

## 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 tombguards. These visions may contain useful information... or emotional hooks.
- **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.

**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.

## 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  
**Novice (+1)** Read the Blood (p. ??), Kindle Grief (p. ??)

#### Mana

Mana: ○○○○○

#### 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: ○○○

Mild: ♥ \_\_\_\_\_

Mod: ♥♥ \_\_\_\_\_

Severe: ♥♥♥ \_\_\_\_\_

## 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.

## 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, Name of Dust

#### Mana

Mana: ○○○○○

#### 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:** ○○○○  
**Mild:** ♥ \_\_\_\_\_  
**Mod:** ♥♥ \_\_\_\_\_  
**Severe:** ♥♥♥ \_\_\_\_\_

### 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.