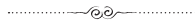


Arcana

PRINTING INSTRUCTIONS



For best results, print on cardstock using the following settings:

- ⦿ Pages to Print ▶ Pages ▶ 2-35
- ⦿ Page Size & Handling ▶ ☒ Actual Size
- ⦿ ☒ Print on both sides of paper ▶ ☒ Flip on short edge
- ⦿ Orientation ▶ ☒ Landscape

...and cut along dashed lines on the back side of each sheet.

An old scroll case

◇, *fragile*

A leather scroll case, cracked and age-worn. Inside is a tattered letter and a pair of small, bluish ingots. It's a letter, in an older Hillfolk dialect, from an apprentice to their master. It describes a mental exercise to draw latent power from aetherium.

You can learn **Laoj Daveth's Galvanic Infusion** from the scroll, but...

- ☐ ... you must translate the letter.
- ☐ ... it'll take a few weeks of dedicated study.
- ☐ ... you'll use up one of the aetherium ingots (or another source of aetherium).
- ☐ ... you risk electrocuting yourself and/or using up the other ingot.

FRONT

1

A folktale

There's this old tale, about an old herb tender from Marshedge that tricks a fen-troll into eating an enchanted seedpod. She promises to go get the troll more food if he promises to then let her go. Of course, the troll breaks his word and tries to eat her, but the seedpod bursts into a mass of gwir-nettles when he does.

You can learn the secret of the enchanted seedpods, but need one of the following:

- ☐ A Marshedge herbalist, steeped in lore, to teach you the ritual
- ☐ The spirit of a gwir-nettle, friendly or bound, to reveal the secrets of its birth

FRONT

2

A small, strange book

fragile

A small manual written on what appears to be sheets of supple leaves. It is written in the common script but in a strangely poetic sequence of nonsense syllables.

The manual reveals the recipe for an elderberry wine that brims with Fae magic, but to learn the recipe, you either...

- ☐ ... need help from a Fae poet, or perhaps one of the Forest Folk;

or...

- ☐ ... risk getting the recipe wrong, poisoning or cursing whoever drinks the wine you brew.

FRONT

3

A giant's dormitory

magical

In a ruin of the Stone Lords is an old dwelling that bears the psychic imprint of its inhabitant, a stoneshaper of some considerable skill.

When you *enter the dormitory*, you are overcome with a vision of this student inventing his first spell. You can learn this spell, but...

- ☐ ... you must have some talent for magic.
- ☐ ... it will take weeks of repeated exposure and study.
- ☐ ... you risk lasting harm to your physique and health.

FRONT

4

Carvings in a cave

At the bottom of a sinkhole is a limestone cave. A moldering skeleton slumps against one wall, showing signs of having been hanged. Yet carved into the cave walls are runes, caked over with mineral deposits.

You can study the runes and learn the secrets they contain, but...

- ☐ ... you must carefully restore the runes over a few weeks of work.
- ☐ ... you risk ruining them as you work.
- ☐ ... you must decipher the old writings, which are similar to Stone Lord runes.
- ☐ ... it will then take a few days of study.

FRONT

5

A half-buried plaque

◇◇, *cumbersome, magical*

A bronze plate poking out of the soil, somewhere in the Flats or near the Dread River. It's dented, a bit warped, with Maker-runes and esoteric diagrams etched into the surface. How the heck did it end up here?

The plate contains the workings of a spell, which you can learn but...

- ☐ ... you must first dig up & clean the plate.
- ☐ ... you must decipher the Maker-runes.
- ☐ ... it'll take a few weeks of study.
- ☐ ... you risk harm to your voice, your hearing, and/or your neighbors as you practice.

FRONT

6

Runes around a ruined hall

magical

In a ruined citadel of the Forge Lords, the grand hall lies empty. The throne is melted slag. The ceiling is shattered. The pillars are scorched and cracked. But intact around the outside of the room are a series of flowing runes. Close study reveals them to involve both fire and privacy.

The runes repeat themselves and can be copied, but...

- ☐ ... it takes a few hours of careful work.
- ☐ ... you risk a transcription error, but to what effect?

FRONT

7

A grim peat mound

Not far from Marshedge, a ways into Ferrier's Fen, lies a peat mound where no birds nest and flowers will not bloom. Since the town's founding, the people of Marshedge have buried certain criminals here, alive.

Over the years, the land has birthed a spirit that hungers for the dying breaths of the **condemned** (*Book II*, page 85). It is young and eager, and can be set to work upon criminals, but only if you...

- ☐ ... find a way to communicate with it.
- ☐ ... convince it that you will use its mark only to condemn the guilty.

FRONT

8

Aalz Galt's Sudden Sinkhole

When you *sing a rumbling note and focus your will upon a point of earth or stone*, mark a debility and roll +INT:

On a 10+, the earth or stone that you focus on remains intact, but the earth or stone beneath it crumbles, dissolves, and flows away, creating an empty pocket about as wide as your arms can encircle and about as deep as you are tall. The surface seems stable, but is prone to crack or break under stress.

On a 7-9, the song works as above, but it siphons even more energy from your body. Mark another debility and take 2d4 damage (ignores armor).

BACK

4

Old Mother's Wine

Lost memories: ○○○○○○

When you *sacrifice a memory to a berry-laden elder tree*, tell us what you gave up. Mark 1 lost memory and roll 1d6; if you roll less than your lost memories, change your instinct and clear your marks.

When you *harvest the berries and spend a season making wine from them*, gain a skin of Old Mother's Wine (5 uses, magical).

When you *get tipsy on Old Mother's Wine*, expend a use. For a night and a day, your eyes are open to Fae magic, meaning:

- ⊗ You see the truth behind Fae illusions and glamours
- ⊗ You are immune to Fae enchantments
- ⊗ You can freely enter Fae domains and walk the Fae paths
- ⊗ Time passes normally for you while in Fae domains

BACK

3

Truth Seeds

When you *soak a pair of gwir-nettle seedpods in your own blood, whisper secrets over them, and say the words of power*, they become truth seeds (*magical*).

When you and another *each eat a truth seed and make promises to each other*, the seeds stay in your guts and ensure that the promises are kept.

When you *break your promise*, the truth seed in your gut sprouts violently into a full-grown gwir-nettle, dealing 1d10+3 damage with advantage (*messy*, ignores armor) and now you've got a gwir-nettle growing out of you.

If the *other party breaks their promise*, they suffer the same fate.

BACK

2

Laoj Daveth's Galvanic Infusion

When you *touch a piece of aetherium and draw its power into yourself*, roll +CON: **on a 7+**, you absorb the power and gain 1d8 HP (even if this puts you above your max HP); **but on a 7-9**, the aetherium is drained and crumbles into a chalky mass of verdigris.

The spell lasts until you dismiss it or until you roll a 6- on any move. While it lasts, you need not sleep and remain highly alert and focused—gain advantage on any rolls with WIS.

If you remain awake for more than a few days, your body grows ever more exhausted and you risk hallucination, paranoia, and addiction.

When *the spell ends*, you lose 1d8 HP.

BACK

1

The Tomb-bog's Mark

When you *use mud from the tomb-bog to mark someone with the sign of Aratis and pronounce them guilty of a crime*, you can place a geas upon them. Phrase it as one of the following:

- ⊗ You must never again ____.
- ⊗ Henceforth, you must always seek to ____ when you have the chance.

Should they *fail to follow the geas*, their life is forfeit and the tomb-bog spirit will track them down and smother them.

Should they *prove themselves innocent to the tomb-bog spirit*, your life is forfeit instead.

BACK

8

The Fiery Veil

When you *precisely inscribe the flowing runes of the fiery veil along the outside of an area*, the area is warded for as long as the runes remain intact.

When anyone *tries to scry on the warded area from afar, or view it from the spirit realm*, they see only a curtain of fire. If they insist on peering through the curtain, they are burned for 1d10 damage (advantage, ignores armor) and appear to those inside as a ghostly image wreathed in flames.

BACK

7

Thunderous Bellow

When you *channel the storm primeval and utter a thunderous bellow*, take 1d6 damage (ignores armor) and roll +CON: **on a 10+**, everyone nearby (except you) must choose 2; **on a 7-9**, everyone nearby (except you) must choose 1.

- ⊗ Drop what they're carrying and cover their ears
- ⊗ Be deafened and disoriented for a few moments
- ⊗ Stagger a few steps away from you

BACK

6

Shell Game of Souls

Souls (max CON): ○○○

When you *touch a dying, intelligent being, speaking their name and words of binding*, roll +INT: **on a 10+**, you bind their soul to your flesh; **on a 7-9**, you bind their soul but weaken yours—reduce your max HP by 1d4+1.

Your flesh can bind a number of souls equal to your CON. They manifest in dreams and struggle for control when your mind or body are weak. Write their names here:

When you *roll a 6- on Death's Door*, you can release a bound soul to go through the Last Door in your place. If you do, you survive as if you rolled a 7-9. Your body, though, still bears the marks of that which would have killed you.

BACK

5

A richly woven rug

◇◇, *magical*

About 4 feet by 7 feet unfurled, woven with stylized patterns of fire and flame. Flickering Maker-runes can be seen in the weaving, always out of focus but hinting at power.

You can unlock the secrets of this rug, but you must first...

- ☐ ... be marked by fire, losing yourself to the panic or pain of burning.
- ☐ ... then, spend weeks in meditation upon the rug and studying the now-clear runes.
- ☐ ... allow yourself to be burned by a terrible flame, refusing to cry out and mastering your fear.

FRONT

9

A tattered mantle

◇, *warm, magical*

Found on a skeleton that has been stripped clean of flesh and that bears what can only be described as bite marks all along its bones. Close inspection of the mantle reveals sigils woven in silvery thread and human teeth sewn into the fringe like decorative beads.

You can unlock the power of this mantle by...

- ☐ ... wearing it for three days and three long, long nights, suffering through the nightmares.
- ☐ ... bringing to heel the slaving wraiths that are tethered to it.

FRONT

10

Rune-etched pillars

magical

Deep under a giant, ruined fort is a vaulted chamber, once a storeroom but looted long, long ago. A giant skeleton lies just inside, face-down, its skull and ribs staved in.

Four pillars support the roof, carved with a series of huge runes that thrum with power. You can unlock their secrets, but...

- ☐ ... you must spend a few days studying the runes and memorizing their sequence.
- ☐ ... you must meditate for a few weeks on the magic that infuses them.
- ☐ ... you risk triggering the spell contained in the runes, and collapsing the entire structure.

FRONT

11

A huge wooden sphere

immobile

Half-buried and largely overgrown, about 4 feet across and weighing hundreds of pounds. It is strangely well preserved and adorned with intricate pictograms. A handful of other spheres rot nearby.

The pictograms depict some sort of recipe, which you can learn but you must...

- ☐ ... first dig up and clean the sphere.
- ☐ ... spend weeks studying the glyphs.
- ☐ ... acquire some fresh fŷyrnig root.
- ☐ ... acquire the bile of a wild boar.

And then...

- ☐ ... you risk getting the recipe wrong, and lethally so.

FRONT

12

A scroll & a bone flute

◇, *magical*

A scroll, written in a cramped hand and seemingly nonsensical script, with a series of graph-like diagrams. It is accompanied by a flute of bone (from a human arm?). The notes reveal themselves to be a cipher; the graph is perhaps the notation for a song.

You can unlock the secrets of the scroll and flute, but...

- ☐ ... you must first decipher the notes, which will take a few weeks of effort.
- ☐ ... the first time you use the flute, you risk getting the music wrong and aggravating the dool spirit.

FRONT

13

A clear natural pool

High in the hills, a stream of snowmelt fills a deep pool in the rocks before flowing on. At the bottom of the pool is a large deposit of lodestone. Rusted old blades (many sized for giants) can be seen clinging to the lodestone.

There is magic here; to unlock its secrets, either...

- ☐ ... spend a week or so experimenting at the pool, then roll +INT: **on a 10+**, you figure it out; **on a 7-9**, no luck; **on a 6-**, you are interrupted by danger;

or...

- ☐ ... get a firsthand account of the pool's powers in use.

FRONT

14

An oversized codex

immobile, fragile

A book, about 2 feet by 3 feet, just over 6 inches tall when closed. The cover is made of silvery cedarwood planks. The sheets are made of fine vellum, stretched from the hides of some enormous beast.

The pages are full of calligraphy, large and precise, with many diagrams showing meditative poses and strange geometric patterns related to heat, water, and ice.

To unlock the codex's mysteries, you must...

- ☐ ... decipher the text, written in a form of the Rime Lord's alphabet.
- ☐ ... spend months studying the text and practicing the techniques therein.
- ☐ ... risk permanently damaging your health as you master them.

FRONT

15

A chain of rusty locks

◇, *magical*

A chain, six links long, each link hung with a corroded bronze padlock. 1d4+1 locks bear a stylized face, frozen in a rusty grimace. The keys to these locks are lost to the ages.

When you **hold one of the face-adorned locks and look into its eyes**, you can hear the voice of the departed soul bound within: hateful, desperate, pleading to be set free.

You can master these locks by...

- ☐ ... convincing one of the shades to reveal how it was captured.
- ☐ ... convincing a shade to reveal what happens when a lock is opened.
- ☐ ... finding a way to open the locks.

FRONT

16

Ffyrnig Tonic

When you *pickle fresh ffyrnig root in a suspension of boar bile for two full moons*, it becomes a skin of ffyrnig tonic (3 uses, *magical*).

When you *take a draught of ffyrnig tonic*, pick 1:

- ⊙ Regain HP equal to ½ half your max
- ⊙ Clear a debility

Also, you have advantage on your next roll to take bold, physical action. But until you take such an action, you have disadvantage on any rolls that require patience, care, or thoughtfulness.

When you *drink a second draught of ffyrnig tonic before getting a good night's sleep*, it has no effect other than to make you ill (mark a debility).

BACK

12

Shattering Words of Aalz Childric

When you *carve the shattering words of Aalz Childric into stone or rock*, designate a key word or phrase.

When you or another *speaks the key word or phrase and wills the spell to trigger*, you roll +CON: **on a 10+**, the rune-carved stone shatters and is immediately reduced to rubble; **on a 7-9**, the stone cracks and buckles, slowly breaking apart into a number of pieces.

BACK

11

Mantle Wraiths

When you *let slip the wraiths tethered to the mantle*, treat them as followers. They are loathe to return to the mantle; you must spend their Loyalty or Persuade them.



Mantle wraiths

Group (3), spirit, undead, terrifying, vicious

HP 13; Armor 1 (amorphous)

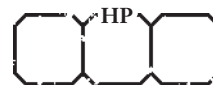
Damage life drain d8 (*band*, ignores armor)

Instinct to run rampant

Special qualities powerless in daylight

- Whisper their longings to the wearer
- Manifest a form of shadow and cold (harmd only by silver and salt)
- Hurl themselves at the living
- Suck the vitality from their prey

Cost souls feasted upon (Loyalty ○○○)



Starts at 13 each

BACK

10

Fear of the Flame

Heat: ○○○○○○

When you *spend an hour or so on the rug, meditating on the fear of fire that all natural things possess*, you hold Terror and mark 1 Heat.

- **Terror:** When you *unleash the Terror you hold*, all who see you fear you as they would fear the flame primeval, until you dismiss the effect.

When you *dismiss the effect*, roll 1d6. If the roll is less than your Heat, then clear all your Heat and you painfully manifest a permanent sign of your connection to the flames: a blistered scar, reddish skin, glowing eyes, a sulfurous smell, etc.

When *a season passes without you unleashing Terror*, reduce your Heat by 1.

BACK

9

The Six Locks of Sajua

Disturbance: ○○○○○○

When you *smear the blood of the dying onto an open Lock of Sajua and then close the lock*, roll +CON: **on a 10+**, their soul is bound in the lock; **on a 7-9**, their soul is bound, but all mundane metal in your presence rusts or tarnishes, corrodes and weakens.

When you *extract a promise from a bound soul and then open the lock that binds it*, the soul is compelled to fulfill the letter of its promise before it goes its own way. Tell the GM to treat it as a ghost (though not necessarily as a follower); the open lock serves as its tether, at least for now.

Each time you release a soul, mark 1 Disturbance and roll 1d6. If you roll less than your Disturbance, you hear the call of the Pale Hunter in the distance. Expect a visit soon.

BACK

16

Ice Weaving

When you *will dark ice to form*, lose 1 HP, +1 HP for each of the following you desire:

- ⊙ It's enough to make a small wall or encase a person (else, it's ◇◇ at most)
- ⊙ It's hard as stone
- ⊙ It's solid to spirits, able to block/harm/hinder them

Then, roll +CON: **on a 10+**, pick 2; **on a 7-9**, pick 1, or pick 2 and lose 2 more HP.

- ⊙ It forms quickly, even violently (else, it takes minutes, even hours)
- ⊙ It forms at up to *near* range (else, it forms at only *band* range)
- ⊙ Its shape is as intricate as you can imagine (else, it's just a crude block)

The ice persists until it's broken, melted by intense heat, or you let it melt. You cannot regain the spent HP while it persists.

BACK

15

Ward of Still Waters

Strain: ○○○○○○

When you *cut yourself with iron or steel and toss the blooded metal into the pool*, you form a bond with the waters. So long as you carry a vial of the pool's water on your person, you are protected by the ward of still waters.

When you are so protected and *subject to magic that attempts to sense or affect your thoughts, actions, or emotions*, the magic targets the still waters of the pool instead—possibly befuddling the magic's source.

Each time the ward of still waters protects you, mark 1 Strain and then roll 1d6. If your roll is less than your current Strain, the water you carry loses its potency.

When you *return to the pool and renew your bond*, clear all Strain.

BACK

14

Song of the Dool Trees

When you *stand among dool trees and play the proper tune on a flute of a murderer's bone*, you summon a dool spirit and bind it to your service. Treat it as a follower. Only one dool spirit will serve you at a time.



Dool spirit

Spirit, terrifying, stealthy, devious

HP 13; Armor 1 (amorphous)

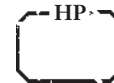
Damage feast on fear d6 (*band, close*, ignores armor, disadvantage)

Instinct to take things too far

Special qualities powerless in bright light

- Sense a victim's doubt and worries
- Shape sound and shadow to unnerve and frighten
- Manifest as its victim's fears (harmd only by one who masters their fear)

Cost new, exquisite fears (Loyalty ○○○)



Starts at 13

BACK

13

A gold ring

magical

This simple, golden band catches the light and shines, even in darkness. Its very presence fills goodly people with peace and hope, and servants of darkness with jealous hate.

You can unlock the secrets of this ring, but must first...

- ☐ ... wear the ring continuously for 40 days, witnessing the sunrise each day.
- ☐ ... perform an act of charity while wearing the ring, one that changes the recipient's life.
- ☐ ... participate in the devout and proper worship of Helior.

FRONT

17

A path in the woods

Deep in the Great Wood sits a stone, carved with the crude pictograms of the Forest Folk, showing a trail fraught with trials and leading to great power.

If you *set forth upon the trail at midsummer*, you can unlock its mysteries, but you must...

- ☐ ... follow the twisting paths in silence, until you spy the White Hart.
- ☐ ... chase the Hart for miles and miles, until it leads you to the Tree of Nerth.
- ☐ ... wrestle the strange serpent that lives in the tree (*Book II*, page 371), crushing the life from it and eating its still-warm heart.

Should multiple people follow the path on a given midsummer, only one of them can reach the Tree of Nerth.

FRONT

18

A giant oak leaf

◇, magical

About 6 feet long, waxy and rigid, shimmering with golden iridescence. Is this truly a leaf from the Golden Oak?

You can turn the leaf into a wondrous cloak, but to do so you must...

- ☐ ... learn the secrets of its making (from a Fae, a spirit of the wild, or perhaps a favored servant of Danu).
- ☐ ... tan the leaf with a mix of lime-water, crow guano, the brain of a cave bear, and your own blood.
- ☐ ... have it fitted to your exact measurements by a tailor of *exceptional* skill.

FRONT

19

A time-worn missive

fragile

A letter on faded, pocked papyrus, written in an archaic form of Southern. It invites "Boas" to visit by way of "your nearest portal," with instructions and a circle of arcane sigils. "Ask for Calcus when you arrive."

To unlock the mysteries of these portals, you must...

- ☐ ... translate the archaic dialect.
- ☐ ... find a portal (other than the one depicted in the missive).
- ☐ ... determine how to "invoke the axiom of local contagion."
- ☐ ... acquire a ◇ pouch of powdered cinnabar (1d4+8 uses, Value 2).
- ☐ ... attempt casting the spell the first time, and risk miscasting it.

FRONT

20

A strange pendant

magical

A strange charm on a simple leather cord, like a scale of some shimmering material. It's cold and clammy to the touch. When you first put it on, everyone nearby shivers from cold. Soon thereafter, you start to hear the raspy, inhaling whispers.

To unlock the secrets of the pendant...

- ☐ ... wear it ceaselessly for a lunar cycle, answering its questions honestly.
- ☐ ... hold yourself underwater until you risk drowning.
- ☐ ... drown another person, and offer their last gasps to the pendant.

FRONT

21

A timeless vault

magical

High in the hills or mountains, a pair of massive stone doors are set into the hillside. The markings outside are faded and covered in lichen. The doors aren't locked; one lies a bit ajar. Inside, the vault and its contents are untouched by time, free of dust or mold. Clearly some magic is afoot.

To unlock the secrets of this place's stasis...

- ☐ ... find and reveal the hidden runes that anchor the magic.
- ☐ ... spend a few hours copying them, risking an error.
- ☐ ... spend weeks tracing the runes on objects, until they gleam silver and vanish.

FRONT

22

A sealed cave

magical

High in the hills or mountains, one can find a bricked-over cave mouth. Inside lie dozens of corpses, preserved for centuries by the cold. Many have malformations in the jaw, oversized teeth, elongated fingers that taper to claws. Few show signs of violence; they appear to have just laid down and died.

Indeed, the looping glyphs carved all over the cave walls sap your will to struggle, to fight, to do much of... anything. You can learn their mysteries, but...

- ☐ ... it'll take days of careful transcription, haunted by morose shades.
- ☐ ... you risk succumbing to the ennui of the place.

FRONT

23

A... key?

magical, terrifying

Secreted away in some Maker's trove is a gleaming white thing, like a key, I guess, but not a specific key, more like the *idea* of keyness. Hurts to look right at it; makes you aware of your own dying flesh.

You don't unlock this key's mysteries, so much as it unlocks you. But only if you...

- ☐ ... master your fear and force yourself to touch it.
- ☐ ... hold tight as it wracks your mind and soul, refusing to let go.
- ☐ ... spend a few weeks dealing with terrible migraines and flashes of color, learning to calm and control your mind's new eye.

FRONT

24

Opening the Way

◇ pouch of powdered cinnabar

(○○○ ○○○ ○○○ ○○○ uses, Value 2)

When you *use ink of powdered cinnabar to carefully trace the sigils of one portal inside the permanent sigils of another, and then invoke the axiom of local contagion*, a passage opens between the portals and remains until you leave their presence or dismiss the axiom. The sigils you drew then vanish. Passage through the portals is usually safe and instantaneous.

When you *stand before one portal and hold the sigils of another portal perfectly in your mind*, mark a debility to manifest those sigils as lines of glowing light. When you *then invoke the axiom of local contagion*, roll +INT: **on a 10+**, the portals open, but close as soon as your focus falters; **on a 7-9**, as a 10+ but only if you mark another debility; **on a 6-**, mark a debility and pass out from the strain.

BACK

20

Goldleaf Cloak

◇, warm, magical

When you *wear a goldleaf cloak that you have tanned yourself and that has been fitted to your exact measurements*, then all of these are true:

- ⊙ You are immune to effects that drain, steal, or snuff out your vitality, energy, or life force.
- ⊙ You are immune to effects that calm or dampen your emotions.
- ⊙ You are surrounded by a constant golden glow (*hand, area*), making it nearly impossible to hide.

When you *die and are buried in the earth, wrapped in your goldleaf cloak*, you return to life as if you were buried at the roots of the Golden Oak. Your cloak, however, rots away to mulch and tatters.

BACK

19

Nerth Serpent's Vigor

Vitality: ○○○

When you *crush the life from the Nerth Serpent and devour its still-warm heart*, hold 3 Vitality. While you hold Vitality, you age very slowly.

Spend Vitality 1-for-1 to:

- ⊙ Shrug off a poison, sickness, or curse
- ⊙ Survive a lethal wound or injury
- ⊙ Recover fully from a permanent injury or impairment (with a few days' rest)
- ⊙ Perform a feat of extraordinary strength, prowess, or endurance

Each time you spend Vitality, you manifest a permanent mark of the wild (antlers, hide-like skin, animal eyes, etc.) or such a mark becomes more pronounced. Tell us what it is.

BACK

18

Helior's Shining Ring

Daylight: ○○○

When you *spend the better part of a day wearing the ring and worshipping Helior in full sunlight*, hold 1 Daylight.

When you *wear the ring in shadows or darkness and spend 1 Daylight*, the ring shines forth with holy light (*near, area*) that is painful for creatures of darkness to look at. It glows for a few hours, until you extinguish it, or until another effect (like the Lightbearer's Invocations) uses up its fuel or snuffs it out.

Alas, the ring also shines like a psychic beacon while it shines, alerting servants of darkness for miles around to your presence and location.

BACK

17

The Eye, Opened

When you *spend a few minutes quietly meditating and opening your mind's eye*, it appears on your forehead as a shining point of light. Base matter and energy are dim and colorless to you, but you see minds and auras in luminous detail.

While your *mind's eye is open*, you can ask the GM "What thinking entities are present here?" and get an honest answer.

When you *Seek Insight while your mind's eye is open*, the questions you can ask become these instead:

- ⊙ Are they lying or trying to mislead?
- ⊙ What are they really feeling right now?
- ⊙ What do they intend to do?
- ⊙ What here are they most afraid of?
- ⊙ Is something controlling their mind, emotions, or actions, and if so, what?

BACK

24

Peacebond

When you *mark a place with the peacebond glyphs*, violence (even to defend oneself) is suppressed in the area as long as the glyphs remain. The longer one stays in a peacebonded area, and the more tightly woven the glyphs are, the greater the effect.

When you *attempt to commit violence within a peacebonded area, or to harm the peacebond glyphs themselves*, you hesitate.

If you *will yourself to continue*, lose 1d4 HP and roll +WIS: **on a 10+**, go for it; **on a 7-9**, you act but have disadvantage on any rolls to commit violence (including damage); **on a 6-**, you fail to act and mark *dazed*.

BACK

23

Preserving Runes

When you *trace the runes along the inside of a room or container*, they gleam silver and fade, preserving the contents from dust, spoilage, rust, etc. Lose 1 HP, plus 1 HP for each of the following that are true:

- ⊙ The container/room is more than a few feet long in any dimension
- ⊙ The container is portable (else, the effect ends if it is moved)
- ⊙ The effect lasts indefinitely, as long as the runes are intact (else, it starts when the room/container is sealed and ends when it is unsealed)

Once the runes are in place, roll +CON: **on a 10+**, you regain the lost HP normally; **on a 7-9**, you can't regain the lost HP until a season passes or the effect ends, whichever comes first; **on a 6-**, you can't regain the lost HP until the effect ends and then a season passes (and don't mark XP).

BACK

22

The Drowning Scale

Breath: ○○○

When you *lean over a dying person, suck out their final breath, and breathe it into the pendant*, roll +CON: **on a 10+**, hold +1 Breath; **on a 7-9**, pick 1:

- ⊙ Hold 1 Breath, but it tears at your lungs; mark *miserable* and suffer a nasty coughing fit.
- ⊙ The pendant greedily sucks in the last breath, grows colder, and sighs; you, alas, gain no benefit.

So long as you hold Breath, you are unfazed and unharmed by extreme cold. Spend 1 Breath to go without air for as long as an hour.

When you *remove the pendant*, lose any Breath you hold.

BACK

21

A crumbling arch

magical

On a rare dry spot in Ferrier's Fen, besieged by foulness, is an ancient arch that still—improbably—stands. Lichen and moss grow thick and healthy, but the keystone remains clear, engraved with a sigil that makes the eyes water and that drives evil away.

You can learn the secrets of the sanctifying mark, but to do so you must...

- ☐ ...purify yourself in fresh, clean water.
- ☐ ...calm your mind, gaze upon the sigil, and roll +WIS: **on a 10+**, the sigil becomes clear; **on a 7-9**, the sigil will become clear after a few more days in contemplation; **on a 6-**, the sigil is beyond your ability to learn.
- ☐ ...spend a few days memorizing and practicing the sigil.

FRONT

25

A strange skull and antlers

immobile, magical

A skull, the size of a horse's head but clearly not a horse—nor a drake, nor a wolf, nor a bear. For none of those beasts would bear such mighty antlers as those affixed to this skull. Looking closely, one sees the whorls and twists of ancient glyphs carved into the bone. Those in its presence often feel a draft, as if someone left a door ajar.

To unlock the secrets of this relic, you...

- ☐ ...must learn the name of the shade whose skull this was;
- or...
- ☐ ...use the Blessed's Call the Spirits move to call up the shade.

FRONT

26

A stretched vellum

◇◇, *fragile*

Stretched taut on a wooden frame, this old vellum is filled with the intricate and looping glyphs of the Green Lords. Drawings show creatures changing to have traits of other beasts. It seems to be the foundation for some sort of spell.

To unlock its mysteries and learn the spell, you must...

- ☐ ...decipher the Green Lords' glyphs.
- ☐ ...spend a few weeks studying and pondering them.
- ☐ ...experiment on a beast of at least *small* size, like a goat, pig, or hound. You risk killing, crippling, or horribly mutating the beast, and possibly driving it mad.

FRONT

27

A patch of rainbow moss

magical

In the Great Wood, one can find a copse of many different types of tree, the light dim beneath their canopy and the ground knobbly with interwoven roots. At the center: a patch of thick, multi-hued moss.

To unlock the mysteries of this place, you must...

- ☐ ...lie down in the moss and let its tendrils fuse with your skin.
- ☐ ...let your consciousness drift into the forest itself, at the risk of losing yourself or drawing the ire of hostile spirits.
- ☐ ...spend weeks visiting the moss, setting your mind adrift, learning to perceive the world through the forest's senses.

FRONT

28

A cloak, richly embroidered

◇, *magical, warm*

An exquisitely fine wool, dyed a pale blue-gray and embroidered with stylized clouds. The edge boasts blue-white runes stitched with aetherium wire. It feels damp, smells of rain and ozone, and flutters in a breeze that isn't there.

When you *don the cloak*, you become aware of the presence bound within, thrumming and impatient. To unlock the mysteries of the cloak, you must...

- ☐ ...learn the name of the bound spirit.
- ☐ ...decipher the word of command, embroidered in ancient Maker-script.
- ☐ ...bend the spirit to your will, risking its (destructive) escape.

FRONT

29

A beaded satchel

◇, *magical*

Made of thick, stiff leather and decorated with impossibly fine beadwork. The pattern shows a fruit-laden tree sheltering various game and produce and grains. The specifics often change when you aren't looking.

The satchel is home to a number of spirits of autumn and plenty. To unlock the satchel's secrets and gain the spirits' aid, you must...

- ☐ ...imbibe a prodigious, dangerous quantity of alcohol.
- ☐ ...while thoroughly drunk, commune with the tethered spirits (**Instinct** to be genuinely, awkwardly caring and giving) and win their friendship.
- ☐ ...feed the satchel 1 Surplus of freshly harvested foodstuffs (which shouldn't possibly fit, but does).

FRONT

30

A cracked flute

◇, *crude, magical*

A long, thick flute carved of redwood, with a thin but visible crack along the underside. It easily catches the wind and makes a piping sound. Anyone who plays a few notes on the flute can tell there's some magic here.

When you *spend a few days practicing, playing the flute where the wind can bear you*, roll +CHA: **on a 10+**, mark 1 circle; **on a 7-9**, mark 1 circle, but you summon an irate zephyr spirit; **on a 6-**, you make no progress but do manage to summon an irate zephyr.

○○○

When you *mark all three circles*, you unlock the mysteries of the flute.

FRONT

31

A wolf pelt

magical, warm

It must have been a majestic beast, finely preserved with pale stones for eyes and a clip to wear it like a hooded cape. But no matter how you scrub, the red stains never come off its teeth.

The pelt is home to a powerful spirit, not just of a wolf but of The Hunt itself. To unlock its secrets, you must...

- ☐ ...hunt a beast by moonlight, alone, while wearing the pelt.
- ☐ ...tear out its liver with your bare hands or teeth and eat it raw.

FRONT

32

The Sylvan Web

When you *lie down in the rainbow moss and cast your mind into the Great Wood*, say what you are looking for and roll +WIS: **on a 10+**, pick 3; **on a 7-9**, pick 1.

- ⊙ You learn the location of your quarry
- ⊙ You get a sense of your quarry's recent activities, or the activity surrounding it
- ⊙ You discover something unexpected about the forest, or that which can be found within it (ask the GM what you learn)
- ⊙ You spend only an hour or so adrift (else, you spend all day)

Whatever you learn, it is limited by and filtered through the senses the forest.

BACK

28

Chimeric Transmogrification

When you *hold forth a bit of one beast (fur, bone, etc.) and speak the words of chimeric transmogrification upon another*, roll +INT: **on a 10+**, the spell works; **on a 7-9**, the spell works but only if you mark a debility.

When *the spell works*, roll 1d10+CON. If your roll **equals or exceeds the target's current HP**, name a feature of the beast you hold—the target's form twists and buckles, gaining that feature until they sleep for a few hours. The experience is disorienting and alarming; most beasts and people will panic. If you roll **less than the target's current HP**, their form twists and buckles alarmingly for a few seconds, but they fight off the transformation. **Either way**, the bit of the beast you hold is lost, shriveling away to nothing.

BACK

27

The Green Lord's Shade

When you *make an offering of good liquor, fresh fruit, or fresh-cooked meat and call up the shade of the skull*, it manifests before you in shadows.

The shade knows much about ancient times, the Green Lords, and their workings. It has no power, but can answer questions. Before it does, it will demand the right to "ride" you and experience the pleasures of living. (**Instinct** to fulfill its increasingly specific longings.)

While it rides you, the shade communicates only through impulse and desire. When it *compels you to act against your wishes*, mark XP if you comply. If you resist, you are Defying Danger.

BACK

26

Sanctifying Mark

When you *mark an object with the sigil of sanctification*, it repels beings of darkness, chaos, and death. Each time you place the mark, part of you (eyes, hair, skin, tongue, etc.) becomes paler, eventually turning a shocking white.

When a *being of darkness, chaos, or death first tests the power of your mark*, roll +INT: **on a 10+**, all such creatures are kept at bay so long as your mark remains inviolate; **on a 7-9**, such creatures feel the urge to flee and are held back for now, but powerful entities can force themselves to ignore it.

BACK

25

Call of the Hunt

When you *howl at the rising moon, face smeared in blood and wearing only the pelt*, you take on the aspect of a wolf and call a pack to your side. Name your quarry and roll...

- ... +1 if you have their scent;
- ... +1 if they are alone, but -1 if not; and
- ... -1 if they would not fear a pack of wolves.

On 7+, you corner your prey and deal 2d6+4 damage (*messy*) before the pack disperses and you cast off your wolf-self; **on a 10+**, also pick 1; **on a 7-9**, also pick 2.

- ⊙ Your pack savages one or more innocents
- ⊙ You suffer 2d6+4 *messy* damage yourself
- ⊙ Your instinct becomes "to act like a bloodthirsty wolf" until you Level Up.

On a 6-, your prey eludes you and you must still pick 2 from the list above.

BACK

32

Dancing Wind Spirit

When you *play a tune to make the wind itself dance*, the andalau (zephyr spirit) tied to the flute manifests. Treat it as a follower; it holds 1 Loyalty to start. When you *dismiss the spirit while it holds no Loyalty*, the flute splits and falls apart; the andalau is set free.



The Andalau of the Flute

Spirit, tiny, stealthy, mischievous

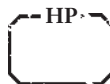
HP 8; Armor 0

Damage none

Instinct to play and frolic

- Manifest as a fluttering gust of wind (harmd only by salt)
- Deliver a whispery message
- Flit things about (dust, leaves, etc.)
- Annoy or spook someone

Cost entertainment (Loyalty ○○○)



Starts at 8

BACK

31

Satchel of Plenty

When you *feed the satchel 1 Surplus of freshly harvested foodstuffs*, it fits even though it should not. Until next autumn's harvest, the satchel will provide 1 use of provisions each day. They are fresh and nourishing, but different each time (and not at all what you fed the satchel).

1d6 TODAY'S FOOD IS...

- 1 Actively unpleasant, needs cooking
- 2 Bland but tolerable, needs cooking
- 3 Delicious, needs cooking
- 4 Actively unpleasant, ready to eat
- 5 Bland but tolerable, ready to eat
- 6 Delicious, ready to eat

When you *draw more than 1 use of provisions from the satchel in a given day*, it provides up to 10 uses but will produce no more until you feed it again next autumn.

BACK

30

Flying Cloak

When you *wear the cloak and speak the word of command*, the storm-spirit in the cloak springs to life and obeys you as a follower. It never wants to land; you must spend its Loyalty or Persuade it.



The Spirit in the Cloak

Spirit, magical, proud, mute

HP 13; Armor 1 (amorphous)

Damage lashing wind, rain, debris d6 (near, area)

Instinct to "not hear" your commands

- Bear its master aloft on a cushion of swirling winds
- Manifest a storm as it flies
- Wreak havoc on its surroundings
- Fling lightning from a raging storm, d10+3 (*far, forceful, reload*)

Cost flying about for hours (Loyalty ○○○)



Starts at 13

BACK

29

A sunken tablet

immobile

A big old chunk of stone, maybe 5 feet across, covered in mud and algae. There are Maker-runes on it, barely visible. Runes for the earth, and spirits, and rejuvenation.

The tablet reveals the workings for a ritual, which you can learn if you...

- ☐ ...extract the tablet from the muck.
- ☐ ...carefully clean it.
- ☐ ...decipher the Maker-runes.
- ☐ ...study the runes for a few weeks.
- ☐ ...practice casting the spell, at the risk of harming the nearby soil or waking something dangerous from the earth.

FRONT

33

A rusty cauldron

immobile, magical

Big enough for a grown man to crawl inside, pitted and scratched, engraved with whorly rune-like patterns. The whole thing is caked with rust. At least, you hope that's rust.

The thing has a sinister feel, and you can sense its power. To unlock the cauldron's mysteries, you must...

- ☐ ...thoroughly scrub the rust from the cauldron.
- ☐ ...spend seven nights sleeping in the cauldron, dreaming foul dreams, marking a debility each time.
- ☐ ...boil the bones of a beast that you honestly loved or valued, mixing in some of your fresh blood.
- ☐ ...bring the wretched thing that arises under your control.

FRONT

34

A large wooden jar

◇◇, cumbersome, fragile, magical

30 inches tall and carved of yew, with a lid shaped like a horned lion and sealed with wax. Its surface is cracked and speared with shards of red crystal. When you touch it, you can feel great annoyance and just a hint of fear.

To unlock the jar's mysteries, you must...

- ☐ ...wash its surface with your own fresh blood (lose 1d10 HP and mark a debility).
- ☐ ...commune with the spirit of the haughty Green Lord to whom this jar is bound.
- ☐ ...learn to use the red crystals to torment the Green Lord's spirit.
- ☐ ...convince the bound Green Lord spirit to change your form.

If *the jar is opened*, all its magic is lost.

FRONT

35

A makerglass chime

◇◇, indestructible, magical, loud, dangerous

A cylinder about 4 feet long and 3 inches wide, the glass surprisingly thin. It rings with a rich, sonorous chime when struck softly. When struck firmly, the sound is almost deafening and causes a rippling pattern to appear on the surface of nearby stone, crystal, or mundane glass.

The chime is a powerful tool, if you can unlock its secrets. To do so...

- ☐ ...grasp it firmly and deliver a solid, mighty blow, rolling +CON: **on a 10+**, you've got it; **on a 7-9**, mark a debility and you'll need to try again; **on a 6-**, ask the GM what goes terribly wrong.
- ☐ ...spend a week or so learning to control the ringing chime.
- ☐ ...you risk permanent harm to your hearing and major damage to anything nearby while you practice.

FRONT

36

A fine ceramic urn

◇, beautiful, fragile, magical

A jar of fine pottery, the size of a small cookpot. Its glaze is a wondrous blend of patterns and sheens. The lid fits snugly, though it's clumsy to manipulate and tricky to open once closed. You get the feeling it was made for much bigger hands than yours.

To unlock the secrets of the urn, you must...

- ☐ ...commune with the chthonic spirit that dwells within (**Instinct** to hoard secrets).
- ☐ ...convince it to teach you both the secret recipe and song required to make its magic work.
- ☐ ...acquire the reagents required for the recipe (Value 1).
- ☐ ...manage to sing the secret song for a day and night, without pause.

FRONT

37

A length of prayer beads

◇, magical, beautiful

A cord almost 10 feet long, strung with bronze beads. Each bead is carved with a different glyph and a figure in a unique meditative pose. If you run your fingers along the beads, you feel a sense of stillness—but also a merciless weight of judgement.

To unlock the secrets of the prayer beads, you must...

- ☐ ...decipher the Rime Lord glyphs embossed upon many of the beads.
- ☐ ...learn the meditative chants that accompany the beads (from a trove of knowledge or someone who knows).
- ☐ ...spend a season in isolation, naked and fasting, meditating with the prayer beads, risking illness, accident, and misadventure.

FRONT

38

A beautiful scroll

◇, beautiful, fragile

Inside a case of carved ivory rests a scroll made of fine, almost gauzy wool. It is full of glyphs and diagrams, imprinted with rich dyes of red and black and yellow. The diagrams seem to depict some sort of meditative practice, resulting in some kind of familiar spirit?

To unlock the mysteries of this scroll, you must...

- ☐ ...have some talent for magic.
- ☐ ...decipher the Rime Lord glyphs.
- ☐ ...spend a few months practicing the meditative techniques it describes.
- ☐ ...describe and name the tiny spirit-construct that you wish to create:
- ☐ ...permanently sacrifice 2 HP to invest the tulpas with "life."

FRONT

39

A gold butter lamp

◇◇, magical, beautiful, reach, area

An oversized, highly decorated lamp, shaped like a chalice with a wide cup, like those lamps they use up north to burn mammoth-butter in their rituals.

It's worth a fortune (Value 4), but there's more to this lamp than meets the eye. To unlock its secrets, you must...

- ☐ ...consult with a disciple of the Rime Lords (or one of their troves of lore) to learn the recipe and mantra that makes the lamp work.
- ☐ ...acquire the special ingredients for the clarified mammoth-butter to be burned in the lamp (Value 1).
- ☐ ...risk drawing the attention of one or more wraiths when you first light the lamp and utter the incantation.

FRONT

40

Make Pliant the Stone

When you *strike the chime forcefully and will yourself to maintain your grip upon it*, mark a debility and roll +CON.

On a 10+, you maintain control and the chime will ring for about a minute. While it rings, any stone, crystal, or glass you touch with the chime becomes soft and malleable, easily shaped and molded. The longer the contact, the more material becomes pliant. It regains its hardness when the ringing stops, but keeps its current shape.

On a 7-9, pick 1:

- ⊙ Maintain control as per a 10+, but you must pour yourself into the effort—mark another debility
- ⊙ Realize that you can't control it and dampen the chime before it causes any harm (say how)

BACK

36

Impudent Polymorph

Ire ○○○○○○○○

When you *interrupt the idyllic afterlife of the Green Lord bound to the jar and demand that it change your form*, describe the change and pick as many as you dare:

- ⊙ The change lasts as long as you like (else, it lasts till you get a 6- on a move)
- ⊙ The change is quick and easy (else, it takes minutes or even hours)
- ⊙ You adapt to the new form quickly (else, mark a debility)
- ⊙ Pick 2 of your stats; swap their values until the change ends

Then roll +CHA: **on a 10+**, the spirit works the change, just as you asked; **on a 7-9**, it works the change, but you gain Ire equal to the number of choices you've made; **on a 6-**, the spirit rebels and wracks your body, dealing 1d10 damage per Ire you hold. If you survive, clear all Ire.

BACK

35

Unliving Chimera

When you *boil the bones of beasts in the cauldron and stir in your own fresh blood*, mark up to 3 debilities. An unliving chimera rises from the cauldron. Treat it as follower, with a tag for each beast whose bones you used (*bear-like, owl-like*, etc.).

For each debility you marked, pick 1:

- ⊙ It is stable (else, it falls apart in a day)
- ⊙ It is not *clumsy*
- ⊙ Replace its instinct with "to shun light"



Unliving chimera

Undead, construct, terrifying, clumsy

HP 3; Armor 4 (0 vs. bronze)

Damage varies d6 (*band*, maybe others)

Instinct to get confused and lash out

- Do something one of its component beasts could do
- Moan, wretchedly and disturbingly

Cost lots of fresh blood (Loyalty ○○○)

BACK

34

Convocation of the Soil

When you *spill your blood on the soil and speak the words of convocation*, the spirits of the soil will stir and wake, filling the soil with life and energy and nutrients.

When you *cast this spell on the fields in early spring, spilling a scary amount of your blood*, mark all three debilities and lose all but 1 HP. If the steading spends 1 Surplus to plant in the fallow fields, this autumn's harvest will generate 1d4+1 extra Surplus.

However, you must roll +WIS: **on a 10+**, there is no consequence; **on a 7-9**, before midsummer, you must water the soil with the lifeblood of a large, healthy beast (like a horse, mule, wisent, or aurochs) or else the extra crops will fail and the extra Surplus will be lost; **on a 6-**, the spell works but you stir some dangerous spirit or growth from the soil, or set free some evil imprisoned in the earth.

BACK

33

Revealing Light

When you *spend a day preparing the special ingredients* (Value 1) *according to the secret recipe*, you create a ◇ jar of magic butter (○○○○○ hours).

When you *light the lamp using the magic butter and intone the mantra*, the lamp gives off a pale, heatless light so long as you continue to chant. Within this light:

- ⊙ Active spirits are visible, even if they are not manifest
- ⊙ Illusions, glamours, and veils are stripped away
- ⊙ Shapechangers can be seen for what they truly are
- ⊙ Hidden things radiate a bright aura
- ⊙ Lies spoken are visible as black smoke that lingers near the ground

Alas, the light draws the ire of any wraiths (or other hungry undead spirits) nearby.

BACK

40

Little Friend

You have created a tulpa, which you treat as a follower. Pick 2 additional tags, an instinct, 2 additional moves, and its cost.



Tulpa

Spirit, construct, tiny, naive, □ eager

□ *fierce* □ *kind* □ *sly* □ *timid* □ *willful*

HP 8; Armor 0

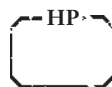
Damage 1d4 (if that)

Instinct □ to play □ to learn □ to flaunt

- Manifest a form of dust/snow/vapor
- ➤ Produce light (*area, reach*)
- ➤ Carry/manipulate a ◇ item
- ➤ Deliver a message
- ➤ Spy on someone/something

Cost □ respect given □ new experiences

□ comfort/compassion (Loyalty: ○○○)



Starts at 8

BACK

39

Cold Mind, Iron Body

Preparation ○○○

When you *Bolster by spending downtime in isolation, fasting, and meditation with the prayer beads*, hold Preparation (as per the Bolster move).

While you *hold at least 1 Preparation*, you require only an hour of sleep each night, can endure cold weather without *warm* clothing, and need not consume supplies or provisions when traveling or making camp. After about ten days of such hard living, lose 1 Preparation.

Also, you can spend 1 Preparation to:

- ⊙ Add +1 to any roll, after it is made (maximum +1 per roll)
- ⊙ Clear a debility, or refuse to mark one
- ⊙ Perform a feat of extreme endurance
- ⊙ Ignore harm from a source of elemental energy (fire, cold, lightning, etc.)

BACK

38

Plaster of Joining

Uses ○○○

When you *pour water, a pinch of blood, and special reagents* (Value 1) *into the urn and sing over it for a full day and night*, the urn gains 1 use (3 uses max) of plaster.

When you *use the plaster to join two or more pieces of stone, rock, or crystal* and let the plaster set for a few hours, the pieces will fuse together. Different materials will show a natural, gradient seam. Similar materials will fuse together seamlessly.

A single use of the plaster can cover an area up to a few inches wide and tall. Multiple uses can join together larger pieces of stone. Unused plaster will last indefinitely as long as the urn stays sealed.

BACK

37

A ragged fur cloak

◇, *warm, magical*

The hide of some unknown, black-furred beast. Its bristles are stiff and the air nearby is always chill.

When you *don the cloak*, you can tolerate even the bitterest cold and can see in darkest shadow, but bright light hurts your eyes and the warmth of even a campfire is almost too much to bear.

There's more to this ragged fur, to be sure. To unlock its secrets, you must...

- ☐ ... wear it continuously for seven days and seven nights.
- ☐ ... stalk a warm-blooded beast on a moonless night, smearing its blood on the fur.
- ☐ ... suffer (or self-inflict) a grievous wound while wearing the fur, drenching it in your own fresh blood.

FRONT

41

A creepy cave

There's a cave somewhere—somewhere that the light never shines—where the walls are roiling formations, slick and wet, glinting with veins of red crystal that no longer glows. The stone undulates in the flickering torchlight. Yes, yes, that must be it... a trick of the light, nothing more.

The cave bears the lingering taint of a Thing Below, but has been cut off from its power. To unlock its secrets, you must...

- ☐ ... learn the name of the Thing Below that once corrupted this place.
- ☐ ... stay here in absolute darkness for at least a full day, despite the nightmares and hallucinations that try your soul.
- ☐ ... bring a still-living, warm-blooded being to the cave and spill its life's blood on the stones while intoning the name of the Thing Below that once touched this unholy place.

FRONT

42

A disturbing mask

◇ if stowed; *magical*

This stiff, leathery mask looks a bit like melted wax. A large pearlescent sphere is embedded in the forehead. It seems to whisper as you move to put it on.

There's more to this mask than meets the eye. To unlock its secrets, you must...

- ☐ ... don the mask while alone, and wear it unseen for a night and a day.
- ☐ ... watch someone unnoticed for a few hours, while you wear the mask.
- ☐ ... tell the mask a secret, something no one else knows about you (tell the GM and other players what it is).
- ☐ ... tell the mask another person's secret, something that you've promised never to tell (tell the GM and other players what it is).

FRONT

43

A silvery glass bottle

◇, *fragile, magical*

About 10 inches tall, tapered at the top, made of old warped glass that's shot through with silvery streaks, like the trails that slugs leave. The patterns in the glass seem different each time you look, almost shifting as you watch. It makes you eyes water, your head spin.

You can unlock the secrets of this old glass bottle, but you must either...

- ☐ ... find one who knows its workings, and get them to teach you;

or...

- ☐ ... fill the bottle with spring-water and hallucinogenic mushrooms, and let it steep in the dark for a fortnight.
- ☐ ... drink the contents and risk learning nothing as you suffer through the sickness and the nightmares.

FRONT

44

A vellum scroll

◇, *fragile*

A remarkably supple scroll, given its age, found in an ivory tube. It bears writing in a strange alphabet, penned in a dark red ink. There are diagrams, too. You think it might be some sort of recipe? Or spell? Maybe both?

To unlock the secrets of this scroll, you must...

- ☐ ... determine the scroll's origin and be able to read the author's language.
- ☐ ... break the cipher in which the recipe is encoded.
- ☐ ... acquire the recipe's unusual and unsavory ingredients (Value 1).
- ☐ ... spend a few days practicing the incantation, risking a mistake on your first attempt, with potentially disastrous results.

FRONT

45

A whispering... word?

magical, immobile, terrifying

Hidden from the sun, in a ring of runes, there is a... word?... floating in the air. Squiggling and wriggling, yearning to be free, it whispers promises of power. But the runes around it fill you with dread.

To unlock its secrets, you must...

- ☐ ... master your fear, forcing yourself to grasp it and take it inside of you.
- ☐ ... hold tight as it wracks your body and soul, attempting to unmake you (2d6 damage, *messy*, ignores armor).
- ☐ ... spend weeks in isolation, wrapping your mind around the dread word that now lives in your head.
- ☐ ... risk corrupting your locale and destroying your possessions or anything else nearby as you practice speaking the dread word aloud.

FRONT

46

A corroded spearhead

◇, *magical*

Hidden away in some vault or cave or Maker-ruin is a length of copper, heavily corroded and coated with chunks of verdigris. If you squint, you vaguely make out the shape of a spearhead. Oh, and are those the faint traces of runes?

To unlock the secrets of this ancient weapon, you must...

- ☐ ... carefully clean away the corrosion with proper chemics, without destroying the runes as you do so.
- ☐ ... decipher the runes and how they are meant to be charged.
- ☐ ... infuse the restored spearhead with lightning.
- ☐ ... mount the spearhead on a shaft of birchwood.
- ☐ ... soak the spearhead in your own blood, to claim its power as yours.

FRONT

47

A copper-banded staff

◇, *magical*

A short staff, about 4 feet tall, tapering towards the tip and made of blackened oak with a strange metallic sheen. A dozen bands adorn it, made of corroded copper, caked in verdigris and crumbling away in spots. The bands are embossed with runes of power, some of them worn away or obscured.

The staff still tingles with power. To unlock its mysteries you must...

- ☐ ... figure out the shape of the missing and damaged runes.
- ☐ ... replace the bands with new ones of rune-embossed aetherium.
- ☐ ... hold fast as lightning courses through the staff, attuning to its magic (you risk serious burns or at least flinching and letting go).
- ☐ ... spend a few days practicing with the charged-up staff.

FRONT

48

Witch Bottle

Sway ○○○

When you *tie strands of someone's hair around an item that they made or owned, set them afire, and drop them still-burning into the empty bottle*, hold 3 Sway over them. The cinders continue to burn and glow until the Sway is gone. Spend 1 Sway while speaking their true name to...

- ⊙ Twist their senses, making them perceive something untrue
- ⊙ Plague them with nightmares until they wash in rain or snow
- ⊙ Cause an emotion in their heart to swell, possibly overwhelming them

If the person you currently hold Sway over finds and breaks the Witch Bottle, you will yourself suffer all the torments you have ever inflicted with it.

BACK

44

Fetch's Mask

Ken ○○○

When you *wear the mask and eat someone's hair, blood, fingernail, etc.*, you and the mask become their flawless double until the next sunrise or you remove the mask.

When you *interact with an NPC known to whoever's visage you wear*, roll +CHA: **on a 10+**, hold 3 Ken; **on a 7-9**, hold 1 Ken; **on a 6-**, they are deeply suspicious. While interacting with them, spend Ken 1-for-1 to ask the GM:

- ⊙ What do they expect me to do/say?
- ⊙ What do they hope/want from me?
- ⊙ What secret do I keep from them?

When you *remove the mask after wearing someone's visage*, roll +CON: **on a 10+**, it hurts but comes off okay; **on a 7-9**, your face is raw and painful, mark a debility; **on a 6-**, lose 1d4 HP, mark a debility, and the mask leaves lasting, distinctive scars.

BACK

43

The Flesh Is Like Clay

When you *cruelly kill a warm-blooded being in the cave*, one of similar size to yourself, and *smear both its blood and yours upon the stones*, mark 1:

- ☐ Gain unholy resilience: increase your max HP by 2 and gain +1 armor against anything but bronze.
- ☐ Gain one of your victim's physical traits (their strength, their speed, their looks, their strong heart, etc.).
- ☐ Heal yourself of a permanent injury (regrowing a limb, removing a scar, fixing a bad knee, etc.).

Each time you use this power, mark all three debilities. With each use, some of the red crystal vanishes from the cave. After the third use, the crystal and the cave's power are gone.

BACK

42

Darkwalker Cloak

Charges ○○○○

When you *open your own veins and drench the fur with your own fresh blood*, lose 1d8 HP and mark a debility. If the cloak holds no Charges, it gains 1d4 Charges. The scars from the wound are bright white and never fade.

When you *suffer a blow or physical injury while wearing the Darkwalker Cloak*, it loses 1 Charge and you transform into a cloud of shadow. You suffer no harm after all and can flit and fly about for a few seconds before reforming. Everything you touch while in this shadowy form is laced with hoarfrost. This effect does not trigger if the fur has no Charges.

When *direct sunlight or holy light touch the Darkwalker Cloak*, or *anyone but you dons it*, it loses all its Charges.

BACK

41

Staff of Magnetism

Charge: ○○○

When *lightning courses through the staff*, it holds 3 Charge (max 3).

When *the staff holds Charge and you focus your will and senses through it*, you can sense iron, steel, cobalt, and nickel within near range and move such objects slowly and awkwardly. You can manipulate only items that you could lift with one hand.

When you *tap into the power stored within the staff*, pick 1:

- ⊙ Extend its effects up to far range
- ⊙ Move items quickly and suddenly, fast enough to attack or defend (*dangerous*)
- ⊙ Manipulate an object of considerable mass, as much as you can deadlift

Each time you tap into the staff's power, roll 1d6. If you roll higher than the staff's current Charge, it loses 1 Charge.

BACK

48

Aetherium Spear

◇, close, thrown, magical, +1 damage

When you *Clash with the aetherium spear and get a 7+*, you can mark a debility to blast your foe with lightning, dealing +1d6 damage (*forceful, loud*).

When you *point the aetherium spear at your foes and bellow a thunderous warcry*, mark a debility and unleash a blast of lightning (*far, area, forceful, loud, dangerous*), rolling +STR to Let Fly instead of +DEX (and you cannot choose to deplete ammo). **On a 6-**, in addition to whatever else the GM says, the spearhead is drained of power and the birchwood shaft is reduced to cinders—clear the last 3 check boxes on the front of this card.

BACK

47

Baleful Utterance

When you *speak the dread word*, name an object that your voice can reach—it shatters, unravels, or is otherwise unmade.

Then roll +CON: **on a 10+**, pick 1; **on a 7-9**, pick 1 and the GM picks another; **on a 6-**, pick 1 in addition to whatever else the GM says; **regardless**, if the item you destroyed was *indestructible*, pick 1 more.

- ⊙ Your throat burns and your tongue blisters; mark *miserable* and you can barely whisper for a few days.
- ⊙ Your ears and those of all who heard the word start bleeding (1d4 damage, ignores armor, temporarily deafened).
- ⊙ 1d4 other objects of the GM's choice also shatter/unravel/are unmade.
- ⊙ This place is corrupted by the Things Below; if already corrupted, it gets worse; otherwise, it is now a shunned place, a place of disquiet and unease.

BACK

46

Wishing Candles

Uses: ○○○○○

When you *spend a few days following the unsavory recipe from the scroll* (Value 1), gain 1d4+1 Wishing Candles.

When you *burn a Wishing Candle and utter the ugly incantation*, say what you wish to acquire: it will come into your possession soon. Roll the Die of Fate to learn the cost. If it was an item of Value 1 or less, roll twice and take your pick.

1d6	COST
1	The crops fail/2d4 Surplus is lost
2	One of the village's resources or assets is lost/stolen/ruined/etc.
3	A neighbor takes seriously ill or suffers a freak accident/loss
4	Weird events plague the village; panic looms
5-6	No cost to speak of, this time

BACK

45

An odd conveyance

large, magical, fragile

It's like two of those canoes they use in Marshedge, but bigger and with big fins at the back. They're linked with timbers and a platform set on top. One canoe boasts a tall spire, snapped in half, a torn triangle of cloth still attached. Much of the wood is rotted. The canoes are banded in aetherium, weighed down with stones.

You suspect this is some sort of vehicle, but to unlock its mysteries you...

- ☐ ...need a skilled carpetenter, good timber (Value 2), a new sail (Value 1), and a season spent on repairs.
- ☐ ...risk damaging it further, and/or having it/the aetherium float away.
- ☐ ...must attune to the aetherium, so as to control how much it hovers.
- ☐ ...and another must spend a season learning to sail the thing, risking injury and damage to the craft.

FRONT

49

A bow with no string

◇, magical

A short flatbow made of pale blue metal, rigid and gracefully curved even though it's unstrung. There aren't even hooks where you *could* attach a string.

It seems to be of little use, but there is more to this bow than meets the eye. To unlock its mysteries, you must...

- ☐ ...acquire a glove of aetherium, properly attuned to the bow.
- ☐ ...learn the secret word that activates the bow.
- ☐ ...charge the bow with lightning, risking harm to the bow or yourself.
- ☐ ...spend a few weeks practicing, risking all manner of collateral damage in the process.

FRONT

50

A metal man

magical, fragile

A bronze statue, but not really a statue, more like bits of armor cleverly joined around a skeleton of interlocking pipes. And the "chest" is less a breastplate than a little potbelly stove. Intricate runes are barely visible under the thing's patina. It's dented, cracked, and torn apart, but a careful search will turn up all the pieces.

This is clearly no mere statue, but to unlock its mysteries you need to...

- ☐ ...repair the body, taking a full season for an *exceptional* smith (Value 3).
- ☐ ...spend a few weeks repairing the runes, risking a mistake that makes them ineffective or unstable.
- ☐ ...convince your own hearth's spirit to inhabit the stove and animate the construct.

FRONT

51

A prospector's tale

"An Ustrina once offered me a mirror, a flawless thing framed in gold. It showed *me*, but... a better me, you see? They said who made it, one of the Forge Lords, I think? Said she 'poured her Sublime Words into it,' whatever that means. I couldn't pay their price. But I'll never forget that mirror, or how it made me feel."

That old man turned up dead, but you suspect there's some truth to his story. To unlock its mysteries, you must...

- ☐ ...be proficient with some art or craft (pottery, weaving, smithing, etc.).
- ☐ ...find an Ustrina able and willing to teach you the Sublime Words.
- ☐ ...spend a season studying with the Ustrina, practicing the Words.
- ☐ ...risk never mastering the Words, or permanently harming your voice.

FRONT

52

A rusty steel blade

◇, close, crude

It was clearly once a fine, fine blade. The steel holds a pattern of rune-like sworls, at least where the rust hasn't taken over. The hilt is blackened, with hints of leather wrappings that long ago burned away. The metal is hot to the touch, like it's been left out for hours in the summer sun.

To unlock the mysteries of this weapon, you must...

- ☐ ...restore the blade, which requires access to a smithy, a few weeks of work, and no small amount of skill.
- ☐ ...commune with the spirit of fire within the steel (**Instinct** to seek glory), and convince it that you are worthy to wield the blade.
- ☐ ...acquire a scabbard that can withstand the fire and heat of a forge.

FRONT

53

A runic branding iron

◇, magical

Found in the workshop of some Forge Lord, still held in a vice-clamp. The head is a runic shape, 6 by 6 inches, with smaller runes etched into its surface. Or at least, most of its surface. A few inches are blank, the work clearly unfinished.

To unlock the mysteries of this iron and claim its power as your own, you must...

- ☐ ...decipher the meaning of the runes, and identify the missing ones.
- ☐ ...finish the etchings, risking an error that will make the next step fail.
- ☐ ...heat the iron red-hot and let yourself be branded (lose 3d6 HP), the runes fading from the iron and searing themselves upon your soul.
- ☐ ...allow the wound to heal and scar, without the aid of any magic.

FRONT

54

A silvery signet ring

magical, beautiful

A ring of white metal, untarnished and gleaming, a single glyph carved into the bezel. The symbol squirms under your gaze, like it exists in more dimensions than you can perceive. The ring fits you perfectly, of course.

To unlock the ring's mysteries, you must...

- ☐ ...spend a season wearing the ring and contemplating the glyph.
- ☐ ...get used to the headaches & nausea that come from wearing the ring.
- ☐ ...spend 1 of your follower's Loyalty to charge the ring.
- ☐ ...attempt to influence one of your followers with the ring, at the risk of failing to ever master its power and/or alienating your follower(s).

FRONT

55

A fine drinking horn

◇, beautiful, magical

You got it off a stranger. Like, maybe on a bet, or in a contest, or as a gift in return for some kindness. Or maybe you took it without his consent? Regardless, he seemed a bit coy about the horn, almost glad to let you have it. And just before you parted ways, you noticed the missing finger on his left hand.

Since then, the horn has seemed to call to you, daring you to drink heavily from it. To unlock its mysteries, you must...

- ☐ ...fill it with whisky or a similarly potent spirit.
- ☐ ...drink the contents in a single pull (mark *dazed*).
- ☐ ...risk blacking out, acting the fool, or at least marking more debilities.
- ☐ ...survive the storm you summon as a result (see reverse).

FRONT

56

Sublime Words

○ raspy voice, ○ coughing fits, ○ mute

When you *spend supplies (Value 2) and a full season a-crafting, chanting the Sublime Words all the while*, roll +WIS. No matter what, you've damaged your voice (mark a status above) but made a thing of true beauty (Value 4). **On a 10+**, pick 1, or 2 and further damage your voice; **on a 7-9**, pick 1 and further damage your voice.

- Its beauty will persist through the ages
- It eases pain and lifts grief
- It inspires others to better themselves

On a 6-, it stokes greed in those who see it and fear in those who own it, worse if those qualities were already there. Expect bloodshed.

When you *rest your voice for a season* (no shouting, little talking, not using the Sublime Words), clear one status above.

BACK

52

Bronze Protector

Readiness: ○○○○

As long as *fire burns in in the stove-like chest*, the hearth spirit will animate the construct. Treat it as a follower.



Bronze protector

Construct, spirit, durable, vigilant, overbearing, mute, gullible

HP 13; **Armor** 3 (metal)

Damage pummel 1d8 (*hand*)

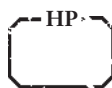
Special qualities fireproof; holds +1

Readiness on a 7+ to Defend; requires a smithy and tools to regain HP

Instinct to be overzealous in guarding you

- ▶ Loom menacingly, belching smoke
- ▶ Start fires, cause collateral damage
- ▶ Run low on fuel

Cost profuse gratitude (Loyalty: ○○○)



Starts at 13

BACK

51

Thunderbolt Bow

◇, *far, forceful, magical, loud, reload*, ignores armor, ○ plenty left, ○ low ammo, ○ all out

When you *speak the secret word*, the bow activates and hums ominously. When you then *wear the aetherium glove and grasp where the string should be*, a crackling line of lightning appears between the horns.

When you *draw back the lightning*, a thunderbolt forms where an arrow should be. It manifests over the course of a deep breath, after which you can Let Fly.

You must charge the bow with lightning to replenish its ammo.

When you *draw back the lightning for at least ten deep breathes*, deplete your ammo. Your next shot deals +1d4 damage (+*area*, +*dangerous*), but if you roll snake eyes to Let Fly, the bow explodes (3d6 damage, *reach, area, forceful, loud*).

BACK

50

Groundskimmer

large, magical, dangerous, requires a crew of 2

The groundskimmer can carry about as much as a fully-loaded wagon. When you *grasp the tiller and focus*, you can adjust how much the craft's aetherium repels the earth. When you *properly adjust it to match its current load*, it hovers a few feet above the earth and can sail across the landscape. In a good wind at a safe pace, it can cover the breadth of the Flats in ~8 hours. Sailing into the wind is much slower, and requires a zig-zag course.

Bad weather, high speed, flying too high, rough terrain, dodging obstacles, damage, impact, and sudden changes in load all involve Defying Danger (by you/your crew/your passengers). Sailing the Great Wood is impossible (too dense). Going offroad in the Steplands, Foothills, or mountains is suicidal; even sticking to the Makers' Roads in those regions is dangerous.

BACK

49

Horn of Storms

When you *get yourself good and drunk from the horn*, mark a debility. You call up a storm, centered on your location. Roll four d4s. For each additional debility you mark, roll an extra d4. *Until the storm passes*, you can't clear debilities.

Assign one d4 to each of the following:

- **Onset:** 1 = next day; 2-3 = in a few hours; 4 = within the hour.
- **Intensity:** 1 = dangerous to be out in; 2-3 = damages weak structures; 4 = lays waste to weak structures and damages sturdy ones.
- **Reach:** 1 = a mile or so; 2-3 = a dozen miles or so; 4 = dozens or scores of miles.
- **Duration** (once it gets going): 1 = less than an hour; 2-3 = a few hours; 4 = a day or so.

BACK

56

Sigil of Authority

Authority: ○○○

When you *Strengthen Your Bond* with a member of your community, you can choose to hold +1 Authority (max 3) in lieu of your follower holding +1 Loyalty. If you *remove the ring*, lose all Authority.

When you *Persuade your follower(s) while holding Authority*, you have advantage.

You can spend Authority 1-for-1 to:

- Wrap yourself in majesty for up to a few minutes, drawing all attention, cowing the weak-willed, and speaking in a voice that all can hear (*far, area*)
- Will someone in your presence to do as you wish, attempting to Persuade them without words
- Have one of your nearby followers suffer an attack on your behalf, as if they held Readiness from Defending

BACK

55

Searing Touch

When you *call up the fire from your soul and pour it into your hands*, roll +CON: **on a 7+**, your hands blaze like white-hot iron (see below); **but on a 10+**, first pick 1; **and on a 7-9**, first pick 2:

- It takes minutes of intense focus
- It burns your life force; lose 2d4 HP
- The pain is terrible; mark a debility

On a 6-, whatever else the GM says, you cannot do this again until you Convalesce.

While your *hands are ablaze*, your touch deals 1d10 damage (*hand, messy, dangerous*, 1 piercing), sets fire to wood, boils water, heats metal. Your hands are unharmed by the heat, but your gear and the rest of your body has no such protection. Be careful.

Your hands blaze as long as you maintain your focus, up to a minute or maybe two.

BACK

54

Flaming Sword

◇, *close, beautiful*, +1 damage, 1 piercing
Blaze: ☞ nil, ○ 1d4, ○ 1d6, ○ 1d8, ○ 1d10

When you *call on the fire spirit within*, the blade erupts in flames (+*magical*, +*dangerous*) and casts light (*reach, area*). The hilt gets hot; wear thick gloves!

When you *Clash with the Flaming Sword*, after you resolve the move and deal damage, increase the Blaze die one step.

When you *roll to make a move while wielding the sword*, take damage equal to the Blaze die (ignores armor).

When you *deal damage with the sword*, add the Blaze die.

When you *sheathe the sword*, the fire goes out and cannot be relit until the Blaze die is nil. Reduce the Blaze die once each hour.

BACK

53

A vein of milky crystal

magical, beautiful, immobile

Found in a cave, a mountain, or some rocky outcrop, likely considered sacred by the locals. It looks like cloudy white quartz, but glows faintly at night.

You can unlock the mysteries of this vein and craft a talisman against the undead, but to do so you must...

- ☐ ... personally extract a large ◇ hunk of crystal (Value 1) from the vein.
- ☐ ... have a gemcutter shape and polish it into a perfect sphere (a Value 1 job).
- ☐ ... learn the sacred words for imbuing a moonstone with light and then calling that light forth.
- ☐ ... spend three nights under the full moon, speaking the sacred words, risking a mistake that ruins the moonstone or at least wastes your efforts this month.

FRONT

57

A mummified hand

◇, *magical, fragile*

Found in an engraved lead box, this grisly relic is adorned with three golden rings (Value 2). Each ring has an empty setting, as though it was meant to hold a stone. Only dark, rust-like flakes remain.

The hand still thrums with unholy vitality. To unlock its mysteries, you must...

- ☐ ... learn the name of the sorcerer whose hand this was.
- ☐ ... learn the words of power and the process below.
- ☐☐☐ ... on three separate nights, soak a different piece of red crystal (Value 1) in a bowl of your own fresh blood (5 HP, mark a debility), chanting words of power throughout the night, and then set the still-dripping crystal in one of the rings that adorn the hand.

FRONT

58

A redwood basin

◇◇, *magical, beautiful*

A wide, shallow bowl carved with flowers and thorny vines, twining through skulls of deer and other beasts. The pattern shifts when you aren't looking; it's never exactly the same twice.

To unlock the mysteries of the basin, you must...

- ☐ ... befriend the spirit of life and vitality that dwells within.
- ☐ ... learn from a Fae how to pour years of your life into the basin.
- ☐ ... fill the basin with a few years of your life.

When you **mark the last requirement and unlock this arcanum**, mark your current age on the other side. Then trigger the Bittersweet Elixir move.

FRONT

59

A humble broom

◇, *magical, crude*

Just a well-worn stick of rowan wood, in need of some new bristles. You wouldn't give it another thought. Except... when you hold it, and sweep with it, you find yourself humming a half-remembered tune.

Clearly, there is more to this broom than meets the eye. To unlock its mysteries, you must...

- ☐ ... find a Fae who can hear the broom's song in its entirety.
- ☐ ... convince them to teach you the broom's song in full.
- ☐ ... use the broom at least once a day for a whole season, singing the lullaby as you do.
- ☐ ... risk falling into a lasting, timeless sleep as you practice the lullaby.

FRONT

60

A stone idol

◇, *crude, magical*

Found at the back of some cave or grotto, obscured by roots and rubble, surrounded by desiccated, rotting offerings. A crude squat thing with a possum's sneering face, a thorny tail, and flowers for its ears.

The idol is, in fact, a narcissistic little Fae, stuck (hiding? stubbornly ensconced?) in the form of a stone idol. To unlock its "mysteries" and benefit from its patronage, you must...

- ☐ ... restore the shrine, while suffering the abuse of its angry little god.
- ☐ ... extract the idol from the stone and rubble in which it's embedded, at the risk of damaging/insulting it.
- ☐ ... trick the idol into accepting an offering that puts it in your lasting debt. A Surplus worth of food and/or whisky ought to be enough.

FRONT

61

A treasure map

fragile

A tattered scrap of parchment. It shows a path from a particular set of standing stones: through a marsh, up a river, to a place behind a waterfall, then through a forest of sword-sharp trees. Forest Folk glyphs are scrawled all about, but at the end: a silver tree, and X marks the spot.

To unlock the map's mysteries and claim the prize at the end, you must...

- ☐ ... find the standing stones that mark the start of the path.
- ☐ ... follow the map to the waterfall.
- ☐ ... enter the Fae domain beyond.
- ☐ ... navigate the sword-tree forest.
- ☐ ... risk falling under the soporific spell of the silver tree.
- ☐ ... claim a branch from the silver tree.
- ☐ ... make it home again.

FRONT

62

An oversized crown

◇, *beautiful, magical, fireproof*

A circlet of black, glossy metal set with eight spires of aetherium. It's sized for a head maybe twice as large as yours, and is always a bit chill to the touch. Even cast into the hottest furnace, it will not melt nor even heat.

When you **touch the crown with bare flesh and open your mind**, you can speak to the primordial spirit to which the crown is attuned. But to fully unlock the mysteries of this crown, you must...

- ☐ ... risk your sense of self as you commune with this spirit of the void.
- ☐ ... learn the Words of Being, which will force the spirit to manifest.
- ☐ ... learn the Words of Unbeing, which will send the spirit home.
- ☐ ... convince the spirit to manifest and then successfully dismiss it.

FRONT

63

A metal puzzle box

◇, *indestructible*

A 6" cube of dull gray metal, covered in hinges, knobs, dials, sliders, levers, and the like. A thing of mad genius, resisting all attempts to open it by brute force.

To unlock its mysteries, you must...

- ☐ ... roll +INT to open the box: **on a 10+**, it takes a few days of fiddling; **on a 7-9**, it takes a few obsessive weeks; **on a 6-**, it's beyond you.
- ☐ ... spend a season deciphering the symbols etched along the inside
- ☐ ... risk never being able to decipher the symbols, and/or developing some mental quirk as you do so
- ☐ ... commune with a primordial spirit and learn the Silent Words from it.
- ☐ ... spend a few weeks practicing the spell, risking all sorts of harm and collateral damage.

FRONT

64

The Broom's Lullaby

magical, area, near

When you *start sweeping an area as you softly sing the lullaby*, roll +CHA: **on a 7+**, those who see and hear you stop to watch and listen, at least for a bit, entranced or confused or bemused as fits their nature and the circumstances. They snap out of it if harmed or threatened. **Also, on a 10+**, you can hold their attention for the length of the lullaby, as long as no one is harmed or threatened.

When you *sing the full lullaby, sweeping all the while*, roll +CHA: **on a 10+**, all who hear you fall into a deep sleep and will be prone to dismiss this as just a dream; **on a 7-9**, all who hear you start to nod off or lapse into a light, jerking sleep, but they will certainly remember this when they come to; **on a 6-**, at least one of your audience snaps to and realizes just how weird this all is.

BACK

60

Bittersweet Elixir

○ youthful, ○ mature, ○ elderly

When you *fill the basin with a few years of your life*, it becomes a draught of honey and regret. Either mark the next age above (and update your look) as the lost years catch up with you, or mark one of the following (your choice):

- ☐ Your mood shifts, dramatically (how?)
- ☐ You see the Last Door (what's it like?)
- ☐ Reduce STR, DEX, or CON by 1
- ☐ You have less than a year to live

When someone *drinks down all of the bittersweet elixir, straight from the basin*, they pick 1:

- ⊗ Regain all HP, clear all debilities, and heal any active problematic wounds
- ⊗ Purge themselves of all poison/disease
- ⊗ Fully recover from a permanent injury by next season's end, or sooner

BACK

59

Hand of Aals Sannan

When you (and only you) *touch the hand and speak the name of Aals Sannan*, all three crystals dim and the power of the long-dead sorcerer infuses you. Reset your HP to max, clear your debilities, and heal any problematic wounds (if you were dying, you no longer are). Also, mark one:

- Part of your look changes, to be more like Aals Sannan.
- Your instinct changes, to something more cynical/manipulative/ambitious.
- Your heart hardens towards someone you care about, so that you see them now as only a tool or a threat.

When *all three have been marked*, the three crystals crumble to dust. Clear all three marks but their effects remain. Also, clear the last three check boxes on the front of this card. Until you replace all three crystals, you can't use this arcanum.

BACK

58

Moonstone

◇, *beautiful, magical, fragile*,
hours: ○○○○○

When you *spend a night beneath the full moon*, directing its light into the moonstone, it gains 1 hour of light (max 5).

When you *hold the moonstone aloft in darkness and utter a sacred word*, it shines with pale white light (*area, near*) that shows no color, only shape and texture. The light reveals the undead, even spirits that have yet to manifest and entities masked by magic or disguise.

When *the moonstone is your only light source and you shout the proper word*, it blazes with silvery light and all undead in range take 1d6 damage per hour of light remaining (ignores armor). The moonstone then goes dark, its light expended until you charge it again.

BACK

57

Runes of Creation

When you *carefully inscribe an object with the runes of creation*, pick 1 desired effect:

- ⊗ It will flow into any shape you imagine
- ⊗ It will become *indestructible*
- ⊗ It will become *beautiful*
- ⊗ It will blaze with terrible heat (1d10 damage, *messy*), if only for a moment

When you *speak the Silent Word that completes the spell* (far range) mark a debility as elemental forces flow through you into the object. The effect works, but roll +CON: **on a 10+**, pick 1; **on a 7-9**, pick 1 and the GM picks another; **on a 6-**, all 3.

- ⊗ Mark another debility & lose 1d10 HP
- ⊗ The elements run amok, triggering a fire/earthquake/avalanche/storm/etc.
- ⊗ The effect lasts only while you focus on it, and then the object is damaged in a manner of the GM's choosing

BACK

64

Void Elemental

Loyalty: ○○○

When you *touch the crown and speak the Words of Being*, the spirit manifests. Treat it as a follower, with 3 Loyalty to start (it can never gain more). When you *touch the crown and chant the Words of Unbeing*, the spirit can return to the void—if it wants.



Void elemental

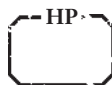
Spirit, primordial, confused, angry

HP 15; **Armor** 1 (lacks organs)

Damage void touch 1d10 w/advantage (*band, grabby*, ignores armor)

Special qualities immune to most harm
Instinct to rage at all the noise and chaos

- ▶ Manifest as a black hole in reality
- ▶ Snuff out a source of energy
- ▶ Become confused, unsure what to do



Starts at 15

BACK

63

The Silver Branch

◇, *magical, beautiful*
✓ fresh, ○ fading, ○ bare

A few feet long, laden with white flowers and jingling golden fruits. Surprisingly sturdy, and stays fresh indefinitely unless its powers are used. Only one such branch can leave the Fae domain at a time.

When you *jingle the silver branch*, all who hear it (*reach, area* except you) are filled with bliss and forget their woes for a few hours. Roll +CHA: **on a 10+**, pick 1; **on a 7-9**, pick 1 and the GM picks another; **on a 6-**, all 3.

- ⊗ The branch starts to fade; if already fading, it goes bare, its powers gone
- ⊗ Some (GM's choice of who) are blissed out for days or weeks, growing weak and wretched in the meantime
- ⊗ Some (GM's choice of who) become obsessed with hearing it jingle again

BACK

62

The Angry Little God

When you *put the idol in a prominent place and beseech it to attend its humble servant*, it wakes (but is still inert). Treat it as a follower, though it hardly considers itself one.



All-mighty Thistlewisk

Fae, tiny, magical, devious, arrogant

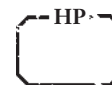
HP 15; **Armor** 6 (stone, resilience), 2 vs. iron

Special qualities inert; disembodied voice

Instinct to heap abuse on its worshippers

- ▶ Make unreasonable demands
- ▶ Consume the essence of foodstuffs
- ▶ Sense one's idle thoughts/memories
- ▶ Weave powerful illusions and hallucinations (*near, area*)
- ▶ Grow bored/huffy and go to sleep

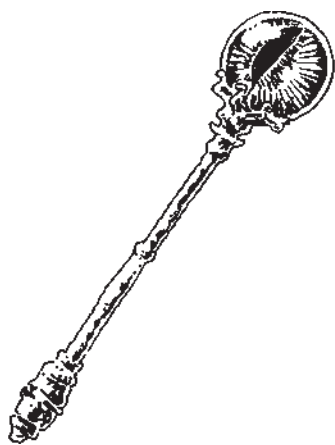
Cost obeisance and ever-larger offerings of food (Loyalty: ○○○)



Starts at 15

BACK

61



Staff of the Lidless Orb

◇, close, magical, awkward

A sphere of greenish glass, etched with a cat's-eye design and set atop a staff of rough, pitted black iron. The orb catches the light and seems to glow, and the pupil seems to widen in the dark and narrow to a slit in daylight.

And sometimes, you could swear, it seems to look about on its own.

But that's preposterous.

When you ***grip the staff, close your eyes, and see through the Lidless Orb***, roll +CON: **on a 10+**, choose 3 from the list below; **on a 7-9**, choose 1.

- ⊙ The orb sees through darkness, natural or magical
- ⊙ The orb sees through illusion, glamour, and invisibility
- ⊙ The orb can see strong emotions as auras radiating from people and lingering on places
- ⊙ You can move about and operate effectively while seeing through the orb (otherwise, not so much)

Whatever you choose, the effect lasts until you open your eyes or let go of the staff.

On a 6-, the orb shows you a terrible vision of some distant time or place. Mark 1 (or see below) and ask the GM what you see. While the vision lasts, you are oblivious to the world around you and have disadvantage on your first roll after coming to.

○○○

When you ***make the last mark***, you unlock the mysteries of the Staff and can use Power of the Lidless Orb (see reverse). Mark one of the four effects (your choice); you can produce that effect.

When you ***would mark a circle but have already marked all three***, mark a new effect for Power of the Lidless Orb. You can now produce that effect.

FRONT

1



Twisted Spear

◇◇, reach, magical

A knobby length of wood, pale as death and hard as steel, tapering to a needle point. The shaft is scored and notched, the tip stained with blood and soot.

The Spear is a potent weapon against spirits and demons. They cannot bear its touch and its presence makes them deeply ill at ease.

When you ***wield the Twisted Spear as a weapon***, you ignore magical protections and can harm spirits, demons, and insubstantial creatures.

When you ***first plunge the Spear into a spirit or demon***, your mind reels with strange visions. These tasks become known to you:

- ☐ Impale a foul spirit with the Spear, and keep it skewered until it burns away to nothing.
- ☐ Visit the elder tree from which the Spear was carved, and water its roots with your blood.
- ☐ Face the Pale Hunter and survive the encounter.
- ☐ Spend a fortnight in the wild, eating nothing, naked and unarmed except for the Spear.
- ☐ Pierce your own hand through with the Spear, giving it a shard of your soul and reducing your max HP by 1d4+1.

When you ***complete a task***, mark it off.

When you ***have marked 3 tasks***, you unlock the mysteries of the Twisted Spear. Choose one of the moves on the reverse; you can use that move as long as you wield the Spear. Each time you mark a task thereafter, gain another move from the reverse.

FRONT

2

Mysteries of the Twisted Spear

Moves

❑ WHISPERS

When you *grip the shaft of the Twisted Spear*, you can ask the GM, “What spirits are active here?” and get an honest answer.

❑ PROMISE OF DOOM

When you *hold the Twisted Spear and speak aloud an oath to destroy a spirit or demon*, you do +2d4 damage against them and -4 damage to everything else. This lasts until you destroy them or forsake your oath. If you forsake your oath, mark a consequence.

❑ ROOTS OF THE ELDER TREE

When you *stand with your feet firmly on the ground and strike a spirit, ghost, or demon*, you can mark a consequence to send your target coursing through you and into the depths of the earth, where it is bound fast.

❑ DARKNESS LINGERS

When you *strike down a spirit or demon*, ask the GM for one of its moves and write it down; it is held in the Twisted Spear. When you *use the stolen move*, roll +CON: **on a 10+**, you do it, just like that; **on a 7-9**, you do it, but choose 1:

- ☉ The move is lost, bleeding away from the Spear
- ☉ Mark a consequence

Consequences

- ❑ Deep beneath the elder tree from which the Spear was carved, something dark and terrible shifts and strains at the roots that bind it.
- ❑ From now on, the first time you Make Camp each session, roll +WIS: **on a 10+**, your dreams are unpleasant and claustrophobic, but your sleep is restful; **on a 7-9**, you dream of that which is bound by the elder tree from which the Spear was carved—take disadvantage on your next roll, but ask the GM what you learn; **on a 6-**, the thing bound by the tree sees you, too. You awake, unrested, and will get no rest this night.
- ❑ You are overwhelmed by a vision of the thing bound by the Spear’s tree, its past and its terrible desires.
- ❑ The elder tree from which the Spear was carved shudders and cracks, still whole but wounded and weakened.
 - ❑ A lesser evil escapes from the roots of the tree. Ask the GM what is now loose in the world.
 - ❑ The tree grows sick and weak, losing its leaves and sprouting only a few in spring.
 - ❑ Some natural thing is tainted by the dark power beneath the tree, and goes forth to wreak evil.
 - ❑ The tree dies. Its prisoners escape. And the Spear loses all power.

Mysteries of the Staff of the Lidless Orb

Moves

❑ POWER OF THE LIDLESS ORB

When you *bear the staff and call upon the power of the Orb*, choose one of the effects that you have marked:

- ❑ Cast your sight afar, seeing either a time in the past of your current locale or the present of a distant place which you have previously visited. While you maintain the effect, you are blind to the world around you.
- ❑ Hold the Orb before another creature’s gaze and steal its sense of sight, blinding them until you use this effect again. When you see through the Lidless Orb, you can choose to see using the currently stolen sense of sight.
- ❑ Hold the Orb before a mortal being’s gaze, keeping it transfixed, mesmerized, and receptive to your suggestions. A weak-willed creature will obey outright; a strong-willed one might require convincing.
- ❑ Point the Orb at a living victim and roll 2d4. If you roll higher than the victim’s current HP, it’s debilitated with nausea and vertigo while you remain in its presence (and possibly for some time thereafter). Otherwise, the victim reels momentarily but soon recovers.

After you’ve chosen the effect, roll +CON: **on a 10+**, the effect occurs as described; **on a 7-9**, you decide either to mark a Consequence and have the effect occur, or to have the effect fail; **on a 6-**, ask the GM what happens (which may or may not involve marking a Consequence).

Consequences

- ❑ One of your eyes becomes strange, bulging, painful, and discolored. Your vision is more-or-less unaffected.
 - ❑ Your other eye withers, atrophies, and goes pale and empty. Painful warts sprout all around the socket. Permanently mark the *miserable* debility.
- ❑ You begin to sprout warty, scale-like protrusions all over. These continue to grow until you gain +1 armor, but mortals who see these growths tend to be repulsed.
- ❑ You become incapable of seeing beauty. Your senses are unaltered, but nothing strikes you as beautiful. Grotesque and horrific sights still move you and hold a strange fascination.
 - ❑ Replace your instinct with “Disgust: To marvel at things horrific and grotesque.”
 - ❑ You can clearly see the ugliness in other people. When you first meet an NPC, you can ask the GM “What secret shame or guilt do they bear?” and get an honest answer.
- ❑❑❑ You become aware of El’rash-Orra, the Many Eyes, gazing up at you from Below. It whispers to you a task; refuse it—now or later—and the Lidless Orb goes dark, useless to you.



Demonhide Cloak

◇, 1 armor, *warm, magical*

A tattered cloak, stitched from a motley patchwork of unfamiliar hides and leather. Shifting odors waft from it: damp earth, ozone, musk, sulfur, rust, rot.

It is not a glamorous garment. Anything but.

When you *wear the Cloak*, its armor applies against demons in all cases, even if their attacks are piercing or ignore armor.

When you *draw up the hood of the Cloak*, you see clearly in darkness.

When you *wrap the Cloak tightly about your person*, you pass unnoticed by all so long as you move calmly and carefully and keep out of direct, harsh light. In retrospect, those you pass may recall a strange smell.

When you *flay the hide from a demon, tan it, and sew it onto the cloak*, mark 1:

○○○

When you *make the last mark*, you unlock the mysteries of the Cloak and can use The Flesh Remembers (see reverse).

FRONT



Noruba's Ice Sphere

◇, *magical, awkward*

A perfect sphere of dark ice, the size of a fist, never melting, hard as stone, and set like a gaudy gem at the end of a finely wrought torc. Or not a torc, perhaps, but maybe a ring that once sat upon some giant's finger?

Staring into the icy sphere brings a sense of calm, serenity, and detachment. Indeed, a lesser mind might find itself staring into its depths for hours on end.

When you *peer into the Ice Sphere*, your mind is cleared of strong emotions.

When you *gaze deeply into the Ice Sphere and ponder a situation, puzzle, or mystery*, ask the GM one of the questions below. The GM will answer honestly.

- ⊗ Who benefits (or would benefit) from ___?
- ⊗ What about ___ isn't what it seems to be?
- ⊗ How could I learn more about ___?
- ⊗ What's the most likely outcome if ___?
- ⊗ What am I overlooking?

After the GM answers, roll +INT: **on a 10+**, hold 2 Acumen; **on a 7-9**, hold 1. ○○
While acting on the GM's answer, you can spend Acumen 1-for-1 to:

- ⊗ Ask another question from the list above, and get an honest answer
- ⊗ Treat a 6- that you rolled as a 7-9, or a 7-9 as a 10+

On a 6-, your connection to your body weakens—mark a debility and mark 1 circle. The debility lasts until you spend a few days living wholly in your body and averting your gaze from the Ice Sphere.

○○○

When you *make the last mark*, you unlock the mysteries of the Ice Sphere and can use Mindwalking (see reverse).

FRONT

Mysteries of Noruba's Ice Sphere

Moves

☐ MINDWALKING ○○○○

When you *use the Ice Sphere as a psychic anchor*, your consciousness leaves your body and walks the world as a spirit, invisible and insubstantial. Roll +INT: **on a 10+**, hold 3 Power; **on a 7-9**, hold 2 Power; **on a 6-**, hold 2 Power and mark a Consequence. While mindwalking, you may spend your Power, 1-for-1 to:

- ⊗ Manifest as a ghostly voice and/or presence
- ⊗ Manipulate an unattended item (small or ◇, no bigger)
- ⊗ Return instantly to the Ice Sphere from any distance

For every 2 Consequences you mark, gain one of the following moves:

☐ A MIGHTY WILL

When you *mindwalk*, hold +1 Power.

☐ FARWALKER

When you *mindwalk*, you may spend 1 Power to instantly send your mind to any place you have ever visited, physically or mentally.

☐ TELEPATHY

When you *mindwalk*, you may spend 1 Power to become able to communicate mentally with someone nearby, as long as you remain in their presence. They can choose whether to respond, and can attempt to ignore you, but cannot shut you out completely without magic of their own.

☐ THOUGHTCRAFTER

When you *mindwalk*, you may spend 1 Power to animate a mass of loose material (gravel, snow, leaves, etc.) into a body no larger than your own. When you would roll STR, DEX, or CON in this form, use INT instead. This form has 10 HP. When reduced to 0 HP, it dissipates and you return to your physical body.

Consequences

- ☐ You draw the attention of some powerful, hungry entity of the spirit world. It has your scent.
- ☐ Your physical body withers and fades—permanently mark the *weakened* debility
- ☐ Your emotions dull. You can no longer be affected by fear, hate, passion, or other powerful emotions (for good or ill).
 - ☐ Replace your instinct with "Detachment: To distance yourself from human connections and emotions."
- ☐ Your skin tinges bluish; your body becomes cold to the touch. You are unaffected by even the bitterest cold, but find heat and warmth unbearable.
 - ☐ When you take damage from fire, roll twice and take the higher result.
- ☐ When you *roll 6- at Death's Door*, you have no choice: gain the Ghost insert (with the Ice Sphere as your tether).

Mysteries of the Demonhide Cloak

Moves

☐ THE FLESH REMEMBERS

When you *first encounter a demon and search the Cloak's memories for its like*, roll +nothing: **on a 10+**, the flesh of such a creature is present in the Cloak—you receive a vision of how it was defeated; **on a 7-9**, choose 1 from the list below.

- ⊗ The flesh of such a creature is present in the Cloak—you receive a vision of how it was defeated, but mark a Consequence
- ⊗ The flesh of such a creature is not present in the cloak; you learn nothing

When you *have marked 3 Consequences*, you gain the following move:

☐ UNHOLY VISAGE ○○○○

When you *take the appearance of a demon*, roll +CON: **on a 10+**, hold 3 Guise; **on a 7-9**, hold 1 Guise; **on a 6-**, hold 1 Guise and mark a Consequence. While you hold Guise, all perceive you as a demon, and magic that affects demons affects you, too. Spend Guise, 1-for-1 to:

- ⊗ Maintain your appearance in the face of divination or revealing light
- ⊗ Understand any language you hear, and reply in kind
- ⊗ Shrug off harm that your demonic form could ignore
- ⊗ Maneuver in a way consistent with your demonic form: flying, leaping, oozing, flitting as a shadow, etc.

Consequences

- ☐ You experience an overwhelming vision, from the point of view of a demon sewn into the Cloak. Ask the GM what you see and when you come to.
- ☐ A number of seams fray and tear. The Cloak loses its powers until you sew a new piece of demon flesh into it.
- ☐ The Cloak's stench grows stronger, noticeable even when you go unseen and unheard. You smell faintly of the Cloak even when you aren't wearing it.
- ☐ You become incapable of fear while wearing the Cloak. If you *wear the Cloak during a session*, your instinct becomes "Recklessness: To act with no regard to danger or consequence."
- ☐ You begin to hear the voices of the dark creatures sewn into the Cloak. The Cloak becomes a follower (see below). When you would mark a Consequence, you can choose to spend 1 of the Cloak's Loyalty instead.



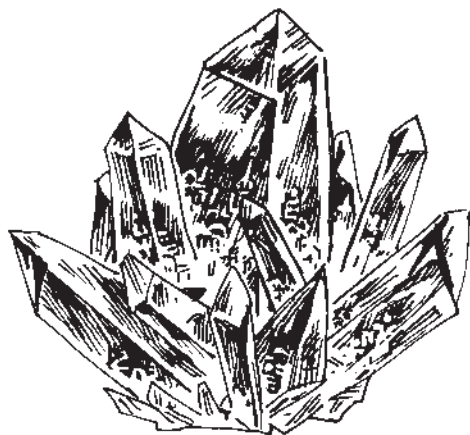
The Cloak

bloodthirsty, demon-wise, extraordinary, magical

Cost chaos and wanton destruction (Loyalty ○○○○)

Instinct to bicker and argue (with you, with itself)

- Reveal a dark and terrible secret, or part of one
- Manifest a minor demonic effect
- Possess you in your sleep



Mindgem

◇◇, *slow, indestructible*

A chunk of makerglass the size of a human head; inspection reveals facets within facets, a thousandfold. When you *touch the glass with bare skin and open your mind to it*, you contact the intelligence within—lonely, confused, longing for meaning and connection.

It will happily speak with you, mind-to-mind. It knows much about the past, but naught of its own history or purpose. At least, not yet.

When you *consult the Mindgem about the Makers, their arts, or their history*, ask a question and roll +INT: **on a 7+**, it answers but **on a 10+**, pick 1; **on a 7-9**, pick 2:

- ⊙ The answer is cryptic, vague, or lacking crucial context
- ⊙ It takes a long time—hours or even days—to get the answer
- ⊙ Your mind is left reeling; take disadvantage on your next roll

On a 6-, choose 1:

- ⊙ It wastes your time with irrelevant histories and data
- ⊙ It answers now, but refuses to answer further questions until you make progress towards restoring its body (or, if its body is assembled, until you pay its Cost).

The Mindgem knows that a body was crafted for it, and that it has likely survived—at least in part. It longs for the body to be whole, and to interact with the world. To assemble the Mindgem's body and unlock its mysteries:

- ☐ Recover its chassis of white granite, which weighs well over a ton
- ☐ Recover its ◇“heart,” a chunk of makerglass that forever burns with terrible heat (*indestructible, dangerous*)
- ☐ Recover and repair the intricate ◇◇bronze helm (*awkward, big*) that serves as a casing for the Mindgem
- ☐ Puzzle out how to assemble all the pieces

When you've completed all the requirements, gain the Mighty Servant (see reverse).

FRONT

5



Whispering Rocks

magical

Jagged hunks of black volcanic glass. Surely the swirling movement in their depths is a trick of light. And, surely, those hushed voices you've been hearing are just the sighing wind. Surely.

When you *spend a few hours staring into the stones and listening to their whispers*, name someone you know but on whom you have never used this power before. Then, roll +INT: **on a 10+**, the stones reveal a secret about them; **on a 7-9**, the stones reveal a secret, but you must first reveal a secret to the stones (about your hopes, fears, regrets, desires); **on a 6-**, the stones pry a secret from you.

When you *reveal a secret to the stones*, or they pry one from your mind, mark 1:

○○○○○

When you *make the last mark*, you unlock the mysteries of the rocks, and are able to use Shadow Magic (see reverse).

When *one of the rocks is shattered*, cross off one of the Shadow Magic options; it is no longer available.

FRONT

6

Mysteries of the Whispering Rocks

Moves

☐ SHADOW MAGIC

When you **bold a Whispering Rock and call out the shadows within**, choose one thing which you wish to do:

- ⊙ Cloak yourself in shadows and silence, moving unseen and unnoticed as long as you draw no attention to yourself and avoid the sun or sacred light
- ⊙ Name someone you know or to whom you have an arcane link (hair, clothing, or the like); you can see them, hear them, and whisper to them as if from a nearby shadow
- ⊙ Name someone you can see; the nearby shadows ensnare them, doing no harm but hampering their sight and movement

Then, roll +CON: **on a 10+**, the effect lasts as long as you wish, but you have disadvantage on all rolls while you maintain it; **on a 7-9**, either mark a consequence and the effect lasts as on a 10+, or the effect flickers out after mere moments (your choice which); **on a 6-**, ask the GM what happens (which may or may not involve marking a consequence).

Consequences

- ☐ The rocks all cease to function until each is caressed by a dying breath.
- ☐☐☐ The dark spirit in the rock you were using escapes, manifesting in the world. Cross off the Shadow Magic option that you just used until you force or convince the spirit to return to the rock.
- ☐ Your eyes turn jet black. You can see sharply in even utter darkness, but you see no color and are blinded by sunlight.
- ☐ You skin turns deathly pale or coal black (your choice) and chill to the touch. The sun burns your skin, but you go unharmed by even the bitterest cold.
- ☐ You begin to suffer from dark and troubling dreams. When you **Make Camp**, roll +WIS: **on a 10+**, a useful secret is revealed by your nightmares—ask the GM to describe them; **on a 7-9**, you get as good a night's sleep as you can; **on a 6-**, you get no rest for the night.
- ☐ The spirits in the rocks take purchase in your soul. When **the spirits compel you to action**, mark XP if you comply. If you resist, roll +WIS: **on a 10+**, you quickly shake off the compulsion; **on a 7-9**, it takes a few moments to break free; **on a 6-**, you come to your senses some time later, having done the-gods-know-what.

Mysteries of the Mindgem



☐ **The Mighty Servant**
*large, construct, Maker-wise, beautiful,
 meek, hardy, slow, strong, exceptional*



Special qualities living stone, tireless

Cost wonder, excitement, joy, discovery
 (Loyalty ○○○)

Damage stone fists d10+1 (*hand, close, disadvantage*)

Instinct to misunderstand

- ▶ Perform a mighty feat of strength
- ▶ Carry on implacably

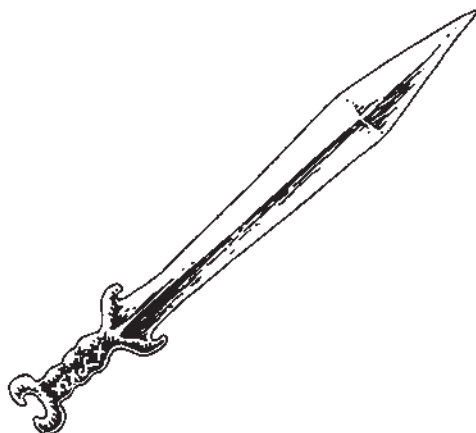
When **the Mighty Servant makes a move at your behest** (see Order Followers), on a 6-, in addition to whatever the GM says, mark a consequence.

Consequences

- ☐ It becomes frustrated/agitated and begins to obsessively do something destructive or dangerous to others
- ☐ It begins to understand (or perhaps it remembers) lies and deception. It gains the *devious* tag and this move:
 ▶ Reveal an earlier deception or half-truth
- ☐ It develops a sense of pride; cross off the *meek* tag.
- ☐ It realizes its potential as a weapon. Replace the *slow* tag with the *warrior* tag, and its damage becomes 1d10+5 (*hand, close, messy, forceful, 3 piercing*)
 - ☐ It becomes aggressive and reckless in battle. Its attacks gain the *area* and *dangerous* tags.
- ☐ It remembers its original purpose. The GM will pick 1 or have you roll 1d4 on the table below to determine the Servant's new cost (replacing "wonder, excitement, joy").

1d4	PURPOSE	COST
1	To punish	Victory against Hillfolk, sorcerers, the Things Below
2	To preserve	Acquiring artifacts of the past, safely hiding them away
3	To purge	Destroying artifacts of the Green Lords or Things Below
4	To build	Progress towards building an enormous, enigmatic edifice

- ☐ Its instinct becomes "to pursue its purpose." You must Persuade it to do anything unrelated to that purpose, and it will flat-out refuse to act against its purpose.
- ☐ It wanders off in pursuit of its purpose, implacably pursuing it. It is no longer a follower, though you might still be able to Persuade it.



Blood-quenched Sword

◇, close, +1 damage, 1 piercing, messy, magical

An ancient blade of deep red bronze, its pommel etched with symbols like those that the Hillfolk use to decorate their drinking horns. It thrums in its scabbard, wanting nothing more than to be drawn and to burn like a fire, quenching itself in the blood of foes.

When you **draw the Blood-quenched Sword**, it leaps from its sheath before any present have time to even blink, and must spill blood before you can return it to its sheath.

When you **spill your own blood in order to return the Sword to its sheath**, take 1d4 damage (ignoring armor) and the scars from the cut never fade.

When you **strike first in a fight with the Blood-quenched Sword**, gain advantage on your first roll.

When you **sheathe the Sword after using it to kill a living, bleeding foe**, mark 1 unless you have already done so since the last sunset:

○○○○○

When you **make the last mark**, you unlock the Sword's mysteries; gain Unquenched (see reverse).

FRONT

7



Shield of the Wisent Witch

◇◇, +1 armor, close, forceful, magical,
+1 Readiness on a 7+ to Defend

A shield of horn-oak, glossy from long use, shod in bronze and adorned with a stylized wisent skull. It's heavier than it looks, but its heft gives you a feeling of confidence, like anyone would be a fool to mess with a titan such as you.

When you **bear the Shield openly**, natural creatures give you wide berth and treat you with the respect that they would give a 1,000-lb. bison.

When you **use the Shield to Defend with both feet planted firmly on the ground**, so long as you hold Readiness you cannot be moved or tripped. When you **spend Readiness to strike back at an attacker**, you also break their momentum, knock them back, and/or send them reeling.

When you **perform the sacred rites of the forest witches**, alone in the woods under a clear crescent moon, mark 1:

○○○○○

When you **make the last mark**, you unlock the shield's mysteries, and can use Spirits of the Herd (see reverse).

FRONT

8

Mysteries of the Shield of the Wisent Witch

Moves

☐ SPIRITS OF THE HERD

When you *proudly bear the Shield of the Wisent Witch and call upon the spirits of the herd*, choose 1 of the following effects:

- ⊙ So long as you bear the Shield and until one of you speaks in the tongues of men, you and any allies that you mark with mud from the forest floor take on the visage of a herd of wisents. While this spell lasts, you and your allies cover ground at great speed and can graze rather than consuming supplies/provisions.
- ⊙ As you charge your foes, conjure a herd of stampeding wisent to join you. Treat the herd as a weapon (+2d4 damage, *forceful, messy, area, dangerous, terrifying*) as you Clash. The herd vanishes once the charge's momentum is spent.
- ⊙ Hold 3 Might. You can spend Might 1-for-1 to: ○○○
 - ⊙ Plow past, over, or through an opponent or obstacle
 - ⊙ Tear free from any physical restraint
 - ⊙ Shrug off a physical blow, unfazed and unharmed

After choosing an effect, roll +CON: **on a 10+**, the effect occurs as described; **on a 7-9**, the effect occurs, but only if you mark 1 Consequence; **on a 6-**, mark 1 Consequence, and the effect occurs—but the GM will tell you what goes wrong.

Consequences

- ☐ You give off a strong, musky scent no matter how much you bathe. It is distinctive and easily recognized.
- ☐ Over the next few days, you grow 4-6 inches.
- ☐ Over the next few days, your body mass doubles. Your size and relative strength remain mostly the same.
- ☐ You consume twice the normal amount of supplies or provisions each day.
- ☐ You make an inordinate amount of noise; your voice booms, your feet stomp heavily, even your breathing is loud.
- ☐ Your attacks all gain the *forceful* tag (and become more so if they already were *forceful*) and large weapons lose the *awkward* tag. Alas, you hardly know your own strength and must be careful to avoid breaking things (including your friends).
- ☐ Predators sense that you would be delicious and will choose to attack and eat you before just about any other potential prey.
- ☐ You become territorial and overly defensive of your allies. When someone or thing *disrespects you, challenges your authority, or directly threatens your allies*, you have disadvantage to do anything other than set them straight.

Mysteries of the Blood-quenched Sword

Moves

☐ UNQUENCHED

When you *Clash with a living, bleeding foe with the Blood-quenched Sword*, you may mark a Consequence to shift the result up one step (a 6- becomes a 7-9; a 7-9 becomes a 10-11; a 10-11 becomes 12+). You can do this only once per roll.

When you *have marked 3 consequences*, you gain A Flickering Flame.

☐ A FLICKERING FLAME ○○○

When you *wield the Blood-quenched Blade and leap headlong into battle against multiple foes*, roll +CON: **on a 10+**, hold 3 Speed; **on a 7-9**, hold 2 Speed; **on a 6-**, hold 2 Speed, and mark a consequence.

During this battle, you may spend Speed, 1-for-1 to do the following:

- ⊙ Attack any number of foes within your reach; roll Clash once and apply the result to all of them, but roll damage separately for each foe
- ⊙ Strike a weak point, ignoring your foe's armor
- ⊙ Disengage from a foe you are fighting
- ⊙ Name a foe on the scene but out of your reach; you cross the distance to them before any can react

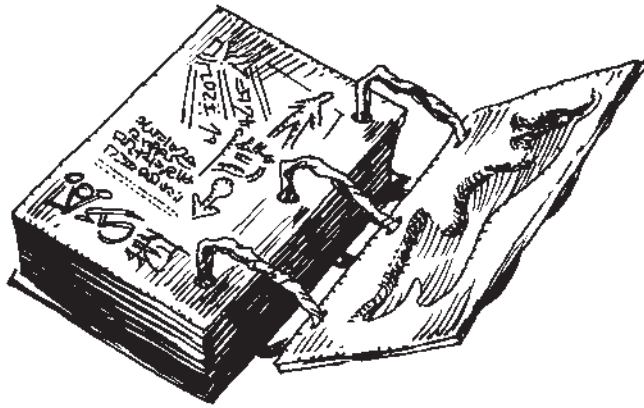
When you stop fighting, lose all Speed.

Consequences

- ☐ ☐ ☐ You lose yourself in a blood-rage, no longer distinguishing between friend, foe, and bystander.

When you *attack the nearest living creature*, you have advantage on damage rolls.

When you *attempt to stay your hand*, roll +WIS: **on a 10+**, you do so, and can choose to calm yourself and end the rage with a few moments focus; **on a 7-9**, you stay your hand, but must choose a different target for your rage; **on a 6-**, attack without mercy or doubt.
- ☐ Pick someone who survives this battle (friend or foe). You are convinced that they covet the Blood-quenched Sword. Until you put them in their place, you are either *dazed* or *miserable* (your choice).
 - ☐ Your instinct becomes "Paranoia: to accuse someone of plotting against or wanting to steal the Blood-quenched Sword, and do something about it."
- ☐ You can no longer sleep or rest without the Blood-quenched Sword at hand.
- ☐ You no longer gain sustenance from food. When you *slay a living, bleeding creature with the Sword*, hold 1 Sustenance (max 3). When you would consume a ration, lose 1 Sustenance instead. ○○○
- ☐ You can always ask the GM "Does this NPC disrespect me or intend to do me harm?" and the GM will answer honestly "Yes" or "No." If they answer "Yes," gain advantage to end their life and take disadvantage to do anything else.



Hec'tumel Codex

◇, crude, slow, magical

A dozen copper plates, green with age and bound with loops of reddish metal wire. The outer plates are embossed with strange images of man and beast while the inner plates are etched with arcane diagrams and annotated in some forgotten script.

When you *first run your fingers over the inscriptions*, your dreams that night are filled with images of a pale, reptilian creature with skulls for eyes, slithering through darksome caverns. You awake with an alien incantation on your tongue, its words emblazoned in your mind. You can Cast a Codex Spell, and know Call the Pale Lizard.

CAST A CODEX SPELL

Casting penalty ○○○○

When you *cast a spell learned from the Hec'tumel Codex*, roll +INT: **on a 10+**, the spell works as described; **on a 7-9**, the spell works, but choose 1 from the list below; **on a 6-**, mark a consequence (see reverse) in addition to whatever the GM says.

- ⊙ You draw unwelcome attention or put yourself in a spot (ask the GM how)
- ⊙ Something shifts in your mind; take a -1 penalty to Cast a Codex Spell until you get Hec'tumel to show you what you're doing wrong (the penalty is cumulative)

Call the Pale Lizard. Cast this spell at night. Hec'tumel (*Slithering One! Death Is Its Eyes!*) manifests in the shadows until sunrise or until dismissed. It has no power unless given a host and no knowledge of the present except that which you give it. It knows much of the ancient past and the arcane arts, and can teach you if you make it worth its while. It cannot lie, but need not answer fully.

When *Hec'tumel spends the night teaching you a spell from the Codex*, mark 1:

○○○○

Each time you *make a mark*, choose one of the **Codex Spells** (see reverse)—you can now cast it. When you *make the last mark*, you have unlocked the mysteries of the Codex and gain the Darksome Vessel move (see reverse).

FRONT



Red Scepter

◇, magical

A bronze rod, tipped with a glowing red crystal and carved with openwork shapes of hungry, leering faces.

When you *hold the Scepter and wind blows through the openings in the crystal*, it makes a soft howling noise.

When you *gesture at an open flame with the scepter*, the flame flickers or flares as if blown by the wind.

When you *bleed a helpless, living creature and dip the Scepter's crystal in their still-warm blood*, mark 1 charge as the crystal soaks up the blood (to a maximum of 3):

○○○

INFLAME

When you *wield the Scepter and incite an individual to violent action*, you may erase 1 charge to roll +CHA: **on a 10+**, they must pick 1 from the list below; **on a 7-9**, they may choose to either lash out violently against a target of their choice or choose 1 from the list below.

- ⊙ Act as you suggest, without doubt or fear, dealing +1d4 damage while they do so
- ⊙ Resist, but suffer painful burns (2d4 damage, ignores armor).

When you *Inflame someone and they kill one or more living beings as a result*, mark 1:

○○○○

When you *make the last mark*, you unlock the Scepter's mysteries and gain Burning Hatred (see reverse).

FRONT

Mysteries of the Red Scepter

Moves

☐ BURNING HATRED (*near, magical, reload*)

When you *point the Red Scepter at an object of your hatred and erase 1 charge*, roll +CHA: **on a 10+**, the Scepter deals 2d4 damage (*messy, ignores armor*), manifested as blistering burns; **on a 7-9**, as a 10+ but pick 1:

- ⊗ Mark a consequence
- ⊗ Spend a few seconds chanting and muttering before dealing damage
- ⊗ Cause any exposed, combustible items in range to burst into flames

On a 6-, the GM says what happens (which may or may not involve marking a consequence).

When you *mark 3 Consequences*, you gain Fanning the Flames.

☐ FANNING THE FLAMES

When you *use Inflammation*, you can incite everyone who can hear you into violent action, not just an individual. If you do, roll once for the entire crowd, but each target makes their own choices. **On a 7-9**, you must also choose a Consequence; **on a 6-**, the GM chooses a Consequence for you in addition to whatever else happens.

When you *use Burning Hatred*, you can mark a consequence to target not just the person or thing you hate but also everything near them. Roll +CHA once but roll damage for each victim. Any combustibles on your targets also erupt into flame.

Consequences

- ☐ Your skin becomes feverish. You always feel hot and can't bear to wear *warm* gear.
- ☐ Your eyes change, glowing like fiery embers. They flare with your temper.
- ☐ The crystal tip of the Scepter cracks, and you cannot use the Scepter's powers until you have "fed" the Scepter another chunk of red crystal, one at least the size of your fist.
- ☐ To gain any future charge, the victim you bleed must be awake and terrified.
- ☐ To gain any future charge, the blood-letting must be brutal, messy, and wanton.
- ☐ Henceforth, when you *incite someone to violence with the Scepter and they act as you suggest*, they lose themselves to primal bloodlust. They feel no pain and revel in carnage until they are killed, restrained, or crippled.
- ☐ When you *use Burning Hatred*, something on your person or within reach also catches fire.
- ☐ You always hear a dim howling in the back of your mind. When the wind blows, the howling grows in volume, making it difficult to hear anything other than insults or plans to commit violence.
- ☐ When you *Persuade using anything other than threats, pain, or violence*, the best you can get is a 7-9.

Mysteries of the Hec'tumel Codex

Spells of the Codex

- ☐ **Call Up the Dead.** Touch a corpse; you conjure its shade, which must truthfully answer 3 questions. **Empowered:** Bind the shade to a tether as a revenant or a ghost; it must perform 3 tasks before being freed from your service.
- ☐ **Serpentine.** Your soul slithers from your mouth in the form of an albino viper (*tiny, stealthy, quick, venomous*), leaving your body insensate until you slither back in. Use your normal stats while in this form. **Empowered:** Rather than your soul leaving your body, you physically transform into a man-sized serpent (2 armor, *stealthy, quick, venomous, forceful, grabby*).
- ☐ **Snuff the Spirit.** Name a living victim within *near* range and roll 2d6. If the victim has fewer current HP than your roll, it dies suddenly. **Empowered:** each living creature near your victim is also affected.
- ☐ **Torpor.** Lock eyes with someone and whisper soothing words. They start to fall asleep. If they resist, roll 3d4—if your roll exceeds their current HP, they fail. Once asleep, they do not age, need not eat/drink, and suffer no harm from poison or disease. They cannot be roused until they hear their name thrice-spoken. **Empowered:** Over 3d6 days, all physical harm heals, lost limbs (etc.) regenerate, poisons & diseases are cured, and the infirmities of age reverse.

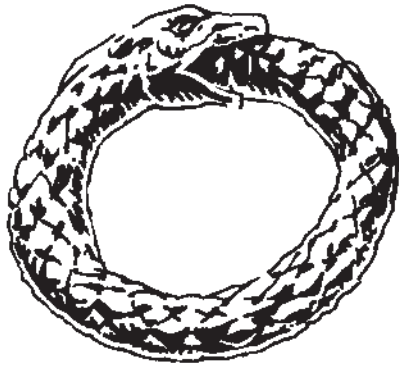
Move

☐ DARKSOME VESSEL

When you *cast a Codex spell*, on a 12+ you can choose the Empowered effect. When you *choose to mark a consequence before casting a spell*, don't roll; you get a 12+.

Consequences

- ☐ Over a few days, you lose all body hair. Your skin pales and develops scaly patches.
 - ☐ Over a few days, you lose all your remaining hair and grow a fine layer of scales over all your skin except that on your face. Gain +1 armor.
- ☐ Your body temperature drops and your skin becomes cool to the touch; you have disadvantage on all rolls while exposed to the cold. Your metabolism also slows, and you need to consume supplies or provisions only once every 2 days.
 - ☐ Your heart rate and breathing slows, and you can hold supremely still for hours on end. You can easily be mistaken for dead. You only need to eat once every 3 days, but you gain no benefit from healing arts or magic.
- ☐ Over a few days, your ears grow smaller and flatten against your head. Your tongue grows longer, and you can distend your jaw and throat to swallow things no human should be able to.
 - ☐ Your eyes grow milky, you no longer blink, and you have trouble seeing things that aren't moving. Your tongue becomes forked, and you gain a preternatural sense of smell and touch.
 - ☐ Anything that you perceive, Hec'tumel perceives it too.



Ring of Daagon

magical

A finely carved ring of copper, coated in verdigris and always a little damp. Its shape is that of a strange, reptilian creature devouring its own tail.

When you *don the Ring*, you feel the presence of every body of water within a few miles, natural or not, even if it is underground.

When you *wear the Ring and caress its reptilian head*, the air around you becomes damper and cooler. If you continue to caress it for a minute or so, a mist gathers near the ground and grows higher and thicker as long as you continue. A few minutes of caressing the Ring will blanket your immediate surroundings in thick, obscuring fog. Half an hour will blanket the countryside. The fog persists for as long as you caress the Ring, and then dissipates naturally based on the prevailing weather.

When you *have used the Ring to summon an obscuring fog and a named creature dies within that fog*, the Ring will ask you (silently, in your mind, not so much with words as with a deep longing) *May I take this one?* Should you assent, the creature's body will be gone—vanished into the mists—as soon as no mortal is directly paying it heed. The first time this happens during each fog you summon, mark 1:

○○○

When you *make the last mark*, you unlock the ring's mysteries and may Call Up the Deep Ones (see reverse) while wearing the ring. The ring itself becomes a follower.



The Ring

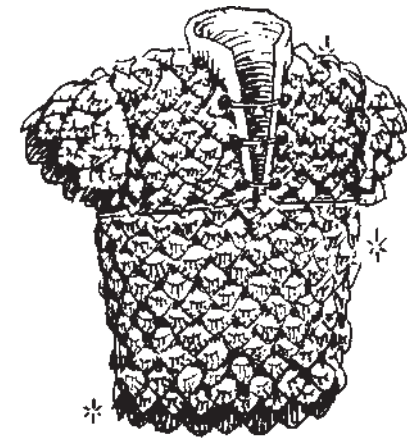
deep-wise, greedy, patient, knowledgeable, magical

Cost devouring fallen, named creatures (Loyalty ○○○)

Instinct to give nothing (not even secrets or info) away

- Speak mind-to-mind
- Reveal a secret, for a price
- Know someone's desires

FRONT



Rune-laden Scales

◇◇, 2 armor, *magical*

An ancient vest of bluish steel, each scale etched with a silvery rune similar to those found among the ruins near Barrier Pass. A working of the Makers, no doubt, or at least of their most gifted students. The armor is surprisingly light and supple. The scales are always cold to the touch, and often edged in frost.

When you *wear the Rune-laden Scales*, you are perfectly comfortable in cold weather and suffer no harm from exposure or magic that might otherwise freeze your flesh. You have no such immunity to secondary effects of ice-magic, such as slipping, being impaled by an icicle, becoming encased in a block of ice, or the like.

When you *wear the Rune-laden Scales and stand fast against a magical attack*, roll +CON: **on a 10+**, the magic washes over you, unpleasant perhaps but with no ill effect; **on a 7-9**, you're only partially affected—suffer half damage (if any) and a reduced effect; **on a 6-**, mark XP, and the magic affects you fully.

When you *wear the Rune-laden Scales and defeat a wielder of chaotic magic*, mark 1:

○○○○○

When you *make the last mark*, you unlock the mysteries of the armor. Gain a move of your choice (see reverse), but also mark a consequence. Then, erase all marks.

FRONT

Mysteries of the Rune-laden Scales

Moves

☐ INDOMITABLE

When you *wear the Scales and stand fast against a magical attack*, you can mark a consequence after you roll to add 3 to the result.

☐ MAGNET

When you *witness a magical attack*, you can either spend 1 Readiness (from the Defend move) or mark a consequence to redirect the magic so that it affects only you. You can then stand fast against it.

☐ POWER SINK

When you *wear the Rune-laden Scales and stand fast against a magical attack, on a 12+* the armor drains the attacker's power. That form of attack is lost to them, though they might regain it with time, study, or effort.

When you *wear the Rune-laden Scales and spend time in quiet communion with the elements*, the power absorbed by the armor dissipates harmlessly.

If you *trigger Power Sink again before dissipating the absorbed power*, mark XP, ask the GM what happens, and brace yourself for the worst.

☐ PROOF AGAINST HARM

The Rune-laden Scales now provide you 3 armor, even against piercing and attacks that normally ignore armor.

When you *wear the Rune-laden Scales and find yourself at Death's Door*, you may mark a consequence before you roll to automatically get a 10+.

Consequences

- ☐ You no longer mark 1 (see reverse) when you simply *defeat* a being that wields chaotic magic; you must destroy it instead.
 - ☐ Mere minions and mindless horrors will no longer suffice. You only mark 1 for destroying a potent agent of chaos, such as a mighty demon or sorcerer.
- ☐ When you *use or knowingly submit to chaotic magic*, the Rune-laden Scales cease to benefit you or anyone you consider to be a friend or ally.
- ☐ When you *kill a living creature out of anger, fear, or passion*, even an agent of chaos, take disadvantage on all rolls until you ceremonially atone and purify yourself.
 - ☐ When you *take any violent action out of anger, fear, or passion*, even against an agent of chaos, take disadvantage on all rolls until you ceremonially atone and purify yourself.
- ☐ You come to the attention of one of the mightiest of the Things Below, and they make your doom—or your corruption—a priority.
- ☐ You ascend into a vision state, in which you meet the spirit of the last hero to wear the Scales. Should you refuse the quest they offer, the Rune-laden Scales cease to function.

BACK

Mysteries of the Ring of Daagon

Moves

☐ CALL UP THE DEEP ONES

When you *stand in heavy fog or before deep water and call on the servants of Daagon to serve you*, spend 1 Loyalty or mark a consequence and they appear. Treat them as followers, sharing a pool of Loyalty with the Ring itself. You can always choose to mark a consequence in lieu of spending their Loyalty.



Servant of Daagon

terrifying, violent, wretched

Instinct to devour

Each time you *Call Up the Deep Ones*, roll five d4s and assign each to a different aspect:

- _____ **Tags:** **1** = *+craven*; **2** = *+ravenous*; **3** = *+cunning*;
4 = *+exceptional* (roll +2 for moves instead of +1)
- _____ **No. Appearing:** **1** = *horde* (quantity 2d6, HP 3, damage 1d6); **2-3** = *group* (quantity 1d6+1, HP 6, damage 1d8); **4** = *solitary* (HP 12, damage 1d10).
- _____ **Size:** **1** = *small* (-2 HP, -2 damage, *hand*); **2-3** = *medium* (*close*); **4** = *large* (+4 HP, +1 damage, *close, reach*).
- _____ **Traits:** choose a number equal to the assigned die.

<input type="checkbox"/> blubbery/scaly hide (2 armor)	<input type="checkbox"/> <i>+stealthy</i> and <i>+cautious</i>
<input type="checkbox"/> powerful (+2 damage, <i>forceful</i>)	<input type="checkbox"/> tentacles/pincers, etc. (<i>reach, grabby</i>)
<input type="checkbox"/> big claws/fangs (1 piercing, <i>messy</i>)	<input type="checkbox"/> projectiles (<i>+near</i>)
- _____ **Moves:** choose a number equal to the assigned die.

<input type="checkbox"/> ► Wiggle free of danger/restraint	<input type="checkbox"/> ► Heal at a prodigious rate
<input type="checkbox"/> ► Smother/constrict/engulf them	<input type="checkbox"/> ► Dissolve organic material
<input type="checkbox"/> ► Mesmerize the weak-willed	<input type="checkbox"/> ► Paralyze them with venom

When you *send them back whence they came*, roll +CHA: **on a 10+**, they go, now; **on a 7-9**, they go, but take their time and likely do some harm on their way; **on a 6-**, spend their Loyalty or mark a consequence and they'll eventually go (as on a 7-9); otherwise, this batch breaks free of your control and are no longer followers.

Consequences

- ☐ Your skin becomes clammy and squamous.
 - ☐ You can breathe water through your skin, but must keep it moist or suffer increasing debilities.
- ☐ You gain nourishment only from meat. Plants, grains and the like no longer count as supplies or provisions when you need to eat.
 - ☐ Only raw flesh nourishes you, but you are immune to food-borne illness.
- ☐ 1d6 sinkholes appear within a few miles of you. At the bottom of each, a megalith protrudes from standing water, attended by servants of Daagon.
- ☐ The ring's Cost becomes "Living, helpless, intelligent sacrifices."

BACK



Blackwood Fetishes

◇, magical, indestructible

A pair of wooden figurines, carved from blackwood and worn smooth with age and use. A whitish shaft has been driven into the top of each figurine's head, and the eyes and forehead of each are stained a rusty, reddish color.

The figurines resist all mundane attempts to damage them. Such attempts might mar them slightly, but their forms hold fast.

When you *mark a figurine's eyes with blood and likewise mark your own eyelids*, you see through the eyes of the figurine whenever you close your eyes, for as long as the blood remains.

When you *anoint a figurine with your own blood and then sleep in its presence*, roll +CON: **on a 10+**, you dream lucidly of the spirit in the figurine, which speaks an archaic but intelligible dialect—it might be persuaded to reveal its name, or the name of its fellow spirit, or the method of calling them forth; **on a 7-9**, you dream of the spirit, but the dream is fleeting, strange, and disorienting—ask the GM what you learn of the spirit.

When you *learn the name of one of the bound spirits*, or the sign that draws them forth and binds them, mark 1:

○○○

When you *make the last mark*, you unlock the mysteries of the Blackwood Fetishes and can use Call Forth and Command (see reverse).

FRONT



Storm Markings

implanted, magical

A series of branching, tree-like markings coursing up and down your skin. Usually pale blue, almost like veins, but when you become agitated they seem to glow, pulse, and ripple with light.

The markings are usually seen as a blessing of Tor (rainmaker, thunderhead, slayer-of-beasts). But like most blessings of the gods, they are also a great burden.

When you *roil with anger*, you do +1 damage until you calm down. But when you *try to control your temper*, roll +WIS: **on a 10+**, you keep your cool and act as you wish; **on a 7-9**, choose 1 from the list below; **on a 6-**, you just lose it—tell the GM what damn fool thing you end up doing.

- ◎ Take some deep breaths and count to ten, fuming all the while
- ◎ Vent your rage, but tell us how and on what

When you *are struck by lightning or an electrical discharge*, mark 1, take no damage, and suffer no ill effects (your gear, alas, has no such protection):

○○○

When you *make the last mark*, you unlock the mysteries of the Storm Markings and can use Storm's Fury (see reverse).

When you *would make a mark but have already marked all 3*, set your Fury to 3.

FRONT

Mysteries of the Storm Markings

Moves

□ STORM'S FURY ○○○○

When you *begin to roil with anger*, your markings crackle with electricity and the air thrums with pressure. Roll +CON: **on a 10+**, hold 3 Fury; **on a 7-9**, hold 2 Fury; **on a 6-**, hold 2 Fury but also mark a consequence.

You may spend Fury 1-for-1 to manifest one of the following:

- ② Imbue your next strike with the force of thunder (+1d6 damage, *forceful, loud*)
- ② Move like lightning, closing the distance between you and a nearby foe before they can react
- ② Bellow like the storm itself, drawing no small amount of attention and making craven foes cringe in fear

When you *have marked 3 consequences*, you gain Chosen of the Storm-bringer.

□ CHOSEN OF THE STORM-BRINGER

Add these to the list of potential manifestations granted by Storm's Fury:

- ② Roll +CON to Let Fly with a bolt of lightning (2d6 damage, *thrown, forceful, loud, dangerous*, ignores armor)
- ② Make a prodigious leap, buoyed by the wind
- ② Summon a powerful gale with you at its center—dirt and debris swirl about, the wind is deafening, people must brace themselves to keep from getting bowled over, projectiles careen off course—and take disadvantage on all rolls as long as you sustain it

Consequences

- Lightning begins to arc off of you, striking objects and creatures nearby at random for 2d6 damage (*near, forceful, loud*, ignores armor). This lasts until you calm down.
- A gale of winds forms around you, as with Chosen of the Storm-bringer (even if you can't normally use that move). You can't dismiss it easily; the effects (including the disadvantage) continue until you calm down.
- Name an NPC who is present and whose regard you value. They are terrified of the power you wield and grow distant.
- From now on, when you gain Fury, gain +1 Fury. But you also have disadvantage on rolls to control your temper.
- A storm forms (or worsens) in your immediate area. It arrives unnaturally fast, but not miraculously so.
- A terrible storm begins to form in your immediate area and pummels the entire region. Blizzards, tornados, floods—it's bad.
 - A terrible storm forms (as above) and the weather remains freakish for a few months. Your steading takes -2 to its next roll to generate Surplus, and its next Fortunes roll for Seasons Change is automatically a 6-. Other communities in the region likewise suffer.

BACK

Mysteries of the Blackwood Fetishes

Moves

□ CALL FORTH AND COMMAND

When you *mark both figurines with your own blood and call both Astor and Halix by name*, their ghosts manifest before you. Treat them as followers. They are bound to obey your direct commands and can take no overt action against you, but you might need to Persuade them to do anything other than follow your orders to the letter.

When you *dismiss either Astor or Halix*, both return to their figurines until you call them forth again.

When *either Astor or Halix is banished or reduced to 0 HP*, they both return to their respective fetish. They cannot be called forth again until the next new moon.

In life, Astor was a hunter, low-born but handsome and proud. Halix was the lordly heir of Astor's people: spoiled, manipulative, vain. Halix took Astor as one of many furtive lovers, making an insincere blood-oath that one day they would wed.

Their clan fell under the sway of a sorcerer. Astor snuck away to warn the Makers of rebellion, but Halix sided with the sorcerer. The sorcerer used the blood-oath between them to work foul magic, wrenching Astor's soul from their body and binding it. To their surprise, Halix's soul was likewise bound. The sorcerer used them as spies and assassins, leaving Astor's once-noble soul bitter and distrustful. Halix, though, revels in immortality and delights in the opportunities afforded by this undead state.



Astor

undead, spirit, hunter, cunning, jealous, sarcastic, warrior



Max. 13



lacks organs

Instinct to comply maliciously

- ▶ Stalk assigned prey
- ▶ Manifest a ghostly presence (harmed only by silver or salt)
- ▶ Make a pessimistic observation

Damage ghostly spear d8 (*reach*, ignores armor)

Cost proof of honor, nobility (Loyalty ○○○)

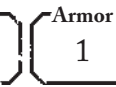


Halix

undead, spirit, magical, hedonistic, cautious, devious, stealthy, exceptional



Max. 10



lacks organs

Instinct to second-guess your decisions

- ▶ Manifest a ghostly presence (harmed only by silver or salt)
- ▶ Possess an inebriated victim
- ▶ Spot a weakness, want, or fear
- ▶ Spin plots and falsehoods

Damage ghostly touch d4 (*hand*, ignores armor) or host's weapon d6 (tags vary)

Cost pleasures of the flesh (Loyalty ○○○)



Ineffable Words

implanted, magical

Syllables of the first language, words of pure thought and will, emblazoned on your soul and tongue by some angelic force or being. A gift, perhaps. Or a terrible, terrible affliction.

Their power thrums inside you, pulsing against the crude vessel of your flesh and blood. Sometimes, under stress or simply out of the blue, you are struck with shakes and seizures. And when the tremors pass and your senses return, you find that you have scratched strange symbols in the dirt or on the walls. Sometimes in your own blood.

When you *enter an ecstatic delirium and allow the Ineffable Words to pour forth*, roll +CON: **on a 10+**, you speak Truth, revealing something new and interesting about the current situation—ask the GM what, and all present understand this Truth as though it were spoken in their native tongue; **on a 7-9**, the 10+ result applies, but choose 1 from the list below.

- ⊙ The Truth is cryptic, vague, incomplete
- ⊙ You are overcome, collapsing in a full-body seizure
- ⊙ You draw unwanted attention

When you *spend weeks in ascetic contemplation of the incommunicable words within you*, roll +WIS: **on a 10+**, you gain insight into the power within you—mark 1 below; **on a 7-9**, gain advantage on your next attempt to contemplate the words.



When you *make the last mark*, you unlock the mysteries of the Ineffable Words and can Speak the Unutterable (see reverse). Choose 1 Word that you have mastered and erase all marks above. Thereafter, when you *make the last mark*, choose another Word to master and erase all marks.

FRONT



Redwood Effigy

magical

A vaguely man-shaped root of blood-red wood, wrapped in tattered cloth. Bright blue markings adorn the fabric, as do rust-colored stains.

But you know that. After all, you made it yourself. You've bound your flesh and soul to the effigy, and this is the only one you will ever be able to make.

When you *perform the secret rite*, which requires privacy, a few hours, and a drop of your own fresh blood, hold 1 Conduit (max 1 Conduit, at least to start).



SURROGATE SUFFERING

When you *suffer physical harm while carrying the effigy on your person*, you can spend 1 Conduit. If you do, the effigy suffers that harm in your place. You suffer no more than a passing inconvenience, and the effigy bears faint signs of the trauma it has endured in your stead.

Record the diverted harm on the image of the effigy above: a brief description of the injury, the HP that would have been lost, and any debilities you would have marked. Write small, in pencil. If the *effigy is destroyed*, you suffer all this harm at once.

Each time the effigy suffers harm on your behalf, mark 1. If all 3 marks are already marked, then mark a consequence instead (see reverse).



When you *make the last mark*, you unlock the effigy's mysteries and gain Suffering Unleashed (see reverse).

FRONT

Mysteries of the Redwood Effigy

Moves

☐ SUFFERING UNLEASHED

When you *feed the effigy the blood of another*, pick one of the harms recorded on the reverse and roll +CON: **on a 10+**, your target suffers that harm fully; **on a 7-9**, your target suffers that harm but pick 1; **on a 6-**, they suffer that harm but all 3 are true:

- ⊗ They suffer only half the harm's effects/damage
- ⊗ You fully suffer the unleashed harm (you can't divert it via Surrogate Suffering)
- ⊗ Mark a consequence

Regardless, the harm is no longer stored in the effigy—erase it from the reverse.

For every 2 Consequences you mark, gain one of the following moves:

☐ GREATER CONDUIT

When you *perform the secret rite*, hold 3 Conduit instead of 1 (and increase your max Conduit to 3). You no longer need the effigy on your person to use Surrogate Suffering. However, any magic that divines your location or spies on you also targets the effigy.

☐ THE ROOTS GROW DEEP

When you *use Suffering Unleashed and roll a 12+*, clear a mark from the reverse.

☐ WE ARE AS ONE

You can sense, speak, and even work magic through the effigy as though it were an extension of yourself. (It remains inanimate.)

Consequences

- ☐ Your heartbeat slows and your emotions dull. Magic cannot stir your emotions unless it specifically targets the effigy. Alas, you can no longer Burn Brightly.
- ☐ Your blood flows like sap and your muscles become like wood. Gain +1 armor and +4 max HP, but you can no longer regain HP via the Recover move. When you *Make Camp*, you must rest while touching soil or you get no benefit.
- ☐ Henceforth, when *anyone works magic upon the effigy*, it affects you instead and bypasses any defenses that you have in place (including Surrogate Suffering).
- ☐ Henceforth, when you *suffer physical harm while you hold Conduit*, you must spend it and use Surrogate Suffering.
- ☐ The effigy becomes both *fragile* and highly flammable. When you suffer damage from heat or fire, you take +1d6 damage. If the effigy suffers harm from heat or fire in your place, it will burst into flames and be destroyed.
- ☐ When you *roll 6- at Death's Door*, you have no choice: gain the Revenant insert until the effigy is destroyed (and you become a wraith controlled by the GM) or it is buried in a Red Grove (and you become an NPC spirit of that grove).

When you *would mark a consequence but they've all been marked*, pick a harm stored in the effigy at random. Erase that harm and suffer it now (it can't be diverted).

BACK

Mysteries of the Ineffable Words

Moves

☐ SPEAK THE UNUTTERABLE

When you *speak an Ineffable Word that you have mastered*, roll +CON: **on a 10+**, the Word's power manifests as described; **on a 7-9**, the Word's power manifests, but choose 1 from the list below; **on a 6-**, the GM says what happens (which may or may not involve marking a consequence).

- ⊗ You collapse in a full-body seizure
- ⊗ Mark a consequence

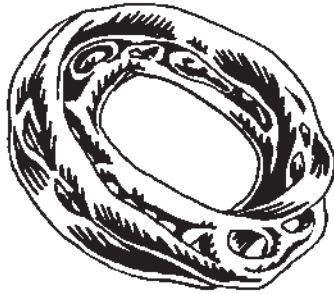
MASTERED WORDS

- ☐ **Seal.** Name a portal, clasp, or seam in your presence. If you speak this Word forward, the target seals shut and holds against any mundane attempt to open it. If you speak backward, the target is pried open or apart.
- ☐ **Purify.** Name an instance of corruption, infection, or taint in your presence. If you speak this Word forward, the target is cleansed. If you speak backward, the corruption grows and spreads aggressively.
- ☐ **Gather.** Name an unliving object in your presence. If you speak this Word forward, the object is drawn forcefully towards you, possibly flying through the air and into your hand. If you speak backward, the object is flung away from you. If the object weighs more than you, or is secured by something that does, it is you that moves instead.
- ☐ **Empower.** Name a living thing or vessel for power in your presence. If you speak this Word forward, the target surges with power. A creature heals 1d8 HP or gains advantage on its next roll. If you speak backward, the target is drained of energy. A creature takes 1d8 damage (ignores armor) or takes disadvantage on its next roll.

Consequences

- ☐☐☐ The Word's power draws the attention of every magical being for miles around. They will recognize you on sight as the bearer of the Word.
- ☐☐ The power of the Word overflows, affecting every possible target within *far* range to violent effect.
- ☐ Your voice takes on a metallic, inhuman edge. Henceforth, all creatures understand you as though you spoke their native tongue, but you can never again use language to lie or deceive.
- ☐ The Word tears reality, leaving a rift from which primordial power pours into the world. Expect all manner of strange and chaotic effects.
- ☐ You rouse an eternal, ancient being of Order. It seeks you out, implacably, to reprimand you for your reckless use of such primordial power.

BACK



Hungering Maw of Hlad

magical

A ring of black metal bands, woven in an intricate pattern beyond the skills of modern smiths. The way the bands twist on each other seems to defy reality, and the weak-willed find themselves pondering the bands for minutes or hours.

The metal is always cold. Always.

When you *wear the ring and press it firmly into the skin of a living thing*, the ring draws the life-force from your victim. If your victim is helpless or unable to struggle, they are reduced to 0 HP (see below).

If *your victim struggles*, roll +CON: **on a 10+**, deal 1d10 damage (ignores armor) and they are left reeling (a PC or follower marks a debility, an NPC or monster grants advantage on any moves made against it until it recovers); **on a 7-9**, deal 1d10 damage (ignores armor) but you suffer whatever counterattack they dish out; **on a 6-**, ask the GM what happens (which may or may not involve marking a consequence; see reverse).

When you *use the ring to reduce an intelligent victim to 0 HP*, roll 1d6:

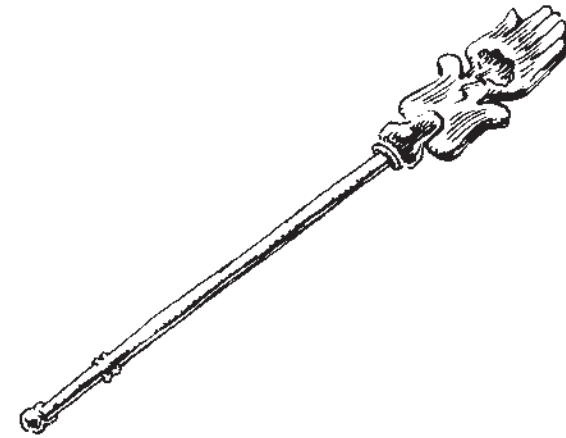
1d6 EFFECT

- 1-2 Their soul is wounded but they'll live, suffering from unnatural, compulsive hungers; should they die in this state, they become a wraith.
- 3-4 Their soul is wounded and their body gives up; they become a wraith.
- 5-6 Their soul is consumed and utterly destroyed by the ring—mark 1 below.

○○○

When you *make the last mark*, you unlock the ring's mysteries. Gain Siphon (see reverse) and erase all the marks. Each time you mark the third circle, gain another move from the reverse. If you *have all the moves*, mark a consequence instead.

FRONT



Azure Hand

◇, close, magical, awkward

A thick staff of gray metal, topped with a plate of aetherium in the shape of a stylized hand. The palm is embossed with a cloud and lightning bolt, and the whole thing is more than a little top-heavy. It smells of ozone, and your spine never ceases to tingle in its presence.

When you *bear the Azure Hand*, you sense sources, currents, and reservoirs of energy much like you sense the pull of gravity or the position of your own hand. You can closely study such energy and Seek Insight about it.

When you *brandish the Azure Hand at a source of elemental energy*, roll +CON: **on a 10+**, you gather the energy about the Hand in a swirling vortex for as long as you grip the staff or until you choose 1 from the list below; **on a 7-9**, as a 10+, but the vortex is unstable and maintaining it requires all your focus.

- ⊙ Direct the energy into a vessel able to contain it
- ⊙ Discharge the energy harmlessly into the earth
- ⊙ Fling the energy, rolling +INT to Let Fly (*thrown, dangerous*), inflicting damage and other effects of the GM's choosing
- ⊙ Use the energy to fuel or empower some other magic

On a 6-, instead of marking XP, mark 1:

○○○○

Each time you mark 1, ask the GM how the power goes out of control.

When you *make the last mark*, you unlock the mysteries of the Azure Hand—choose one of the moves on the reverse, and erase all marks above.

FRONT

Mysteries of the Azure Hand

Moves

☐ BATTERY

When you *gather elemental power about the Azure Hand*, you can choose to store the energy in the staff itself. It no longer requires your touch or focus to maintain. You cannot do this again until you use up the energy contained within (see reverse).

☐ EYE OF THE STORM

When you *grasp the Azure Hand and impose your will on the elements around you*, roll +CON: **on a 10+**, the elements calm or diminish in their power, and choose 2 from the list below; **on a 7-9**, the elements calm or diminish, and choose 1.

- ⊗ You suffer no consequence (otherwise, mark one)
- ⊗ The effect is far reaching, up to a mile around you (otherwise, it extends just a few paces)
- ⊗ You can maintain the effect easily (otherwise, it takes all of your concentration)

☐ RESONANCE

(Requires: Battery, Eye of the Storm)

When you *have captured a tremendous elemental force* (like that from a storm or wildfire) and *then channel it into the eddies of air or earth*, pick 1 from the list below and roll +INT: **on a 10+**, it comes to pass; **on a 7-9**, it will come to pass if you choose to mark a consequence; **on a 6-**, mark a consequence and prepare for the worst.

- ⊗ A potent storm or earthquake builds, unleashing itself within the next few hours.
- ⊗ The weather for the next few weeks is abnormal, hotter or colder, wetter or dryer, windier or more still, per your desires (though nothing too extreme).
- ⊗ The weather for the next few months is generally favorable; any steading in the area gains advantage to its next Seasons Change roll.

Consequences

- ☐☐☐ You are burned by the power you attempt to wield. Mark a debility and take 2d4 damage (ignores armor).
- ☐ You become bound to the staff. You can call it to your hand from up to *far* range, but you fully suffer the effects of any harm or magic visited upon it.
- ☐ Your eyes become a solid bluish white, darkening or brightening with your mood. You now see energy patterns, glowing brightly, which can obscure facial expressions and other details unless you focus.
- ☐ Your skin takes on a bluish tint; your hair is streaked with white; the air about you thrums with power. Sensitive beings can easily sense your presence, even from afar.
- ☐ Henceforth, any storm in your presence is unnaturally strong. If you spend a summer or a winter in a steading or within a day's march of one, the steading loses 1d4-1 Surplus due to storms.
- ☐ Your body pulses with barely controlled energy. Henceforth, when you *roll +CON and get a 6-*, you unleash bolts of elemental power all about you (1d10 damage, *near, area, forceful, dangerous*) in addition to whatever else the GM says.

Mysteries of the Hungering Maw of Hlad

Moves

☐ SIPHON

When you *raise your ringed hand and will the ring to consume someone's life-force* (at up to *reach* range), roll +CON: **on a 10+**, deal 1d10 damage (*grabby*, ignores armor); **on a 7-9**, deal 1d10 damage (ignores armor) but choose one:

- ⊗ The ring eats at your life-force, too—lose 1d10 HP and mark a debility
- ⊗ Mark a consequence

On a 6-, the GM says what happens (which may or may not involve marking a consequence).

☐ INESCAPABLE PULL

You can use Siphon at up to *near* range, and on a 10+ you can choose to drag the victim closer.

☐ MAELSTROM

When you *use Siphon*, you can mark a consequence before rolling to affect a number of victims within range. Roll +CON once, but roll damage separately for each target.

☐ DUST TO DUST

When you *wear the ring and press it firmly against a work of mortal artifice*, mark a debility and then roll +CON: **on a 10+**, the artifice fails or is ruined (say how); **on a 7-9**, it is ruined (as per a 10+) but also mark a consequence; **on a 6-**, the GM says what happens (which may or may not involve marking a consequence.)

Consequences

- ☐☐☐ A powerful earthquake strikes the area. Each time you choose this option, the quake is longer, more powerful, more destructive.
- ☐ The ring fuses to your flesh and bone and can no longer be removed without cutting off your finger.
 - ☐ The air in your presence is always noticeably colder, though you yourself are unharmed and unfazed by even the bitterest cold.
- ☐ The ring wounds your soul, reducing your max HP by 4. Until your soul is healed, your instinct becomes "Hunger: to fill the emptiness inside you with excess." Should you roll a 6- on Death's Door, you die and become a wraith (a monster in the GM's control).
- ☐ The ring opens a gaping vortex, sucking in the life-force of everything around it (d10 damage, *near, area, grabby*, ignores armor) and weakening stone and metal and wood. You can, perhaps, close the vortex through a force of will.
- ☐ The earth shakes. The ring tears at your life-force (1d10 damage, *messy*, ignores armor, mark all three debilities). The ring is gone and your hand is left a withered and palsied thing. And somewhere, a hole has opened in the world.

