

Cast aspersions

Use this when you wish to make someone look bad in the eyes of society.

Face: They mark a reputation and lose a token if a main character, they suffer a blow to their reputation if a supporting character.

6-10: They mark a reputation if a main character, they are put off balance if a supporting character.

A-5: No effect.

Comfort someone

Use this when you have a meaningful heart-to-heart with someone.

Face: If they accept your comfort, they may clear a condition. You may also clear a condition.

6-10: If they accept your comfort, you may clear a condition.

A-5: No effect.

Defend someone

Use this when you try to stop someone harming or maligning another.

Face: You turn the attack on the attacker.

6-10: You deflect the attack.

A-5: No effect.

Gain insight

Use this when you observe someone closely.

Face: Ask two questions from the list.

6-10: Ask one question from the list.

A-5: No effect.

Gamble well

Use this when you hope to make money on a game of chance.

Face: You win a lot.

6-10: You break even.

A-5: You lose more than you intended.

Speak secretly

Use this when you wish to hide the details or fact of your communication.

Face: You communicate what you intend to who you intend.

6-10: You communicate what you intend, but someone else picks up on it.

A-5: No effect.

Strike someone down

Use this when you may do bodily harm to someone.

Face: You wound them grievously.

6-10: You wound them.

A-5: You do not wound them.

Tempt someone

Use this when you wish to convince another main character to do something.

Face: If they do what you want, they gain a token. If they don't, they mark a reputation.

6-10: Choose one: If they do what you want, they gain a token. If they don't, they mark a reputation.

A-5: No leverage

Uncover magical secrets

Use this when you may discover something meaningful about magic.

Face: Mark a Secret.

6-10: Mark a Secret, and the fairy marks you.

A-5: The fairy marks a strand on you.

A grievous wound

Use this when you could be mortally wounded.

Face: No wounds

6-10: Mark one wound

A-5: Mark two wounds

Being shaken

Use this when you could be upset.

Face: No conditions

6-10: Mark a condition for the scene

A-5: Mark a condition

Being rocked

Use this when you could be deeply distressed.

Face: No conditions

6-10: Mark a condition

A-5: Mark two conditions

Capture by a fairy

Use this when you could fall deeper into a fairy's power.

Face: No strands

6-10: The fairy gains a strand on you

A-5: In the fairy's thrall

Embarrassing yourself

Use this when you could step truly outside the bounds of propriety.

Face: No reputations

6-10: Mark a reputation

A-5: Mark two reputations

Making a misstep

Use this when you could behave better.

Face: No reputations

6-10: Lose a token.

A-5: Mark a reputation

Starting a rumour

Use this when you could have your actions misinterpreted.

Face: No rumours

6-10: A muddled rumour

A-5: A terrible rumour

Suffering injury

Use this when you could be hurt.

Face: No wounds

6-10: Take a flesh wound

A-5: Mark a wound

Magical corruption

Use this when you could harm your soul with magic.

Face: No mark

6-10: Take a mark for the scene

A-5: Take a permanent mark

Letting slip a secret

Use this when you could reveal something you shouldn't.

Face: You keep it in

6-10: You drop a heavy hint

A-5: You make it clear

Dishonouring your family

Use this when you could put your whole family at risk.

Face: You uphold your family honour

6-10: Your behavior is considered questionable

A-5: Your behavior is considered reprehensible

Insight Questions

These are the questions you may ask with the **Insight** outcome.

- are you speaking the truth?
- what do you wish I would do?
- what do you intend to do?
- how do you feel about this?
- how could I get you to...?

Death magic

If your spell deals with death, spirits, grief, use this.

Face: ??

6-10: ??

A-5: ??

Treacherous magic

If your spell deals with lies, betrayal, deceit, use this.

Face: ??

6-10: ??

A-5: ??

Harsh magic

If your spell deals with violence, ruthlessness, privation, use this.

Face: ??

6-10: ??

A-5: ??

Transgressive magic

If your spell deals with sexuality, blurring class boundaries, sacrifice, use this.

Face: ??

6-10: ??

A-5: ??

Ancient magic

If your spell deals with fairy-things, eternal truths, royal rights, use this.

Face: ??

6-10: ??

A-5: ??

Feral magic

If your spell deals with beasts, ferocity, wildness, use this.

Face: ??

6-10: ??

A-5: ??