MOTHLANDS		HEART A CHARISMATIC EMPATH	
Name	Alias/Title	PLAYBOOK	
Look		Feel It Out: You gain +1d to Consort when you gather information on a target for a score. You gain +1d to the engagement roll for that operation.	SURVEY DABBLE
		Foresight: Two times per score you can assist an ally without paying stress. Tell us how you prepared them for the situation.	PROWESS
Heritage River-Wise + Tecaht'na + Witchwood Moth's Blood + Roach + Keepers + Fallen Leaf	Background Philosophy + Labor + Service Trade + Martial + Elevated + Underclass	Level Headed: When you indulge your comfort, you may adjust the outcome by 1 or 2. An ally who joins in your comfort may do the same.	FINESSE PROWL SKIRMISH
Comforts Faith + Risk + Luxury + Oblin	gation + Pleasure + Torpor + Weird	Supportive: Due to your thoughtful planning, during downtime, you may give yourself or another crew member +1 downtime action.	
TRAUMA 1 2 3 4 5 Cold ◆ Addicted ◆ Haunted ◆ Pa Reckless ◆ Cowardly ◆ Unstable		Oath Keeper: Your oaths are especially binding. Upon sealing a pact or promise both parties must honor the deal or suffer the level 3 harm oath Dreaker . In addition, people always understand your true intentions, if you wish them too.	ATTUNE COMMAND X X CONSORT SWAY
	7 8 9 1 11 21 31 2 12 12 22 32	Trusted: During downtime, you get +1 result level when you make acquire item, gather info, or reduce vendetta rolls. Selfless: You may spend special armor when protecting an ally -or- to push yourself when you gather information or work on a long-term project. Like a Book: You understand the complex language of the soul. When you Study conversation or behavior	BONUS DIE PUBH YOURSELF (2 stress) -or- DEVIL'S BARGAIN TEAMWORK Assist teammate. (+1d) Lead a group action. (Stress = # of Failures) Protect a teammate. (Resist for a Teammate)
2 1 L • RECOVERY Get treatment in downtime to additional in the second		gain potency and you may notice details unsaid or unexpressed. Adaptive: Choose a special ability from another source.	Set up another character. (+ Effect) ITEMS AND LOAD Italics don't count. S Light 5 Normal 8 Heavy
Notes / Projects		2	Fine perfume Fine gift Map Flask of mead Concealed dagger
		 Every time you roll a desperate action, mark xp in that action's attribute. At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2xp if that item ocurred multiple times. You addressed a challenge with preparation or calculation. You addressed a challenge with preparation or calculation. You struggled with issues from your comfort or traumas during the session. 	Blades and Bludgeons Slings and Knives Short Bow A Quiver A Large Weapon An Unsual Weapon Armor +Heavy
_:		PLANNING & LOAD Choose a plan, provide the detail, choose your load. • Aggressive plan Point of attack. • Decletful plan Method. • Delivery plan Route. • Scorcerous plan Arcane power. • Social plan Social connection. • Stealthy plan Entry point.	Tools of Trade Climbing Gear Simple Auger Writing Utensils Extra Rations Heavy Tools Valuables
Project:		GATHER INFORMATION What do they want most? Where's the leverage here? What do they intend to do? What's really going on here? 	

MOTHL	ANDS	FAVORITE A SUBTLE LIAR AND DIPLOMAT	INSIGHT
Name	Alias/Title		HUNT
Look		PLAYBOOK Weasel: Take 2 stress to roll your best action rating while performing a different action. Say how you	STUDY SURVEY
		adapt your skill to this use. Gaslight: When you Sway someone, you may cause them to forget that it's happened until they next	PROWESS
Heritage River-Wise + Tecaht'na + Witchwood Moth's Blood + Roach + Keepers + Fallen Leaf	Background Philosophy + Labor + Service Trade + Martial + Elevated + Underclass	interact with you. Mask Maker: When you use a disguise or other form of covert misdirection you get +1d to confuse or deflect suspicion. When you throw off your disguise, the resulting surprise gives you the initiative.	FINESSE PROWL SKIRMISH
	gation ♦ Pleasure ♦ Torpor ♦ Weird	Spin a Tale: At the end of each downtime phase, you earn 1 coin or 1 rep. How do you bend the truth in your	
TRAUMA 1 2 3 4 5 Cold + Addicted + Haunted + Par Datibles Datables	1 1 1	favor? Recognition: You can always tell when someone is lying to you.	
STRESS 1 2 3 4 5 6 7	STASH	Leverage: You get +1d vs. a target you have an intimate relationship with.	
ARMOR +HEAVY SPECIAL		Insistant: You may spend special armor vs. persuasion and suspicion -or- to push yourself for subterfuge	BONUS DIE PUBH YOURBELF (2 stress) -or- DEVIL'S BARGAIN TEAMWORK
HARM	4 14 24 34 5 15 25 34 Leed Help 6 16 26 36	Mimicry: You can imitate even non-human creatures convincingly, regardless of how strange or feral they may be. You gain potency when Swaying or Commanding these beings.	Assist teammate. (+1d) Lead a group action. (Stress = # of Failures) Protect a teammate. (Resist for a Teammate)
2	-1D 7 17 27 37 Iss Effect 8 18 28 38	Adaptive: Choose a special ability from another source.	Set up another character. (+ Effect)
1 2 3 4 - Fill clock, reduce harm, re	10 20 30 40 Q	2	3 Light 5 Normal 8 Heavy
Notes / Projects		3	Fine clothes and props Fine disguise
			Fine forgery Dream Smoke
		XP • Every time you roll a desperate action, mark xp in that	Hidden Weapon
		action's attribute. At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2xp if that item	Blades and Bludgeons
		ocurred multiple times. • You addressed a challenge with deception or influence. • You expressed your beliefs, drives, heritage, or background. • You struggled with issues from your comfort or traumas during the session.	Slings and Knives Short Bow A Quiver A Large Weapon
			An Unsual Weapon Armor +Heavy
		PLANNING & LOAD Choose a plan, provide the detail, choose your load.	Tools of Trade Climbing Gear Simple Auger
FRIEND / RIVAL / CONTACT		Aggressive plan Point of attack. Decietful plan Method.	Writing Utensils Extra Rations
-		Delivery plan Route. Scorcerous plan Arcane power.	Heavy Tools
		Social plan Social connection. Stealthy plan Entry point.	
:		GATHER INFORMATION	
Project:		 What do they intend to do? Are they telling the truth? What do they really care about? 	
		 What's really going on here? How can I get them to [X]? 	
		 What are they really feeling? How can I blend in here? 	

MOTHLANDS	THE HUNTER A MARKSMAN AND TRACKER INSIGHT		
Name Alias/Title	PLAYBOOK No Escape: You can push yourself to do the one of the following: make a ranged attack at extreme distance - or close the distance between you and your quarry	X X HUNT STUDY X SURVEY	
Heritage River-Wise + Tecaht'na + Witchwood Background Philosophy + Labor + Service Moth's Blood + Roach + Keepers + Fallen Leaf Trade + Martial + Elevated + Underclass	with incredible speed. Tenaclous: Penalties from harm are one level less severe, (though level 4 harm is still fatal).		
Comforts Faith + Risk + Luxury + Obligation + Pleasure + Torpor + Weid TRAUMA 1 2 3 4 5 Cold + Addicted + Haunted + Paranoid 1 2 3 4 Reckless + Cowardly + Unstable + Cruel 5 5 7 9 STRESS 1 2 3 4 5 6 7 9 ARMOR +HEAVY SPECIAL 1 1 2 3 <th>Pack Hunter: Your hunting pet is specially trained. It gains potency when tracking or distracting prey, and gains a special training: impressive-trick, complex command, or arrow-swift. Take this ability again to choose an additional special training for your pet. Scout: When you gather info to locate a target, you get +1 effect. When you hide in a prepared position or use camouflage, you get +1d to rolls to avoid detection. Trapper: When you flashback to lay an elaborate trap, tail a mark, or appear somewhere unexpected you take one less stress than you would otherwise. Focused: You may spend special armor to resist a supprise or mental effect (fear, confusion, etc.) -orto push yourself for ranged combat or tracking. Vengeful: You gain an additional xp trigger: You got payback on someone who harmed you or someone you care about. If the fellowship helped, also mark fellowship xp. Adaptive: Choose a special ability from another source. I Z Ataptive: Choose a special ability from another source. I Z I Z I Z I Z I Z I Z I Z I I Z I I <t< th=""><th>Fine sling or knives Fine sling or knives Blades and Bludgeons Slings and Knives</th></t<></th>	Pack Hunter: Your hunting pet is specially trained. It gains potency when tracking or distracting prey, and gains a special training: impressive-trick, complex command, or arrow-swift. Take this ability again to choose an additional special training for your pet. Scout: When you gather info to locate a target, you get +1 effect. When you hide in a prepared position or use camouflage, you get +1d to rolls to avoid detection. Trapper: When you flashback to lay an elaborate trap, tail a mark, or appear somewhere unexpected you take one less stress than you would otherwise. Focused: You may spend special armor to resist a supprise or mental effect (fear, confusion, etc.) -orto push yourself for ranged combat or tracking. Vengeful: You gain an additional xp trigger: You got payback on someone who harmed you or someone you care about. If the fellowship helped, also mark fellowship xp. Adaptive: Choose a special ability from another source. I Z Ataptive: Choose a special ability from another source. I Z I Z I Z I Z I Z I Z I Z I I Z I I <t< th=""><th>Fine sling or knives Fine sling or knives Blades and Bludgeons Slings and Knives</th></t<>	Fine sling or knives Fine sling or knives Blades and Bludgeons Slings and Knives	
FRIEND / RIVAL / CONTACT - <	 You addressed a challenge with tracking or violence. You expressed your beliefs, drives, heritage, or background. You struggled with issues from your comfort or traumas during the session. 	Short Bow A Quiver A Large Weapon An Unsual Weapon Armor Heavy Tools of Trade Climbing Gear Simple Auger Writing Utensils Extra Rations Heavy Tools Valuables	

MOTHLANDS		THE A STEALTHY SNEAK AND THIEF		
Name Allas/Title		PLAYBOOK		
Look		when you bypass security measures. Opportunity : When you attack from hiding or strap, you get +1d .	DABBLE	
	Philosophy + Labor + Service I + Elevated + Underclass	By Example: When you lead a group action usin best action-rating, you can suffer only 1 stres most from any failed rolls.	X FINESSE X X PROWL Skirmish	
Comforts Faith • Risk • Luxury • Obligation • Pleasur	e + Torpor + Weird	Reflexes: When there's a question about who first, the answer is you (two characters with act simultaneously).	acts	
TRAUMA 1 2 3 4 5 Cold • Addicted • Haunted • Paranoid Reckless • Cowardly • Unstable • Cruel	COIN 1 2 3 4	Fool's Gambit: When you Finesse or Ruin devic produce their intended effects you don't suff decreased effect or position for recklessness ignorance. Neither do you gain any special kno or understanding of the device's nature or op	es to er from i or wiedge	
STRESS 1 2 3 4 5 6 7 8 9	1 11 21 31 2 12 22 32	For the Thrill: When you make a desperate roll +1d if you also take -1d to resistance rolls agai consequences from the reckless action.	, you get SONUS DIE PUBH YOURSELF (2 stress) -or- DEVIL'S BARGAIN	
ARMOR +HEAVY SPECIAL	3 13 23 33 4 14 24 34	Relentless: You may spend special armor vs. consequences from detection or security -or- yourself for a feat of athletics or stealth.	Assist teammate. (+1d)	
HARM 3 Need Help 2 -ID 1 Loss 54645	5 15 25 34 6 16 26 36 7 17 27 37 8 18 28 38	On Scaled Wing: You can push yourself to do o the following: perform an athletic feat (runnin tumbling, balance, climbing, etc.) that verges impossible -on- maneuver with perfect grace a timing so as to hide in plain sight, trick your ever into attacking one another, or mask your ever	ng, and and a second se	
I Less Effect • RECOVERY Get treatment in downtime to activate 1 2 3 4 - Fill clock, reduce harm, repeat.	9 19 29 39 10 20 30 40 џ	Adaptive: Choose a special ability from another s	ITEMS AND LOAD Italics don't count.	
Notes / Projects		1	Fine pins Fine black wrappings	
		3	Light climbing gear Grey-Fruit powder Moth's Eye	
		XP		
		 Every time you roll a desperate action, mark xp in that action's attribute. 	et Blades and Bludgeons Slings and Knives	
		At the end of each session, for each item below, n (in your playbook or an attribute) or 2xp if that it ocurred multiple times.	nark 1 xp Short Bow A Quiver	
		 You addressed a challenge with stealth or evasion. You expressed your beliefs, drives, heritage, or backg You struggled with issues from your comfort or trau during the session. 	mas Armor Heavy	
FRIEND / RIVAL / CONTACT		PLANNING & LOAD	Climbing Gear Simple Auger Writing Utensils	
·		Aggressive plan Point of attack.	Extra Rations	
		Decietful plan Method.	Heavy Tools Valuables	
		Delivery plan Route. Scorcerous plan Arcane power.		
		Social plan Social connection.		
_ ·		• Stealthy plan Entry point.		
Project:		GATHER INFORMATION		
		 What do they intend to do? 		
		What should I look out for?		
Project:		 Where can I hide here? What's really going on here? 		

- How can I get them to [X]?
 - What's the best way in?
 - How can I find [X]?

MOTHLANDS		RECLUSE A NATURAL PHILOSOPHER AND ENGINEER		
Name	Alias/Title			
Look			Herbalist: When you invent or craft with herbs and essences to produce medicinal and poisonous substances you apply your special knowledge. Take +1 to your roll and add one special formula already known.	X X DABBLE
Heritage River-Wise + Tecaht'na + Witchwood Background Philosophy + Labor + Service Moth's Blood + Roach + Keepers + Fallen Leaf Trade + Martial + Elevated + Underclass		Artificer: When you invent or craft a device, tool, vehicle, or armament, you may include advanced details or special features. Add +1 to your roll and add one design already known.	FINESSE PROWL SKIRMISH	
Comforts Faith • Risk • Luxury • Obligation • Pleasure • Torpor • Weird		Iteration: During downtime, you get two ticks to distribute amongst long term project clocks involving investigation or learning a new formula or design plan.		
TRAUMA1234Cold • Addicted • Hau	5 nted + Paranoid	COIN 1 2 3 4	Sabotage: When you Ruin, the work is much quieter than it should be and the damage is hidden from casual inspection.	
Reckless	Unstable 🔸 Cruel	STASH	Entomologist: You know how to Ruin an area with special substances and methods so it is either anathema or enticing to moths (your choice).	
ARMOR +HEAVY	5 6 7 8 9	1 11 21 31 2 12 22 32 3 13 23 33	Poisoner: Choose a medicine or poison (from your stock) with which you have become an expert. You can push yourself to deliver it in an unusual fashino (as a cloud of powder, by skin contact, etc.) and you also posess the antidote.	BONUS DIE PUBH YOURBELF (2 stress) -or- DEVIL'S BARGAIN TEAMWORK
HARM		4 14 24 34 5 15 25 34	Determined: You may spend special armor vs. fatigue, weakness, and intoxication -or- to push yourself when working with technical skill.	Assist teammate. (+1d) Lead a group action. (Stress = # of Failures)
3 2 1	Need Help -1D Less Effect	7 17 27 37 8 18 28 38	Anatomist: You can Dable with bones, blood, and bodily humours to treat wounds, or stabilize the dying. You may Btudy a malady or corpse. Also, your fellowship gets +1d to Tecovery rolls.	Protect a teammate. (Resist for a Teammate) Set up another character. (+ Effect)
RECOVERY Get treatment in d 2 3 4 - Fill clock, re	lowntime to activate educe harm, repeat.	9 19 29 89 10 20 30 40 p	Adaptive: Choose a special ability from another source.	ITEMS AND LOAD Italics don't count. 3 Light 5 Normal 8 Heavy
Notes / Projects		 	2	Fine dabbling tools Fine trapper's tools
			-	
		Bloodneedle		Blowgun & darts
		Dream Smoke Eye's Bane	3	Satchel of substances (3) Belt of substances (3)
		 Heartcalm		
			XP	Devices
		Smoke Stick		
		Grey-Fruit	• Every time you roll a desperate action, mark xp in that action's a	
			At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2xp if that item ocurred multiple times.	
			 You addressed a challenge with technical skill or destruction. You expressed your beliefs, drives, heritage, or background. You struggled with issues from your comfort or traumas during the session. 	Blades and Bludgeons Slings and Knives Short Bow A Quiver
			PLANNING & LOAD	A Large Weapon An Unsual Weapon
FRIEND / RIVAL / CONTACT			Choose a plan, provide the detail, choose your load.	Armor +Heavy
Ц			Aggressive plan Point of attack.	Tools of Trade
			Decietful plan Method.	Climbing Gear
			• Delivery plan Route.	Simple Auger
			Scorcerous plan Arcane power.	Writing Utensils
			• Social plan Social connection.	Extra Rations
			Stealthy plan Entry point	Heavy Tools
				Valuables
Project:			GATHER INFORMATION	
			 What do they intend to do? 	
			Are they telling the truth?	
			What might happen if [X]?	
Project:			What's really going on here?	

- How can I get them to [X]?
- What can I dabble with here?
- How can I find X?

MOTHLF	INDS	SPEAR F	AN EXPERT WARRIOR	
	lias/Title	PLAYBOOK Protector: When you protect a teal your resist. When you gather info t	o anticipate a	
Look		threat in the current situation, you Unbreakable: You recover harm fas fill in one of your healing clock segm	get +1 effect. ter. Permanently	
	ackground Philosophy + Labor + Service rade + Martial + Elevated + Underclass	to healing treatment rolls. Arms Master: Your load limits are h Normal: 7. Heavy: 8.		FINESSE PROWL X X SKIRMISH
Comforts Faith + Risk + Luxury + Obligation	on + Pleasure + Torpor + Weird	Savage: When you unleash physical especially frightening. When you Co frightened target, take +1d .	violence, it's mmand a	
TRAUMA 1 2 3 4 5 Cold + Addicted + Haunted + Paran Reckless + Cowardly + Unstable + C		Shield Breaker: When you Ruin defe are aware you do so with swiftness you may choose to shred your oppo protection at the cost of descreas; target may not use armor to reduct consequence.	and precision and nents armor and ed effect . Your	ATTUNE X COMMAND CONSORT
STRESS 1 2 3 4 5 6 7 8 ARMOR +HEAVY SPECIAL	3 9 1 11 21 31 2 12 22 32 3 13 23 33	Commander: When you Command a continue to fight when they would o (they're not taken out when they su They gain potency and 1 armor base	iffer level 3 harm). d upon their type.	BONUS DIE + PUSH YOURSELF (2 stress) -or- DEVIL'S BARGAIN TEAMWORK
HARM	4 14 24 34 5 15 25 34	Hardened: You get special armor to recieved in combat -or- to push you	reduce narm rself in a fight.	Assist teammate. (+1d) Lead a group action. (Stress = # of Failures)
3 Need 2	T 17 27 37	Overwhelming: You can push yourse following: perform a feat of physica the impossible - or - engage a small g footing in close combat.	If to do one of the al force verging on ang on equal	Protect a teammate. (Resist for a Teammate) Set up another character. (+ Effect)
Covering the set of the set		Adaptive: Choose a special ability from	n another source.	ITEMS AND LOAD Italics don't count. S Light 5 Normal 6 Heavy
Notes / Projects		2		Fine Hand Weapon
				Fine Heavy Weapon Fine Scary Weapon or Tool
		3		Emblem of Allegiance
				Cane Powder
		XP • Every time you roll a desperate action, ma	ak va ja that	
		action's attribute.		Blades and Bludgeons
		At the end of each session, for each ite (in your playbook or an attribute) or 2x ocurred multiple times.		Slings and Knives Short Bow A Quiver
		You addressed a challenge with posturing You expressed your beliefs, drives, herita		A Large Weapon
		 You struggled with issues from your comf during the session. 	ort or traumas	An Unsual Weapon
				Armor +Heavy Tools of Trade
		PLANNING & LOAD		Climbing Gear
FRIEND / R IVAL / C ONTACT		Choose a plan, provide the detail, choose your lo	ad.	Simple Auger Writing Utensils
-		 Aggressive plan Point of attack. Decietful plan Method. 		Extra Rations
		Delivery plan Route.		Heavy Tools
_ ·		Scorcerous plan Arcane power.		Valuables
		Social plan Social connection.		
		Stealthy plan Entry point.		
		GATHER INFORMATION		
Project:		How can I hurt them?		
		Who's most dangerous here?		
	<u> </u>	How can I get them to [X]? What's papely going on here?		
Project:		 What's really going on here? Who's most afraid of me? 		
		 What do they intend to do? 		
		Are they telling the truth?		

MOTHLANDS		THE A STUDENT AND SCORCEROR PLAYBOOK		
lame Alias/Title	F	PLAYBOOK		
ook		Compel: You can Attune to sp bend them to your will. You no Attune to use minor auger.	irits and demons and longer need to roll	
	- F	Bend: You may push yourself t	to force supernatural	
ritage River-Wise + Tecaht'na + Witchwood Background Phil	losophy + Labor + Service	forces you control to produce arcs of energy -or- bring a pro	e arcane effects: unleash edecessor device to its	SURVEY
th's Blood + Roach + Keepers + Fallen Leaf Trade + Martial + Ele		breaking point.		DABBLE
	Γ	Ur Tongue: You may Consort v spirits, and demons. Once you	with ancient powers, I've consorted with one.	PROWESS
Faith + Risk + Luxury + Obligation + Pleasure + T	orpor + Weird	you get +1d to Command it or those who worship it.		FINESSE
				PROWL
		Ritual: You can Study predece a portion of their power. Lear	n a ritual or create a	SKIRMISH
bld Addicted Haunted Paranoid	2 3 4	new one. Answer the GM's qui ritual (page 222). Add one ritu	ual already learned.	
ckless 🔸 Cowardly 🔶 Unstable 🔶 Cruel	TASH	Omens: When you roll resistar	nce with Resolve. you get	
RESS 1 2 3 4 5 6 7 8 9 1		+1d. You are not terrifed of or or demons.	r confounded by spirits	
	12 22 32	Augment: When you Dabble wi	ith an auger, remove the	
MOR +HEAVY SPECIAL 3	13 23 33		al. Increase its quality or	SWAY
4	14 24 34	repurpose it as a weapon.		BONUS DIE
ARM	15 25 34	Blessed: You may spend special supernatural effects -or- to p	al armor vs.	PUSH YOURSELF (2 stress) -or- DEVIL'S BARGAN
Need Help	16 26 36	deal with arcane forces.	Jusit yourself when you	TEAMWORK
- ID 7	17 27 37	Oracle: You understand a frac contained within the spirit rea	alm. A fraction more	Assist teammate. (+1d)
Less Effect	18 28 38	than most. You gain +1d when the supernatural.	you gather info about	Lead a group action. (Stress = # of Failure
RECOVERY Get treatment in downtime to activate	19 29 39			Protect a teammate. (Resist for a Teamma
2 3 4 - Fill clock, reduce harm, repeat.	203040 p	Adaptive: Choose a special abilit	ty from another source.	Set up another character. (+ Effect)
	L	1		
otes / Projects	r			ITEMS AND LOAD Italics don't count.
		2		3 Light 5 Normal 8 He
		3		Fine Tuning Rod
				Fine Auger
				Scrolls
	X	XP		Predecessor clothing
		• Every time you roll a desperate acti	ion mark vo in that	Spirit key
	a	action's attribute.	ion, mark xp in that	Demonbane charm
	(At the end of each session, for ea (in your playbook or an attribute) ocurred multiple times.	ach item below, mark 1 xp) or 2xp if that item	
	· •	• You addressed a challenge with kno	wledge or arcane power.	Blades and Bludgeons
	•	 You expressed your beliefs, drives, You struggled with issues from you during the session. 		Slings and Knives
		Jurniy the session.		Short Bow A Quiver
				A Large Weapon
	F	PLANNING & LOAD		An Unsual Weapon
IEND / RIVAL / CONTACT	C	Choose a plan, provide the detail, choose	your load.	Armor +Heavy
		Aggressive plan Point of attack	ζ.	Tools of Trade
•		Decietful plan Method.		Climbing Gear
		Delivery plan Route.		Simple Auger
- •		• Scorcerous plan Arcane power.		Writing Utensils
		Social plan Social connecti	ion.	Extra Rations
- •		Stealthy plan Entry point.		Heavy Tools
				Valuables
Project:		GATHER INFORMATION		
		 What is arcane or strange here? 		
		 What is hidden or lost here? 		
		What drives them to do this?		
Project:		What's really going on here?		
		 What echoes in the ghost field? 		
		 What do they intend to do? How can I reveal [X]? 		