

Your Name

You have been acknowledged as a member of ...

The Burdened Community, The Forsaken Community,
The Foreign Community, The Native Community, No-one.

You work as a.... Caregiver, Farmer, Soldier, Priest,
Bruiser, Barber, or another profession.

(Pick 2) The Dominant Society must be....

Respected, Appeased, Resisted, Overthrown, Feared,
Healed, Restored, Improved, Avoided, Honoured,
Served, Educated, Pitied, Defended, Destroyed.

(Pick 2) You Magical Foci are....

Staves, Gestures, Circles, Shouts, Knives, Stones

Who have you vowed to destroy, and why?

Which of the Wise will you protect at all costs.

Your Relationships

Ahanu, a trapper from the Native Community, is your...
Lover, Family, Friend, Colleague. Rival, Foe.

Prajit, a merchant of the Foreign Community, is your...
Lover, Family, Friend, Colleague. Rival, Foe.

Lukas, a military officer of the Dominant Society, is
your... Lover, Family, Friend, Colleague. Rival, Foe.

Your Scars

Your Moves

Evade a Threat	<i>When you attempt to evade a direct threat to your body, mind, or soul...</i>
Consult the Secret Fire	<i>When you seek to understand a Circle in a charged situation...</i>
Take a Stand	<i>When you stand in defiance the will of a Circle to prevent an action....</i>
Cast a Spell	<i>When you cast an spell through Experiment, Ritual, or Rote....</i>
Craft an Experiment	<i>When you attempt to cast a new spell under your tradition...</i>

The Evoker

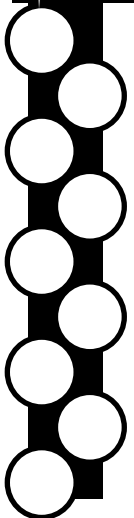


Cantrip

Arcane Hand

Evokers have mastery of the fundamental forces, able to manipulate objects from afar. They may extend an invisible hand at great distance to manipulate and transport objects. This arcane hand is as strong as the caster themselves, capable of opening a door, transporting an object, or even wielding a weapon.

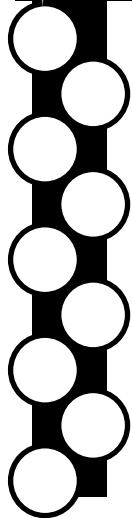
Spell Magic Missile



Launch bolts of force to incapacitate a foe.

- ◆ The spell doesn't have a limited range.
- ◆ There is no collateral damage from stray bolts of force.
- ◆ The screaming bolts of force don't attract unwanted attention.
- ◇ (Ritual Enhancement)
- ◇ (Rote Enhancement)

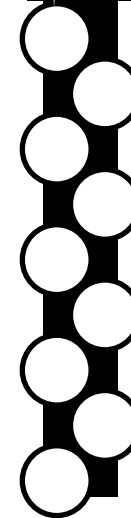
Spell Fireball



Hurl an explosive ball of flame at a large target.

- ◆ The spell doesn't need to be memorized before it can be cast again.
- ◆ The fires don't spread uncontrollably
- ◆ The fireball explodes where you desire.
- ◇ (Ritual Enhancement)
- ◇ (Rote Enhancement)

Spell Shields



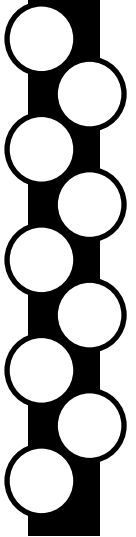
Create an unbreakable, protective barrier of force.

- ◆ The shield doesn't attract unwanted attention.
- ◆ The shield doesn't absorb all of your concentration to maintain.
- ◆ The shield is not immobile, anchored to the earth.
- ◇ (Ritual Enhancement)
- ◇ (Rote Enhancement)

Your Name

Spell

Effect:



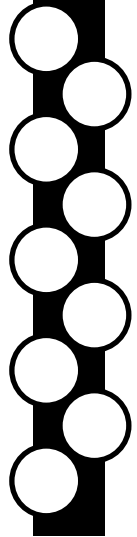
◇ (Ritual Enhancement)

◇ (Rote Enhancement)

Tradition

Spell

Effect:



◇ (Ritual Enhancement)

◇ (Rote Enhancement)

Spellbook

Spell

Effect:

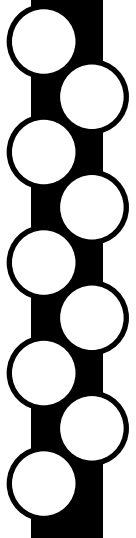


◇ (Ritual Enhancement)

◇ (Rote Enhancement)

Spell

Effect:

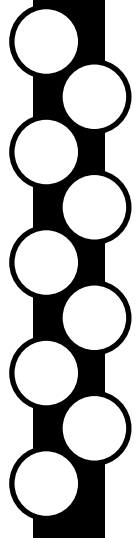


◇ (Ritual Enhancement)

◇ (Rote Enhancement)

Spell

Effect:

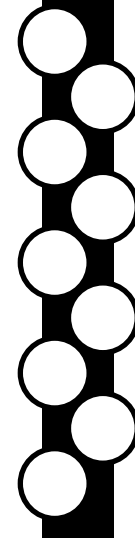


◇ (Ritual Enhancement)

◇ (Rote Enhancement)

Spell

Effect:



◇ (Ritual Enhancement)

◇ (Rote Enhancement)

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You work as a.... Diplomat, Minstrel, Cook, Jeweler, Painter, Con-artist, or another profession.

(Pick 2) The Dominant Society must be....

Respected, Appeased, Resisted, Overthrown, Feared, Healed, Restored, Improved, Avoided, Honoured, Served, Educated, Pitied, Defended, Destroyed.

(Pick 2) You Magical Foci are....

Mirrors, Smoke, Paint, Chalk, Song, Gemstones

What about yourself do you need to hide from the world?

Which of the Wise will you never deceive?

Spell Disguise Self

Disguise the caster as someone else, with a compelling illusion.

- ◆ Your disguise doesn't have subtle inconsistencies.
- ◆ Your disguise does not warp your mind or personality.
- ◆ Your disguise doesn't exhaust you to maintain.
- ◇ (Ritual Enhancement)
- ◇ (Rote Enhancement)

Your Relationships

Lukas, a military officer of the Dominant Society, is your... Lover, Family, Friend, Colleague. Rival, Foe.

Artens, a smith of the Burdened Community, is your... Lover, Family, Friend, Colleague. Rival, Foe.

Jacquel, a sex-worker from the Forsaken Community, is your... Lover, Family, Friend, Colleague. Rival, Foe.

Your Scars

Your Moves

- | | |
|-------------------------|---|
| Evade a Threat | <i>When you attempt to evade a direct threat to your body, mind, or soul...</i> |
| Consult the Secret Fire | <i>When you seek to understand a Circle in a charged situation...</i> |
| Take a Stand | <i>When you stand in defiance the will of a Circle to prevent an action....</i> |
| Cast a Spell | <i>When you cast an spell through Experiment, Ritual, or Rote....</i> |
| Craft an Experiment | <i>When you attempt to cast a new spell under your tradition...</i> |

Spell Invisibility Shroud

Conceal a target under a shroud of invisibility.

- ◆ Beasts cannot see through the shroud.
- ◆ Your shroud can survive contact with blood or running water.
- ◆ The spell doesn't need to be memorized before it can be cast again.
- ◇ (Ritual Enhancement)
- ◇ (Rote Enhancement)

The Illusionist



Cantrip Phantom Whispers

Illusionists speak with a thousand voices. They are able to create illusionary noises and sounds at will, from a quiet ghostly whisper to a terrifying dragon's roar. Illusionists can also project these voices if they choose, and even mimic the voices of others.

Spell Project Image

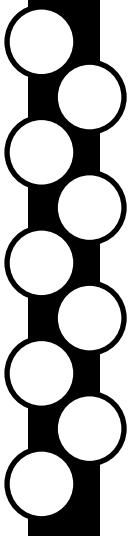
Create a life-like visual illusion.

- ◆ The image feels tangible and real, when touched.
- ◆ The image you project is not still and immobile.
- ◆ The image you project doesn't fade if you move beyond line of sight.
- ◇ (Ritual Enhancement)
- ◇ (Rote Enhancement)

Your Name

Spell

Effect:



(Ritual Enhancement)

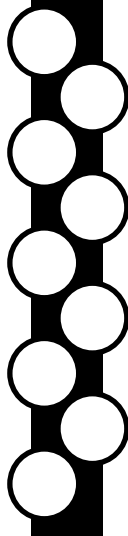


(Rote Enhancement)

Tradition

Spell

Effect:



(Ritual Enhancement)

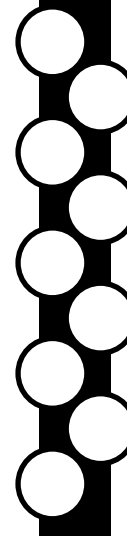


(Rote Enhancement)

Spellbook

Spell

Effect:



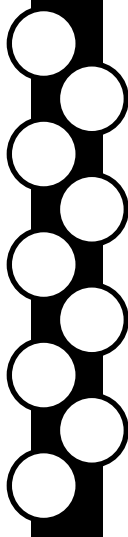
(Ritual Enhancement)



(Rote Enhancement)

Spell

Effect:



(Ritual Enhancement)



(Rote Enhancement)

Spell

Effect:



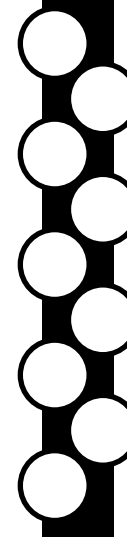
(Ritual Enhancement)



(Rote Enhancement)

Spell

Effect:



(Ritual Enhancement)



(Rote Enhancement)

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You work as a.... Bookbinder, Sexworker, Tutor, Scout,
Councillor, Spy, or another profession.

(Pick 2) The Dominant Society must be....

Respected, Appeased, Resisted, Overthrown, Feared,
Healed, Restored, Improved, Avoided, Honoured,
Served, Educated, Pitied, Defended, Destroyed.

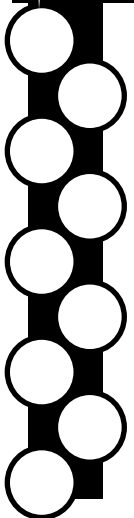
(Pick 2) You Magical Foci are....

Dice, Runes, Sticks, Crystals, Mushrooms, Smoke

What secret plot could have been avoided
through divination?

Which of the Wise has a future shrouded
in fire and pain?

Spell Identify



Discern the properties and history of an item.

- ◆ The spell does not require an hour to cast.
- ◆ The emotional resonance of the item doesn't bleed into the caster.
- ◆ The spell doesn't reveals the information in confusing metaphors.
- ◇ (Ritual Enhancement)
- ◇ (Rote Enhancement)

Your Relationships

Jacquel, a sex-worker from the Forsaken Community, is your... Lover, Family, Friend, Colleague. Rival, Foe.

Raynard, a scholar from the Dominant Society, is your... Lover, Family, Friend, Colleague. Rival, Foe.

Prakas, a refugee from the Foreign Community, is your... Lover, Family, Friend, Colleague. Rival, Foe.

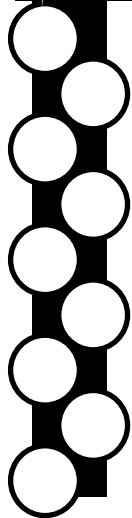
Your Scars



Your Moves

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- Consult the Secret Fire *When you seek to understand a Circle in a charged situation...*
- Take a Stand *When you stand in defiance the will of a Circle to prevent an action....*
- Cast a Spell *When you cast an spell through Experiment, Ritual, or Rote....*
- Craft an Experiment *When you attempt to cast a new spell under your tradition...*

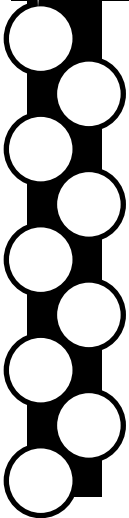
Spell Prophecy



Predict the outcome of an action or decision.

- ◆ The prophesised outcome is not unchangeable.
- ◆ The spell does not conceal your own future.
- ◆ No one else receives the same prophesy in their dreams.
- ◇ (Ritual Enhancement)
- ◇ (Rote Enhancement)

Spell Scry



Project your vision to a great distance.

- ◆ Your senses are not limited to the horizon.
- ◆ Your scrying is not limited to your sense of sight.
- ◆ You don't need extensive herbs, drugs, and crystals to project your senses.
- ◇ (Ritual Enhancement)
- ◇ (Rote Enhancement)

The Diviner



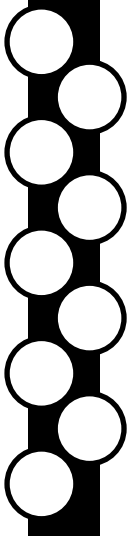
Cantrip Arcane Sense

Diviners possess arcane senses, which allow them to sense the subtle currents of the Secret Fire within all things. They are able to see the colour of magic, taste the bitter flavor of a curse, or feel the demonic fires beneath the skin of a thrall.

Your Name

Spell

Effect:



(Ritual Enhancement)



(Rote Enhancement)

Tradition

Spell

Effect:



(Ritual Enhancement)

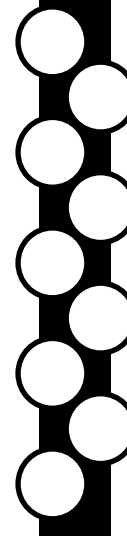


(Rote Enhancement)

Spellbook

Spell

Effect:



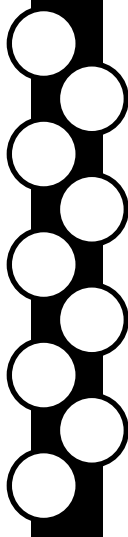
(Ritual Enhancement)



(Rote Enhancement)

Spell

Effect:



(Ritual Enhancement)



(Rote Enhancement)

Spell

Effect:



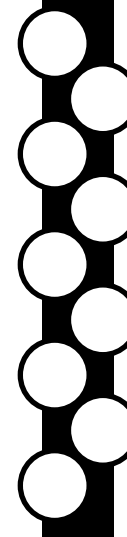
(Ritual Enhancement)



(Rote Enhancement)

Spell

Effect:



(Ritual Enhancement)



(Rote Enhancement)

Your Name

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You work as a.... Brewer, Smith, Carpenter, Sculptor,
Herbalist, Beggar, or another profession.

(Pick 2) The Dominant Society must be...

Respected, Appeased, Resisted, Overthrown, Feared,
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Served, Educated, Pitied, Defended, Destroyed.

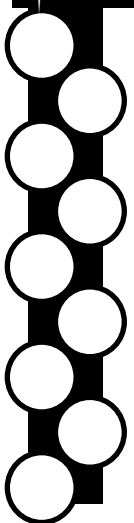
(Pick 2) You Magical Foci are...

Coins, Chisels, Phials, Oils, Candle, Ink

What personal flaw are you desperate to
overcome through internal alchemy?

Which of the Wise have you supported
financially, at a terrible cost?

Spell Animate



*Imbue an inanimate object with false life and
simple mind.*

- ◆ The animated object does not rebel
against your direct commands.
- ◆ The animated object does not resent you
and undermine your interests.
- ◆ The object does not fall inanimate after a day.
- ◇ (Ritual Enhancement)
- ◇ (Rote Enhancement)

Your Relationships

Prakas, a refugee from the Foreign Community, is your...
Lover, Family, Friend, Colleague. Rival, Foe.

Wapun, a teacher from the Native Community, is your...
Lover, Family, Friend, Colleague. Rival, Foe.

Arman, a priest from the Dominant Society, is your...
Lover, Family, Friend, Colleague. Rival, Foe.

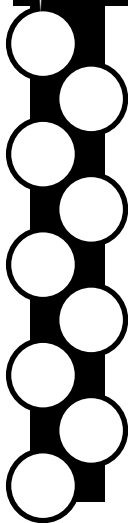
Your Scars

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Your Moves

- | | |
|-------------------------|---|
| Evade a Threat | <i>When you attempt to evade a direct
threat to your body, mind, or soul...</i> |
| Consult the Secret Fire | <i>When you seek to understand a
Circle in a charged situation...</i> |
| Take a Stand | <i>When you stand in defiance the will
of a Circle to prevent an action....</i> |
| Cast a Spell | <i>When you cast an spell through
Experiment, Ritual, or Rote....</i> |
| Craft an Experiment | <i>When you attempt to cast a new
spell under your tradition...</i> |

Spell Sculpt



*Bend metal and shape stone according to
your will.*

- ◆ You do not have to touch any metal or
earth to shape it.
- ◆ Your spell doesn't take hours to cast.
- ◆ The sculpture does not revert over the
weeks that come.
- ◇ (Ritual Enhancement)
- ◇ (Rote Enhancement)

The Transmuter

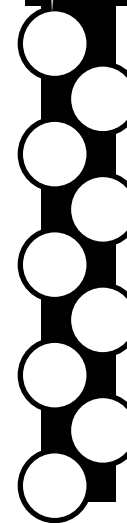


Cantrip

Alchemy

Transmuters are trained alchemists, first and
foremost. They can create many substances of
value, such as solvents, acids, or metallic alloys
in their arcane labs. Unlike mundane alchemists,
however, Transmuters can use the Secret Fire
to transform their Favour with one of the
Communities into precious metals.

Spell Polymorph



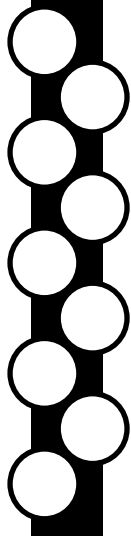
*Transform a creature's body, with or without
their consent.*

- ◆ The spell is not limited to partial
transformations of the target.
- ◆ The spell is not permanent and irreversible.
- ◆ The spell does not rob the target of their
full personality, intelligence, and morality.
- ◇ (Ritual Enhancement)
- ◇ (Rote Enhancement)

Your Name

Spell

Effect:



(Ritual Enhancement)



(Rote Enhancement)

Tradition

Spell

Effect:



(Ritual Enhancement)

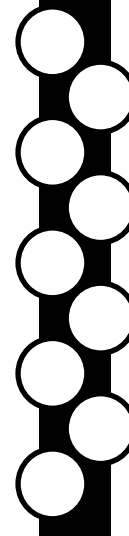


(Rote Enhancement)

Spellbook

Spell

Effect:



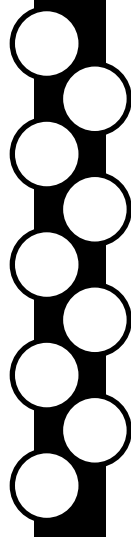
(Ritual Enhancement)



(Rote Enhancement)

Spell

Effect:



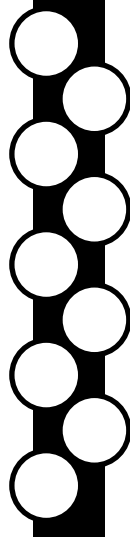
(Ritual Enhancement)



(Rote Enhancement)

Spell

Effect:



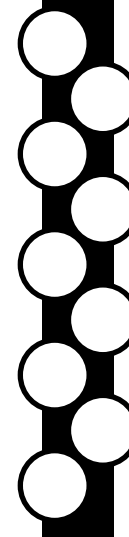
(Ritual Enhancement)



(Rote Enhancement)

Spell

Effect:



(Ritual Enhancement)



(Rote Enhancement)

Your Name

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You work as a.... Bartender, Animal Trainer, Scholar, Lay Priest, Trapper, Musician, or another profession.

(Pick 2) The Dominant Society must be....

Respected, Appeased, Resisted, Overthrown, Feared, Healed, Restored, Improved, Avoided, Honoured, Served, Educated, Pitied, Defended, Destroyed.

(Pick 2) You Magical Foci are....

Bells, Incense, Drums, Circles, Birds, Names

What terrible event struck you because no one would help.

Which of the Wise do you consider to be your chosen family?

Your Relationships

Arman, a priest from the Dominant Society, is your...
Lover, Family, Friend, Colleague. Rival, Foe.

Selene, a painter from the Forsaken Community, is your...
Lover, Family, Friend, Colleague. Rival, Foe.

Martje, a veteran of the Burdened Community, is your...
Lover, Family, Friend, Colleague. Rival, Foe.

Your Scars

Your Moves

- Evade a Threat *When you attempt to evade a direct threat to your body, mind, or soul...*
- Consult the Secret Fire *When you seek to understand a Circle in a charged situation...*
- Take a Stand *When you stand in defiance the will of a Circle to prevent an action....*
- Cast a Spell *When you cast an spell through Experiment, Ritual, or Rote....*
- Craft an Experiment *When you attempt to cast a new spell under your tradition...*

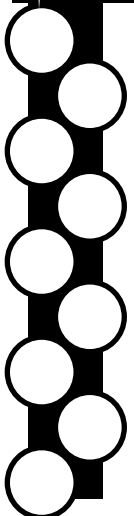
The Conjurer



Cantrip Familiar

Each Conjurer has a single, soul-bound familiar; a common beast, an arcane construct, or an unnatural monster. This Cantrip creates an unbreakable bond of mutual friendship, family, and service between two beings. They gain the ability to speak each other's tongues, see through each other's eyes, and unflinchingly find each other.

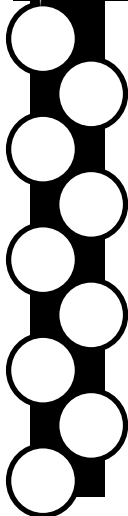
Spell Mortal Summons



Call a mortal to travel to your location.

- ◆ The mortal travels to you of their own free will, rather than by compulsion.
- ◆ The mortal does not suffer any consequences or costs for their travel.
- ◆ The caster doesn't need the true name of the target to summon them.
- ◇ (Ritual Enhancement)
- ◇ (Rote Enhancement)

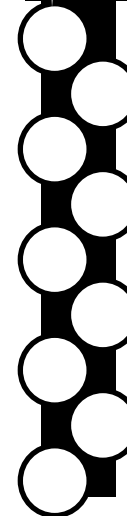
Spell Conjure Elementals



Conjure a native of the elemental planes into your presence.

- ◆ Your spell doesn't take hours to cast.
- ◆ The conjuring doesn't require the use of expensive material components.
- ◆ The elemental is not angry and resentful for being summoned.
- ◇ (Ritual Enhancement)
- ◇ (Rote Enhancement)

Spell Apportation



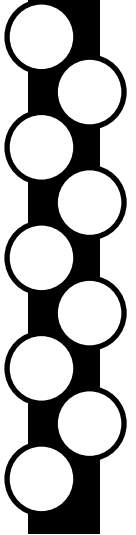
Teleport an inanimate object to you.

- ◆ The object doesn't need to have been etched with mystic runes.
- ◆ The object doesn't have to be within a day's travel.
- ◆ The object doesn't acquire strange properties in the process.
- ◇ (Ritual Enhancement)
- ◇ (Rote Enhancement)

Your Name

Spell

Effect:



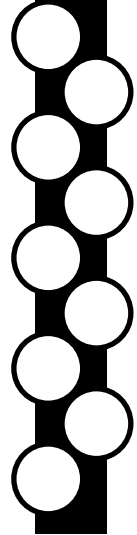
◇ (Ritual Enhancement)

◇ (Rote Enhancement)

Tradition

Spell

Effect:



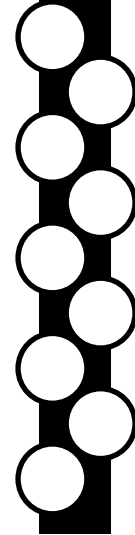
◇ (Ritual Enhancement)

◇ (Rote Enhancement)

Spellbook

Spell

Effect:

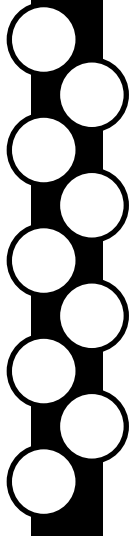


◇ (Ritual Enhancement)

◇ (Rote Enhancement)

Spell

Effect:

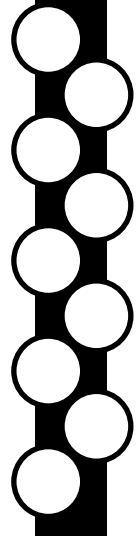


◇ (Ritual Enhancement)

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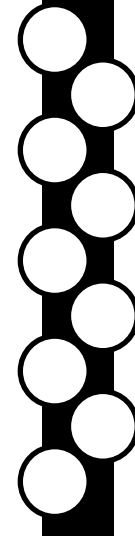


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◇ (Rote Enhancement)

Spell

Effect:



◇ (Ritual Enhancement)

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Your Name

You have been acknowledged as a member of ...

The Burdened Community, The Forsaken Community,
The Foreign Community, The Native Community, No-one.

You work as a.... Gravedigger, Sexworker, Executioner,
Butcher, Midwife, Guard, or another profession.

(Pick 2) The Dominant Society must be...

Respected, Appeased, Resisted, Overthrown, Feared,
Healed, Restored, Improved, Avoided, Honoured,
Served, Educated, Pitied, Defended, Destroyed.

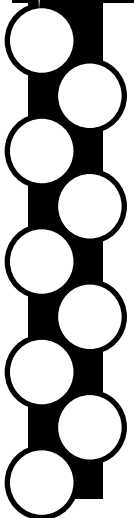
(Pick 2) You Magical Foci are...

Bones, Blood, Rings, Veils, Chalk, Silver

Who was the loved one who crossed the
veil of death?

Which of the Wise stood by your side and
offered life-saving comfort?

Spell Grave Speech



Negotiate with the Dead

- ◆ The dead will not lie.
- ◆ The dead will not demand anything in return.
- ◆ The dead won't be angered by your demands.
- ◇ (Ritual Enhancement)
- ◇ (Rote Enhancement)

Your Relationships

Martje, a veteran of the Burdened Community, is your...
Lover, Family, Friend, Colleague. Rival, Foe.

Raynard, a scholar from the Dominant Society, is your...
Lover, Family, Friend, Colleague. Rival, Foe.

Ahanu, a trapper from the Native Community, is your...
Lover, Family, Friend, Colleague. Rival, Foe.

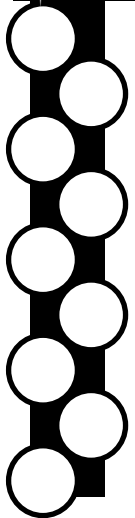
Your Scars



Your Moves

- Evade a Threat *When you attempt to evade a direct threat to your body, mind, or soul...*
- Consult the Secret Fire *When you seek to understand a Circle in a charged situation...*
- Take a Stand *When you stand in defiance the will of a Circle to prevent an action....*
- Cast a Spell *When you cast an spell through Experiment, Ritual, or Rote....*
- Craft an Experiment *When you attempt to cast a new spell under your tradition...*

Spell Hex



Bind a debilitating curse on the living.

- ◆ You do not require a hair and blood from the target.
- ◆ You do not suffer the same curse as that suffered by the target.
- ◆ You are able to determine when the curse will end.
- ◇ (Ritual Enhancement)
- ◇ (Rote Enhancement)

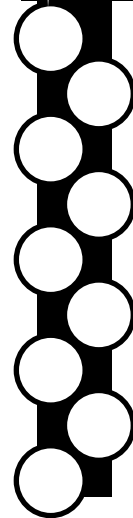
The Necromancer



Cantrip DEATHSIGHT

Necromancers are blessed, and cursed, with the ability to see the dead. Necromancers can see poltergeists who haunt decrepit buildings. They can see ghosts re-enact their final moments, at the site of their grisly murders. They clearly see the spectres who ride the bodies of the living, and the undead revenants who wander the streets.

Spell Blight Touch



Spread disease, decay and rot through touch.

- ◆ The blight will not spread beyond the intended target.
- ◆ The blight doesn't consume the vitality of the land.
- ◆ Your spell doesn't take hours to cast.
- ◇ (Ritual Enhancement)
- ◇ (Rote Enhancement)

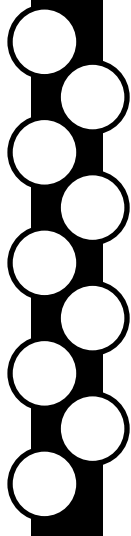
Your Name

Tradition

SPELLBOOK

Spell

Effect:



◇ (Ritual Enhancement)

◇ (Rote Enhancement)

Spell

Effect:

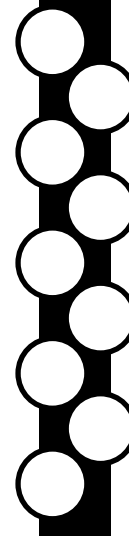


◇ (Ritual Enhancement)

◇ (Rote Enhancement)

Spell

Effect:

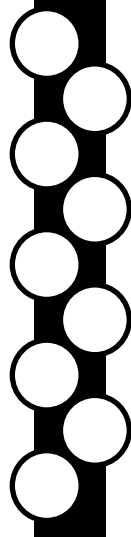


◇ (Ritual Enhancement)

◇ (Rote Enhancement)

Spell

Effect:



◇ (Ritual Enhancement)

◇ (Rote Enhancement)

Spell

Effect:

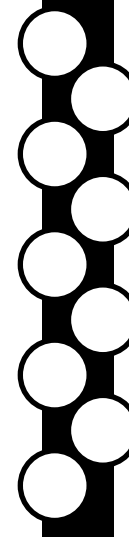


◇ (Ritual Enhancement)

◇ (Rote Enhancement)

Spell

Effect:



◇ (Ritual Enhancement)

◇ (Rote Enhancement)

EVADE A THREAT

When you attempt to evade a direct threat to your body, mind, or soul...

On a 10+, you do it successfully and avoid injury.

On a 7-9, you succeed but pick one consequence.

- ◆ You receive a Scar
- ◆ You attract unwanted attention
- ◆ You are separated from your companions
- ◆ You are deprived of your resources.
- ◆ You lose control of the situation
- ◆ You spend favour with a Circle for rescue.

On a 6-, the GM will make a move.

CAST A SPELL

When you cast a spell through Experiment, Ritual, or Rote...

On a 10+, select 2 of the permutations from the spell list.

On a 7-9, select 1 permutation from the spell list.

On a 6-, you lose control of the spell and the GM will describe what happens. Gain one point of Research toward that spell.

Refer to your character's specific spell list when you use this spell to determine the permutations.

CONSULT THE SECRET FIRE

When you seek to understand a Circle in a charged situation...

On a 10+, choose 1 question from the list below, and you may spend a favour to ask another.

On a 7-9, The GM will 1 question from the list below to answer, unless you spend a favour to make the choice yourself.

- ◆ What do they wish I would do?
- ◆ What emotion drives them to behave this way?
- ◆ What here is working against the status quo?
- ◆ What here is reinforcing the status quo?
- ◆ What dangerous truth is being concealed?
- ◆ How is history influencing current events?
- ◆ Which of the Wise is most favoured by them?

On a 6-, the GM will make a move.

CRAFT AN EXPERIMENT

When you attempt to cast a new spell under your tradition...

On a 10+, it works perfectly on the first try.

On a 7-9, the spell mostly works, but the GM will describe some unexpected side-effect or cost.

On a 6-, this spell is unworkable and can never be created.

If you successfully cast a spell, name it immediately. When you have done so, write down the key information about this new Experiment.

As the creator of the experimental spell, you create the spell by establishing the three drawbacks. The group can help you craft your experiment at the table.

TAKE A STAND

When you stand in defiance the will of a Circle to prevent an action...

On a 10+, pick one option from the list below, and spend favour with that Circle, 1 for 1, to pick additional options from the list.

On a 7-9, spend favour with that Community, 1 for 1, to pick choices from the list below.

- ◆ The Circle remains united.
- ◆ The Circle remains peaceful.
- ◆ The action will not occur in the short term.
- ◆ The action will not occur in the long term.
- ◆ You do not suffer personal retaliation or retribution.

On a 6-, none of those items on the list will be chosen, and the community will be thrown into chaos.

IMPROVING YOUR CHANCES

When you receive meaningful assistance from another of the Wise or one of your relationships, add +1 to your roll. Anyone who provides assistance will suffer any consequences you receive from the move.

When you *EVADE A THREAT* in service a community which acknowledges you as a member, add +1 to your roll.

If you target a community which acknowledges you as a member when you *CONSULT THE SECRET FIRE* or *TAKE A STAND*, add +1 to your roll.

When you incorporate your foci in the description when you *CAST A SPELL* or *CRAFT AN EXPERIMENT*, add +1 to your roll.

Session Moves

Further your Research

When you advance your arcane studies and refine your spells.

On a 10+, you discover new secrets, rites, and formulae. Gain two points of Research to allocate to your current Spells.

On a 7-9, your research is productive, but requires access or components held by the Dominant Society. Spend one favour in order to get a point of Research to allocate to one of your current Spells.

On a 6-, your research frightens, harms, or corrupts someone from a Circle. Lose 2 favour with that Circle.

For each project established that helps you FURTHER YOUR RESEARCH, add +1 to your roll.

Advance a Project

When you work on a special project that helps your research, threatens the Doom, or supports a community. This project will provide you an ongoing +1 on the relevant Interlude moves.

On a 10+, you complete a project which will help you FURTHER YOUR RESEARCH, CONFRONT THE DOOM, or AID A COMMUNITY.

On a 7-9, in order to complete your project, you need the assistance of two other people. The GM will tell you who they are.

On a 6-, your project is sabotaged or blocked by a malevolent group. The GM will describe how they interfered with your efforts.

Confront the Doom

When you strike out against the Doom, either on the distant frontier or the home front.

On a 10+, you strike a decisive blow against the Doom, earning 2 favour from the Dominant Society in the process for your valiant efforts.

On a 7-9, you harm the doom, earning 1 favour from the Dominant Society for your efforts and attract the unwanted attention of the Doom.

On a 6-, the Doom retaliates with terrible fury against one of the Circles. The Circle harmed by the Doom blames you, and you lose 2 favour with them.

For each project established that helps you CONFRONT THE DOOM, add +1 to your roll.

Aid a Community

When your mundane or arcane efforts aid a marginalized community.

On a 10+, your work offers a lasting benefit to the community, giving you 3 Favour with that community.

On a 7-9, your work benefits one community (+2 Favour) at the expense of another community (-1 Favour).

On a 6-, whatever aid you provided is overshadowed by the retaliation of the Dominant Society. They lash out at the community with new forms of oppression.

For each project established that helps you AID A COMMUNITY, add +1 to your roll.

Project Lead

Project Type

Project Description

Research, Confront, Aid

Research, Confront, Aid

Research, Confront, Aid

Research, Confront, Aid

Research, Confront, Aid

Research, Confront, Aid

Research, Confront, Aid

Interlude Moves

First Session Sheet

The Steel Throne is an ancient kingdom, with a royal lineage spanning hundreds of years. The Steel Kings are renowned as mighty warriors and cunning tacticians, undefeated against foreign powers. Within their kingdom, they are respected and feared for their harsh treatment of tax-evaders and law breakers. The Steel Throne is sharp, merciless, and relentless.

WHAT IS THE KINGDOM KNOWN FOR?

- ‡ A rich duelling tradition, bound into the legal system
- ‡ The holy order of the Brotherhood Penitent, suffering on our behalf.
- ‡ The safest roads in all the world, under constant patrols.

WHAT LANDS DO THE KINGDOM RULE?

- ‡ Gentle plains and bountiful fields
- ‡ Harsh craggy mountains and sheltered valleys.
- ‡ Frigid tundra, with knife-sharp winds.

WHAT GOODS DO THE KINGDOM PROVIDE?

- ‡ Masterworked arms and armour, forged of meteoric iron.
- ‡ Soft cloth and warm wool, dyed in brilliant colours.
- ‡ Fine cordials of plum and pear brandies.

WHAT ARE THE HIGHEST VIRTUES OF THE KINGDOM?

- ‡ Charity and hospitality, by offering sanctuary to those in need.
- ‡ Confidence and ambition, by taking bold risks to further your goals.
- ‡ Restraint and temperance, by resisting emotional displays and vulnerability.

WHAT ARE THE TRADITIONS OF YOUR SOCIETY?

- ‡ What right is withheld from the Burdened?
- ‡ What privilege is withheld from the Forsaken?
- ‡ What profession is withheld from the Foreign?
- ‡ What cultural tradition is forbidden for the Natives?

WHAT IS YOUR DOOM?

Humanity is threatened by a terrible Doom. As a group, decide which of the following statements best describes the Doom in your game.

- ‡ **Devils** of black flame and alabaster masks, who dine on sin and depravity.
- ‡ **Giants** whose hunger for human flesh shall never be sated.
- ‡ **Elemental horrors** of living flame, miasma, ooze, and stone, who open rifts in reality.
- ‡ **The Fae**, beautiful beyond imagining, who feast on dreams and memories.
- ‡ Flesh-burrowing **abominations** who infect and puppeteer unwitting victims.
- ‡ **The undead horde**, who raise the fallen to join their shambling legion.

ESTABLISH THE HEIRARCHY

The Dominant Society **Rank 1 Privileged**

The Dominant Society always at the top of the social hierarchy.

Rank 2 Tolerated

Which community receives grudging respect and tolerance?

(The Wise start with 1 Favour with this community)

Rank 3 Ignored

Which community is ignored and forgotten?

(The Wise start with 2 Favour with this community)

Rank 4 Spurned





Which community is considered distasteful and unclean?

(The Wise start with 3 Favour with this community)


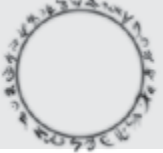



Rank 5 Hated



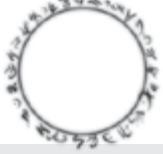


Which of the marginalized communities is subject to blatant hatred and abuse? The Wise start with 4 Favour with this community)

Circles	The Dominant	The Forsaken	The Burdened	The Foreign	The Native
Relationships	Lukas the Officer	Jacquel the Sexworker	Artens the Smith	Prajit the Merchant	Ahanu the Trapper
Favour	Arman the Priest	Selene the Painter	Martje the Veteran	Prakas the Refugee	Wampun the Teacher
	Raynard the Scholar				

Evoker					
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Illusionist					
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Diviner					
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Transmuter					
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Conjurer					
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Necromancer					
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