLAYERS CAN RESPOND

- **Supportive Response:** The couple opens up further, offering insights, sharing supernatural advice, or even providing low-level magical help.
- **Skeptical Response:** Lyla goes quiet. Victor becomes evasive. Trust will need to be earned again.
- **Offer Protection:** Players who offer to help keep their secret gain access to future plot hooks and a powerful ally when things go wrong.

ROLEPLAYING TIP

Encourage players to ask questions. This can be a heartfelt moment of connection, or an awkwardly comedic one as the players process the idea of having a vampire-werewolf power couple for neighbors.

NOSY NEIGHBORS STIRRING TROUBLE

Dusty Pines is many things, but discreet isn't one of them. With Victor and Lyla's habits raising eyebrows and Marlena skulking around with a camera, the neighborhood grapevine is in full bloom — and it's about to cause problems.

THE SUSPECTS

Several residents are poking around where they shouldn't:

- **Rusty the Gnome Whisperer** claims his garden gnomes have warned him about a "bloodsucker infestation."
- **Charlene ("Chair-lene")** swears she heard howling from Lot 23 — and she's started collecting "silver teaspoons, just in case."
- **Tito the Chupacabra** has been leaving chewed chicken bones on Victor's porch — no one knows if it's a warning or a gift.

PLAYER CHALLENGES

- **Distract or Misdirect** – Convince neighbors there's a more exciting park drama happening elsewhere (e.g., claim Edna's brewing a love potion for Bobby).
- **Deceive or Rapport DL +1**
- **Reassure the Residents** – Calm fears about "monsters" by spinning a tale about Lot 23 being a "celebrity ghost tour stop" or "sleep study participants."
- **Provoke or Empathy DL +1**
- **Redirect Curiosity** – Offer an obvious distraction, like helping Edna organize a public "Potion Clearance Sale" or staging a fake gnome wedding.
- **Crafts or Contacts DL +1**

ESCALATION RISK

If the players fail to manage the neighbors, rumors may spread beyond the park. A concerned resident might call in a local paranormal podcast host, a true-crime TikToker, or even a nosy city official — any of which could draw unwanted attention to Victor and Lyla.

VICTOR'S BLOOD SHORTAGE

Though Victor has long since sworn off human blood, he still needs to feed. Normally, he keeps a private stash of ethically sourced animal blood from specialty butchers, but due to all the moving, distractions, and a slight mishap with a leaky cooler, his supply is dangerously low.

Victor doesn't want to alarm Lyla — or the players — but if he goes too long without feeding, even his well-honed self-control might start to fray.

CLUES SOMETHING'S WRONG

- Victor seems unusually pale (even for him), sluggish, and irritable.
- He avoids social gatherings and refuses invitations to Edna's latest potion-tasting party.
- Anyone who notices his stash fridge will find it nearly empty — a **Notice or Lore DL +1** confirms this isn't ideal for a vampire on a "low-guilt" diet.

HOW THE PLAYERS CAN HELP

Victor is too proud to ask for help, but if the players offer, he'll reluctantly accept. Possible solutions include:

- **Visit the Local Butcher:** The players might sneak into town and bribe, convince, or deceive a butcher into selling blood "for culinary reasons."
 - **Deceive, Resources, or Contacts DL +1–2**
- **Ask Edna:** Edna may have frozen goat blood ("for rituals, obviously") — but she'll want something in return.
 - **Will or Empathy DL +1** to haggle her down to something non-disastrous.
- **Find a Donor:** One particularly odd resident offers their chicken's blood "as long as Clarence gets a spa day afterward." Convincing both chicken and owner could be a whole side quest.
 - **Rapport or Provoke DL +1**, and possibly **Animal Handling** (if you're using a Trait or Skill for it).

WHAT HAPPENS IF THEY FAIL

If Victor doesn't get his supply replenished:

- He begins sleepwalking toward the local petting zoo with a hungry look in his eyes.
- He accidentally glamour-charmes a player while trying to borrow their energy "just a bit."
- He starts baking — terribly — in an attempt to curb cravings. Blood-scented muffins are a *bad idea*.

LYLA'S FULL MOON TROUBLE

The full moon is approaching, and while Lyla has her transformation mostly under control, "mostly" doesn't mean "safely." She hasn't had a proper containment space since they moved to Dusty Pines, and Victor's suggestion of "just meditating with herbal tea" didn't go over well.

Lyla needs somewhere secure, private, and ideally not full of bite-sized neighbors. If the players don't help her prepare, the night could get hairy — literally.

WHAT THE PLAYERS LEARN

Lyla brings it up with deliberate awkwardness, perhaps while fixing her porch railing with one hand and sharpening her claws with the other.

"So, uh... full moon's in three nights. I usually run it out in the woods, but Victor says there's too many possums around here. Got a plan?"

She's open about her condition but deeply uncomfortable asking for help. This is a matter of pride — and survival.

WHAT THE PLAYERS CAN DO

- **Build a Containment Den:** Reinforce an old shed, trailer, or Edna's unused potion cellar with locks, charms, and maybe a calming playlist.
 - **Crafts or Lore DL +1**
- **Secure the Area:** Make sure no one wanders in during the transformation. Distract Tito, post warning signs, or convince Chair-lene that "the shed is full of spiders."
 - **Stealth, Deceive, or Rapport DL +1**
- **Offer Emotional Support:** Be present. Bring snacks. Remind Lyla she's not alone.
 - **Empathy DL +1**

OPTIONAL COMPLICATIONS

- The players forget to reinforce the door hinges. Lyla breaks out mid-transformation and howls "FREEEEDOMMM" before fleeing into the park wearing a tutu.
- Edna drops by uninvited to "borrow sugar" and gets chased off by were-Lyla in a mood.
- Rusty tries to livestream the event, thinking it's a "gnome summoning rite."

NICE REWARD

If the players help Lyla feel safe and respected, she opens up emotionally and may teach one of them a minor combat trick or share a tale from her wild youth — possibly involving a biker gang and a cursed jukebox.

A HUNTER IN HIDING

A few weeks after Victor and Lyla reveal their secret, strange things start happening in Dusty Pines. Nothing overtly hostile — yet — but enough to raise eyebrows.

SIGNS OF A WATCHER

The players may notice one or more of the following:

- A hawk-shaped drone buzzes overhead, then disappears behind a cloud. No one in the park claims it.
- A strange woman in a beige sunhat is spotted strolling around with a camera, claiming to be a “freelance wildlife photographer.”
- Tito the chupacabra starts growling at a seemingly ordinary lawn chair near Lot 23.
- One of Edna’s wards goes off near the fence line — “too clean a break,” she mutters, “like someone who knows how to slip through magical security.”

IDENTIFYING MARLENA

The mysterious woman is, in fact, **Marlena Steele**, a seasoned monster hunter with decades of fieldwork behind her. She’s clever, quiet, and dangerous. She’s not attacking—yet. She’s watching.

How the players might identify her:

- **Contacts or Lore DL +2** — Recognize the name or her signature gear (silver jewelry, scent-masking herbs, or the crossbow under her trench coat).
- **Deceive or Rapport DL +1** — Engage her in conversation and catch a slip, such as using terminology only a hunter would know.
- **Stealth or Notice DL +1** — Follow her to a hidden observation post in an abandoned RV outside the park.
- **Just ask Victor and Lyla** — They know her name and can provide a brief history. Victor is wary, but Lyla is more open to discussing their past.

MARLENA’S BEHAVIOUR

Marlena won’t make the first move until she’s sure of her targets. She’s polite but cool, collecting information and testing residents’ reactions. If pressed too hard, she’ll disappear for a day or two before returning even more cautious.

If the players ignore her too long, Marlena may leave a note at Bobby’s office reading:

**You don’t know who you’re protecting.
They don’t stop being dangerous just
because they’re old.”**

PLAYER OBJECTIVES

- Identify Marlena without tipping her off.
- Determine how much she knows about Victor and Lyla.
- Decide whether to mislead her, confront her, or prepare for a more direct conflict.

HUNTER, FOCUSED, NOT EASILY FOOLED

MARLENA STEELE

Marlena Steele has been tracking supernatural beings for over thirty years. Tall, weathered, and sharp-eyed, she dresses like someone who’s always ready for a fight — or a nature hike. She believes Victor and Lyla are dangerous, no matter how “retired” they claim to be. Calm under pressure and relentless in pursuit, she operates alone and always trusts her instincts.

Her trailer is parked just outside Dusty Pines — camouflaged and lined with anti-supernatural wards. She’s watching. Waiting. And armed to the teeth with silver, salt, and an old grudge.

Skills

Skilled (+2)	Notice, Shoot
Novice (+1)	Stealth, Will, Deceive

Traits

Hunter’s Focus Once per scene, Marlena can reroll a failed **Notice** or **Shoot** check if pursuing a supernatural target.

Prepared for Anything She always has the right gear — silver bolts, enchanted snares, or blessed salt. Gain +1 on actions where specialized gear gives her the edge.

Stress

Fatigue:	OOO
Mild:	♥
Mod:	♥

MARLENA’S TRAP

If the players haven’t dealt with Marlena Steele on their own accord, it is time for the GM to push them a little. Marlena will wait until the perfect moment. When the neighbors are distracted, the trap is sprung.

HOW IT BEGINS

The players receive a panicked message from Bobby:

“CODE GLITTER! Repeat, CODE GLITTER! There’s a tripwire near Edna’s flamingos, and Victor just collapsed!”

Victor has triggered a hidden sigil on the path near Lot 23 — a magically primed anti-vampire ward laced with silver shavings. Lyla rushes to help him, but more traps line the perimeter: silver nail strips, scent-masking fields, and a collapsible net laced with salt. These are not amateur tools — Marlena has come prepared for a takedown.

WHAT THE PLAYERS MUST DO

- **Get Victor to Safety:** He's weakened by the ward and needs help escaping the trap site.
 - **Physique or Will DL +2** to carry or support him.
- **Disarm Traps Around the Park:** Remove, disable, or reroute magical and physical traps without triggering more.
 - **Lore or Crafts DL +2** to disable magic traps. **Notice or Stealth** for spotting them in time.
- **Confront Marlena:** She watches from across the road, calm and ready. She won't attack first — but she's here to end this.

HOW CONFRONTATION MIGHT PLAY OUT

- **Negotiate a Ceasefire:** The players talk her down, using what they've learned to prove Victor and Lyla are harmless.
 - **Empathy, Will, or Rapport DL +2** — this takes sincerity, logic, and maybe a little guilt-tripping.
- **Outwit Her:** Trick her into chasing a decoy or luring her into one of her own traps.
 - **Deceive or Stealth DL +2**
- **Stand and Fight:** If all else fails, the players can stand between Marlena and the couple. A tense combat may break out — but park residents (and possibly Tito) might come to their aid if they've built goodwill.

OPTIONAL COMPLICATION

If the players hesitate or split up:

- Marlena deploys silver flashbangs and tries to isolate Lyla.
- A warded net traps a player, forcing the others to choose: save the player, or stop Marlena.
- Rusty wanders into the crossfire yelling "Gnome rights are people rights!" and may accidentally save the day.

POSSIBLE OUTCOMES

- **Peace Brokered:** Marlena leaves, convinced (or reluctantly agreeing) that Victor and Lyla are no longer a threat. She may return in future scenarios.
- **Marlena Defeated:** If the players fight and win, Marlena is forced to retreat — but she's now a recurring enemy.
- **Betrayal or Failure:** If the players falter or try to appease both sides, Marlena may capture one of the NPCs or leave Dusty Pines in disarray.

RESIDENT INTERVENTION

If the players made friends during the earlier scenes, other residents may show up to help:

- Edna hurls a cursed casserole.
- Chair-lene deploys the Emergency Lawn Flamingos.
- Tito eats a trap — on purpose.

ENDING THE SCENARIO

No matter how the confrontation plays out, life at Dusty Pines returns to something resembling normal — which, around here, still means weird.

If the players protected Victor and Lyla, they've earned the trust and gratitude of two powerful supernatural allies. The couple agrees to stay, quietly integrating into park life. Victor begins hosting dramatic readings of Gothic poetry on Thursday nights. Lyla starts a werewolf-friendly yoga class behind the laundry trailer. There's talk of starting a neighborhood watch — but only after the next full moon.

If Marlena was persuaded to leave: She disappears into the night, leaving behind a note:

"You bought them time. But someday, you'll see I was right."

If she was defeated: She escapes, vowing revenge. She might show up again in future adventures — smarter, meaner, and less patient.

If things went badly: Victor and Lyla may be forced to flee again, disappearing before the players can stop them. Their trailer space remains vacant... but a thank-you note is taped to the door. "We'll always remember Dusty Pines," it says, "and the people who gave us a chance."

REWARD IDEAS

- A protective ward from Victor that gives +1 to defend against supernatural threats for one scene.
- A silver-fanged keychain from Lyla that howls faintly during full moons.
- A cryptic coupon from Edna: "Redeem for One Free Favor, No Questions Asked (Void During Eclipses)."

THE HOA RISES

Just when Dusty Pines thought it had weathered the last magical mishap, a new threat emerges—not with claws or curses, but with clipboards and citations. An ancient Homeowners Association, long believed dead (or at least disbanded), has mysteriously reactivated. Magical fines start appearing on doors. Gnome placement violations are magically enforced. And worst of all, someone has begun repainting trailers... beige.

The players are drawn into a battle not just for survival, but for the soul of Dusty Pines. If they don't stop this bureaucratic uprising, their delightfully weird neighborhood might become a perfectly regulated suburban nightmare. It's time to stand against the HOA—and maybe fill out a few forms along the way.

PREMISE

An ancient, magically binding HOA charter has reawakened, and Dusty Pines is under siege by enchanted citations, lawn décor regulations, and supernatural conformity spells. The players must investigate the source, outmaneuver the HOA's magical enforcement, and stop the final ritual before Dusty Pines becomes a pastel-coloured suburban prison.

GOALS FOR THE PLAYERS

- Investigate the reactivation of the HOA and uncover who or what brought it back.
- Survive and subvert magically enforced citations, conformity spells, and HOA summons.
- Disrupt the HOA's "Perfect Compliance" ritual and return Dusty Pines to its chaotic, loveable weirdness.

ATMOSPHERE & TONE

This scenario plays up the horror of bureaucracy with absurdist magical flair. Think cursed filing cabinets, spectral rulebooks, and HOA bylaws older than the Constitution. Expect a balance of supernatural mystery and comedic satire, with plenty of room for ridiculous player solutions. Let the park's weirdness shine—and let the paperwork fly.

This scenario begins with a creeping sense of order—unnatural, shimmering, and deeply unsettling. Let the players soak in the rising tension as Dusty Pines slowly transforms into a picture-perfect suburban nightmare. From oddly stacked lawn chairs to mysteriously altered décor, the early signs of magical enforcement should feel subtle at first... then escalate quickly. Encourage the players to act before the trailer park's unique charm is scrubbed clean by arcane bureaucracy.

THE FIRST VIOLATION NOTICE

The trouble begins on a suspiciously quiet morning, when residents awaken to find glowing parchment citations magically affixed to their trailers.

NOTICE OF NONCOMPLIANCE

Violation: Improper Lawn Ornament Placement

Fine: 12 Silver Acorns (Payable Immediately)

Failure to comply will result in enchanted correction and/or community service in the Form Reproduction Pits.

— Issued under Authority of the Dusty Pines Homeowners Association

Most residents laugh it off—until a wayward gnome statue is magically hurled back into alignment with an audible “clang.” Then the lawn chairs start stacking themselves. And someone’s trailer mysteriously gets a new beige paint job... overnight.

Bobby the Befuddled calls an emergency “sit-around” at his trailer, holding up a crumpled old document titled “**Original HOA Covenant – DO NOT RE-ACTIVATE.**” He swears it wasn’t him. Probably.

The players are asked to investigate who—or what—is bringing the HOA back to life, and how to stop it before Dusty Pines becomes a pastel, paved-over dystopia.

CITATION STATION

The players begin their investigation by examining the bizarre violations issued across the trailer park. Gnome rotations, garden flamingo spacing, and “curb appeal rituals” have all become matters of magical enforcement—complete with glowing warnings and subtle reality-warping effects.

WHAT THE PLAYERS DISCOVER

By interviewing neighbors and inspecting their own citations, the players uncover several oddities:

- The citations are written in enchanted ink that glows faintly under moonlight and smells faintly of bureaucracy.
- Several residents have already experienced “compliance adjustments,” such as:
 - Lawn ornaments forcibly rearranged into symmetrical patterns.
 - Curtains replaced with HOA-approved beige blinds overnight.
 - A trailer that began humming elevator music until someone filed an appeal form.
- A mysterious magical energy seems to be radiating from the center of the park — possibly from the long-abandoned HOA trailer near Lot 0, which was supposed to have collapsed years ago.

THINGS THE PLAYERS CAN TRY

- **Trace the Citations:** Using **Lore** or **Notice DL +1**, the players can detect a faint magical signature that points toward the abandoned HOA trailer.

- **Talk to a Cursed Neighbor:** Find someone who's been hit by multiple violations — like Harold "Hazard" Haddock — and hear what happened when he tried to resist.
- **Try to Void a Citation:** Attempt to burn, rip, or cast a spell on a citation — but beware: this may result in instant magical retaliation (e.g., getting slapped by flying paperwork or momentarily transformed into a HOA board member).

OPTIONAL CHAOS

Hazard Haddock has a secret stash of old HOA forms he's been hoarding since the '70s. If the players dig through it, they might find:

- A loophole allowing residents to petition for "Discontinuance of Spirit-Led Enforcement" via majority vote.
- A summoning circle for the HOA president — half-burned, poorly erased, and definitely still active.

THE HOA TRAILER (A.K.A. THE COMPLIANCE NEXUS)

Following the trail of magical citations and escalating weirdness, the players are eventually led to Lot 0 — an overgrown patch of land behind the laundromat where no one's parked in decades. At the center stands the old HOA trailer, half-sunken into the earth and overgrown with ivy, morning glory, and what appears to be enchanted crabgrass.

A rusted sign dangles over the door:

DUSTY PINES HOA HEADQUARTERS
"Order, Cleanliness, Obedience" Since 1969

EXPLORING THE TRAILER

Inside, the trailer is far larger than it appears from the outside — it warps space, bending into an impossible maze of filing cabinets, bureaucratic sigils, and floating paper forms. Players who step in feel a

faint pull toward conformity. Their clothes may iron themselves. Hair styles attempt to part neatly. One player may briefly begin craving sensible beige slacks.

Possible discoveries:

- A glowing, floating registry book constantly writes new citations in real time. If destroyed or stolen, it slows enforcement across the park.
- A locked vault labeled "Founding Documents — DO NOT OPEN." Cracking it (with **Crafts** or **Burglary DL +2**) reveals the magical contract that powers the HOA — a document binding all residents to arcane codes unless nullified by community vote.
- A haunted nameplate reads "**President Cynthia Clench, HOA Eternal**" — it pulses with magical energy, indicating she's not only active but gaining power.

CONFRONTATION WITH CYNTHIA

If the players linger too long or tamper with the wrong drawer, Cynthia Clench herself may manifest in a swirl of administrative energy — a ghostly, pinched figure in pearls and pastels, wielding a radiant clipboard and a terrifying smile.

She will:

- Deliver a polite but chilling warning about non-compliance.
- Offer the players a "voluntary reeducation pamphlet" (which bites).
- Hint that the final phase — "Total Park Harmonization" — is already underway.

PLAYER CHOICES

Players can try to:

- Sneak out with the founding charter.
- Bargain with Cynthia — though she only respects correctly filed motions.
- Disrupt the trailer's enchantment by planting symbols of chaos (e.g. glitter, flamingo statues, or a live gremlin).

RULEBREAKING, LOUD, UNFLINCHINGLY PROUD**HAROLD "HAZARD" HADDOCK**

Harold "Hazard" Haddock has been violating HOA bylaws since before they were even written down. Loud, stubborn, and proudly unkempt, Hazard believes personal freedom is measured in how many pink flamingos you can fit on your roof. He sees the return of the HOA as a personal challenge and is absolutely ready to fight magical bureaucracy with barbecue tongs and duct tape.

Skills

Expert (+3)	Provoke
Skilled (+2)	Will, Crafts
Novice (+1)	Athletics, Lore

Traits

Chronic Noncompliance Immune to minor magical enforcement effects (he's been hexed so many times he's basically acclimated).

Barbeque Battle Strategist +1 to overcome or create advantage when turning ordinary household junk into makeshift resistance tools.

Stress

Fatigue:	○○○
Mild:	♥
Mod:	♥

BUREAUCRATIC, PASSIVE-AGGRESSIVELY POWERFUL**CYNTHIA CLENCH**

Cynthia Clench was once the iron-willed president of the Dusty Pines HOA. In death, she has only grown stronger. Bound to the original charter by ancient bureaucratic magic (and possibly spite), she enforces conformity with ghostly precision. Always calm, always polite, Cynthia manifests in pastel power-suits and emits a faint scent of lemon pledge and fear.

She is not openly violent—but the enchantments she controls are vast, subtle, and increasingly dangerous.

Skills

Expert (+3)	Will
Skilled (+2)	Lore, Provoke
Novice (+1)	Deceive, Empathy

Traits

Bylaw Enforcement Aura While Cynthia is present, players attempting to break rules or resist magical citations take **-1 to all overcome actions** unless they succeed on a Will check DL +1.

Administrative Poltergeist Cynthia can animate paperwork, filing cabinets, and outdated computers to harass, entangle, or distract intruders.

Perfectly Composed Immune to emotional manipulation and intimidation. May sigh disapprovingly instead.

Stress

Fatigue:	○○○
Mild:	♥
Mod:	♥
Severe:	♥

THE CONFORMITY FIELD EXPANDS

As the HOA's influence spreads, Dusty Pines begins to change—visibly and unnervingly. Strange magical effects ripple through the park, slowly sanding off its edges and replacing them with bland uniformity.

SIGNS OF THE FIELD

The players begin noticing signs that reality itself is being reshaped:

- Trailers begin shifting into identical layouts, sprouting white picket fences overnight.
- Lawn flamingos line up in formation, and gnomes salute as the players pass.
- Music from nearby radios and TVs becomes eerily identical—elevator jazz with no discernible source.
- Residents feel compelled to tuck in their shirts, mow lawns with exact symmetry, or sort their recyclables alphabetically.

MECHANICS

While inside the Conformity Field:

- Players take **-1 to any action involving creativity, rebellion, or chaos** unless they succeed on a **Will check DL +1**.
- Magical effects become muted or altered unless they are “orderly” in nature (e.g., illusions manifest as tidy charts or office clip art).
- Gremlins, ghosts, and other supernatural residents either flee or become eerily well-behaved.

HOW TO PUSH BACK

Players can attempt to disrupt the field temporarily through acts of joyful rebellion:

- Host a spontaneous dance party.
- Flood the airwaves with chaotic trailer park radio.
- Build an illegal monument out of flamingos and lawn chairs.

These acts may weaken the HOA’s hold, inspire other residents to resist, and earn mechanical boosts for the final confrontation.

RALLYING THE RESISTANCE

The players can’t stop the HOA alone—but not all is lost. Some residents have begun to quietly rebel: painting their mailboxes garish colours, putting gnome hats on their cats, and hosting “illegal” potlucks full of spicy food and unsanctioned laughter. With the right push, the players can unite these chaotic spirits into an HOA-fighting force.

KEY ALLIES

- **Hazard Haddock** is already stockpiling “anti-compliance gear” (BBQ skewers, glitter bombs, and lawn darts). If approached, he offers to lead a “Task Force of General Mayhem.”
- **Edna the Bog Witch** claims she’s neutral—but may offer a ritual of disorder if bribed with a good casserole and at least one ridiculous promise.

- **Rusty the Gnome Whisperer** can rouse the gnomes to active rebellion, but only if someone convinces them their freedom is at stake (they’re oddly fond of beige).

WHAT THE PLAYERS CAN DO

To organize a meaningful resistance, players must gather residents, inspire rebellion, and choose a plan of action:

- **Hold an Emergency Town “Dishall” Meeting:** Set up a flamingo-lit circle in the park after curfew. Use **Rapport DL +1** to rally support.
- **Create the Chaos Manifesto:** A magically resonant protest banner or proclamation, full of jokes, glitter, and deliberate typos. This counts as a magical counter-sigil and may weaken the HOA’s control if displayed.
- **Distribute Rebellion Kits:** Flyers, rogue spells, gremlin-snack traps, and home-brewed confusion potions. (Edna’s are especially fun if a bit unstable.)

OUTCOME

If successful, the players assemble a full-scale neighborhood rebellion—ready to launch a final strike at the HOA’s headquarters just before the “Perfect Compliance” ritual is finalized.

OPTIONAL TWIST

One loyalist (perhaps a brainwashed resident or Cynthia’s spectral intern) may try to sabotage the meeting. Catching them in the act earns a morale boost.

THE RITUAL OF PERFECT COMPLIANCE

The HOA’s ultimate plan is nearly complete. At the stroke of midnight, Cynthia Clench will activate the long-dormant Ritual of Perfect Compliance—a magical spell woven into the original HOA charter that will lock Dusty Pines into eternal regulation. If it succeeds, no flamingo will ever stand out of line again.

THE SETTING

The final ritual takes place in the magically expanded HOA trailer, which now resembles a glowing suburban office complex filled with floating clipboards, levitating filing cabinets, and softly humming beige walls. At its centre, a podium rises before a giant holographic bylaw wheel, slowly turning toward “PERMANENT ENFORCEMENT.”

Defensive enchantments are active:

- Anyone speaking out of turn takes a **-1 penalty** to actions for one round.
- All magic with “chaotic” or “unsanctioned” descriptors requires a **Lore DL +2** check to function normally.

DISRUPTING THE RITUAL

To stop Cynthia and her bureaucratic magic from taking hold permanently, players can choose several approaches:

- **Overload the Ritual Matrix:** Plug in too many non-conforming documents—like Rusty’s glitter protest fliers or the Chaos Manifesto—to corrupt the enchantment’s logic. (**Crafts or Lore DL +2**)
- **Challenge the Bylaw in Council:** Invoke the park’s oldest magical clause—a community vote. Players must convince residents to oppose the ritual on the spot. (**Rapport, Provoke, or Will DL +1 per resident**)
- **Battle Cynthia Directly:** Confront the spectral president in a magical showdown of personality, improvisation, and deeply petty rule-lawyering.

CYNTHIA’S RESPONSE

If disrupted, Cynthia will:

- Summon spectral assistants to shuffle paperwork and toss magical citations.
- Attempt to reset the ritual with emergency HOA protocols.
- Target the most flamboyantly chaotic player with the spell “**Mandated Neutral Palette**.”

VICTORY CONDITIONS

The ritual ends if any of the following occur:

- The original charter is destroyed in a blaze of community spirit (or barbecue fire).
- A majority of Dusty Pines residents vocally object and vote to nullify the HOA.
- Cynthia is convinced (or tricked) into retiring permanently.

If none of these happen, Dusty Pines becomes a bland suburban nightmare—until someone breaks the spell in a future adventure.

ENDING THE SCENARIO

With the ritual stopped—or not—the fate of Dusty Pines rests in the players’ hands. Depending on how events unfold, the conclusion can take many forms:

IF THE RITUAL IS DISRUPTED

The enchantment collapses in a spectacular display of sparking paperwork and wilting beige vines. Cynthia Clench lets out a long, disappointed sigh and dissolves into lemon-scented mist. The HOA trailer implodes back into its original rusted state.

Results:

- Residents regain their individuality (some more enthusiastically than others).
- Bobby declares a park-wide “Weirdness Appreciation Day,” which involves tacos, glitter, and possibly a celebratory possum parade.
- Players gain the lasting admiration of the trailer park—and perhaps a few grumbling curses from surviving HOA spirits.

IF THE RITUAL PARTIALLY SUCCEEDS

Maybe the players won... mostly. The HOA’s power is weakened but not gone. Some parts of the park remain oddly uniform, and monthly meetings are now magically enforced (with donuts). Cynthia may return... with red tape reinforcements.

Results:

- Players earn a temporary reprieve but will need to stay on their toes.
- Some residents embrace the changes, leading to awkward “suburban supremacy” factions.
- The park is safe—for now—but the battle for Dusty Pines’ soul isn’t over.

IF THE RITUAL SUCCEEDS

Dusty Pines falls into order. Lawn flamingos wear uniforms. Gnomes march in formation. Every trailer is beige. Cynthia rules with a gentle but ironclad HOA smile. The players may need to spark a future rebellion from within.

Results:

- The scenario ends on a dystopian note (but one ripe for a sequel).
- Characters who resist too hard may be reassigned to “compliance training.”
- Optional cliffhanger: Hazard disappears underground, forming a secret resistance.

FUTURE HOOK

Cynthia may have been defeated, but the HOA’s charter still exists. If not destroyed, it could fall into other hands—or awaken in a different trailer park. It might even be sold on Etsy.

TAXED TO THE MAX: THE IRS COMES KNOCKING

Trouble arrives in a crisp navy blazer and orthopedic shoes. Agent Dolores “The Hawk” Hawkins of the IRS has rolled into Dusty Pines with a government-issued briefcase and a mission: collect on years of back taxes owed by one of the residents (possibly one of the players). But as Dolores digs into the park’s suspicious finances and weirdly annotated receipts, the rest of Dusty Pines starts panicking.

Rumors swirl that Dolores isn’t just a tax agent—some claim she’s a supernatural enforcer or a hunter of magical loopholes. Whether mortal or mythic, she’s too good at her job, and her questions are getting far too close to the truth. The players must dodge her inquiries, hide incriminating evidence, and possibly even confront the growing possibility that Dolores is here for something much stranger than unpaid income.

PREMISE

One of the players has (understandably) neglected their taxes, and now an IRS agent is knocking. But Agent Hawkins isn’t just here to audit—she’s unraveling secrets that Dusty Pines can’t afford to expose. The players must protect their friend, the park’s oddball magic, and maybe their own freedom before she brings the hammer (and itemized forms) down.

GOALS FOR THE PLAYERS

- Avoid Dolores’ questioning and prevent her from discovering magical irregularities.
- Bury or “correct” any incriminating records—including suspicious magical expenses.
- Uncover Dolores’ true intentions and whether she’s just IRS... or something more.

ATMOSPHERE & TONE

This scenario blends bureaucratic comedy, magical misdirection, and paranoia. Think *Catch Me If You Can* meets a supernatural episode of *Brooklyn Nine-Nine*. Players should feel the tension of hiding the truth while also being tempted to out-bureaucrat the bureaucrat. Mix in magical receipts, shady accountants, and maybe a little interdimensional tax law.

The sun rises over Dusty Pines with suspiciously precise timing—7:02 a.m. exactly—just as a spotless black sedan rolls to a stop outside the park office. A tall, stiff-backed woman in a navy-blue suit steps out, clutching a reinforced briefcase and a thermos labeled “Audit Fuel.” This is **Agent Dolores “The Hawk” Hawkins**, and she has arrived with purpose.

Rumor spreads fast: someone in Dusty Pines is under federal investigation for back taxes. And not just any taxes—*deeply confusing, questionably magical*

taxes. As the trailer park braces for impact, one thing becomes clear: the players will need to outwit, out-maneuver, and out-audit the IRS... or risk losing far more than a few deductions.

THE AUDIT BEGINS

A flyer appears overnight on several trailers—not tacked up, but neatly slid under doors and magically laminated. It reads:

INTERNAL REVENUE SERVICE FIELD AUDIT NOTICE

To: [Insert Player Name]
Subject: Discrepancies in Declared Income,
Schedule M13

Please report to the Park Office at 10:00 a.m. sharp. Bring all records, receipts, familiars, and/or dimensional deduction forms. No pets. No hexes. No excuses.

AT THE PARK OFFICE

Bobby “the Befuddled” Barkins is in full panic mode, clutching a pencil stub and a half-completed “Emergency Tax Ritual Worksheet.” The office smells like burnt sage and copier toner.

Agent Hawkins is already there, standing perfectly still, reviewing documents that weren’t supposed to exist. She speaks in clipped sentences and never looks away for more than a second.

What Happens

- She has a thick dossier on the target player—one that includes suspicious income streams (e.g., “Artifact Retrieval Fees,” “Potion Reimbursements,” “Cursed Duck Disposal”).
- Dolores begins her interrogation politely but with relentless precision. She asks about forms the player has definitely never seen.
- She notices anything odd about the trailer park — strange architecture, unnatural lighting, talking raccoons, etc.—and notes it without comment.
- She asks to “inspect” the player’s trailer.

What the Players Can Do

- Redirect her attention with magical bureaucracy—perhaps invoking obscure (possibly fake) supernatural tax codes.
- Call in Lyle “The Tax Ghost” Gerber for professional help... at their own risk.
- Begin quietly destroying or hiding anything that could be construed as tax fraud or magical activity.

OPTIONAL ESCALATION

If the player is evasive or openly suspicious, Dolores declares a **park-wide random audit**, putting everyone under the microscope. Cue widespread panic and impromptu receipt-forging parties.

IRS AGENT, BUREAUCRATIC BLOODHOUND,
POSSIBLY SUPERNATURAL

AGENT DOLORES “THE HAWK” HAWKINS

Dolores Hawkins is the IRS's finest field agent, known for her unnerving ability to appear where she's least expected—and for never letting a deduction slip by unnoticed. Whether she's just a terrifyingly competent civil servant or something... more... remains up for debate. What's certain is that she won't leave Dusty Pines without answers.

Appearance: Immaculate navy-blue suit, steel-grey bun, and unsettlingly sharp eyes. Her clipboard may or may not be enchanted.

Skills

Expert (+3)	Investigation, Will
Skilled (+2)	Provoke, Lore
Novice (+1)	Notice, Empathy

Traits

Audit Sense Once per scene, Dolores may “just know” where something incriminating is hidden. Treat as a +2 bonus to any Investigation action.

Bureaucratic Shielding Anyone trying to use direct magic on Dolores must succeed on a **Will** **DL +2** check or have the spell bounce off her “paperwork aura.”

Stress

Fatigue:	OOO
Mild:	♡
Mod:	♥

SPECTRAL ACCOUNTANT, SHADY CONSULTANT,
FINANCIAL NECROMANCER?

LYLE “THE TAX GHOST” GERBER

Lyle Gerber was once a mid-level accountant who vanished during a suspicious audit involving five shell companies, a haunted casino, and something called “The 1099 Phantasm Loop.” Now, he haunts spreadsheets and appears wherever tax evasion takes on metaphysical proportions. Lyle insists he's not dead, just “off the books,” and claims to help people “navigate the grey areas of magical finance.” In reality, he's wildly unreliable, questionably magical, and absolutely the kind of ghost who still charges consulting fees.

Appearance: Transparent green visor, ghostly suspenders, and an incorporeal pocket calculator that spits out glowing tape. Smells faintly of burnt receipts.

Skills

Expert (+3)	Deceive, Lore
Skilled (+2)	Rapport, Burglary
Novice (+1)	Notice, Will

Traits

Phantom Filing Once per session, Lyle can conjure a tax record or deduction from the spirit world—believable, but possibly cursed.

Off the Books Lyle is immune to most magical detection or truth spells... but only as long as he's being paid.

Stress

Fatigue:	OO
Mild:	♡
Mod:	♥

COOK THE BOOKS, OR BURY THEM

Once Dolores starts asking around, panic spreads. Residents who haven't filed a tax form since the Reagan administration begin rifling through shoe boxes, junk drawers, and cursed vaults in search of receipts. The players must move fast to prevent Dolores from uncovering anything truly damning—magical or otherwise.

THE PROBLEM

The park is full of financial irregularities:

- Tito the chupacabra once got paid in rotisserie chickens.
- Edna sells “services” without reporting income (especially the ones involving frogs).
- A certain player has been writing off “emotionally significant crystals” as business deductions.

THE PLAYERS' OPTIONS

- **Destroy the Evidence:** Shred, burn, or “accidentally banish” tax forms. (Requires **Stealth, Burglary**, or chaotic magic **DL +1**)
- **Forge Deductions:** Backdate and fill out believable forms to explain income. (Requires **Deceive, Crafts**, or **Lore DL +2**)
- **Distract Dolores:** One player lures Dolores into a painfully long HOA-style community tour while the others clean house.

POTENTIAL OBSTACLES

- A magical receipt book animates and starts loudly reciting every undocumented purchase the players have ever made.
- One NPC (perhaps Rusty or Bobby) tries to “help” by inventing increasingly absurd cover stories that only make things worse.
- Dolores discovers a suspicious locked cabinet labeled “Definitely Not Hidden Tax Records.” She will try to open it unless convinced otherwise.

IF THEY FAIL

If Dolores finds enough discrepancies, she escalates to **Phase Two: Forensic Interviewing...** and that's when things start getting truly weird.

PHASE TWO: FORENSIC INTERVIEWING

If the players fail to sufficiently dodge, deceive, or distract Dolores, she escalates to Phase Two: private interviews, magical lie detection, and reality-checking rituals.

WHAT THIS LOOKS LIKE

- She summons players one by one to a conjured IRS cube—a sterile interview space where spells like **Truth Tagging** and **Deduction Projection** are active.

- Dolores uses enchanted ledgers to compare verbal answers to cosmic tax records (which somehow exist for everyone).
- She asks piercing, deeply personal questions like “Have you ever used a glamour to avoid sales tax?” or “Please list all known income streams, including spectral currencies.”

WAYS TO RESIST

- Use **Will** to withstand her magical scrutiny.
- Invoke a legal loophole using obscure magical bureaucracy—possibly with help from Lyle the Tax Ghost.
- Create magical static (via enchanted paperwork or spell-scroll shredders) to scramble her audit spells.

IF SHE SUCCEEDS

Dolores begins writing up full magical citations and may start seizing “noncompliant property”—which could include familiars, charms, or entire trailers.

TONE NOTE

This phase should feel like a magical interrogation combined with an absurd, deadpan HR meeting. Think Kafka meets Dungeons & Dragons: Office Edition.

A VISIT FROM THE TAX GHOST

It's late afternoon when the temperature in the communal laundry trailer suddenly drops. The lint in the corner begins swirling into unnatural patterns. Then, with a crackle of spectral receipts and the distant ding of a calculator tape, **Lyle “The Tax Ghost” Gerber** materialises.

HIS ENTRANCE

Lyle floats two inches above the floor, translucent and mildly smug.

LYLE'S INTRODUCTION

“I heard someone was in tax trouble... and that's my cue. Don't worry—I'm here to help. For a modest fee, of course. Ghosts gotta eat too... metaphorically.”

WHAT HE OFFERS

Lyle claims to have several “solutions” for the players:

- **“Ghost Expenses”:** He can generate spectral deduction forms that “technically exist,” usable for creative write-offs like “exorcism costs” and “spiritual hazard pay.”
- **“Temporal Sheltering”:** He offers to shift one player’s trailer five minutes out of sync with reality to dodge the audit window.
- **“Phantom Filing Services”:** A single-use spell that creates a completed tax return—albeit one that may summon an IRS shade if mishandled.

COMPLICATIONS

- Lyle's paperwork sometimes screams. Literally.
- He charges "a cut" of any magical items used to hide evidence.
- If questioned too hard, Lyle will vanish mid-sentence and return hours later with even worse ideas.

FUN CONSEQUENCE

If the players use one of Lyle's deduction tricks, Dolores may briefly detect something "wrong" in the records—but it disappears when checked, leaving her unnerved but more determined than ever.

PARK-WIDE PANIC

Once Dolores expands her audit to include the entire trailer park (either due to failed player attempts to stall her or "suspicious patterns in the magical income matrix"), the residents of Dusty Pines lose their collective minds.

WHAT IT LOOKS LIKE

Picture a supernatural tax apocalypse:

- Bobby is frantically stuffing paperwork into a portable rift disguised as a filing cabinet.
- Edna is trying to enchant receipts with emotional significance so they become "non-taxable memories."
- Tito the chupacabra has vanished—leaving behind a suspiciously perfect tax form labeled "No Comment."
- The enchanted port-a-potty from earlier scenarios is offering bribes to keep its plumbing business off the books.
- Rusty the Gnome Whisperer has declared his lawn a "tax-exempt micronation," complete with passport stamps.

PLAYER GOALS

This is a semi-freeform chaos scene where players may:

- Help other residents fudge records, forge magical documents, or banish enchanted ledgers that won't stop tattling.
- Organise a "Distraction Festival" — maybe an impromptu community potluck with suspiciously convenient timing.
- Locate Dolores' car and replace her audit scrolls with decoys. (Requires **Burglary** or **Deceive DL +2**)
- Calm down residents who are panicking, turning invisible, or summoning protective familiars with law degrees.

COMPLICATIONS

- One trailer has already been "confiscated" by the audit — it's frozen in a glowing stasis cube labeled "Assets Under Review."

- A magical form has gone rogue and started self-replicating. It's trying to audit Bobby's cat for "fish-related earnings."
- Lyle returns in the middle of the chaos, offering to "take the audit to court," but he's just wearing a sheet and yelling legal jargon.

TONE NOTE

This scene should lean fully into absurd magical bureaucracy. Think wizardly tax panic + community theatre-level misdirection. Let players get creative—and let failure be funny, not punishing.

DIGGING INTO DOLORES

Between the paperwork storms and spectral calculators, something just doesn't sit right. Dolores is clearly more than a simple IRS agent, and her arrival was just a little too well-timed. If the players take the initiative to look deeper into her background, they may uncover secrets even the government doesn't know about.

WAYS TO INVESTIGATE

- **Consult Edna:** Edna, of course, "might know something"—if the players bring her a cursed checkbook or agree to sit through her seminar on magical budgeting. A successful **Lore** or **Rapport DL +1** reveals that Dolores might be part of an ancient order of magical auditors, originally designed to monitor sorcery-related debts to the Fae courts.
- **Check Her Credentials:** A **Notice** or **Investigate DL +2** check while Dolores is distracted might reveal her badge occasionally glitches—flickering between IRS, MARC (Magical Accounting & Revenue Command), and a long-defunct Department of Interplanar Rebalancing.
- **Ask Lyle (Carefully):** If Lyle is still around, he may nervously admit that Dolores "isn't just after taxes, if you catch my drift." He implies she's gathering enough evidence to petition for a full **Magical Containment Designation** on Dusty Pines—a bureaucratic move that would put the entire park under permanent federal quarantine.

WHAT THEY MIGHT DISCOVER

- **Dolores is on a Trial Assignment:** This audit is part of a test run. If successful, she may be promoted to "Arcane Enforcement Tier II" and given greater powers.
- **The Audit is a Cover:** Her primary mission isn't just taxes—it's to identify magical "unregistered anomalies." If she finds enough evidence, she'll trigger a lockdown and call in the Department of Dimensional Oversight.
- **She Has Doubts:** While Dolores won't admit it, she's quietly impressed by the weird community spirit of Dusty Pines. A successful **Empathy DL +2**

during conversation might reveal a moment of hesitation—she's tired of chasing monsters and might be open to persuasion.

PLAYER ADVANTAGE

If the players gather any of this information, they gain a powerful bargaining chip. They may now:

- Confront Dolores with her hidden motives to stall the audit.
- Appeal to her personal doubts and convince her Dusty Pines doesn't need regulation.
- Threaten to file a grievance with the Interplanar Oversight Board (real or not).

FINAL CONFRONTATION: BALANCING THE BOOKS

With the park in chaos, magical paperwork fluttering through the air, and every receipt spiritually vibrating with stress, it's time for the players to make their final move. Dolores stands in the centre of the trailer park with her enchanted audit ledger glowing like a doomsday tome.

How the Confrontation Can Go

The players must now use what they've gathered—be it leverage, lies, empathy, or magical legalese—to get Dolores off their backs.

Option 1: The Appeal to Bureaucratic Humanity. If the players uncovered her secret doubts, they can attempt a heartfelt plea:

- Highlight how the park is weird but self-sufficient.
- Emphasise how Dolores deserves a case that isn't a trap disguised as a promotion.
- Offer her honorary membership in the Dusty Pines HOA (Harmless Oddities Alliance).

Empathy DL +2 or Rapport DL +1 succeeds.

Option 2: Leverage the Hidden Truth. If the players uncovered her ties to the Magical Accounting & Rev-

enu Command or the Department of Dimensional Oversight:

- Accuse her of overstepping her authority—this isn't a MARC-approved operation.
- Threaten to contact interplanar regulators or expose her "extra-planar jurisdiction."

Deceive or Lore DL +2 succeeds, especially with forged paperwork from Lyle.

Option 3: Chaos Wins. If all else fails (or intentionally escalates), the park rises up:

- Bobby triggers the glitter sprinkler system.
- Edna throws cursed audit scrolls into her leyline-powered compost bin.
- The residents flood the park with magical "deductions" until Dolores' book explodes into confetti.

This chaotic approach succeeds with a group **Will** check **DL +2** or creative teamwork — but may cause... paperwork repercussions.

OUTCOME OPTIONS

- **Dolores Withdraws the Audit:** If persuaded or pressured effectively, Dolores sighs, stamps her audit scroll "INCOMPLETE" in glowing red ink, and disappears in a puff of peppermint-scented bureaucracy.
- **Negotiated Peace:** Dolores agrees to drop the investigation in exchange for a regular "compliance postcard" once per year. She leaves—but says she'll be watching.
- **Containment Order:** If the players fail catastrophically, Dusty Pines is marked for magical containment. However, Lyle appears with a "paperwork override hex" (i.e., forged documents) and buys them time to fix it in a future scenario.

IF YOU WANT TO TEASE FUTURE TROUBLE...

Dolores pauses before leaving. She mutters, "Let's hope the Department of Arcane Property Reclamation doesn't get wind of this mess."

PART 4

CAMPAIGNS

CHAPTER 14: RUNNING CAMPAIGNS

WHILE THE WYRD ENGINE is optimised for one-shots and episodic sessions, it can also support full campaigns with long-term character growth, story arcs, and world evolution. Campaign play offers a deeper level of investment—at the cost of greater planning, continuity management, and player commitment.

This chapter explores what makes campaigns unique, how to adapt THE WYRD ENGINE’s flexible system for sustained play, and the tools needed to maintain narrative momentum over multiple sessions.

WHAT IS A CAMPAIGN?

Campaign play is the long-form novel of tabletop storytelling. Unlike one-shots or episodic adventures, which are structured for brevity and modularity, a campaign unfolds over weeks, months, or even years. It allows players and GMs to invest in a story that grows over time, shaped by choices, consequences, and shared memory.

Where one-shots ask “What’s the story tonight?”, campaigns ask “What does this story become?”

DEFINING CAMPAIGN PLAY

At its core, a campaign is a sequence of sessions linked by continuity—of characters, of world state, and of narrative trajectory. It may follow a single central storyline, evolve through branching paths, or emerge organically through play. What defines it is duration and development: each session contributes to something larger than itself.

- A campaign is a connected series of sessions forming a single, branching, or evolving story arc.
- Players typically follow the same characters throughout, developing relationships, evolving goals, and growing through experience.
- The world itself changes. Towns are saved or destroyed, enemies return, rumours spread, and reputations form.

Campaigns are less about standalone payoffs and more about long-term arcs—both narrative and emotional. What begins as a simple job or investigation might spiral into a war, a revolution, or a personal reckoning.

HOW CAMPAIGNS DIFFER FROM OTHER STRUCTURES

Understanding how campaigns differ from one-shots and episodic play is essential when designing for

them. Each structure has its own rhythm, strengths, and narrative expectations.

- **Compared to One-Shots:** One-shots are self-contained, prioritising quick setups, strong hooks, and immediate payoffs. Campaigns stretch those beats across sessions. Risks are slower to build, stakes escalate gradually, and character choices accumulate. One-shots might end in a blaze of glory; campaigns ask what happens next—and what that means.
- **Compared to Episodic Play:** Episodic games often feature returning characters and settings, but each session is modular and largely self-contained. Campaigns, by contrast, depend on consistent continuity. Character arcs unfold over time, and missing a session can mean missing a turning point. Episodic sessions reset the board; campaigns keep building on what came before.

A campaign is less a string of mysteries or missions, and more a shared history in the making.

STRENGTHS AND CHALLENGES

Campaigns offer some of the deepest experiences tabletop games can provide—but they also come with more demands on time, energy, and continuity. Understanding their benefits and limitations helps GMs and players decide when (and how) to commit.

STRENGTHS

Playing through campaigns provide a storytelling depth that other formats can only hint at. They reward long-term investment by giving space for meaningful change—both in the characters and the world around them. With time, players begin to see their actions ripple outward, leaving permanent marks on the setting, shaping their own identities, and weaving a personal legacy through the fabric of the narrative.

- **Allows deep character growth and long-term goals** Players can explore arcs that unfold slowly—vengeance, redemption, obsession, or legacy—developing characters who evolve through relationships, failures, and victories.
- **Supports worldbuilding that evolves with the players** The world isn’t static. A campaign lets you build factions that change, cities that rise or fall, and NPCs who remember what the players have done.
- **Builds emotional investment through continuity and callbacks** Events from early sessions gain new

meaning as stories develop. Returning threats, old allies, or unresolved choices create powerful emotional payoffs.

- **Facilitates complex mysteries, slow-burn plots, and faction politics** Campaigns allow for layered storytelling that doesn't need to resolve in a single night. Conspiracies, betrayals, hidden truths—these become richer when players have time to unearth them.

CHALLENGES

Of course, the very things that make campaigns rewarding also make them more demanding. They require coordination, consistency, and a willingness to adapt to a story that may span months or years. Without proper pacing and support tools, even the most promising campaign can lose momentum. Understanding these challenges early on helps you prepare for them—and design around them.

- **Requires consistent scheduling or active recap tools** Maintaining momentum demands regular sessions—or tools like journals, summaries, or shared calendars to keep the story coherent over gaps in play.
- **Players missing sessions can disrupt momentum** Absences have greater impact in campaigns. Important character moments or plot developments may leave absent players feeling lost or left behind.
- **Burnout or pacing fatigue over time** Without planning for arcs or tonal shifts, campaigns can stall. Players may lose sight of their goals or grow tired of slow-moving plots.
- **Needs more infrastructure for tracking advancement, consequences, and arcs** Unlike one-shots, campaigns require some method of tracking ongoing events—character growth, world changes, long-term NPC relationships, and unresolved threads.

Generally, campaigns reward preparation and consistency—but they also benefit from flexibility, letting the players shape the world and story as they go. The best campaigns feel alive because they respond to player choices, not because every moment is pre-planned.

BUILDING A CAMPAIGN FRAMEWORK

A successful campaign begins not with an ending in mind, but with a compelling foundation. This foundation should offer just enough structure to support consistency while leaving room for organic player choices and unexpected developments. A good framework creates a world that responds, breathes, and evolves—driven by what the characters do, not just what the GM writes.

1. START WITH A PREMISE, NOT A PLOT

One of the most common pitfalls in campaign design is planning too much too early. Instead of outlining a fixed storyline with predetermined outcomes, start with a compelling premise—an evocative situation, conflict, or question that the players can explore.

- **Premise Example:** “A team of magical troubleshooters repairs breaches between worlds as tensions rise between factions.” This raises immediate questions: Who controls the gates? What happens if the balance tips? Why these characters?
- **Premise Example:** “A dying city where time fractures nightly—only a few remember what changes.” This offers opportunities for memory-based mechanics, episodic mysteries within a larger arc, and character-driven exploration.
- **Avoid locking in outcomes.** Instead of deciding how the story ends, focus on what forces are in motion and how they might evolve depending on the players’ actions.

Let the campaign be a question that the characters help answer.

2. DEVELOP A LIVING WORLD

A strong campaign world isn’t just a stage—it’s an active participant. It changes in response to the characters, remembers what they’ve done, and offers new stories as old ones resolve. It doesn’t have to be massive or overly detailed at first—just believable, reactive, and full of potential.

- **Track change.** Did the players dismantle a corrupt cult? That cult’s allies may now work in the shadows. Did a character burn a bridge with a powerful noble? That noble’s influence might now work against them.
- **Use faction clocks or evolving NPC agendas.** Let rival groups grow stronger or weaker over time, gaining new allies, switching tactics, or splintering.
- **Leave blank spaces.** Not every corner of the world needs to be mapped. Leave space for discovery—new locations, secrets, or even truths the GM didn’t know were there until the players asked the right questions.

Let the world be malleable. A setting that shifts with the players’ choices becomes far more immersive than one that simply waits for them to arrive.

3. CHARACTER EVOLUTION OVER TIME

Campaigns thrive when the characters change as much as the world. Whether mechanically, emotionally, or narratively, players should feel their actions

have meaning and that their characters grow in response to what happens.

- **Reflect change in the fiction.** How do townsfolk treat the party now? Has a character gained a reputation—or notoriety? Do past choices close doors, or open new ones?
- **Support personal arcs.** Not every story needs to be epic. Let players pursue personal goals: reuniting with lost family, uncovering their past, or wrestling with inner flaws. Tie these arcs into larger stories when possible.
- **Integrate growth into play.** As characters grow, let the types of stories shift. Early episodes might focus on small jobs or local politics; later ones might involve larger powers, responsibility, or world-changing decisions.

When characters evolve alongside the world, the campaign becomes a shared chronicle—one that neither GM nor players could have predicted alone.

STRUCTURING ARCS

Long-form stories benefit from structure—not to constrain player choice, but to create rhythm and momentum. While a campaign may evolve organically, having a sense of narrative architecture helps guide sessions toward satisfying payoffs and ensures that plotlines don't stall or sprawl out of control.

You don't need a full outline from session one. Instead, think in arcs: storylines that begin, build, and resolve across several sessions. A campaign may include one major arc or several interwoven ones. Below are three common structures you can adapt or combine, depending on your table's style.

THREE COMMON MODELS

- **Linear Arc:** A classic approach: the campaign follows a central story with a clear beginning, middle, and end. Players uncover a mystery, confront an emerging threat, or travel toward a climactic goal. Side stories may occur along the way, but all roads lead to a final confrontation or revelation. *Example:* A magical plague spreads through the land. The campaign follows the party's effort to trace its origin, stop its source, and choose what price they're willing to pay for the cure.
- **Branching Arc:** This approach offers key decision points that shape future sessions. Player choices matter not just in the moment but in how they affect the trajectory of the story. Alliances shift, locations change, and some content is locked or unlocked depending on the path taken. *Example:* The players must choose which faction to support during a political uprising. Their choice determines which cities they visit, who becomes an ally, and who becomes a recurring villain.
- **Nested Episodic:** Ideal for campaigns built from episodic sessions, this model introduces small,

mostly self-contained stories that gradually reveal a deeper mystery or rising threat. Recurring motifs, hidden connections, and subtle consequences link the episodes into a greater whole. *Example:* Each session involves investigating a strange phenomenon. Over time, clues point toward an ancient intelligence awakening beneath the city—and only those paying attention realize the danger before it's too late.

No single structure is “best”—each supports a different type of player engagement. Linear arcs work well when you want strong momentum and a shared goal. Branching arcs highlight agency and consequence. Nested episodic arcs reward curiosity, observation, and returning players.

You can even combine them: a campaign might begin as episodic, then shift into a branching arc as player choices uncover the deeper threat, and conclude with a climactic linear arc as the stakes become unavoidable.

PACING AND NARRATIVE RHYTHM

Good pacing does more than simply keep the story in motion—it creates a rhythm that allows characters to breathe, to grow, to clash and connect. It gives room for surprise and silence, for revelations and reversals.

Much like music, a well-paced campaign thrives on contrast: the slow build before the crescendo, the quiet interlude before the storm. Without variation, even the most gripping tale can become a monotone, its brilliance dulled by lack of texture.

Campaigns often lose momentum not because the well of ideas runs dry, but because the emotional tempo stays the same. High tension without release leads to fatigue; calm without consequence leads to drift. Consider pacing as the art of contrast—alternating mystery with resolution, peril with reprieve, discovery with doubt. Let your players laugh before they scream, wonder before they despair. Let their choices carry weight, and their victories breathe.

A single session might follow a sharp arc—from a grisly discovery, to mounting clues, to a climactic confrontation—while a longer campaign can ebb and flow like a tide. Layer quieter episodes between your grand conspiracies: a character's personal letter, a haunted street corner, a night at the opera that turns strange. These moments may seem small, but they are where players become attached—not just to the plot, but to the world itself.

- **Alternate between high-stakes and downtime sessions.** After a dramatic battle or major plot reveal, give players room to breathe. Let them revisit NPCs, repair gear, write letters, or pursue personal goals. Downtime doesn't mean nothing happens—it just means the pressure shifts from external to internal.

- **Use “arc breaks” (interludes, side-stories) to prevent burnout.** Between major arcs, consider a one-session side mission, a flashback episode, or a vignette focused on a single character. These breaks refresh creative energy and give you space to prepare for the next arc.
- **Reflect time skips or long journeys with montage scenes.** Don’t feel pressured to play out every travel day or quiet week. Instead, use montage storytelling—brief scenes showing what each character does during the gap. This keeps the pace brisk while preserving narrative richness.

When you treat pacing like breathing—inhalе, exhale, tension, release—you keep players engaged without exhausting them. The best campaigns don’t just build up—they ebb and flow, guiding the group through moments of quiet, crisis, discovery, and consequence.

PLAYER ENGAGEMENT AND STORY OWNERSHIP

A successful campaign isn’t just about a good story—it’s about a story the players feel belongs to them. While the GM may provide structure, tone, and plot seeds, the players shape the emotional core of the campaign through their choices, relationships, and personal arcs. Giving them tools and space to participate in that creation helps ensure the story remains meaningful and collaborative.

SESSION ZEROS AND CHECK-INS

Before the first session, take time with the group to align expectations. A “Session Zero” is a dedicated pre-game meeting where players build characters together, discuss tone and boundaries, and establish the campaign’s foundational ideas. In long-form play, regular “check-ins” serve a similar function—helping ensure the story is still serving the group’s needs and interests.

- **Align expectations for tone, themes, and character arcs.** Is this a gritty gothic tragedy or a pulpy adventure? Are players interested in moral ambiguity, political intrigue, or interpersonal drama? Clarify the emotional space the game will explore so everyone can build characters who belong in the same story.
- **Revisit goals regularly to keep the story meaningful to players.** As the campaign evolves, character priorities may shift. Take time between arcs to ask: what does your character want now? Has their perspective changed? What kind of stories do you want to explore next?

These conversations don’t need to be long or formal. A five-minute reflection at the end of a session can be enough to course-correct and deepen the group’s sense of shared authorship.

IN-CHARACTER TOOLS

Once the campaign is in motion, offer ways for players to engage with the world beyond combat or investigation. These tools help develop emotional depth, reinforce continuity, and empower players to shape the narrative between sessions.

- **Character journals, private letters, or faction messages** Encourage players to write in-character notes, letters, or dispatches—especially during downtime. These can reveal inner conflicts, spark subplots, or feed new story hooks to the GM.
- **Flashback mechanics for revisiting past events** Allow players to introduce scenes from their character’s past or reveal what they were doing “off-screen” during a previous session. Flashbacks can provide context, deepen motivations, or reframe existing events in a new light.
- **Interludes and spotlight scenes for emotional depth** Dedicate a short scene during or between sessions to focus on a single character’s internal journey—confessionals, dreams, reunions, or moments of doubt. These interludes add weight to player choices and remind the group that their characters are more than just stats.

The more tools you offer for expression and reflection, the more your players will lean into the world—not just to solve mysteries or confront danger, but to truly inhabit their characters.

These small moments of introspection or creativity—scribbled letters, murmured confessions, shared memories—become the threads that bind the campaign together. They allow each player to find their voice within the story and feel that their presence shapes the world in subtle, meaningful ways.

That said, not every player will have the same time or energy to invest between sessions. Keep these tools optional, flexible, and rewarding rather than required. Provide quiet space for those who wish to explore their character’s inner life, but never make emotional depth a burden. A well-timed interlude or a single poignant letter can do more than a hundred backstories—and every player, no matter their schedule, should feel equally welcome in the heart of the tale.

ADVANCEMENT AND GROWTH

Although THE WYRD ENGINE is designed to work without traditional levelling systems, campaigns often benefit from some form of progression—both mechanical and narrative.

Growth can come in many forms: new skills, evolving gear, stronger bonds, or a shifting sense of purpose. The goal is not power for its own sake, but meaningful change that reflects what the characters have endured and accomplished.

PROGRESSION OPTIONS

Because THE WYRD ENGINE is modular, you can introduce progression in ways that suit your setting and story. These changes might occur between arcs, during downtime, or after pivotal story events.

- **Optional trait swapping, skill upgrades, or gear evolution** After completing a major arc or surviving a life-changing event, a character might improve a skill, refine a trait, or gain access to improved tools. Traits could be rewritten to reflect new beliefs, scars, or roles within the group.
- **Narrative advancement (new roles, titles, allegiances)** Characters might be promoted within a faction, become public figures, or inherit new responsibilities. A rogue might become a reluctant hero; a scholar might be named Warden of a hidden library. These narrative shifts offer rich new directions without altering stats.
- **Personal arcs influencing abilities or stunts** When a character completes a personal goal—reclaiming their honour, confronting their past, or embracing a hidden truth—they may unlock a unique ability or gain a once-per-session stunt that ties directly to their growth.

You don't need to implement progression on a fixed schedule. Let growth emerge from the fiction, tied to milestones the group recognises as meaningful.

MILESTONES AND BREAKPOINTS

When running long campaigns, it helps to define natural “breakpoints” where change happens. These moments offer reflection and renewal—chances to evolve characters, shift the status quo, or recalibrate goals.

- **Define major arcs or story shifts with character changes** After the fall of a major villain or the discovery of a hidden truth, give players a chance to adjust their characters. These shifts may be mechanical or purely narrative, representing internal or external change.
- **Introduce “season breaks” or legacy mechanics if needed** For very long campaigns, consider dividing the game into seasons. Between seasons, you might time-skip, introduce new characters, or modify parts of the setting. Legacy-style elements—such as recurring villains, inherited gear, or consequences from past arcs—can link the old with the new.

Advancement in THE WYRD ENGINE should never feel mandatory—but when used sparingly and tied to real growth, it enhances the sense that this world, and these characters, are truly changing.

ENDING A CAMPAIGN GRACEFULLY

All stories end—even great ones. The best campaigns don't simply stop; they conclude. Whether it's the result of a planned finale or a need to step away, knowing how to end well can turn even a short-lived campaign into a story worth remembering.

KNOWING WHEN TO END

There's no shame in ending a campaign early. Whether the group has reached a natural stopping point or life simply pulls players in new directions, it's better to close the story with intention than to let it quietly drift away.

- **Wrap after a major arc or shared goal is complete** If the party defeats their main foe, uncovers the truth, or completes their central quest, celebrate the moment with a closing session—even if you originally intended more.
- **End early with an epilogue if momentum fades** If the group can no longer meet regularly or enthusiasm wanes, consider running a shorter final session. Use it to give each character a moment of closure, even if it's bittersweet.

Ending well respects the time and imagination everyone has brought to the table.

FINALES AND EPILOGUES

When the time comes to say goodbye, give the players a chance to shape their characters' final legacies. A strong finale doesn't need to tie up every thread—but it should honour the journey.

- **Use time skips to show the long-term impact of choices** Flash forward months or years. Did their choices change the city? Did they build something new, retire in peace, or vanish into legend?
- **Offer each player a “final scene” or closing moment** Let players narrate one last scene for their character—a farewell to an ally, a returned letter, a final confrontation, or a quiet reflection.
- **Consider legacy elements that shape future stories** If you ever return to the setting, let old events echo forward. A future party might find the monument built in their honour—or hear whispered rumours of the deeds they left unfinished.

The best campaigns linger long after the dice have been packed away. Give them an ending they—and you—will remember.

CONCLUSION

Campaigns offer unparalleled opportunities for deep characterisation, immersive worldbuilding, and thematic exploration. They invite players to invest in

something bigger than a single night's adventure: a shared story that grows richer with every choice, every consequence, and every unexpected twist.

While they require more structure and shared commitment than one-shots or episodic sessions, campaigns reward that investment with moments no other format can match—slow-burning revelations, earned triumphs, and emotional arcs that resonate long after the game ends.

A great campaign isn't just a story told by the

GM—it's a world shaped by the table. With the right scaffolding—flexible pacing, evolving characters, responsive NPCs, and room for change—**THE WYRD ENGINE** campaigns become chronicles worth remembering.

Whether you plan a sweeping saga or simply let the threads unravel over time, trust your players, stay open to surprise, and follow the story wherever it leads. You may not know the ending when you begin—but that's what makes it magical.

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