

The Naturalist



The world of Wick and Wander is abundant. Medicinal plants can match or exceed the efficacy of pre-collapse medicine, but they require a skilled practitioner to prepare them correctly. Shifting characteristics from plants to animals, or extracting those characteristics for later is not something to be done lightly.

Naturalist Feature

When using the Grow move to consume a bodum, you may ask for specific memories about specific things rather than simply getting a memory at random.

Naturalist Moves

1. Stitch: When you want to transfer some trait from one plant or animal to another, test with Harmony

Notes

- Stitching humans is forbidden in almost all enclaves throughout the Horn
- You must be able to touch any plants or animals you are stitching

2. Distill: When you wish to craft a tincture that can transfer a trait from a plant to a person temporarily, test with Lore

Tender Move

History:

Feature

Threads



Who do you love? _____



Who do you respect? _____



Who do you constantly compare yourself to? _____



Names: Arjun, Asha, Asahi, Aki, Akiro, Autumn, Aurora, Ayame, Breeze, Comet, Coral, Dove, Eclipse, Forestshade, Goldenwood, Hikari, Hoshino, Ivy, Isha, Jun, Kai, Kairi, Kazuki, Kumara, Laksha, Lakewood, Luna, Lila, Mika, Mio, Makoto, Meadow, Meera, Moon, Mountain Pine, Myra, Naoki, Nayan, Naoya, Nila, Priya, Prisha, Pinecrest, Raina, Raindrop, Ravi, Ria, Rainleaf, River, Rina, Rishi, Sage, Silver Fox, Sen, Silverleaf, Sky, Sora, Sorafield, Sohail, Springvale, Starlight, Stormcloud, Sunita, Sumi, Sunflower, Summer, Silverstream, Skyyale, Sengupta, Sato, Springvale, Teal, Taro, Tia, Tanvi, Tsubaki, Tiger Lily, Um, Uma, Ueda, Verma, Vira, Vijay, Wata, Willow, Willowbranch, Winter Snow, Winterpeak, Wren, Wind, Yamada, Yara, Yori, Yuki, Yuma, Yumi, Zeno

Name _____

Age _____ Pronouns _____

Description _____

Injuries _____

Basic Moves

1. Reflect on what you've learned: When you want to remember something, test with Lore.
2. Find what you are looking for: When you want to know something specific about the immediate area, test with Lore
3. Attune to the weave: When you want to listen for Daemons or creatures nearby and understand something specific about them, test with Harmony
4. Push yourself to your limits: When you push your body or mind to its limit, test with Power
5. Listen and be heard: When you want to understand someone's intentions, or convince them of something, test with Empathy
6. Step Lightly: When you want to move carefully or avoid detection test with Grace
7. Survive: When you are the target of violence and want to avoid injury, test with Grace or Power
8. Improvise: When you are trying to solve a problem in an unconventional way you may improvise. Describe what you are attempting to do and, test with the appropriate attribute. This move always comes with a complication

Seasonal Thread



- Summer - Who makes you feel adventurous?
 Autumn - Who has helped you prepare for hardship?
 Winter - Who has helped you through a loss?
 Spring - Who's presence makes you hopeful?

Complication Prompts

Universal

- You injure yourself
You imperil someone else

Harmony

- The world lashes out at you
Something powerful catches your scent
You destabilize the area

Lore

- You learn something that scares you
Something you hold dear is called into doubt
You misremember a key detail

Power

- You break something precious
You are completely exhausted
Something reminds you that you are weak

Empathy

- You anger something
You are overwhelmed by your feelings
You must keep someone's secret

Grace

- You break something precious
You Stumble
You make a huge miscalculation

Enclave Moves

1. Prepare: When you are getting together what you need for a long journey, test with Lore or Empathy
2. Consult: When you wish to ask the elders something about the area around a community, test with Lore or Empathy
3. Reflect: When you have arrived home after a long journey and the season is drawing to a close, you and your companions should take time to reflect on the journey you've been on. Go through your threads and talk with the group about how that relationship has changed and how you have been changed by it then set the thread aside. This will help prepare you for the next season of the game.

Special Moves

1. Provide Care: Once per day when you make camp and wish to help another party member remove an injury, explain how you care for them, then have them remove a single injury of their choice from their discard pile or draw deck. If they searched through their draw deck, have them shuffle it now.
2. Use Relic: When you would like to use one of your relics to shift the outcome of a test in your favor, move the relic card from your character tableau to your discard pile. The complication severity is decreased. Major Complications become Minor Complications, and Minor Complications become Favored Outcomes.
3. Return to the weave: When all available injuries have been added to your deck you fall unconscious, check if it is your time to return to the weave. Shuffle your character deck. Draw until you encounter a thread or an injury.
 - a. If you draw a thread, explain how that person pulled you back from the brink, remove 1 injury from your deck, you are now conscious.
 - b. If you draw an injury card, your character has died, describe how they pass, and which form they want to take in death. Kel will visit them once their stone fragment is removed.
4. Grow: When you encounter a bodum, you may harvest some piece of it, and after consuming it, add a thread to your character deck. The Lore Keeper should help explain the memory you've found.

How to use moves

1. Declare the attribute you are testing for. If a move has multiple options such as Lore or Empathy, you must choose one before the test begins, and only that one is considered for the test.
2. Draw cards from your character deck, moving them to your discard pile as you draw them. Continue until one of the following things happen. Tests cannot be stopped prematurely.
 - a. You draw the attribute you are looking for - Count the number of cards flipped and follow the instructions on the Degrees of Complication table
 - b. You draw a Thread - Threads are considered wild during a test. This is equivalent to finding the attribute you are testing for, but must include a rationale for how the thread (typically a person) factors into the resulting narrative. A thread always constitutes a Minor Complication no matter how many cards have been drawn. Bringing the person into the narrative doesn't require that you reference the source question (ie it doesn't have to explicitly be your love for the person that drives the narrative, just the person themselves)
- Examples
 - They physically help you
 - They taught you how to do this
 - They inspire you to do this
- c. You draw a stitch card - stitch cards behave exactly like threads except instead of referencing a person, they reference a season. Include some memory from a past season in the narrative. The memories do not need to be perfectly accurate. Memories rarely are.
- d. You draw an Injury card - The test ends with a Major Complication. The player chooses an Injury from their character sheet and the Lore Keeper includes it in the narrative.
- e. You draw a relic card. Place it back in your tableau and continue the test. Relics don't count towards your complication total.
- f. You exhaust your deck - The test ends with a Major Complication as you are forced to take a breath. The Lore Keeper should try and work your exhaustion into the narrative. After you have resolved any complications, shuffle your discard pile back into your draw deck.

Providing assistance

At any point during a test, another player may offer to assist. They use a move that is narratively appropriate in support of your efforts. They are subject to any complications from their own move, but their assistance lessens your complications. If you would have had major complications, they become minor, and if you would have had a minor complication it becomes a favored result. The complications directed at the player who is assisting are resolved as normal.

Degrees of Complication

(1) Favored Outcome: Things go as well as you can imagine them going. You get what you were after and then some. The Lore Keeper describes how the narrative progresses and bends in your favor.

(2-3) Minor Complication: You get some or all of what you were after, but things get complicated. The player chooses a complication prompt and the Lore Keeper elaborates

(4+) Major Complication: You may get some of what you were after, but things likely get much worse, escalating with the number of cards drawn. The Lore Keeper controls the narrative.

Relics

Notes

Season Records

Spring

Summer

Autumn

Winter



Grace



Power



Harmony



Empathy



Lore

The Conduit



The Conduit is someone born with the rare ability to create or modify Daemons. Complex spiritual automata, Daemons are created with a single vocation, a goal they will pursue doggedly for as long as they exist. Nobody truly understands them, but the Conduit comes close.

Conduit Moves

1. **Manifest:** When you wish to create a simple Daemon, explain what it looks like and its vocation and test with Harmony
2. **Negotiate:** When you wish to convince a Daemon to subtly change its vocation, test with Empathy
3. **Banish:** When you wish to Dismiss a Daemon entirely, test with Harmony. This dismissal is often temporary

Tender Move

History:

Feature _____

Threads

 Who do you love? _____

 Who do you respect? _____

 Who do you constantly compare yourself to? _____

 _____

Names: Arjun, Asha, Asahi, Aki, Akiro, Autumn, Aurora, Ayame, Breeze, Comet, Coral, Dove, Eclipse, Forestshade, Goldenwood, Hikari, Hoshino, Ivy, Isha, Jun, Kai, Kairi, Kazuki, Kumara, Laksha, Lakewood, Luna, Lila, Mika, Mio, Makoto, Meadow, Meera, Moon, Mountain Pine, Myra, Naoki, Nayan, Naoya, Nila, Priya, Prisha, Pinecrest, Raina, Raindrop, Ravi, Ria, Rainleaf, River, Rina, Rishi, Sage, Silver Fox, Sen, Silverleaf, Sky, Sora, Sorafield, Sohail, Springvale, Starlight, Stormcloud, Sunita, Sumi, Sunflower, Summer, Silverstream, Skyyale, Sengupta, Sato, Springvale, Teal, Taro, Tia, Tanvi, Tsubaki, Tiger Lily, Um, Uma, Ueda, Verma, Vira, Vijay, Wata, Willow, Willowbranch, Winter Snow, Winterpeak, Wren, Wind, Yamada, Yara, Yori, Yuki, Yuma, Yumi, Zeno

Name _____

Age _____ Pronouns _____

Description _____

Injuries _____

Basic Moves

1. **Reflect on what you've learned:** When you want to remember something, test with Lore.
2. **Find what you are looking for:** When you want to know something specific about the immediate area, test with Lore
3. **Attune to the weave:** When you want to listen for Daemons or creatures nearby and understand something specific about them, test with Harmony
4. **Push yourself to your limits:** When you push your body or mind to its limit, test with Power
5. **Listen and be heard:** When you want to understand someones intentions, or convince them of something, test with Empathy
6. **Step Lightly:** When you want to move carefully or avoid detection test with Grace
7. **Survive:** When you are the target of violence and want to avoid injury, test with Grace or Power
8. **Improvise:** When you are trying to solve a problem in an unconventional way you may improvise. Describe what you are attempting to do and, test with the appropriate attribute. This move always comes with a complication

Seasonal Thread



- Summer - Who makes you feel adventurous?
- Autumn - Who has helped you prepare for hardship?
- Winter - Who has helped you through a loss?
- Spring - Who's presence makes you hopeful?

Complication Prompts

Universal

- You injure yourself
You imperil someone else

Harmony

- The world lashes out at you
Something powerful catches your scent
You destabilize the area

Lore

- You learn something that scares you
Something you hold dear is called into doubt
You misremember a key detail

Power

- You break something precious
You are completely exhausted
Something reminds you that you are weak

Empathy

- You anger something
You are overwhelmed by your feelings
You must keep someone's secret

Grace

- You break something precious
You Stumble
You make a huge miscalculation

Enclave Moves

1. Prepare: When you are getting together what you need for a long journey, test with Lore or Empathy
2. Consult: When you wish to ask the elders something about the area around a community, test with Lore or Empathy
3. Reflect: When you have arrived home after a long journey and the season is drawing to a close, you and your companions should take time to reflect on the journey you've been on. Go through your threads and talk with the group about how that relationship has changed and how you have been changed by it then set the thread aside. This will help prepare you for the next season of the game.

Special Moves

1. Provide Care: Once per day when you make camp and wish to help another party member remove an injury, explain how you care for them, then have them remove a single injury of their choice from their discard pile or draw deck. If they searched through their draw deck, have them shuffle it now.
2. Use Relic: When you would like to use one of your relics to shift the outcome of a test in your favor, move the relic card from your character tableau to your discard pile. The complication severity is decreased. Major Complications become Minor Complications, and Minor Complications become Favored Outcomes.
3. Return to the weave: When all available injuries have been added to your deck you fall unconscious, check if it is your time to return to the weave. Shuffle your character deck. Draw until you encounter a thread or an injury.
 - a. If you draw a thread, explain how that person pulled you back from the brink, remove 1 injury from your deck, you are now conscious.
 - b. If you draw an injury card, your character has died, describe how they pass, and which form they want to take in death. Kel will visit them once their stone fragment is removed.
4. Grow: When you encounter a bodum, you may harvest some piece of it, and after consuming it, add a thread to your character deck. The Lore Keeper should help explain the memory you've found.

How to use moves

1. Declare the attribute you are testing for. If a move has multiple options such as Lore or Empathy, you must choose one before the test begins, and only that one is considered for the test.
2. Draw cards from your character deck, moving them to your discard pile as you draw them. Continue until one of the following things happen. Tests cannot be stopped prematurely.
 - a. You draw the attribute you are looking for - Count the number of cards flipped and follow the instructions on the Degrees of Complication table
 - b. You draw a Thread - Threads are considered wild during a test. This is equivalent to finding the attribute you are testing for, but must include a rationale for how the thread (typically a person) factors into the resulting narrative. A thread always constitutes a Minor Complication no matter how many cards have been drawn. Bringing the person into the narrative doesn't require that you reference the source question (ie it doesn't have to explicitly be your love for the person that drives the narrative, just the person themselves)
 - c. Examples
 - They physically help you
 - They taught you how to do this
 - They inspire you to do this
 - c. You draw a stitch card - stitch cards behave exactly like threads except instead of referencing a person, they reference a season. Include some memory from a past season in the narrative. The memories do not need to be perfectly accurate. Memories rarely are.
 - d. You draw an Injury card - The test ends with a Major Complication. The player chooses an Injury from their character sheet and the Lore Keeper includes it in the narrative.
 - e. You draw a relic card. Place it back in your tableau and continue the test. Relics dont count towards your complication total.
 - f. You exhaust your deck - The test ends with a Major Complication as you are forced to take a breath. The Lore Keeper should try and work your exhaustion into the narrative. After you have resolved any complications, shuffle your discard pile back into your draw deck.

Providing assistance

At any point during a test, another player may offer to assist. They use a move that is narratively appropriate in support of your efforts. They are subject to any complications from their own move, but their assistance lessens your complications. If you would have had major complications, they become minor, and if you would have had a minor complication it becomes a favored result. The complications directed at the player who is assisting are resolved as normal.

Degrees of Complication

(1) Favored Outcome: Things go as well as you can imagine them going. You get what you were after and then some. The Lore Keeper describes how the narrative progresses and bends in your favor.

(2-3) Minor Complication: You get some or all of what you were after, but things get complicated. The player chooses a complication prompt and the Lore Keeper elaborates

(4+) Major Complication: You may get some of what you were after, but things likely get much worse, escalating with the number of cards drawn. The Lore Keeper controls the narrative.

Relics

Notes

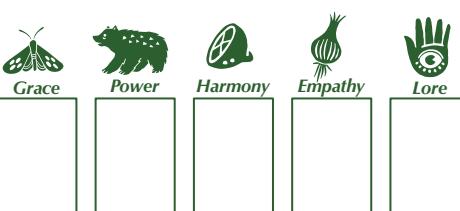
Season Records

Spring

Summer

Autumn

Winter



The Catalyst



The weave itself has substance and power even in the absence of Daemons. The Catalyst is someone who can sense, and direct, the flow of the weave in crude but powerful ways.

Catalyst Moves

1. **Push or Pull:** When you wish to create a wave of force pushing or pulling away from yourself, test with Power
2. **Calm:** When you wish to create a zone of calm, redirecting or restraining the flow of the weave and temporarily limiting a daemons ability to act on things within the zone, test with Harmony
3. **Control:** When you wish to abruptly and momentarily accelerate or decelerate some nearby physical process, test with Harmony

Tender Move

History:

Feature _____

Threads

 Who do you love? _____

 Who do you respect? _____

 Who do you constantly compare yourself to? _____

 _____

Names: Arjun, Asha, Asahi, Aki, Akiro, Autumn, Aurora, Ayame, Breeze, Comet, Coral, Dove, Eclipse, Forestshade, Goldenwood, Hikari, Hoshino, Ivy, Isha, Jun, Kai, Kairi, Kazuki, Kumara, Laksha, Lakewood, Luna, Lila, Miika, Mio, Makoto, Meadow, Meera, Moon, Mountain Pine, Myra, Naoki, Nayan, Naoya, Nila, Priya, Prisha, Pinecrest, Raina, Raindrop, Ravi, Ria, Rainleaf, River, Rina, Rishi, Sage, Silver Fox, Sen, Silverleaf, Sky, Sora, Sorafield, Sohail, Springvale, Starlight, Stormcloud, Sunita, Sumi, Sunflower, Summer, Silverstream, Skyyale, Sengupta, Sato, Springvale, Teal, Taro, Tia, Tanvi, Tsubaki, Tiger Lily, Um, Uma, Ueda, Verma, Vira, Vijay, Wata, Willow, Willowbranch, Winter Snow, Winterpeak, Wren, Wind, Yamada, Yara, Yori, Yuki, Yuma, Yumi, Zeno

Name _____

Age _____ Pronouns _____

Description _____

Injuries _____

Basic Moves

1. **Reflect on what you've learned:** When you want to remember something, test with Lore.
2. **Find what you are looking for:** When you want to know something specific about the immediate area, test with Lore
3. **Attune to the weave:** When you want to listen for Daemons or creatures nearby and understand something specific about them, test with Harmony
4. **Push yourself to your limits:** When you push your body or mind to its limit, test with Power
5. **Listen and be heard:** When you want to understand someones intentions, or convince them of something, test with Empathy
6. **Step Lightly:** When you want to move carefully or avoid detection test with Grace
7. **Survive:** When you are the target of violence and want to avoid injury, test with Grace or Power
8. **Improvise:** When you are trying to solve a problem in an unconventional way you may improvise. Describe what you are attempting to do and, test with the appropriate attribute. This move always comes with a complication



- Summer - Who makes you feel adventurous?
- Autumn - Who has helped you prepare for hardship?
- Winter - Who has helped you through a loss?
- Spring - Who's presence makes you hopeful?

Complication Prompts

Universal

- You injure yourself
You imperil someone else

Harmony

- The world lashes out at you
Something powerful catches your scent
You destabilize the area

Lore

- You learn something that scares you
Something you hold dear is called into doubt
You misremember a key detail

Power

- You break something precious
You are completely exhausted
Something reminds you that you are weak

Empathy

- You anger something
You are overwhelmed by your feelings
You must keep someone's secret

Grace

- You break something precious
You Stumble
You make a huge miscalculation

Enclave Moves

1. Prepare: When you are getting together what you need for a long journey, test with Lore or Empathy
2. Consult: When you wish to ask the elders something about the area around a community, test with Lore or Empathy
3. Reflect: When you have arrived home after a long journey and the season is drawing to a close, you and your companions should take time to reflect on the journey you've been on. Go through your threads and talk with the group about how that relationship has changed and how you have been changed by it then set the thread aside. This will help prepare you for the next season of the game.

Special Moves

1. Provide Care: Once per day when you make camp and wish to help another party member remove an injury, explain how you care for them, then have them remove a single injury of their choice from their discard pile or draw deck. If they searched through their draw deck, have them shuffle it now.
2. Use Relic: When you would like to use one of your relics to shift the outcome of a test in your favor, move the relic card from your character tableau to your discard pile. The complication severity is decreased. Major Complications become Minor Complications, and Minor Complications become Favored Outcomes.
3. Return to the weave: When all available injuries have been added to your deck you fall unconscious, check if it is your time to return to the weave. Shuffle your character deck. Draw until you encounter a thread or an injury.
 - a. If you draw a thread, explain how that person pulled you back from the brink, remove 1 injury from your deck, you are now conscious.
 - b. If you draw an injury card, your character has died, describe how they pass, and which form they want to take in death. Kel will visit them once their stone fragment is removed.
4. Grow: When you encounter a bodum, you may harvest some piece of it, and after consuming it, add a thread to your character deck. The Lore Keeper should help explain the memory you've found.

How to use moves

1. Declare the attribute you are testing for. If a move has multiple options such as Lore or Empathy, you must choose one before the test begins, and only that one is considered for the test.
2. Draw cards from your character deck, moving them to your discard pile as you draw them. Continue until one of the following things happen. Tests cannot be stopped prematurely.
 - a. You draw the attribute you are looking for - Count the number of cards flipped and follow the instructions on the Degrees of Complication table
 - b. You draw a Thread - Threads are considered wild during a test. This is equivalent to finding the attribute you are testing for, but must include a rationale for how the thread (typically a person) factors into the resulting narrative. A thread always constitutes a Minor Complication no matter how many cards have been drawn. Bringing the person into the narrative doesn't require that you reference the source question (ie it doesn't have to explicitly be your love for the person that drives the narrative, just the person themselves)

- Examples

 - They physically help you
 - They taught you how to do this
 - They inspire you to do this
 - c. You draw a stitch card - stitch cards behave exactly like threads except instead of referencing a person, they reference a season. Include some memory from a past season in the narrative. The memories do not need to be perfectly accurate. Memories rarely are.
 - d. You draw an Injury card - The test ends with a Major Complication. The player chooses an Injury from their character sheet and the Lore Keeper includes it in the narrative.
 - e. You draw a relic card. Place it back in your tableau and continue the test. Relics dont count towards your complication total.
 - f. You exhaust your deck - The test ends with a Major Complication as you are forced to take a breath. The Lore Keeper should try and work your exhaustion into the narrative. After you have resolved any complications, shuffle your discard pile back into your draw deck.

Providing assistance

At any point during a test, another player may offer to assist. They use a move that is narratively appropriate in support of your efforts. They are subject to any complications from their own move, but their assistance lessens your complications. If you would have had major complications, they become minor, and if you would have had a minor complication it becomes a favored result. The complications directed at the player who is assisting are resolved as normal.

Degrees of Complication

(1) **Favored Outcome:** Things go as well as you can imagine them going. You get what you were after and then some. The Lore Keeper describes how the narrative progresses and bends in your favor.

(2-3) **Minor Complication:** You get some or all of what you were after, but things get complicated. The player chooses a complication prompt and the Lore Keeper elaborates

(4+) **Major Complication:** You may get some of what you were after, but things likely get much worse, escalating with the number of cards drawn. The Lore Keeper controls the narrative.

Relics

Notes

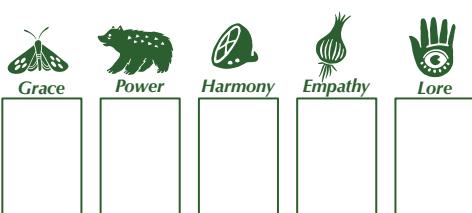
Season Records

Spring

Summer

Autumn

Winter



The Atlas



The weave brings rapid and unpredictable change. Landmarks can shift out of focus or disappear entirely. The Atlas is someone who's attunement and preternatural sense of direction allows them navigate an ever changing landscape. A guide, a tracker, and a map maker.

Atlas Feature

You start the game with a relic that aids in navigation. This relic can only be used when taking the Find your way and Track moves

Atlas Moves

1. **Find your way:** When you would like the weave to guide you to a destination, test with Harmony

2. **Track:** When you want to understand the path something has taken through the world and follow it, test with Grace

Tender Move

Names: Arjun, Asha, Asahi, Aki, Akiro, Autumn, Aurora, Ayame, Breeze, Comet, Coral, Dove, Eclipse, Forestshade, Goldenwood, Hikari, Hoshino, Ivy, Isha, Jun, Kai, Kairi, Kazuki, Kumara, Laksha, Lakewood, Luna, Lila, Mika, Mio, Makoto, Meadow, Meera, Moon, Mountain Pine, Myra, Naoki, Nayan, Naoya, Nila, Priya, Prisha, Pinecrest, Raina, Raindrop, Ravi, Ria, Rainleaf, River, Rina, Rishi, Sage, Silver Fox, Sen, Silverleaf, Sky, Sora, Sorafield, Sohail, Springvale, Starlight, Stormcloud, Sunita, Sumi, Sunflower, Summer, Silverstream, Skyyale, Sengupta, Sato, Springvale, Teal, Taro, Tia, Tanvi, Tsubaki, Tiger Lily, Um, Uma, Ueda, Verma, Vira, Vijay, Wata, Willow, Willowbranch, Winter Snow, Winterpeak, Wren, Wind, Yamada, Yara, Yori, Yuki, Yuma, Yumi, Zeno

Name _____

Age _____ Pronouns _____

Description _____

Injuries _____

History:

Feature _____

Basic Moves

1. Reflect on what you've learned: When you want to remember something, test with Lore.
2. Find what you are looking for: When you want to know something specific about the immediate area, test with Lore
3. Attune to the weave: When you want to listen for Daemons or creatures nearby and understand something specific about them, test with Harmony
4. Push yourself to your limits: When you push your body or mind to its limit, test with Power
5. Listen and be heard: When you want to understand someones intentions, or convince them of something, test with Empathy
6. Step Lightly: When you want to move carefully or avoid detection test with Grace
7. Survive: When you are the target of violence and want to avoid injury, test with Grace or Power
8. Improvise: When you are trying to solve a problem in an unconventional way you may improvise. Describe what you are attempting to do and, test with the appropriate attribute. This move always comes with a complication

Threads



Who do you love? _____



Who do you respect? _____



Who do you constantly compare yourself to? _____



Seasonal Thread



- Summer - Who makes you feel adventurous?
- Autumn - Who has helped you prepare for hardship?
- Winter - Who has helped you through a loss?
- Spring - Who's presence makes you hopeful?

Complication Prompts

Universal

- You injure yourself
You imperil someone else

Harmony

- The world lashes out at you
Something powerful catches your scent
You destabilize the area

Lore

- You learn something that scares you
Something you hold dear is called into doubt
You misremember a key detail

Power

- You break something precious
You are completely exhausted
Something reminds you that you are weak

Empathy

- You anger something
You are overwhelmed by your feelings
You must keep someone's secret

Grace

- You break something precious
You Stumble
You make a huge miscalculation

Enclave Moves

1. Prepare: When you are getting together what you need for a long journey, test with Lore or Empathy
2. Consult: When you wish to ask the elders something about the area around a community, test with Lore or Empathy
3. Reflect: When you have arrived home after a long journey and the season is drawing to a close, you and your companions should take time to reflect on the journey you've been on. Go through your threads and talk with the group about how that relationship has changed and how you have been changed by it then set the thread aside. This will help prepare you for the next season of the game.

Special Moves

1. Provide Care: Once per day when you make camp and wish to help another party member remove an injury, explain how you care for them, then have them remove a single injury of their choice from their discard pile or draw deck. If they searched through their draw deck, have them shuffle it now.
2. Use Relic: When you would like to use one of your relics to shift the outcome of a test in your favor, move the relic card from your character tableau to your discard pile. The complication severity is decreased. Major Complications become Minor Complications, and Minor Complications become Favored Outcomes.
3. Return to the weave: When all available injuries have been added to your deck you fall unconscious, check if it is your time to return to the weave. Shuffle your character deck. Draw until you encounter a thread or an injury.
 - a. If you draw a thread, explain how that person pulled you back from the brink, remove 1 injury from your deck, you are now conscious.
 - b. If you draw an injury card, your character has died, describe how they pass, and which form they want to take in death. Kel will visit them once their stone fragment is removed.
4. Grow: When you encounter a bodum, you may harvest some piece of it, and after consuming it, add a thread to your character deck. The Lore Keeper should help explain the memory you've found.

How to use moves

1. Declare the attribute you are testing for. If a move has multiple options such as Lore or Empathy, you must choose one before the test begins, and only that one is considered for the test.
2. Draw cards from your character deck, moving them to your discard pile as you draw them. Continue until one of the following things happen. Tests cannot be stopped prematurely.
 - a. You draw the attribute you are looking for - Count the number of cards flipped and follow the instructions on the Degrees of Complication table
 - b. You draw a Thread - Threads are considered wild during a test. This is equivalent to finding the attribute you are testing for, but must include a rationale for how the thread (typically a person) factors into the resulting narrative. A thread always constitutes a Minor Complication no matter how many cards have been drawn. Bringing the person into the narrative doesn't require that you reference the source question (ie it doesn't have to explicitly be your love for the person that drives the narrative, just the person themselves)
- Examples
 - They physically help you
 - They taught you how to do this
 - They inspire you to do this
- c. You draw a stitch card - stitch cards behave exactly like threads except instead of referencing a person, they reference a season. Include some memory from a past season in the narrative. The memories do not need to be perfectly accurate. Memories rarely are.
- d. You draw an Injury card - The test ends with a Major Complication. The player chooses an Injury from their character sheet and the Lore Keeper includes it in the narrative.
- e. You draw a relic card. Place it back in your tableau and continue the test. Relics dont count towards your complication total.
- f. You exhaust your deck - The test ends with a Major Complication as you are forced to take a breath. The Lore Keeper should try and work your exhaustion into the narrative. After you have resolved any complications, shuffle your discard pile back into your draw deck.

Providing assistance

At any point during a test, another player may offer to assist. They use a move that is narratively appropriate in support of your efforts. They are subject to any complications from their own move, but their assistance lessens your complications. If you would have had major complications, they become minor, and if you would have had a minor complication it becomes a favored result. The complications directed at the player who is assisting are resolved as normal.

Degrees of Complication

(1) Favored Outcome: Things go as well as you can imagine them going. You get what you were after and then some. The Lore Keeper describes how the narrative progresses and bends in your favor.

(2-3) Minor Complication: You get some or all of what you were after, but things get complicated. The player chooses a complication prompt and the Lore Keeper elaborates

(4+) Major Complication: You may get some of what you were after, but things likely get much worse, escalating with the number of cards drawn. The Lore Keeper controls the narrative.

Relics

Notes

Season Records

Spring

Summer

Autumn

Winter



Grace



Power



Harmony



Empathy



Lore

The Scarred



The Scarred is so fiercely devoted to their community that they are willing to sacrifice themselves in its defense. Violence is a burden borne by the soul and they choose to shoulder it on behalf of those they love.

Scarred Features

1. When another player would take an injury, you may take it instead.
2. Start with 3 Injury Cards instead of 2
3. When you draw an injury, take a minor complication instead of a major complication

Scarred Moves

1. Violence: When you want to use violence, test for a thread. Include the thread in any complications that arise. This act of violence always complicates your relationship with the thread, even if it's the first card drawn

Note: What constitutes "Violence" is something that is going to vary from player to player, game to game and community to community. In Wick and Wander it is common for folks to eat fish, game, or livestock. This doesn't necessarily mean that only the Scarred can go hunting or fishing, though it can if that is true for your community. Ultimately, you and the Lore Keeper will decide when something in the narrative is considered violence.

Tender Move

History:

Feature _____

Threads



Who would you kill for? _____



Who do you respect? _____



Who do you constantly compare yourself to? _____



Name _____

Age _____ Pronouns _____

Description _____

Injuries _____

Names: Arjun, Asha, Asahi, Aki, Akiro, Autumn, Aurora, Ayame, Breeze, Comet, Coral, Dove, Eclipse, Forestshade, Goldenwood, Hikari, Hoshino, Ivy, Isha, Jun, Kai, Kairi, Kazuki, Kumara, Laksha, Lakewood, Luna, Lila, Mika, Mio, Makoto, Meadow, Meera, Moon, Mountain Pine, Myra, Naoki, Nayan, Naoya, Nila, Priya, Prisha, Pinecrest, Raina, Raindrop, Ravi, Ria, Rainleaf, River, Rina, Rishi, Sage, Silver Fox, Sen, Silverleaf, Sky, Sora, Sorafield, Sohail, Springvale, Starlight, Stormcloud, Sunita, Sumi, Sunflower, Summer, Silverstream, Skyyale, Sengupta, Sato, Springvale, Teal, Taro, Tia, Tanvi, Tsubaki, Tiger Lily, Um, Uma, Ueda, Verma, Vira, Vijay, Wata, Willow, Willowbranch, Winter Snow, Winterpeak, Wren, Wind, Yamada, Yara, Yori, Yuki, Yuma, Yumi, Zeno

Basic Moves

1. Reflect on what you've learned: When you want to remember something, test with Lore.
2. Find what you are looking for: When you want to know something specific about the immediate area, test with Lore
3. Attune to the weave: When you want to listen for Daemons or creatures nearby and understand something specific about them, test with Harmony
4. Push yourself to your limits: When you push your body or mind to its limit, test with Power
5. Listen and be heard: When you want to understand someone's intentions, or convince them of something, test with Empathy
6. Step Lightly: When you want to move carefully or avoid detection test with Grace
7. Survive: When you are the target of violence and want to avoid injury, test with Grace or Power
8. Improvise: When you are trying to solve a problem in an unconventional way you may improvise. Describe what you are attempting to do and, test with the appropriate attribute. This move always comes with a complication

Seasonal Thread



- Summer - Who makes you feel adventurous?
 Autumn - Who has helped you prepare for hardship?
 Winter - Who has helped you through a loss?
 Spring - Who's presence makes you hopeful?

Complication Prompts

Universal

- You injure yourself
 You imperil someone else

Harmony

- The world lashes out at you
 Something powerful catches your scent
 You destabilize the area

Lore

- You learn something that scares you
 Something you hold dear is called into doubt
 You misremember a key detail

Power

- You break something precious
 You are completely exhausted
 Something reminds you that you are weak

Empathy

- You anger something
 You are overwhelmed by your feelings
 You must keep someone's secret

Grace

- You break something precious
 You Stumble
 You make a huge miscalculation

Enclave Moves

1. Prepare: When you are getting together what you need for a long journey, test with Lore or Empathy
2. Consult: When you wish to ask the elders something about the area around a community, test with Lore or Empathy
3. Reflect: When you have arrived home after a long journey and the season is drawing to a close, you and your companions should take time to reflect on the journey you've been on. Go through your threads and talk with the group about how that relationship has changed and how you have been changed by it then set the thread aside. This will help prepare you for the next season of the game.

Special Moves

1. Provide Care: Once per day when you make camp and wish to help another party member remove an injury, explain how you care for them, then have them remove a single injury of their choice from their discard pile or draw deck. If they searched through their draw deck, have them shuffle it now.
2. Use Relic: When you would like to use one of your relics to shift the outcome of a test in your favor, move the relic card from your character tableau to your discard pile. The complication severity is decreased. Major Complications become Minor Complications, and Minor Complications become Favored Outcomes.
3. Return to the weave: When all available injuries have been added to your deck you fall unconscious, check if it is your time to return to the weave. Shuffle your character deck. Draw until you encounter a thread or an injury.
 - a. If you draw a thread, explain how that person pulled you back from the brink, remove 1 injury from your deck, you are now conscious.
 - b. If you draw an injury card, your character has died, describe how they pass, and which form they want to take in death. Kel will visit them once their stone fragment is removed.
4. Grow: When you encounter a bodum, you may harvest some piece of it, and after consuming it, add a thread to your character deck. The Lore Keeper should help explain the memory you've found.

How to use moves

1. Declare the attribute you are testing for. If a move has multiple options such as Lore or Empathy, you must choose one before the test begins, and only that one is considered for the test.
2. Draw cards from your character deck, moving them to your discard pile as you draw them. Continue until one of the following things happen. Tests cannot be stopped prematurely.
 - a. You draw the attribute you are looking for - Count the number of cards flipped and follow the instructions on the Degrees of Complication table
 - b. You draw a Thread - Threads are considered wild during a test. This is equivalent to finding the attribute you are testing for, but must include a rationale for how the thread (typically a person) factors into the resulting narrative. A thread always constitutes a Minor Complication no matter how many cards have been drawn. Bringing the person into the narrative doesn't require that you reference the source question (ie it doesn't have to explicitly be your love for the person that drives the narrative, just the person themselves)
 - c. Examples
 - They physically help you
 - They taught you how to do this
 - They inspire you to do this
 - c. You draw a stitch card - stitch cards behave exactly like threads except instead of referencing a person, they reference a season. Include some memory from a past season in the narrative. The memories do not need to be perfectly accurate. Memories rarely are.
 - d. You draw an Injury card - The test ends with a Major Complication. The player chooses an Injury from their character sheet and the Lore Keeper includes it in the narrative.
 - e. You draw a relic card. Place it back in your tableau and continue the test. Relics don't count towards your complication total.
 - f. You exhaust your deck - The test ends with a Major Complication as you are forced to take a breath. The Lore Keeper should try and work your exhaustion into the narrative. After you have resolved any complications, shuffle your discard pile back into your draw deck.

Providing assistance

At any point during a test, another player may offer to assist. They use a move that is narratively appropriate in support of your efforts. They are subject to any complications from their own move, but their assistance lessens your complications. If you would have had major complications, they become minor, and if you would have had a minor complication it becomes a favored result. The complications directed at the player who is assisting are resolved as normal.

Degrees of Complication

(1) Favored Outcome: Things go as well as you can imagine them going. You get what you were after and then some. The Lore Keeper describes how the narrative progresses and bends in your favor.

(2-3) Minor Complication: You get some or all of what you were after, but things get complicated. The player chooses a complication prompt and the Lore Keeper elaborates

(4+) Major Complication: You may get some of what you were after, but things likely get much worse, escalating with the number of cards drawn. The Lore Keeper controls the narrative.

Relics

--	--	--	--	--

Notes

--	--	--	--	--

Season Records

Spring

--	--	--	--	--

Summer

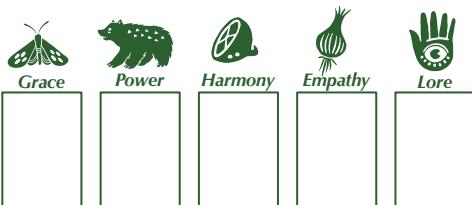
--	--	--	--	--

Autumn

--	--	--	--	--

Winter

--	--	--	--	--



The Poet



The history of our world can be found in books, songs, and stories, but the deep truth of things are whispered on the wind, or written into the bark of trees. Poets know much about the world as it is and will spend their whole lives trying to put to paper those things for which we have no words.

Poet Feature

1. You may choose 2 additional tender moves

Poet Moves

1. Whisper: when you want to share a truth over a long distance, whisper it into the weave and test with Empathy

2. _____
- _____
3. _____

Tender Move

History:

Feature _____

Threads

 Who do you respect? _____

 Who do you constantly compare yourself to? _____

 _____

Names: Arjun, Asha, Asahi, Aki, Akiro, Autumn, Aurora, Ayame, Breeze, Comet, Coral, Dove, Eclipse, Forestshade, Goldenwood, Hikari, Hoshino, Ivy, Isha, Jun, Kai, Kairi, Kazuki, Kumara, Laksha, Lakewood, Luna, Lila, Mika, Mio, Makoto, Meadow, Meera, Moon, Mountain Pine, Myra, Naoki, Nayan, Naoya, Nila, Priya, Prisha, Pinecrest, Raina, Raindrop, Ravi, Ria, Rainleaf, River, Rina, Rishi, Sage, Silver Fox, Sen, Silverleaf, Sky, Sora, Sorafield, Sohail, Springvale, Starlight, Stormcloud, Sunita, Sumi, Sunflower, Summer, Silverstream, Skyyale, Sengupta, Sato, Springvale, Teal, Taro, Tia, Tanvi, Tsubaki, Tiger Lily, Um, Uma, Ueda, Verma, Vira, Vijay, Wata, Willow, Willowbranch, Winter Snow, Winterpeak, Wren, Wind, Yamada, Yara, Yori, Yuki, Yuma, Yumi, Zeno

Name _____

Age _____ Pronouns _____

Description _____

Injuries _____

Basic Moves

1. Reflect on what you've learned: When you want to remember something, test with Lore
2. Find what you are looking for: When you want to know something specific about the immediate area, test with Lore or Grace
3. Attune to the weave: When you want to listen for Daemons or creatures nearby and understand something specific about them, test with Harmony or Empathy
4. Push yourself to your limits: When you push your body or mind to its limit, test with Power
5. Listen and be heard: When you want to understand someones intentions, or convince them of something, test with Empathy
6. Step Lightly: When you want to move carefully or avoid detection test with Grace
7. Survive: When you are the target of violence and want to avoid injury, test with Grace or Power
8. Improvise: When you are trying to solve a problem in an unconventional way you may improvise. Describe what you are attempting to do and, test with the appropriate attribute. This move always comes with a complication



- Summer - Who makes you feel adventurous?
 Autumn - Who has helped you prepare for hardship?
 Winter - Who has helped you through a loss?
 Spring - Who's presence makes you hopeful?

Complication Prompts

Universal

- You injure yourself
You imperil someone else

Harmony

- The world lashes out at you
Something powerful catches your scent
You destabilize the area

Lore

- You learn something that scares you
Something you hold dear is called into doubt
You misremember a key detail

Power

- You break something precious
You are completely exhausted
Something reminds you that you are weak

Empathy

- You anger something
You are overwhelmed by your feelings
You must keep someone's secret

Grace

- You break something precious
You Stumble
You make a huge miscalculation

Enclave Moves

1. Prepare: When you are getting together what you need for a long journey, test with Lore or Empathy
2. Consult: When you wish to ask the elders something about the area around a community, test with Lore or Empathy
3. Reflect: When you have arrived home after a long journey and the season is drawing to a close, you and your companions should take time to reflect on the journey you've been on. Go through your threads and talk with the group about how that relationship has changed and how you have been changed by it then set the thread aside. This will help prepare you for the next season of the game.

Special Moves

1. Provide Care: Once per day when you make camp and wish to help another party member remove an injury, explain how you care for them, then have them remove a single injury of their choice from their discard pile or draw deck. If they searched through their draw deck, have them shuffle it now.
2. Use Relic: When you would like to use one of your relics to shift the outcome of a test in your favor, move the relic card from your character tableau to your discard pile. The complication severity is decreased. Major Complications become Minor Complications, and Minor Complications become Favored Outcomes.
3. Return to the weave: When all available injuries have been added to your deck you fall unconscious, check if it is your time to return to the weave. Shuffle your character deck. Draw until you encounter a thread or an injury.
 - a. If you draw a thread, explain how that person pulled you back from the brink, remove 1 injury from your deck, you are now conscious.
 - b. If you draw an injury card, your character has died, describe how they pass, and which form they want to take in death. Kel will visit them once their stone fragment is removed.
4. Grow: When you encounter a bodum, you may harvest some piece of it, and after consuming it, add a thread to your character deck. The Lore Keeper should help explain the memory you've found.

How to use moves

1. Declare the attribute you are testing for. If a move has multiple options such as Lore or Empathy, you must choose one before the test begins, and only that one is considered for the test.
2. Draw cards from your character deck, moving them to your discard pile as you draw them. Continue until one of the following things happen. Tests cannot be stopped prematurely.
 - a. You draw the attribute you are looking for - Count the number of cards flipped and follow the instructions on the Degrees of Complication table
 - b. You draw a Thread - Threads are considered wild during a test. This is equivalent to finding the attribute you are testing for, but must include a rationale for how the thread (typically a person) factors into the resulting narrative. A thread always constitutes a Minor Complication no matter how many cards have been drawn. Bringing the person into the narrative doesn't require that you reference the source question (ie it doesn't have to explicitly be your love for the person that drives the narrative, just the person themselves)
 - c. Examples
 - They physically help you
 - They taught you how to do this
 - They inspire you to do this
 - c. You draw a stitch card - stitch cards behave exactly like threads except instead of referencing a person, they reference a season. Include some memory from a past season in the narrative. The memories do not need to be perfectly accurate. Memories rarely are.
 - d. You draw an Injury card - The test ends with a Major Complication. The player chooses an Injury from their character sheet and the Lore Keeper includes it in the narrative.
 - e. You draw a relic card. Place it back in your tableau and continue the test. Relics don't count towards your complication total.
 - f. You exhaust your deck - The test ends with a Major Complication as you are forced to take a breath. The Lore Keeper should try and work your exhaustion into the narrative. After you have resolved any complications, shuffle your discard pile back into your draw deck.

Providing assistance

At any point during a test, another player may offer to assist. They use a move that is narratively appropriate in support of your efforts. They are subject to any complications from their own move, but their assistance lessens your complications. If you would have had major complications, they become minor, and if you would have had a minor complication it becomes a favored result. The complications directed at the player who is assisting are resolved as normal.

Degrees of Complication

(1) Favored Outcome: Things go as well as you can imagine them going. You get what you were after and then some. The Lore Keeper describes how the narrative progresses and bends in your favor.

(2-3) Minor Complication: You get some or all of what you were after, but things get complicated. The player chooses a complication prompt and the Lore Keeper elaborates

(4+) Major Complication: You may get some of what you were after, but things likely get much worse, escalating with the number of cards drawn. The Lore Keeper controls the narrative.

Relics

Notes

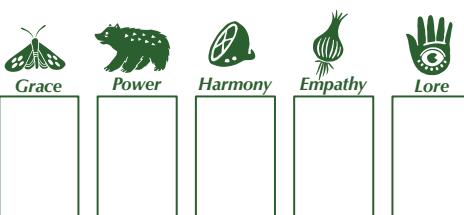
Season Records

Spring

Summer

Autumn

Winter





Tender Move

History:

Feature _____

Threads

 Who do you love? _____

 Who do you respect? _____

 Who do you constantly compare yourself to? _____

 _____

Names: Arjun, Asha, Asahi, Aki, Akiro, Autumn, Aurora, Ayame, Breeze, Comet, Coral, Dove, Eclipse, Forestshade, Goldenwood, Hikari, Hoshino, Ivy, Isha, Jun, Kai, Kairi, Kazuki, Kumara, Laksha, Lakewood, Luna, Lila, Mika, Mio, Makoto, Meadow, Meera, Moon, Mountain Pine, Myra, Naoki, Nayan, Naoya, Nila, Priya, Prisha, Pinecrest, Raina, Raindrop, Ravi, Ria, Rainleaf, River, Rina, Rishi, Sage, Silver Fox, Sen, Silverleaf, Sky, Sora, Sorafield, Sohail, Springvale, Starlight, Stormcloud, Sunita, Sumi, Sunflower, Summer, Silverstream, Skyyale, Sengupta, Sato, Springvale, Teal, Taro, Tia, Tanvi, Tsubaki, Tiger Lily, Um, Uma, Ueda, Verma, Vira, Vijay, Wata, Willow, Willowbranch, Winter Snow, Winterpeak, Wren, Wind, Yamada, Yara, Yori, Yuki, Yuma, Yumi, Zeno

Name _____

Age _____ Pronouns _____

Description _____

Injuries _____

Basic Moves

1. Reflect on what you've learned: When you want to remember something, test with Lore.
2. Find what you are looking for: When you want to know something specific about the immediate area, test with Lore
3. Attune to the weave: When you want to listen for Daemons or creatures nearby and understand something specific about them, test with Harmony
4. Push yourself to your limits: When you push your body or mind to its limit, test with Power
5. Listen and be heard: When you want to understand someones intentions, or convince them of something, test with Empathy
6. Step Lightly: When you want to move carefully or avoid detection test with Grace
7. Survive: When you are the target of violence and want to avoid injury, test with Grace or Power
8. Improvise: When you are trying to solve a problem in an unconventional way you may improvise. Describe what you are attempting to do and, test with the appropriate attribute. This move always comes with a complication

Seasonal Thread



- Summer - Who makes you feel adventurous?
- Autumn - Who has helped you prepare for hardship?
- Winter - Who has helped you through a loss?
- Spring - Who's presence makes you hopeful?

Complication Prompts

Universal

You injure yourself
You imperil someone else

Harmony

The world lashes out at you
Something powerful catches your scent
You destabilize the area

Lore

You learn something that scares you
Something you hold dear is called into doubt
You misremember a key detail

Power

You break something precious
You are completely exhausted
Something reminds you that you are weak

Empathy

You anger something
You are overwhelmed by your feelings
You must keep someone's secret

Grace

You break something precious
You Stumble
You make a huge miscalculation



Enclave Moves

1. Prepare: When you are getting together what you need for a long journey, test with Lore or Empathy
2. Consult: When you wish to ask the elders something about the area around a community, test with Lore or Empathy
3. Reflect: When you have arrived home after a long journey and the season is drawing to a close, you and your companions should take time to reflect on the journey you've been on. Go through your threads and talk with the group about how that relationship has changed and how you have been changed by it then set the thread aside. This will help prepare you for the next season of the game.

Special Moves

1. Provide Care: Once per day when you make camp and wish to help another party member remove an injury, explain how you care for them, then have them remove a single injury of their choice from their discard pile or draw deck. If they searched through their draw deck, have them shuffle it now.
2. Use Relic: When you would like to use one of your relics to shift the outcome of a test in your favor, move the relic card from your character tableau to your discard pile. The complication severity is decreased. Major Complications become Minor Complications, and Minor Complications become Favored Outcomes.
3. Return to the weave: When all available injuries have been added to your deck you fall unconscious, check if it is your time to return to the weave. Shuffle your character deck. Draw until you encounter a thread or an injury.
 - a. If you draw a thread, explain how that person pulled you back from the brink, remove 1 injury from your deck, you are now conscious.
 - b. If you draw an injury card, your character has died, describe how they pass, and which form they want to take in death. Kel will visit them once their stone fragment is removed.
4. Grow: When you encounter a bodum, you may harvest some piece of it, and after consuming it, add a thread to your character deck. The Lore Keeper should help explain the memory you've found.

How to use moves

1. Declare the attribute you are testing for. If a move has multiple options such as Lore or Empathy, you must choose one before the test begins, and only that one is considered for the test.
2. Draw cards from your character deck, moving them to your discard pile as you draw them. Continue until one of the following things happen. Tests cannot be stopped prematurely.
 - a. You draw the attribute you are looking for - Count the number of cards flipped and follow the instructions on the Degrees of Complication table
 - b. You draw a Thread - Threads are considered wild during a test. This is equivalent to finding the attribute you are testing for, but must include a rationale for how the thread (typically a person) factors into the resulting narrative. A thread always constitutes a Minor Complication no matter how many cards have been drawn. Bringing the person into the narrative doesn't require that you reference the source question (ie it doesn't have to explicitly be your love for the person that drives the narrative, just the person themselves)
- Examples
 - They physically help you
 - They taught you how to do this
 - They inspire you to do this
- c. You draw a stitch card - stitch cards behave exactly like threads except instead of referencing a person, they reference a season. Include some memory from a past season in the narrative. The memories do not need to be perfectly accurate. Memories rarely are.
- d. You draw an Injury card - The test ends with a Major Complication. The player chooses an Injury from their character sheet and the Lore Keeper includes it in the narrative.
- e. You draw a relic card. Place it back in your tableau and continue the test. Relics dont count towards your complication total.
- f. You exhaust your deck - The test ends with a Major Complication as you are forced to take a breath. The Lore Keeper should try and work your exhaustion into the narrative. After you have resolved any complications, shuffle your discard pile back into your draw deck.

Providing assistance

At any point during a test, another player may offer to assist. They use a move that is narratively appropriate in support of your efforts. They are subject to any complications from their own move, but their assistance lessens your complications. If you would have had major complications, they become minor, and if you would have had a minor complication it becomes a favored result. The complications directed at the player who is assisting are resolved as normal.

Degrees of Complication

(1) Favored Outcome: Things go as well as you can imagine them going. You get what you were after and then some. The Lore Keeper describes how the narrative progresses and bends in your favor.

(2-3) Minor Complication: You get some or all of what you were after, but things get complicated. The player chooses a complication prompt and the Lore Keeper elaborates

(4+) Major Complication: You may get some of what you were after, but things likely get much worse, escalating with the number of cards drawn. The Lore Keeper controls the narrative.

Relics

Notes

Season Records

Spring

Summer

Autumn

Winter

