

The GameMaster's Apprentice:

Age of Sail

Instructions

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Special Thanks

This project was backed on Kickstarter by more than 360 supporters, listed at the end of this document (or not, in accordance with their wishes). Without their help, The GameMaster's Apprentice would never have been more than a pet project in my own home games. Thanks so much!

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INTRODUCTION

What this deck is

The GameMaster's Apprentice: Age of Sail deck is a set of tools meant to be helpful for anyone running a roleplaying game. The randomizers on the cards aren't linked to any particular game system or setting, but are intended to support any sub-genre or focus of high-seas fiction.

The general purpose of this deck is to create and arbitrate the sort of story ideas and decisions often made by a GameMaster, but which can sometimes be randomized--perhaps to make the decision more 'fair,' or maybe just to help the GM come up with something totally new.

Each of the 120 card faces in this deck contains a set of fourteen randomizers. While each randomizer has a specific purpose for which it was designed, I did my best to make the cards as flexible as possible. How each randomizer, or the deck as a whole, is used depends entirely upon the needs of the group, Game Master, or player using them.

I created these cards for many reasons, but the most important points can be boiled down into two functions. First, I wanted to make it easier (as a GM) to access random tables, and I find a deck of cards faster than hunting through books and comparing them to the results of dice rolls. Second, as my group's usual GM, I wanted a system that could let me play a solo game with the 'fairness' of an outside arbiter, while avoiding the limited options found in most computer- and game-book-based RPGs. With a bit of imagination, a sense of fun, and maybe a character sheet from a game system of your choice, this deck should let you play through an adventure entirely without a human Game Master.

What these instructions are

Because the GameMaster's Apprentice is meant to be flexible, there isn't a right or wrong way to use the cards. For the same reason, while these instructions describe each of the randomizers on the cards, I can't really tell you 'how' to use them; it will be up to you to determine your favorite ways to put them to work. My notes are a framework for you to work within. I'll give you some examples and explain my thinking, but if you're the sort of gamer who is interested in randomizer cards at all, chances are that you're already thinking of ways they might be helpful.

However, if you want a little push in the right direction, these instructions include suggestions aimed at gamers in several specific situations:

- 1) You're a GM looking to spice up your plans with new ideas.
- 2) You're running a game and need to generate some information on the fly.
- 3) You're a solo-player (or a group with no GM) and want to run a game with the cards as an engine.

What is on the cards: The Randomizer Breakdown

While more detailed descriptions of how I use these randomizers together come later, here is a brief overview of each of them, with a few suggestions for use.



1) Difficulty Generator

2) Likely Odds

3) Dice

4) Norse Runes

5) Elemental Symbols

6) Random Event Generator

7) Sensory Snippets

8) Tag Symbols

9) Scatter Die

10) Belongings

11) Names

12) Catalyst

13) Location

14) Virtue and Vice

1) Difficulty and Reaction Generator

This one is often referenced just as the Difficulty Generator, but it serves many purposes. Between the comedy and tragedy masks we have the results of a bell-curved 1-10 number generator. This is great for anything which is probably going to be “average.” the relative difficulty of picking a given lock, how friendly a random stranger is to the PCs, or even how powerful that random stranger happens to be. Most results will fall in the 5-6 or 4-7 range, so plan accordingly!

2) Likely Odds

When you need the answer to a Yes/No question, you can draw here for a “fair” random result. Yes, you could just roll a die and decide that ‘evens’ mean ‘yes’ and ‘odds’ mean ‘no,’ but that actually takes longer--and for me, at least, after I roll I can never remember whether odds were yes or no.

Also, the possible answers here include ‘critical’ results; the range is: YES!/Yes/No/NO!

The three sub-categories (Bad, Even, and Good) stand for how likely the answer is to be positive (YES! or Yes). ‘Bad’ means there is only a 25% chance of a positive answer; ‘Even’ gives a 50% chance; and ‘Good’ indicates a 75% chance of positive results.

3) Dice

Exactly what they appear to be--the results of randomly rolled dice, ranging from d4-d00. These are handy for a quick number without revealing what dice you are rolling, or when dice are inconvenient for some reason. However, they have one major flaw: dice pools. Unless you shuffle and redraw for each die in a roll, the draw isn't going to be as random as it should be; for one to three cards, the statistics will still be very random, but after that you should probably return all cards to the deck and shuffle.

4) Norse Runes

The 24 runes of Elder Futhark, commonly represented in fiction and fortune-telling as 'the' Norse runes, are here for when you feel like some symbolic interpretation. Like the more commonly-seen Tarot deck, these runes can serve to suggest ideas and concepts. Their presence is inspired by classic games like *Everway*, which use Tarot-like interpretation as a primary resolution mechanic. See the Icon Systems section, below, for more details.

5) Elemental Symbols

The four elements (at least, those most often seen presented in fantasy fiction) of Earth, Fire, Air, and Water have been imbued with cultural and cross-cultural connotations over the years. While you will probably not draw for them on their own very often, I use them to color my interpretations of the other randomizers, suggesting mood or style; "Disaster Strikes/City Suburbs" can mean something very different if flavored by Earth (an earthquake) rather than Fire (...a fire), for example.

6) Random Event Generator

Generating random situations is at the heart of the GameMaster's Apprentice. These three keywords (a verb, adjective, and noun) combine into one of 1.7+ million (if you draw a new card for each word) possible phrases; with the phrase and the current in-game situation in mind, you decide what the cards are suggesting happens next. For example, "Discover/Obscure/Sanctuary" could suggest the players just stumbled into a lost temple or a hidden panic-room, depending on your sub-genre. Just keep the context in mind and apply common sense!

7) Sensory Snippets

Four types of brief description exist on the cards: something to hear, see, feel (physically or otherwise), or smell/taste. A simple way to use these is to draw one card when the players do anything related to observation (searching a room, keeping watch at night, etc) and consider if any of the snippets apply. However, these can also be very useful when generating random content; what a person or place smells like can tell you a lot about them!

8) Tag Symbols

Here you find three out of ten images that exist in a different combination on each card ('10 choose 3' is the mathematical operation). These symbols can tell you a lot if you want to use them, but they are best when you have created a list for what they mean in a given situation.

For example, in an investigative game, each symbol might represent a different kind of discovery during a search for clues; in a fantasy dungeon crawl, they could be used with multiple tables to first populate a room with baddies (each symbol suggesting a monster, trap, or dungeon feature), and then their treasure trove (another table could show what value, type, or power level of loot is found for each symbol).

9) Scatter Die

This shows 8 directional arrows, a direct hit (explosion or star), and a miss (a single "-" dash line). Traditionally used for the direction a grenade misses in, it can also be used to map out random dungeons (showing the direction of the next door, with hits and misses being dead ends, staircases, or similar), tell you where that screaming sound is coming from, or anything else directional. This makes it useful in a solo dungeon-crawl scenario.

10) Belongings

Initially conceived of as a way to make pickpocketing and looting more interesting, the Belongings field can also be used as part of the random character generator. Each card has a different category listed first; the three examples that follow the category are just meant to help clarify the intent and give you some ideas! The categories should be setting neutral enough for you to use them in any situation.

11) Names

One of the simplest generators, and the one that started it all. Each card has three names, intended to represent a variety of real and fantastical naming conventions and cultures; and while the cultural setting of a game does indeed play a role in what names will be associated with what genders, the names are meant to include one probably-masculine, one probably-feminine, and one potentially-gender-neutral name per card.

12) Catalysts

The random event generator mentioned above is something I love, but it is intentionally vague and relies on interpretation. The Catalyst box is meant to be a much more specific (but, of course, more limited) way to trigger ideas for story seeds and random encounters. While there are only 120 different Catalysts, if you combine one with a Location and/or a Sensory Snippet or a Difficulty draw, you can still create a large number of different seeds.

13) Locations

Best used during prep or when the players hear about a distant location (because the one you draw may not mesh with the current location of the party if you use it when they are exploring), these can help you come up with places to adventure that you wouldn't have immediately thought of.

Because the Locations are specific enough to sometimes clash with an ongoing game's needs, consider modifying the drawn location with an adjective from the Random Event Generator, or a sensory snippet, to give it a fresh tone or further detail. "Orphanage" plus the adjective "Mystical" might become a home for wayward fey children, a place a young sorcerer has been hidden away, or simply fairy-tale-like in how awesome it is (perhaps being run by a fairy godmother turned to public service).

14) Virtue and Vice

These are primarily to help flesh out character personality, but any time you want to suggest a motivation (for a villain, hero, or random NPC), you can draw for one or the other (or both). For example, if someone hires the party to go clear out the nearby goblin camp, they might be motivated by revenge (Wrath), or desire for a particular treasure the goblins have (Envy), and the difference can be significant to your ongoing story if the players try to figure it out.

However, there is one mechanical issue here: while each individual Virtue and Vice appears equally throughout the deck, the combinations on the cards are not equally distributed, which is why they are on the cards in separate fields. What this means, practically speaking, is that if you draw one card for both the Virtue AND the Vice, you wind up with a result that slightly favors certain combinations--for true randomness, draw one card for each.

HOW TO USE THESE CARDS

However you want. Seriously, go to town. But if you want to hear how *I* use these cards, here are my thoughts.

"Fairness"

First, a note on fairness. Whether you are using the cards to generate a story for an upcoming session, randomizing answers on the fly, or running a solo game for yourself, you may sometimes be tempted to replace a card you draw with a second one. Or a third. Or a fourth...

Is this 'cheating?'

That depends.

The golden rule in these cases is that the cards should keep things fun and interesting, and should NEVER spoil your enjoyment of your game.

For some people, this will mean that redrawing the occasional card is totally fine, if the results would otherwise drag the story down. To help reduce the likelihood of this (since it still takes up time), I strongly recommend this guideline: If there is a possible result or option that will ruin the game, eliminate it BEFORE rolling a die or drawing a card. If character death would spoil your fun, replace that outcome with capture, maiming, loss of gear, or some other consequence, and THEN roll or draw. That way, you won't have to retcon anything.

However, for some people, the "real" danger of losing a character, or being sometimes unable to alter the outcome of an event, is important to the experience. If you fall into this category, I suggest you set a specific rule beforehand. Some games already include a karma/fate/plot/benny point system that lets players make rerolls, change the story, and so on; if your game does, make rules for yourself about how those points can or cannot let you redraw cards (or simply alter the results without redrawing). If your game doesn't have anything like that, perhaps consider allowing one redraw of one card per game session, in-game night, or chapter of a story--but whatever it is, make the rule first, and THEN start play.

As long as you are following your own rules, then there is nothing 'unfair' about how you use The GameMaster's Apprentice. And even if you break your own rules, I promise not to call you on it.

Genre and Tone

The GameMaster's Apprentice: Age of Sail is intended to be an aid that can work for many kinds of adventures on the high seas. Whether your game is set aboard a military vessel you captain, in the midst of a long and dangerous exploration voyage to a new continent, or is spent engaging in piracy and skullduggery, and whether your tone is grim, serious, or even silly, the deck should be able to support your play.

However, the curse of neutrality is that it is, by nature, sometimes going to be too generic for your tastes. Alternatively, it may present something badly-tuned for what you wanted.

There are two fairly obvious solutions: either draw again, or reinterpret the card you drew.

Drawing again can be frustrating, and while I sometimes go that route, I suggest the second option as the better of the two.

The GameMaster's Apprentice is designed to give you direction and guidance, but it relies on you to at least fill in the gaps. If you draw a result that is inappropriate for a reason of genre or tone, but you want to 'play fair' and keep the card, simply go with the most similar, but appropriate, idea you can think of.

For example, if a card suggests that a character exploring a new planet smells 'Fresh Popcorn,' you could say to them, "You smell something rich, almost buttery, in the air." On the other hand, if the character is in a medieval marketplace and you don't think popcorn would be available, simply saying "The delicious smell of buttery treats fills market square" covers the same idea.

Also, if the basic idea of a card is plausible but a detail or the tone of the description was wrong, consider ignoring those details and drawing for an adjective from the Random Event Generator, a sensory snippet, or one of the other content modifiers to replace them.

Primary Systems

These are the things I most often use the cards for. They can be used on the fly, before play, or in any combination. Though they are all vital to using the deck as a solo game engine, that situation gets its own section, further below.

Generally, these systems require the use of more than one field from the cards, and not all fields are used equally (or at all) in the systems I describe. All of the systems are meant to work together, though, and you can combine and interweave them with any of the fields in any way you wish. Remember that these are all just *my way*; do as ye will.

Answering Yes/No Questions

The GameMaster's Apprentice is so-called because, like a true GameMaster, it can supply a lot of information about the game; this is one of the simplest and most common ways it does that.

If you need the answer to a Yes/No question, draw a card for the answer and look at the 'Even' Likely Odds field.

That's the easiest version, but it can get a bit more complicated if you want it to; you can decide that the critical results of YES! and NO! have particularly spectacular results, and you can refer to the 'Bad' Likely Odds if there's only a 25% chance of the answer being 'yes,' or to the 'Good' odds for a 75% chance of 'yes.'

There are many situations that might call for a draw here; let's talk about a few of them.

1. **Player curiosity:** If the players want to know the details of something you haven't planned, but which isn't critical to the game, consider drawing for it with whatever odds you think would make the game most fun for the players. Examples: Is the bartender bald? Is it a nice day out? Can I find a four-leaf clover?

2. Suddenly-necessary details: If the question has a potential impact on the game, but making the decision yourself would feel like you were cheating or biasing the result, you need to be a little more careful. Don't word the question in a way that ruins the game if you get the 'wrong' result, and carefully consider whether you should have Bad, Even, or Good odds of drawing a 'yes.' Examples: Does the guard happen to be looking in this direction? Is the backup generator fully fueled when the power gets cut? Is there a real doctor in this village?
3. Modifying cards: If you've just drawn for something else, and you have an idea that sounds a bit too implausible, or you have more than one strong idea of what could happen, then you can draw for an answer to clarify things. I do this a lot when building important NPCs or story seeds ahead of time. Examples: Does being Charitable and Fraudulent mean that this character is like Robin Hood? Does 'Destroy/Nearby/Government' mean the city government, as opposed to the kingdom, is overthrown? Does combining the Catalyst 'Naked Man' with the Location 'Museum' mean that there is one of those performance-art installations? If *No*, then I guess a patron is just VERY drunk....

Even in a planned game, using a pre-written adventure, I find plenty of opportunity to draw for Yes/No answers. Sometimes players are curious about details that would never have occurred to a GM to prepare for; sometimes they pursue a line of reasoning before the GM has a chance to sort it out; and, of course, sometimes the GM simply won't have prepared enough adventure for ambitious players.

Creating NPCs

Experienced GMs are probably accustomed to creating the NPCs they need for an adventure, but I find that I tend to fall into easy patterns and reuse tropes more often than not when my players decide to encounter an NPC I **didn't** need for the game, and thus did not spend time thinking about. There are a few standard barkeepers, stealthy rangers, and slightly-mad wizards that my adventuring parties just seem to keep running into....

So, to mix things up a bit (either when planning a game or when the party approaches someone for whom you have little detail), I use this quick method.

1. Draw a card for a Virtue and Vice combination (draw one card for each if you want to be truly random). This tells you a little about their basic motivations, but will have to be tempered by context.
2. Draw a card for Belongings, to see what sort of thing they either have on them or are strongly associated with (for example, a Military Weapon suggests the character may be a soldier, but if you encounter them as a prisoner in a dungeon, they probably don't have that weapon on them right now).
3. Draw a card for names, and pick one to go with the character; sometimes names can add to the picture, if they are particularly meaningful.
4. Try to fit the draws together in context, and you're done!

NPC Generation Optional Expansions:

Personality and appearance: Draw for Sensory Snippets, and consider all four on one card; pick one that calls out to you as appropriate. Often, the way someone smells or looks, or a sound or feeling you associate with them, will help flesh out a character significantly.

Random descriptor: Draw for an adjective (from the verb/adjective/noun trio of words in the Random Event Generator), and apply it to the character.

Reaction: If you want to randomly decide how the NPC reacts to the party, draw and look at the Difficulty and Reaction Generator; 5-6 is neutral, 1 is love at first sight, and 10 is a fight--of course, the specific reaction at high or low levels should be adjusted to fit your situation, but you get the idea.

Power level: If you don't know how strong this NPC should be, you could again draw from the Difficulty Generator, and decide if this is an absolute or relative comparison. In a relative draw, 5-6 means they are about the same strength as the PCs, while 10 represents a massively more powerful character, and 1 someone very weak. In an absolute draw, 1 represents a starting-level character, 5-6 is mid-level, and 10 is a demigod.

Creating Random Events

I love writing plot-heavy adventures and stories for my players, but sometimes I get stuck, or I find myself unintentionally copying a pattern I know well, from fiction or previous games. I created the primary Random Event Generator as a way to solve those issues, as well as to help me run solo-games.

I've gone through several different iterations of the generator, experimenting with different combinations of randomizers, and the current version (a verb, adjective, and noun on each card) is the simplest and most effective I've come up with. Which isn't to say it is perfect--I'm always looking for the next, better idea--but it works well enough that between it and some of the decks' other fields, I've run complete solo campaigns without feeling either bored or that the story was incoherent (which is more than I can say for some campaigns I've planned out entirely on my own).

Here are the steps I follow the majority of the time:

1. Draw two cards, first for a verb, and then a noun. This produces results like "Discover Plan" or "Heal Treasure."

2. Consider the results in context. Any flashes of insight? In a game with an important artifact already broken, "Heal Treasure" could indicate the first clue in how to repair it; alternatively, it could indicate the discovery of some vast source of healing, like a fountain of regenerative water.

3. If nothing occurs to you, draw a third card for the adjective and apply it to the noun ("Discover Ancient Plan" or "Heal Terrifying Treasure"). If you prefer, you can of course draw for all three right away, but I find that sometimes the extra information actually diverts me from a more sensible course. Either way, be sure to consider the context!

4. Work the suggested event into the story in a way that makes sense--it doesn't have to occur instantaneously, or immediately nearby. "Destroy Government" could indicate a coup in the nearest city or kingdom, which would have an impact on the players only when they hear about it--they could return home to find it occupied, or encounter deserting soldiers on the road, or similar.

5. If I have an idea that I'm not sure about (usually because I think it might be either too unlikely, or it would be too helpful to my character in a solo game and I don't want to feel like I'm cheating), I draw for a Yes/No answer to make up my mind.

6. If you were trying to create a random event on the fly, but nothing at all leaps out at you from the cards (or the only things you can think of would break the game/the story/your enjoyment), either redraw one or more cards or, officially, nothing happens--no random event occurs! Don't waste time agonizing over it.

Random Event Generator Optional Expansions:

Importance Level: If you want guidance about how important the event should be, draw for the Difficulty Generator. 5-6 indicate the event is as serious as a level-appropriate combat encounter (even if it isn't dangerous itself); higher numbers indicate more serious, game-changing results, while lower numbers indicate fluff, window-dressing, or minor descriptive vignettes.

Descriptions: Sometimes, the event's key words make more sense if you have a concrete description of something to start with. Draw a card and read all four Sensory Snippets to see if they spark any ideas; incorporate one or more of them into the event.

Catalysts: These can be used for random events in their own right, but since there are only 120 of them, you'll get more mileage out of combining them with the Random Event Generator. As with the Descriptions option above, you might need something concrete to spark an idea--so draw for a Catalyst and see what happens!

Creating Story Seeds

The difference between a random event and a story seed is one of scale, rather than necessarily one of technique. A random event is usually something you try to work into an ongoing story in a way that doesn't completely change it (because you don't want to *randomly* disrupt the plot); a story seed is where you can have more important, world-or-game-changing results, since you are launching a new tale, adventure, or even campaign.

I suggest two possibilities:

First, you could use the exact same steps as the Random Event Generator, above, but also draw for a Location and work it into the story (usually as either a starting place or a place the players must go to right away). Don't be afraid to let your imagination really run wild, since you don't have to work the event into an ongoing story!

Second, if that doesn't work and you want some more particular information without drawing a ton of cards:

1) Draw three cards and set them in a row.

2) Read all three sets of Catalysts and Locations. Pick one of each, in whatever combination seems best (even if they are both on the same card). This describes the kicking-off point for the story, and may tell you a good deal about what is to come.

3) Read the Sensory Snippets on the first card; pick one or more to use and apply them to the Catalyst/Location combo. This should help you add some detail to what is going on.

4) Look at the Virtue and Vice combinations on each card; pick one set to represent the character who first gets the players involved (they could be a victim, antagonist, or quest-giver); also pick a Belongings set and a Name for them from within the options presented, and use the Sensory Snippets on the second card to flesh them out a little more.

If that tells you what you need to know, jot down the details and go with it! If you want more specifics, with these things in mind, ask Yes/No questions and draw for answers to flesh the seed out a bit.

Story Seed Optional Expansions:

-Villain, Victim, Visitor: Skip Step 4 above and draw additional cards expressly to create a villain, then a victim, and then a 'visitor' (a friend or acquaintance for the PCs). This gives you a lot more randomness and also can really launch a story rich with detail.

-Tag Symbols: Especially if you are already planning on using them with a table you have created, the Tag Symbols (the three icons in circles, next to the scatter die) can give you some interesting detail. If you haven't got a table to use, there is an example of one in the Tag Symbols section below.

-Style: Draw an Elemental symbol and plan on the first part of the game having a play-style focus based on the result: Fire = Combat, Water = Intrigue, Earth = Mystery, Air = Exploration.

The Little Engine: Running NPCs or encounters on the fly

In order to keep things moving, sometimes I use the cards to make decisions quickly, even when I could make them myself just as easily. If you want to use the cards to run an NPC or make decisions about how an encounter plays out, I suggest you can use the Difficulty Generator and Likely Odds fields to sort out many issues very quickly.

Because you are acting as the GM and just drawing cards for some additional support, this is probably the easiest way to use them. You can veto any nonsensical results, redraw if you wish, and just move on whenever you need to, so I actually find myself drawing for 'suggestions' practically every time a player asks a question, just to see if the results are more interesting than whatever I had planned.

However, one important tip is to let common sense reign. If you are starting with a blank-slate NPC, almost any action or decision of theirs can be explained; but once they have an established personality and goals, answers usually suggest themselves, and you won't need to draw any more.

A few other tips for deciding what happens when you have an unplanned NPC or encounter on the field:

- 1) Naturally, you can start by drawing Difficulties for how powerful or hostile the NPC or situation is, and Likely Odds to answer questions about them.
- 2) If you have no idea where to start, draw a card and look at the Sensory Snippets; use at least one of them to generate something (the sound of chains might indicate an arrest being made).
- 3) Draw for the Tag Symbols (see the next section, on the icon systems) and use the results to indicate what is going on; the example table in that section could work for this.

As an example, let's say the party camps for the night in a forest, and you want to have something happen that night, but you can only think of the same things you've done before: They are startled awake by something that turns out to be harmless; bandits or other monsters attack; or a weary traveler shows up. So, instead, you draw the Tag Symbols, and get a Skull (Impending loss), Shield (Protection), and Target (A distant goal).

If you can't think of any other 'impending loss,' to me that often reads as danger of some kind (because danger begets loss). So some kind of danger, plus protection and a distant goal... while you could interpret this in many other ways, my mind goes to a sudden change in the weather that indicates an onrushing storm (possibly even a hurricane, tornado, or magical disaster). The party sense the weather changing, and they know that the only safe haven within miles is a distant... cave? Or perhaps they can see a run-down mansion at the top of that distant hill, and they just might be able to make it there in time to shelter safely....

That sounds much more interesting than another bandit attack.

Icon Systems

While the text fields of the cards are relatively simple to interpret, the images in the icon fields might take a little more practice, at least in some cases. If you find that the images and symbols are unhelpful, just remember: There is no wrong way to use the cards, so do what you want--and that includes skipping parts of them entirely.

Norse Runes









I usually bring these into the game when I want yet another, different way to randomize the details, tone, or direction of something. They aren't necessary for any of the core systems of the GameMaster's Apprentice, but you could use them in any game to give you suggestions, or you could base a narrative game system entirely around them as a primary mechanic.

To modify or enhance your content the way I usually do, draw one card and apply its meaning to the current situation as sensibly as you can. If you want to do more with them, you'll need to treat them like Tarot cards: a set of symbols that need to be interpreted in combination with each other and the current situation.









The Elder Futhark alphabet is itself very old, but (as far as I can learn) other than one or two runes and words that poems and inscriptions indicate had symbolic uses (such as carving them onto amulets or swords), there isn't actually any solid evidence for their original use being fortune telling in the modern manner (which is basically an invention of the late 20th century, and was intentionally based on Tarot-style interpretations).

So, because there is no 'original meaning' to draw on, and to avoid violating anyone's copyright, the version I give here is my own, and is based loosely on versions I've been introduced to by those better versed in those modern runic systems than I am. If you prefer to give the symbols different interpretations, that is entirely up to you!

The First Eight (Freyja's Aett)








	Fehu	Livestock/Wealth: Property, prosperity, fertility, increase, social success. In-Game: Treasure found, quest rewards doled out, or a great opportunity for success (meeting or helping someone powerful, an easy quest, etc).
	Uruz	Auroch/Wild Ox: Energy, health, strength, tenacity, and courage. In-Game: A character of great physical prowess; a situation that requires strength or courage; an ability that boosts health, energy, or strength.
	Thurisaz	Thor/Giant: Reactionary, defensive destruction. Instinct, willpower, and regeneration; lightning, electricity. In-Game: A powerful but protective force or character; lightning or electrical power; an actual giant; thorns, or armor that damages attackers.
	Ansuz	Ancestral Spirit/A God: Revelation, insight, communication, truth, power of words and names; divine intervention. In-Game: Contact from a spirit or god; priest or cleric; temple; holy relic.
	Raido	Wagon/Journey: Travel, evolution, moving forward, gaining perspective. In-Game: A quest! A journey for the sake of some greater objective, leveling up or gaining power, learning an important secret, or other forms of evolution.
	Kenaz	Beacon/Torch: Creativity, inspiration, harnessed power, world-changing ability. In-Game: Gaining powers, creating new technology, discovering or researching something powerful. Artifacts, ancient forces, etc.
	Gebo	Gift/Exchanges: Generosity, balance, contracts, relationships, partnerships. In-Game: A good deal, a boon in exchange for fair work, the beginning of a new team, relationship, or business venture; charity.
	Wunjo	Joy/Happiness: Harmony, spiritual reward, pleasure, comfort, glory. In-Game: A reward in the form of a spiritual boon, the gaining of fame and glory, or luxuries and pleasures, as opposed to treasure or power.


The Second Eight (Heimdall's Aett)

	Hagalaz	<p>Hail/Weather: Uncontrollable forces, such as nature, the unconscious mind; crisis that comes before harmony.</p> <p>In-Game: Terrible weather or other natural (or unnatural) disaster strikes; powers or abilities are blown out of control; devices or artifacts malfunction.</p>
	Naudiz	<p>Need/Distress: Resistance, requirements to be met, endurance, patience, survival, a trial or test.</p> <p>In-Game: A random encounter or other situation that delays the quest; being forced to deal with bureaucracy or red-tape; the discovery that your almost-complete quest requires an extra step, waiting, or backtracking.</p>
	Isaz	<p>Ice/Frustration: Mental blocks; confusion needing to be unravelled; cannot progress until more knowledge is gained.</p> <p>In-Game: A puzzle, riddle, or confusing situation casts doubt on what the next step must be. A question must be answered, a guide must be found, or similar.</p>
	Jera	<p>Good Year/Harvest: Effort realized, fruitful results, an end to stagnancy, hope, earned success, cycles of time and life.</p> <p>In-Game: Some kind of recent effort pays off (or pays off MORE); the next step is made clear, or a roadblock is removed.</p>
	Eihwaz	<p>Yew Tree/Reliability: Dependability, trustworthiness; defense and protection; honesty; well-chosen goals that will be accomplished.</p> <p>In-Game: Something low-level in importance is accomplished easily or even automatically; friends and allies come through for you.</p>
	Perthro	<p>Dice Cup/Mystery: Chance, secrets, hidden things, the occult; initiation, sense of destiny; setting out on the path.</p> <p>In-Game: Discover of a mystery or a secret; magical or unknowable powers get involved; it seems the character(s) have a destiny that is yet to be realized, be it political, spiritual, or arcane.</p>
	Algiz	<p>Elk/Protection: Shield, shelter, defense, wards against evil, a guardian; connection to the gods or higher states of being.</p> <p>In-Game: A place of shelter is discovered, or a protector offers their services; rescued in the nick of time, or saved by what seems to be some kind of divine force.</p>
	Sowilo	<p>The Sun/Life-Force: Success, honor, life, positive changes, victory; cleansing fire, power.</p>

		In-Game: Good triumphs over evil, either within a person's warring loyalties/psyche, or in terms of the quest itself; something evil is redeemed, or at least set on that path.
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The Third Eight (Tyr's Aett)

	Tiwaz	Tyr/Leadership: Authority, justice, rationality, success in competition of all kinds, self-sacrifice. In-Game: A just authority gets involved, or the characters are granted authority; legal or competitive victory; or self-sacrifice is required, but will complete an epic quest.
	Berkano	Birch Tree/Birth: Fertility, birth, growth, liberation; renewal, new beginnings, love, family, connections. In-Game: Romantic or personal relationships are advanced, or second-chances are given, prisoners pardoned, or similar.
	Ehwaz	Horses/Travel: Physical transportation; slow but steady progress; teamwork, trust, ideal marriage or partnership. In-Game: Travel or vehicular problems are overcome; trust is built; an already-ongoing partnership or relationship proves to be more successful than first imagined.
	Mannaz	Mankind/The Self: The individual, intelligence, forethought, skill, ability; the human race, social order, friends and enemies. In-Game: Personal skill or cunning wins the day; one person is isolated and forced to work alone to solve a problem; or society gets involved, and status, nobility, and privilege come into play.
	Laguz	Water/Regeneration: Healing, rest, renewal; dreams, the underworld, the imagination. In-Game: Something allows the characters to heal and rest. Dreams and desires and ultimate goals might be unexpectedly advanced. It is even possible that someone is 'brought back from the dead' (literally or metaphorically).
	Ingwaz	Monarch/Seat of Power: Control and power, answering to nobody; authority without implying justice. In-Game: An absolute ruler gets involved, possibly causing problems (especially if the characters refuse to do what they want).
	Dagaz	Dawn/Day: Awakening, clarity, breakthrough; discovery, a new venture, transformation for the better; hope, security. In-Game: A new opportunity or quest, or the solution to an old problem is suddenly found. A mystery may be solved (or at least partially untangled).











	Othala	<p>Birthright/Home: Inheritance, property passed down, house, home, spiritual heritage, fundamental rights, source of safety, that which is most important.</p> <p>In-Game: A character's bloodline, family, estate, or inheritance is brought into play. Alternately, these things may be threatened by a physical, legal, or spiritual force.</p>
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Tag Symbols

My love of random lists should be pretty obvious, so the fact that the Tag Symbols are for using a random list to pick results from another random list should be unsurprising (List-Ception? Yo dawg, I heard you liked tables? Wow, such random, so tables?). With 120 card faces, each card face shows a unique combination of symbols, and every possible combination is represented.

If you have a pre-generated list that shows what each icon means in a given situation, drawing for the Tag Symbols is a good way to introduce a combination of elements to a scene, and it ensures that you always get three different results from your list. Whether you are creating the treasure horde for a dragon, deciding what sorts of things a detective finds while investigating a crime scene, or selecting plot elements to work into the Story Seed you are creating, the Tag Symbols can keep things interesting.

Of course, this all requires that you create a table ahead of time. Here's an example.





Tower 	Significant obstacle; probably static in nature.	Moon 	Confusion or misunderstanding.
Crown 	An important individual, with power over you.	Sword 	Conflict; not always physical.
Heart 	Family, friendship, or romance.	Shield 	Protection; not always physical.
Skull 	Impending loss, predictable but hard to avoid.	Target 	A new goal; a distant or dynamic objective.
Sun 	Clarity or revelation.	Wand 	Powerful technology or magic.

On the other hand, if you don't want a table at all, then you can still use the Tag Symbols; you just need to be quick on your mental feet. Acting as a relatively simple set of 10 runes, the Tag Symbols can be drawn for a symbolic interpretation; for example, if you want to spruce up a random event and draw a Skull, you might decide to add the undead, the discovery of a corpse, or a sudden sickness to the situation.

Elements

The 'classic' four elements, Air, Fire, Earth, and Water, are represented on the cards here; I was inspired to include them partly as a nod to old games like *Everway*, which boiled everything down to an interpretation of these ideas. I most often find use for them as modifiers to other things; an NPC who gets Fire might be energetic and aggressive, while one who gets Air could be curious and constantly moving. A random encounter flavored with Earth might indicate earth-associated themes (defense, nature) or a more literal idea (an earthquake, an earth elemental).

What I view as a 'standard' interpretation of the meanings of the four elements can be found below, but you should feel free to ignore that in favor of your own views.

<p>Air</p> 	<p>Movement, curiosity, exploration; life in its most dynamic form. Chaotic but friendly; social.</p>
<p>Fire</p> 	<p>Aggression, energy, destruction; empowered but unchecked. Chaotic and dangerous; combat.</p>
<p>Earth</p> 	<p>Survival, determination, defense; slow but steady and impervious. Orderly and unchanging; health.</p>
<p>Water</p> 	<p>Intelligence, knowledge, eloquence; adaptable and understanding. Orderly but shifting; intellect.</p>

Scatter Die

The concept of a scatter die comes from wargaming, when a character throws a grenade or missile that has a strong chance of missing slightly. The die tells you if the missile lands in a given direction away from the target, or (at least in this case) in a complete miss or dead-on-target hit. The miss is indicated by a single dash ('-'), and the direct hit by a tiny explosion of arrows.

Other ways to use the Scatter Die might include:

1. Creating a dungeon or similar area (with directions indicating passages, and misses and hits indicating stairs, dead ends, or similar).
2. Mapping out a tactical set-up, indicating the disposition of enemy forces.
3. Selecting a random player to target with an effect (based the 'direction' they have from the GM, as if the card is placed down in the center of the table).
4. To indicate time of day, treating the arrow as a the hour hand of a clock; a miss might indicate Midnight or Dusk and the hit might suggest Noon or Dawn.

THE DECK AS A GAME ENGINE

Taken together, the same systems I use to make decisions or randomize content in a traditional GM-and-party RPG can be used to run a GM-free game. This may not be everyone's cup of tea, but if you like choose-your-own-adventures or game books like the classic *Lone Wolf* series, these cards can help you build an adventure!

Of course, there are some big differences. Using the cards as a literal apprentice GM means that you have to supply questions for them to answer, add details to the direction the cards give you, and so on; but what you get in return is a game that not only continues well past when a game book would come to an end, but which can literally take you in any direction, on any quest, and to any result you can imagine.

I think the added effort is well worth the results.

Making "fair" decisions

I've already discussed what 'fair' means to the GameMaster's Apprentice, but this becomes even more important when dealing with a GM-free game. Whether you are running solo or with a group of friends, decide how to handle interpretations and redraws before you start play--even if that means you just shrug to yourself and think, "Meh, I think it's fine to redraw if I want to."

The real trick is to be sure that no one in the group will feel cheated or disappointed at any time; find out your preferences before you start, and plan accordingly!

Starting a Game

Step 0 is to begin with a character you will have fun playing. If you already have an adventure in mind (whether personally made up, or taken from a published module), be sure it fits that adventure; if not, make the character first, and then make an adventure that fits *them*! If necessary, use the Story Seed generator, above, and throw yourself into the game!

It really is as simple as that. Describe the setup, and then ask yourself, "*What do I do now? What happens next?*"

Playing a GM-Free Game: What Happens Next?

With the GameMaster's Apprentice as a GM, things work most smoothly if you treat the deck like it really is a new GM and you want to help them get the hang of things, while still having a fun time yourself: you **ask the deck 'leading questions' and then deal with the results.**

If you have no idea what should happen, you can always ask "*What happens next?*" and generate a story seed or random event.

On the other hand, if you walk into a 10'x10' square room in a dungeon, you can probably be more specific. "*Are there monsters guarding treasure here?*" works pretty well.

But what if you ask that and get a No?

Rather than try and ask question after question after question, I suggest you default to this rule: Ask a question about what you think is the most likely OR best-for-the-story result, and if the answer is 'no,' either go with the next most obvious/story-related option, or generate a random event and use it as guidance.

So, in this instance, if the cards say that No, there are no monsters guarding treasure in this 10'x10' square room, the next most obvious thing is for it to be simply empty--which could mean it is trapped. Roll perception!

Or, if there are indeed monsters, go with the most likely kind and use your game system's rules to determine how powerful they are and what loot they might have. If you are running a pre-written adventure, use their notes; if not, you can (for example) draw a Difficulty to decide how tough the combat should be, and have the monsters either act in the most obviously pragmatic way, or draw Yes/No answers to decide what they do.

Speaking of combat... in some parts of a game, dealing with a large group of players is fairly simple; most combat systems already use turn order and initiative to handle questions of who gets to act when. However, in situations where no GM exists to move the story forward, and yet no clear initiative order exists, the fact that the narrative control resides with the players could lead to some intra-party conflict. Consider these suggestions:

1) Everyone should either have equal say in what happens, or have agreed to another arrangement ahead of time. There is a big difference between *letting* someone ask all the leading questions, and *having* someone ask all the leading questions.

2) The goal is to have fun, so while using the GameMaster's Apprentice as a GM, only ask questions that the whole group can accept its answers to.

3) If you discover a need for rules to govern who asks questions and in what order, write them down and follow them until you agree to change them.

And there is one more important detail to keep in mind, whether you are playing solo or with a party: If someone has an idea for what should happen, or they want to jump forward in time to move on, and it just sounds right to everyone involved, there is no reason to force a draw. **Just say it**

happens, and move forward from there. Perhaps it costs an out-of-game resource, or you modify it with a draw just to see what happens, but there is no harm in moving the game in the direction the players want, or 'fast forwarding' time to skip the boring parts of the story. This is the equivalent of telling the GM, "I know it might change the game, but what if we'd rather skip this bit and spend play time on...?"

The Basic Loop: The Heart of the Engine

Once the game is started and you have a basic idea of how to use the deck as a GM, you can move ahead as the plot demands. You can follow a pre-written adventure, or you can make it up as you go along. But, either way, I like to mix things up with what I call 'the basic loop' of play.

A large part of playing a role playing game, for me, is the interaction between the shifting challenges and the player or players facing them. If the challenges become predictable or stale, they become boring... and even with the randomizers to make my 'random encounters' and plot twists more interesting, if I am the one deciding exactly when to draw for a random encounter or a plot twist, that doesn't exactly seem exciting to me.

So, in order to keep things interesting, I follow these rules:

- 1) At the beginning of a game (or scene, if you feel like changing it mid-game), select a method for Tension (see below)
- 2) Whenever you draw for a Likely Odds result to answer a Yes/No question, ALSO look at the Difficulty Generator.
- 3) If the Difficulty is lower than the current Tension, a Random Event occurs, and you have to draw for it and resolve it right away.

This way, the game changes in ways I as a player couldn't predict--BUT, because the Random Events still involve interpretation, I can avoid spoiling the fun of the game by preventing results that would be silly, stupid, or boring.

So how do we decide what the Tension rating is? I have three methods I bounce between.

The first is a static number. If I just want to keep things simple, I select a number based on how likely things are to go crazy in this scene (and then it changes at each scene break). A day of rest in a guarded temple might be a 1 or a 2, while if anyone says "I have a bad feeling about this..." it gets ramped up to a 7 or an 8.

My second method is a scene-by-scene build. Starting with a 1 for the first scene of a session, the number increases at each scene break until you have more than one random event in a given scene. At that point, it decreases back down to 1. This method makes it easy to start out 'safely' and keeps the rising level of chaos in check (though you can reset the Tension less often to keep things at a frenetic pace).

The third method I use is a draw-by-draw build. This is, in many ways, my favorite version. At the start of the session, the Tension is 1. After each draw for the Likely Odds that fails to trigger a random event, the Tension increases by 1; when a random event is triggered (at most every 11 draws), the Tension drops back to 1. This method may be the hardest to track mentally, but for me is the most satisfying--it results in a fairly high number of random events, but if you give yourself the freedom to let some of them be helpful or merely cosmetic (adding flavor to the game, but not acting as disasters), then this high volume of them keeps things interesting without destroying the plot.

Tracking plot and character developments

When playing a GM-free game with the GameMaster's Apprentice, I suggest keeping written notes about the randomly-generated plot elements. These can help you not only remember what happened, but can make it much easier to tie the plot together (as we'll talk about in the next section).

If you generate an NPC, note down the details you create, even if at first they don't seem relevant in the long run. For settings, encounters, and similar, note descriptions and sensory information; perhaps they will combine to mean something more to you later on.

And if you really find your stories picking up in excitement, consider keeping a narrative journal for them. Fleshing out the tale both makes it more interesting, and also helps you keep track of possible hooks for continued adventures!

While this may seem more relevant in an intentionally plot-heavy game--mystery, investigation, or similar--keeping detailed notes can also serve hack-n-slash games very well. Who have you been hacking, and what about their friends? If you turned left at that last sewer junction, but then hit a dead end, can you just go back and take a right instead? Notes, maps, and drawings can add significantly to the thrill of a game.

Wrapping up a plot

Let's talk briefly about how to end a story.

The first rule is, of course, that no matter what the end actually is--whether the players 'win' or 'lose,' or just stop--it shouldn't ruin anyone's fun. Winning and losing can both ruin a game if handled badly. Just ask the teams responsible for triple-A video game trilogies that rely on story decisions and player choice to 'influence' the end result....

Which means: when creating the 'final encounter' or revealing the solution to a mystery, **anything that would spoil the game is automatically off the table** even before you draw a card. If a random event suggests betrayal, but the only possible traitor would be a silly choice in a serious game, skip it; if the draw indicates that the big bad in a gritty drama that has been building to an epic fight is actually a whiny little goblin with no real power, skip it unless you can make it fit the tone.

Also, importantly, if you find yourself already in possession of an idea for what should happen at the conclusion to a game, and you feel like anything else would be disappointing, then start there! Yes, I do mean that you should assume that you are right... but then ask: "And what *e/se* is going on?" Draw a random event or a set of tag symbols and use them to modify your assumptions.

This works for mysteries as well as hack-n-slash games. Take the clues generated over the course of the game and try to put them together ("We found scales, claw marks, and a smell of sulphur--it could be a dragon!"), decide how likely you are to be correct and also what the next most likely option is ("This is a fantasy world, so it probably is a dragon, yeah.... but it COULD be a demon!"), and then draw Yes/No. If you were right, great! If not, go with the second option.

And then, in either case, ask yourself, "But what *else* is going on?" and again draw a random event or a set of tag symbols to modify your situation, providing additional detail.

FINAL WORDS

Just a few things I haven't covered, or which bear repeating!

Adventure Guides

Adventure Guides are short, targeted genre support supplements that are meant to work with the deck, to either get you started or to enrich your experience, depending on your needs. They supply several basic things, including notes on the genre, suggestions for partially-built story seeds and characters, and tables to supplement the deck (including examples of the tag symbol charts and various uses for them). If you're having trouble figuring out how to use the cards in practice, these can be a help. They will be available as PDFs from the same source(s) as the GameMaster's Apprentice deck.

Genre Mashups

I built the base GameMaster's Apprentice deck to be genre-neutral, but that doesn't necessarily mean it is always the best fit for a situation. Thanks to incredible Backer support, there will be genre-specific decks and Adventure Guides to follow the release of the base deck. These are naturally going to provide tailored results, but you can also combine them in unusual ways! Combining the Sci-Fi deck with the Fantasy Adventure Guide could produce adventures suitable for a world of strange wonders and lost technology; combining the Age of Sail deck with the Sci-Fi Adventure Guide might lend itself to the adventures of a Star Navy.

Of course, the Adventure Guides aren't actually required to use one deck with a different genre of game; just tailor the results on your own initiative if you prefer. Personally, I try to avoid needing an extra set of reference tables, so rely on the deck alone as much as possible!

Make your own materials!

Why stick with my tables? These are for **your** games! Either in combination with the Adventure Guide tables and starters that you have, or beginning entirely from scratch, you can easily create a custom Adventure Guide suited for your setting and play-style of choice. Grab one of the standard Adventure Guides to take a look at the outline, and then have at it!

Backer Names

Once again, thanks so much! Without these backers, and the approximately 250 others, The GameMaster's Apprentice would never have made it this far!

And, if you ever need even more names to draw upon, consider this list as a set of suggestions.

1soni, Aaron Killeen, Adam Benedict Canning, Akiazoth, Albey Amakiir, Alice Peng & Brandon Powers, Andrea Hinkle, Andreas Walters - Metal Weave Games, Andrew C, Andrew Eakett, Andrew Ring, Andrew Stobie, Arkane Loste, Armin Sykes, Arun Shankar, Atzix, Barlowe, Benjamin & Lauren Rieker, Brent Lyon, Brian Horstmann, Brian Iraheta, Brian Ostrander, Caleb Burley, Carly Robertson, Charles Brokaw, Charles Kersey, Chris Pickler, Christopher Ruthenbeck, Cody A. Campbell, Craig S Janssen, Dan Cetorelli, Dan Suptic, David Carrus, David Korabell, Davis Silverman, Dennis Appell, Devin La Salle, Eben Alguire, Eddie Meshach Sells, Eden Brandeis, Erik "Kiraki" Schaeffer, Ewan A Dougall, Galit A., George & Brenda Anderson, Gnome Archivist, Greg G., HavenWorth, Hershco, Hilary B. Bisenieks, Ian McLaughlin, Harbinger of Plague, James 'Great Old One' Burke, James "Dregg" Carpio, Jay Baris, Jazzy Bear Brown, Jeremy Tuck, John Kane, Joseph Schutte, Josh Chunick, Josh Wilson (sohjsolwin), Joshua Jones, Katrina Clark, Keith Preston, Kenny the Solo Roleplaying Sage, Kjaskar Swafnildson, Kyle J. Wilson, Laura Pinson, Lauren McLemore, Lord Marlith, Lucas Bell, MadLad Designs, Mark Cox-Palmer, Mark Leymaster of Grammarye, Mark the Encaffeinated ONE, Matthew White, Matthias 'Yolge' Holzinger, Myles Corcoran, Nathan Gilliam, Neil J. Roberts, Nicholas Hutchind, Nicholas Stice, Paul de Haan, Paul Goddard, Penni Walker, Pete Petrusha, Philipp Dopichaj, Pier Antonio BIANCHI, recrispi, Rick Sardinas, Robert Sweeney, DM, Roy Romasanta, Sasaki Chasofito, Scott Pinnow, Sean, Sean Chvatal, Sean West Money, ShadowCub, Simone Maisen, Snider, Sophia Brandt, Stanley Jack Slater, Stefan Leonhardt, Stelio Passaris, Stephen Stalker, Steven K. Watkins, Suzette Mariotti, Talaes, Teppo Pennanen, The John Blair, The Roach, Thor, Tim Thompson (Streetmonk Studios), Timothy J. Watkins, Tina & John Tipton, Troy Small, Tuomas Kuusniemi, Umberto Lenzi, Vincent Arebalo, Virginian John, William D. Sharpe III

Likely Odds

BAD No
EVEN Yes
GOOD Yes

2

Create Empowered Journey

- The clank of chain...
- Glinting metal...
- Your foot catches on...
- Sickly-sweet decay...

Belongings: Domestic papers: Ship's manifest, calling card, old floorplans.
 Catalyst: A naked man.
 Location: Military vessel.

Names: Chen, Carina, Claude
 Virtue: Chastity
 Vice: Envy

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Likely Odds

BAD No
EVEN Yes
GOOD No

6

Find Hopeless Dispute

- The door creaking open...
- Movement just out of sight...
- Sweat breaks out...
- Wet fur...

Belongings: Hair care: Hairbrush, powder, large wig.
 Catalyst: Inconvenient love.
 Location: Wine cellar.

Names: Ismael, Akulina, Quinn
 Virtue: Loyalty
 Vice: Envy

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Likely Odds

BAD No
EVEN Yes
GOOD YES!

6

Fail Prodigious Relief

- A stifled curse, followed by a crash...
- A weapon held casually...
- An unexplainable shiver...
- Rotting fish...

Belongings: Artwork: Rolled painting, expensive statuette, unpublished poetry.
 Catalyst: Untrustworthy friends.
 Location: Lighthouse.

Names: Grant, Clara, Anicon
 Virtue: Loyalty
 Vice: Treachery

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Likely Odds

BAD Yes
EVEN No
GOOD Yes

7

Learn Eldritch Mentor

- Wet, choking coughs...
- Movement beneath the surface...
- A tear trailing down your cheek...
- Stale feet...

Belongings: Investment: Mining rights, ownership shares, government contract.
 Catalyst: Enemies declare peace.
 Location: Torture room.

Names: Akachi, Masha, Finley
 Virtue: Chastity
 Vice: Treachery

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Likely Odds

BAD Yes
EVEN Yes
GOOD Yes

3

Communicate Ironic Evidence

- An enormous sneeze...
- The full moon...
- A passionate kiss...
- Savory delights...

Belongings: Incredible disguise: Amazing forgery, makeup kit, hypnotic scent.
 Catalyst: A breakthrough!
 Location: City.

Names: Grigori, Juanita, Delshad
 Virtue: Temperance
 Vice: Treachery

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Likely Odds

BAD No
EVEN No
GOOD YES!

4

Sneak Amusing Advice

- A rhythmic shanty in many voices...
- A sliver of moon...
- Crushed in a bear hug...
- The mildew of abandoned space...

Belongings: Personal secrets: Secret family ties, assumed identity, gender disguised.
 Catalyst: Piracy!
 Location: Refugee camp.

Names: Conrad, Ninette, Kennedy
 Virtue: Charity
 Vice: Treachery

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Likely Odds

BAD No
EVEN No
GOOD Yes

5

Launch Helpful Solution

The frightened neighing of horses...
Discarded armor...
A crushing grip...
Expensive drinks...

Belongings
Lie detector: Truth serum, truth-telling curse, stethoscope.

Catalyst
Expedition lost.

Location
Barracks.

Names
Piripi
Xiu
Dayo

Virtue
Diligence

Vice
Treachery

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Likely Odds

BAD No
EVEN No
GOOD No

9

Trap Graceful Pandemic

Something slithering...
Lustrous pearls...
Knocked to the ground...
Apples and plums...

Belongings
Scandalous evidence: Proof of affair, embezzlement, past life.

Catalyst
Severe déjà vu.

Location
Shop.

Names
Sylvestre
Upasana
Carey

Virtue
Mercy

Vice
Treachery

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Likely Odds

BAD No
EVEN No
GOOD Yes

6

Replace Fraudulent Wilderness

A booming, unnaturally loud voice...
The flickering of lamplight...
Your ears suddenly pop...
Jasmine flowers...

Belongings
Contact info: Fence's name, relation to highly placed official, ship's captain.

Catalyst
Your clothes stolen.

Location
Oasis.

Names
Saul
Evie
Terry

Virtue
Compassion

Vice
Treachery

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Likely Odds

BAD No
EVEN No
GOOD Yes

7

Degrade Drained Freedom

Muffled, stealthy footsteps...
A strange city in the distance...
A wave of dizziness and nausea...
Toasting nuts...

Belongings
Access pass: Private club, military base, government facility.

Catalyst
Lost a bet.

Location
Colony.

Names
Anton
Tamora
Dismas

Virtue
Humility

Vice
Treachery

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Likely Odds

BAD No
EVEN No
GOOD Yes

4

Defenestrate Sacrilegious Investment

A pained bellow...
Mountaintops obscured by clouds...
The bite of an insect...
A clinical, hospital quality...

Belongings
Smuggled goods: Body parts, dangerous drugs, stolen military secrets.

Catalyst
An old acquaintance.

Location
Castle.

Names
Burley
Fleurette
Emory

Virtue
Honesty

Vice
Treachery

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Likely Odds

BAD Yes
EVEN Yes
GOOD Yes

4

Bless Stealthy Ward

Shouts of triumph...
Stones of all shapes and sizes...
A cold coming on...
Fresh linens...

Belongings
Biohazard: Diseased corpses, human waste, plague victim's clothing.

Catalyst
Buried alive!

Location
Undiscovered land.

Names
Salil
Leah
Bellon

Virtue
Courage

Vice
Wrath

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Likely Odds

8

BAD NO!
EVEN Yes
GOOD Yes

Fix Distant Rage

- 📍 Mournful howling...
- 👁️ A crack runs through the...
- 👂 A crunch underfoot...
- 👉 Coppery blood...

👤 📍 📄 🗡️

Belongings	Names
Eye care: Spectacles, monocle on chain, bifocals.	Xiang Yolanda Evelyn
Catalyst	Virtue
Becalmed!	Chastity
Location	Vice
Bar.	Envy

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Likely Odds

6

BAD No
EVEN Yes
GOOD No

Wish Temporary Leader

- 📍 The rumble of a wheelbarrow...
- 👁️ Brilliant, darting fish...
- 👂 Your muscles burn...
- 👉 Almond oil...

👤 📍 📄 🗡️

Belongings	Names
Posh invite: Scientific conference, diplomatic dinner, secret initiation.	Orfeo Amada Willink
Catalyst	Virtue
Back from the dead.	Loyalty
Location	Vice
Warehouse.	Wrath

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Likely Odds

7

BAD No
EVEN No
GOOD Yes

Eliminate Traumatic Purity

- 📍 Low noises of appreciation...
- 👁️ Sails on the horizon...
- 👂 Lifted off the ground...
- 👉 The elderly...

👤 📍 📄 🗡️

Belongings	Names
Blessing: Divine power, nearly miraculous skill, secret knowledge.	Gervasio Camille Keyele
Catalyst	Virtue
Villain vs villain fight.	Chastity
Location	Vice
Ship.	Wrath

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Likely Odds

4

BAD Yes
EVEN Yes
GOOD No

Inflict Wonderous Companion

- 📍 The clattering of bones...
- 👁️ A long-necked bird stares...
- 👂 Your weapon gets caught in...
- 👉 High society and self importance...

👤 📍 📄 🗡️

Belongings	Names
Curse: Unknown disease, contract hit, a noble's grudge.	Preston Zuri Lanolor
Catalyst	Virtue
Amazing heist.	Temperance
Location	Vice
Freighter.	Wrath

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Likely Odds

5

BAD No
EVEN No
GOOD No

Prevent Broken Tension

- 📍 The ringing of a belltower...
- 👁️ A half-seen figure beckons...
- 👂 So full you can't move...
- 👉 A trace of spice...

👤 📍 📄 🗡️

Belongings	Names
Fairy-tale gift: A following wind, enchanted compass, lordhood.	Ignacio Willa Cameron
Catalyst	Virtue
Paparazzi followers.	Charity
Location	Vice
Barn.	Wrath

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Likely Odds

5

BAD No
EVEN No
GOOD Yes

Antagonize Ancient Relative

- 📍 Murmuring in a unknown language...
- 👁️ Roiling, oily smoke...
- 👂 Like you could eat a horse...
- 👉 Putrid flesh...

👤 📍 📄 🗡️

Belongings	Names
Sufficiently advanced: The dead brought to life, new weapon, military sub.	Agni Sofiya Ciare
Catalyst	Virtue
Lost the ability to speak.	Diligence
Location	Vice
Fog-bank.	Wrath

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Likely Odds

BAD No
EVEN No
GOOD Yes

6

Bargain Arrogant Aura

📍 Grottesque, gristly chewing...
👁️ Dead, sun-bleached branches...
👃 Tired and irritated...
▶️ A cloud of tobacco smoke...

👤 🗡️ 🔥 🏠

Belongings Massive inheritance: Landed title, giant corporation, museum of curios.	Names Hassan Zechariah Whitney
Catalyst A masquerade.	Virtue Mercy
Location Houseboat.	Vice Wrath

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Likely Odds

BAD No
EVEN Yes
GOOD No

7

Judge Hopeful Haven

📍 Squealing block-and-tackle cranes...
👁️ A venerable tree reaches high...
👃 Lighthearted and cheerful...
▶️ Sage incense...

👤 🎯 🔥 🏠

Belongings Arcane weapon: Strange bomb, silenced gun, hypnotic amulet.	Names Gustave Blanca Kirabo
Catalyst Someone proposes.	Virtue Compassion
Location Estate.	Vice Wrath

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Likely Odds

BAD No
EVEN No
GOOD Yes

5

Pardon Benevolent Merchant

📍 The creaking and groaning of...
👁️ The bright beam of a lighthouse...
👃 A phlegmy cough wracks your body...
▶️ A dusty cellar...

☀️ 🗡️ 🎯 🏠

Belongings Ultimate quest: Divine command, Grail clue, ancient prophecy.	Names Dhaval Hortensia Max
Catalyst A broken heart.	Virtue Humility
Location Clocktower.	Vice Wrath

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Likely Odds

BAD Yes
EVEN YES!
GOOD Yes

6

Convince Complex Legend

📍 Merchants hawking their wares...
👁️ Strange fungus covers...
👃 Burning on its way down your throat...
▶️ Aromatic potpourri...

☀️ 🗡️ 🔥 🏠

Belongings Proof positive: Murder, treason, inhuman experimentation.	Names Prakash Corsonia Perun
Catalyst A fatal illness.	Virtue Honesty
Location Survival shelter.	Vice Wrath

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Likely Odds

BAD No
EVEN No
GOOD Yes

8

Meet Impressive War

📍 A drunken scuffle...
👁️ Ancient and blocky architecture...
👃 Blind, stinking drunk...
▶️ Rancid oil...

☀️ 🎯 🔥 🏠

Belongings Valuables: Religious relics, personal maps and charts, strings of pearls.	Names Salvador Tia Jessie
Catalyst Wake up in jail.	Virtue Courage
Location Desert.	Vice Wrath

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Likely Odds

BAD Yes
EVEN YES!
GOOD Yes

6

Return Irsome Skill

📍 A bestial roar...
👁️ A child's toy sits...
👃 A thud against your side...
▶️ Rank sweat and sour bodies...

👤 🗡️ ☀️ 🏠

Belongings Snacks: Savory meat pies, bread rolls, nuts and dates.	Names Hakeem Veda Michi
Catalyst Unusual inheritance.	Virtue Temperance
Location Shipyards.	Vice Envy

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

4

Clarify Disasterous Estate

- Slurred speech...
- Distant lights...
- Overcome by memories...
- Disgracefully over-steeped tea...

Belongings
The Unknowable: Eldritch truth, horrible secrets, unthinkable betrayal.

Catalyst
Adopted by an animal.

Location
Harbor.

Names
Alan
Elaine
Hunt

Virtue
Loyalty

Vice
Wrath

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Likely Odds

BAD No
EVEN No
GOOD Yes

7

Gather New Parent

- A slow tap, tap, tap...
- A spreading pool...
- Something lands on your head...
- Burned sulfur fumigation...

Belongings
Treats: Fresh fruit, cookies, foreign candies.

Catalyst
Followed in the street.

Location
Workshop.

Names
Earnest
Prudence
Cardea

Virtue
Charity

Vice
Fear

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Likely Odds

BAD Yes
EVEN No
GOOD YES!

5

Heal Holy Romance

- Something dripping...
- A sprawled form...
- A push from behind...
- Beer and piss...

Belongings
Light reading: Jailhouse broadsheet, romantic poems, travelogues.

Catalyst
Assassination!

Location
Cabin.

Names
Gafar
Hedwig
Sascha

Virtue
Diligence

Vice
Fear

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

4

Merge Obvious Vault

- A fusillade of cannon fire...
- Elegant evening finery...
- A prod in the back...
- Ancient, dry dust...

Belongings
News media: Urgent telegraph, local broadsheet, newspaper.

Catalyst
Back-alley mugging.

Location
Mansion.

Names
Kenta
Asuka
Ulli

Virtue
Mercy

Vice
Fear

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Likely Odds

BAD No
EVEN Yes
GOOD YES!

5

Lose Erratic Technology

- Frantic pounding...
- A carved symbol...
- Movement in your pocket...
- Recently applied polish...

Belongings
Common medications: Yew bark, flask of liquor, burn salve.

Catalyst
War!

Location
Inn.

Names
Trenloe
Paquita
Blair

Virtue
Compassion

Vice
Fear

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Likely Odds

BAD No
EVEN No
GOOD No

5

Follow Pandering Affliction

- Shocked blasphemies...
- Garish and clashing colors...
- Shuddering beneath you...
- A camp-fire...

Belongings
Expensive meds: Medicinal flowers, narcotics, pills.

Catalyst
A carnival arrives.

Location
Lockup.

Names
Ahmed
Adanna
Sigi

Virtue
Humility

Vice
Fear

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Likely Odds

BAD No 5
EVEN Yes
GOOD No

Unearth • Hallucinatory • Conflict

- Shuffling steps...
- A familiar face...
- Muscle spasms cramp...
- Flowered water...

Belongings
Illegal drugs: Exotic tincture, opium, untested experimental drugs.

Catalyst
Summoned to court.

Location
Forge.

Names
Wei
Hester
Bowers

Virtue
Honesty

Vice
Fear

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Likely Odds

BAD Yes 6
EVEN Yes
GOOD Yes

Take • Disruptive • Poverty

- The step-clop-step-clop of...
- The flash of a knife...
- A surprising pinch...
- Industrial grease...

Belongings
Climbing gear: Rope and spikes, small hammer, spiked boots.

Catalyst
Witness to a crime.

Location
The back room.

Names
Jiang
Isabelle
Jamie

Virtue
Courage

Vice
Fear

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Likely Odds

BAD No 6
EVEN No
GOOD No

Absolve • Psychological • Civilization

- A scream...
- A splash of red...
- Soot makes your eyes itch...
- A light, delicate bouquet...

Belongings
Small change: Foreign coins, small bills, a few shillings.

Catalyst
Long lost sibling returns.

Location
Smuggler's den.

Names
Shakeel
Aurelia
Elian

Virtue
Temperance

Vice
Envy

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Likely Odds

BAD No 6
EVEN No
GOOD Yes

Defeat • Gaudy • Defense

- Running feet, closer and closer...
- Flames in the distance...
- Bile rising in your throat...
- Burning hair...

Belongings
Communications: Semaphore flags, signal lantern, signal mirror.

Catalyst
Accidental poisoning.

Location
Palace.

Names
Alain
Madeleine
Aubrey

Virtue
Loyalty

Vice
Fear

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Likely Odds

BAD No 8
EVEN Yes
GOOD Yes

Alter • Diabolical • Trap

- Tick, tock, tick, tock...
- Thick fog...
- A stomach-tilting lurch...
- An odd fragrance...

Belongings
Travel accessories: Traveler's phrase book, tickets, seasickness remedy.

Catalyst
Children in danger.

Location
Gardens.

Names
Orton
Joy
Needham

Virtue
Chastity

Vice
Fear

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Likely Odds

BAD No 4
EVEN No
GOOD No

Reward • Frightful • Source

- The sounds of a fight...
- Dense black smoke...
- An ungentlemanly blow strikes...
- Moist earth...

Belongings
Small game: Dice in a cup, playing cards, ball-and-cup.

Catalyst
A rabid animal.

Location
Library.

Names
Ferdinand
Catalina
Abiodun

Virtue
Temperance

Vice
Fear

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

5

Trick Ghostly Grudge

A wet, meaty THUMP...
Blood stains...
Deep, throbbing headache...
Damp, wretched air...

Belongings
Crude weapon: Wooden club, dull knife, poorly-made gun.

Catalyst
Talking animals.

Location
Canal.

Names
Ermenegilde
Isra
Weaver

Virtue
Charity

Vice
Fear

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Likely Odds

BAD No
EVEN Yes
GOOD No

6

Release Unlikely Wreckage

Curious murmuring...
Curling pipe smoke...
A rush of adrenaline...
Petrichor--rain on dry earth...

Belongings
Hunting weapon: Bow and arrows, rifle, fishing spear.

Catalyst
A prophecy fulfilled.

Location
Mausoleum.

Names
Kade
Jia
Francis

Virtue
Diligence

Vice
Fear

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

4

Distract Elusive Locals

Marching feet...
A darting shape...
Something dragging at your feet...
Decaying vegetation...

Belongings
Fancy accessory: Leather gloves, sword-cane, embroidered kerchief.

Catalyst
A distant explosion.

Location
Waterfall.

Names
Bahadur
Lupita
Morgan

Virtue
Mercy

Vice
Fraud

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Likely Odds

BAD Yes
EVEN No
GOOD Yes

4

Weaken Impending Rebellion

Faint buzzing...
Bloodshot eyes...
Droplets splatter you...
Cloying perfume...

Belongings
Disgusting trash: Oil-soaked rag, dirty handkerchief, bloody bandages.

Catalyst
Earthquake!

Location
Fjord.

Names
Burke
Velma
Meklin

Virtue
Compassion

Vice
Fraud

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Likely Odds

BAD No
EVEN Yes
GOOD No

5

Punish Defiant Illness

Heavy breathing...
Stormy clouds...
Clamped tight around your wrists...
Ripe dung...

Belongings
School work: Diagrams, textbooks, half-finished research report.

Catalyst
Odd weather.

Location
Bridge.

Names
Hisham
Basira
Kumara

Virtue
Humility

Vice
Fraud

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Likely Odds

BAD No
EVEN No
GOOD Yes

6

Regenerate Despondent Superstition

A sharp snap...
A heap of scrap...
Slamming into you...
The vanilla of ancient books...

Belongings
Lighting: Torch, hand lantern, head-mounted lamp.

Catalyst
Traveling players.

Location
Battleground.

Names
Kaede
AnnaNoelle
Odalis

Virtue
Honesty

Vice
Fraud

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Likely Odds

BAD No! 8
EVEN Yes!
GOOD No

Destroy Common Government

- Angry whispering...
- Lazily spinning wheel...
- Sweaty and feverish...
- New leather...

Belongings
Music: Sheet music, mechanical music box, song lyrics.

Catalyst
Wanted posters of...!

Location
Asylum.

Names
Horace
Naomi
Daryl

Virtue
Courage

Vice
Fraud

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Likely Odds

BAD No 8
EVEN No
GOOD Yes

Reveal Cautious Captivity

- Growing whispers...
- Sails snap and fill...
- A chill runs down your spine...
- Zesty citrus...

Belongings
Petty jewelry: Poison ring, glass beads, small cameo.

Catalyst
A battered package.

Location
Headquarters.

Names
Vernon
Jasmine
Flannery

Virtue
Charity

Vice
Envy

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Likely Odds

BAD No! 5
EVEN Yes
GOOD Yes

Discourage Unholy Creature

- Fervent preaching...
- A gathering crowd...
- Cuffed in the side of the head...
- Sweaty beasts of burden...

Belongings
Craft tools: Leatherworking, woodworking, jeweler's kit.

Catalyst
Offer you can't refuse.

Location
Orphanage.

Names
Hideaki
Jalila
Golshan

Virtue
Loyalty

Vice
Fraud

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Likely Odds

BAD No 3
EVEN Yes
GOOD Yes

Decimate Infinite Crime

- The distinctive sound of quaffing...
- A blurred motion...
- Your hammock sways...
- Bilgewater...

Belongings
Art supplies: Paints and brushes, drawing paper, calligraphy pens.

Catalyst
Inaccurate maps.

Location
Tenements.

Names
Eberardo
Lavina
Ariel

Virtue
Chastity

Vice
Fraud

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Likely Odds

BAD No! 6
EVEN Yes
GOOD No

Grow Uncertain Path

- An insistent drumming...
- Ropes fraying...
- Muscles seize up...
- Strong alcohol...

Belongings
Writing supplies: Pens and ink, sheaf of paper, notes for travelogue.

Catalyst
Hint of conspiracy.

Location
Street.

Names
Theo
Aimee
Tadala

Virtue
Temperance

Vice
Fraud

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Likely Odds

BAD No! 7
EVEN Yes
GOOD No

Cleanse Awkward Belief

- A deep thrumming...
- Vibrant red and blue flutters...
- The urge to sneeze...
- Roses and honey...

Belongings
Pet supplies: Animal call, disgusting pet food, collar and leash.

Catalyst
Rumors of treasure.

Location
Market.

Names
Anselmo
Elysia
Florence

Virtue
Charity

Vice
Fraud

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Likely Odds

BAD No
EVEN Yes
GOOD YES!

5

Exhaust Advanced Recruit

- A beating heart...
- A pallid and bloodless face...
- An oily coating...
- An aura of mothballs...

Belongings
Musical instrument:
Harmonica, flute, violin.

Catalyst
Letter from lawyer.

Location
Small boat.

Names
Marcel
Judith
Lindsley

Virtue
Diligence

Vice
Fraud

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Likely Odds

BAD No
EVEN No
GOOD Yes

4

Restore Physical Foe

- Heart-rending shrieks...
- It grows dark...
- Rubbery coils around your neck...
- The heady aroma of wine...

Belongings
Small pet: Foul-mouthed
parrot, larcenous ferret,
black cat.

Catalyst
Press-ganged!

Location
Cafe.

Names
Gibson
Vimala
Jocelyn

Virtue
Mercy

Vice
Fraud

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Likely Odds

BAD No
EVEN No
GOOD Yes

4

Bestow Metaphorical Temple

- Pained cries...
- Dingy and dusty...
- A feathery touch...
- A disinfectant tang...

Belongings
Lucky charm: Rabbit's foot,
four-leaf clover, a loved
one's picture.

Catalyst
Wounds fester.

Location
Social club.

Names
Gilberto
Jacquette
Meadows

Virtue
Compassion

Vice
Fraud

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Likely Odds

BAD No
EVEN Yes
GOOD No

6

Interrupt Material Tool

- Extremely inventive cursing...
- The ship's wheel spinning uselessly...
- An unseen presence...
- The reek of vomit...

Belongings
Threat: Angry letter,
evil-eye charm, the black
spot.

Catalyst
Hero-worship.

Location
Fortress.

Names
Daiki
Adelita
Gabriel

Virtue
Humility

Vice
Gluttony

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

7

Explore Aberrant Ability

- The clash of metal on metal...
- Flashy clothing...
- Grit in your teeth...
- Fresh-brewed tea...

Belongings
Writing project: Memoirs,
draft of a play, philosophical
essay.

Catalyst
Vehicle breaks down.

Location
Supply depot.

Names
Guillermo
Louissette
Jean

Virtue
Honesty

Vice
Gluttony

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Likely Odds

BAD Yes
EVEN Yes
GOOD YES!

5

Steal Fair Monument

- Chiming blacksmiths' hammers...
- Faded and worn...
- Your dignity offended...
- Nutmeg and warm spices...

Belongings
Religious object: Prayer
book, holy symbol, religious
jewelry.

Catalyst
Rising fame.

Location
Secret society.

Names
Alphonse
Daniyah
Trinidad

Virtue
Courage

Vice
Gluttony

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Likely Odds

BAD No
EVEN No
GOOD Yes

4

Trespass Inconvenient Research

- Glass clinking...
- Bouncing across the...
- A frigid draft...
- Dark coffee...

Belongings
Personal papers: Old letters, rambling diary, drawings and sketches.

Catalyst
Mad rantings.

Location
Station.

Names
Madalitsa
Aakruti
Robin

Virtue
Diligence

Vice
Envy

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

6

Identify Malevolent Child

- Crescendoing pursuit...
- Gaudy ornaments...
- Silky strands brush your face...
- Rotting meat...

Belongings
Camp gear: Fire starter, folding camp chair, tent.

Catalyst
Growing infamy.

Location
Resort.

Names
Abdul
Bernadette
Harley

Virtue
Loyalty

Vice
Gluttony

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Likely Odds

BAD Yes
EVEN No
GOOD Yes

8

Attempt Timid Lies

- Demanding tones...
- Gloomy atmosphere...
- Unpleasantly lumpy mattress...
- Violets...

Belongings
Stimulant: Tea leaves, rare herbs, coffee beans.

Catalyst
A sudden eclipse.

Location
Hall.

Names
Albert
Marguerite
Carmo

Virtue
Chastity

Vice
Gluttony

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Likely Odds

BAD Yes
EVEN NO!
GOOD No

5

Assuage Theoretical Despair

- Sloshing liquid...
- A glossy sheen covers...
- Dozens of pinpricks across your back...
- Newsprint...

Belongings
Fortune-telling: Gutting knife, vision-inducing drug, astrological charts.

Catalyst
Religious persecution.

Location
Rally.

Names
Lisandro
Yvonne
Jayden

Virtue
Temperance

Vice
Gluttony

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Likely Odds

BAD Yes
EVEN Yes
GOOD Yes

6

Ponder Spiritual Wealth

- Strains of a haunting melody...
- Arms and legs shackled together...
- A twisted ankle...
- Thick, ashy smoke...

Belongings
Ghost-hunting gear: Holy symbol, treatise on the supernatural, salt.

Catalyst
Cultural prejudice.

Location
Archives.

Names
Faustino
Lizaveta
Regan

Virtue
Charity

Vice
Gluttony

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Likely Odds

BAD NO!
EVEN Yes
GOOD Yes

7

Refresh Callous Salvation

- Teeth chattering...
- The grimy floor...
- Sand and dirt in your eyes...
- Wafting fumes of sewage...

Belongings
Thieves' tools: Purse-slitting knife, lockpicks, thief's lantern.

Catalyst
Mistaken identity.

Location
Casino.

Names
Lawrence
Coralie
Carmen

Virtue
Diligence

Vice
Gluttony

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Likely Odds

BAD No
EVEN No
GOOD Yes

4

Beguile Restrained Lookout

Horrible grinding and gnashing...
The air is hazy...
The worst hangover of your life...
A riot of conflicting scents...

Belongings
Weapon care: Whetstone, cleaning kit, polish.

Catalyst
A tournament!

Location
Sportsfield.

Names
Kuro
Dulce
Omid

Virtue
Mercy

Vice
Gluttony

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

6

Halt Eternal Underling

Movement just behind you...
Vivid rainbow hues...
Tickling on the back of your neck...
Lively springtime air...

Belongings
Travel aid: Map, nautical compass, sextant.

Catalyst
People disappearing.

Location
Archaeological site.

Names
Jaime
Zephyrine
Dubaku

Virtue
Compassion

Vice
Gluttony

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Likely Odds

BAD Yes
EVEN NO!
GOOD Yes

7

Discuss Medical Goodness

An indignant exclamation...
Smudged glass...
Mist on your face...
Smoked ham...

Belongings
Weather gear: Hooded oilcloth cloak, poncho, warm boots.

Catalyst
Cranky old folks.

Location
Accident site.

Names
Nishant
Beatrice
Garick

Virtue
Humility

Vice
Gluttony

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

5

Confuse Precise Container

Smashing pottery...
Tight sailor's knots...
Abruptly feeling naked and exposed...
Sweat, grime, and grease...

Belongings
Child's toy: Stuffed animal, wind-up toy, wooden puzzle box.

Catalyst
Royal request.

Location
Zoo.

Names
Arthur
Mayu
Mercantor

Virtue
Honesty

Vice
Gluttony

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Likely Odds

BAD No
EVEN No
GOOD No

5

Travel Unclear Training

Shattering glass...
Tarnished brass...
The slap of a glove across your face...
The acrid stench of a tannery...

Belongings
Sports equipment: Wooden racket, knee pads, darts and dartboard.

Catalyst
Caught red-handed.

Location
School.

Names
Philippe
Lucretia
Cruz

Virtue
Courage

Vice
Greed

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Likely Odds

BAD Yes
EVEN No
GOOD Yes

3

Remember Repulsive Stockpile

Distant revelry...
Swirls of dust...
Cold steel presses...
Nervous sweat...

Belongings
Foodstuffs: Travel rations, beef jerky, dried fruit.

Catalyst
Hostage situation.

Location
Stableyard.

Names
Milton
Adrienne
Loreto

Virtue
Mercy

Vice
Envy

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Likely Odds

BAD Yes
EVEN Yes
GOOD No

5

Forget Minor Knowledge

Terrified squealing...
Glistening wetly...
Warm woolly fabric...
The stink of death...

Belongings
Scientific data: Medical notes, samples in tubes, star charts.

Catalyst
It's a trap!

Location
Guard station.

Names
Andres
Jessenia
Keelan

Virtue
Loyalty

Vice
Greed

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Likely Odds

BAD No
EVEN No
GOOD Yes

1

Avenge Feral Pain

Crashing waves...
Shining chrome...
A rumble in the ground...
Moldy hardtack bread...

Belongings
Cooking supplies: Dried goods, measuring tools, luxuriant spices.

Catalyst
Whispers of evil.

Location
Concert.

Names
Johanne
Katia
Hildred

Virtue
Chastity

Vice
Greed

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Likely Odds

BAD Yes
EVEN YES!
GOOD Yes

6

Strengthen Desperate Food

The blast of a horn...
An age-faded tattoo...
A burst of frost and ice...
Dark, oak-aged rum...

Belongings
Awards: Naval medal, governmental commendation, marksman badge.

Catalyst
Kidnapped!

Location
Backstage.

Names
Harold
Kalo
Curio

Virtue
Temperance

Vice
Greed

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Likely Odds

BAD No
EVEN No
GOOD Yes

8

Delay Tender Game

Iron-rimmed wheels on cobblestone...
Lightning striking a mast...
A metal grating presses into...
Frying sausage...

Belongings
Brain teaser: Book of riddles, number grid, mathematical conundrum.

Catalyst
Ship slowly sinking.

Location
Winery.

Names
Farrell
Brigitte
Murphy

Virtue
Charity

Vice
Greed

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Likely Odds

BAD Yes
EVEN No
GOOD Yes

6

Detect Treacherous Deity

The scrape of a blade on a stone...
The red glow of a furnace...
Dry blasts of furnace air...
Burning candles...

Belongings
Espionage gear: Coded message, ID-signalling jewelry, sealed orders.

Catalyst
Hunters are hunted.

Location
Museum.

Names
Thoko
Anais
Bloomfield

Virtue
Diligence

Vice
Greed

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

7

Deactivate Amicable Death

A snatch of song...
Rusting metal...
A vicious, stabbing pain...
Snow...

Belongings
Hacking equipment: Cypher book, falsified orders, stolen signet.

Catalyst
Quarantined!

Location
Campus.

Names
Benoit
Anastasiya
Tierney

Virtue
Mercy

Vice
Greed

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Likely Odds

BAD No
EVEN Yes
GOOD No!

6

Spoil Aggressive Puzzle

Raucous laughter...
Floor-length, braided hair...
Manacles scraping on your wrists...
The overpowering smell of fish...

Belongings
First aid: Bandages, ointments, 'medicinal purposes' flask.

Catalyst
Strange hallucinations.

Location
On the water.

Names
Arturo
Hyacinthe
Laverne

Virtue
Compassion

Vice
Greed

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Likely Odds

BAD No
EVEN No
GOOD Yes

7

Plan Fundamental Hive

Splitting, splintering wood...
Polished marble...
Constricting around your neck...
Hot tallow...

Belongings
Small trinket: Carved ivory, pewter figurine, piece of sea glass.

Catalyst
Drafted!

Location
House of ill repute.

Names
Duncan
Dunya
Ouson

Virtue
Humility

Vice
Greed

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Likely Odds

BAD No
EVEN Yes
GOOD No

6

Violate Hostile Exposure

Rain drumming against...
Dried flowers...
An abrupt halt...
Dry hay...

Belongings
Illegal weapon: Shiv, blackjack, poison.

Catalyst
Plague spreads.

Location
Retreat.

Names
Chetan
Angie
Kamala

Virtue
Honesty

Vice
Greed

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Likely Odds

BAD No
EVEN No
GOOD Yes

7

Assist Occult Love

A series of explosions...
Tiny metal figurines...
Pulling your hair...
Greasy sheep's wool...

Belongings
Media kit: Official statements, woodcuts, copies of speeches.

Catalyst
A miracle occurs.

Location
Under water.

Names
Arkady
Desta
Ollie

Virtue
Courage

Vice
Greed

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Likely Odds

BAD No
EVEN Yes
GOOD No

9

Injure Brazen Foreigner

Clicking and clacking...
Shafts of light...
Your hair stands on end...
Cedarwood...

Belongings
Beverages: Canteen, flask, bottle of wine.

Catalyst
Vindictive authorities.

Location
Exploration vessel.

Names
Emeka
Madison
Rowan

Virtue
Compassion

Vice
Envy

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

3

Abjure Intact Servant

The thin piping of a flute...
A marvel of stained glass...
Luxuriant carpet beneath bare feet...
Gun smoke...

Belongings
Collectors' items: Butterflies, coins, pins.

Catalyst
Lost!

Location
Disaster site.

Names
Manuel
Benigna
Maria

Virtue
Loyalty

Vice
Greed

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Likely Odds

BAD Yes
EVEN Yes
GOOD Yes

3

Silence Heroic Scum

Birdsong...
Pristine, pressed garments...
Splinters catch on your arm...
Still-warm bread...

Belongings
Keys: Key ring, skeleton key, daily watch pass-phrase.

Catalyst
Threatening note.

Location
Drifting wreck.

Names
Lionel
Anupama
Balder

Virtue
Chastity

Vice
Lust

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Likely Odds

BAD Yes
EVEN No
GOOD Yes

4

Control Artistic Evil

Childlike giggling...
A floating forest of masts and spars...
Barbs catch your clothing...
Drying paint...

Belongings
Hobby gear: Scrapbook, ship in a bottle kit, star charts.

Catalyst
Food supplies ruined.

Location
Prison.

Names
Parth
Marina
Guiomar

Virtue
Temperance

Vice
Lust

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Likely Odds

BAD No
EVEN No
GOOD YES!

5

Observe Rare Murder

One loud, abrupt splash...
A malicious grin...
Stabbing into your foot...
Salty ocean spray...

Belongings
Vehicle maintenance gear:

Catalyst
Dependent in danger.

Location
Caverns.

Names
Corwin
Mei
Yannick

Virtue
Charity

Vice
Lust

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Likely Odds

BAD No
EVEN No
GOOD YES!

6

Improve Standard Prison

Chaotic splashing...
Rodents scurry across...
Searing the palm of your hand...
Swampy mud...

Belongings
Fancy gift: Wine, chocolates, jewelry.

Catalyst
Social faux pas.

Location
Monastery.

Names
Angelino
Djamila
Vivian

Virtue
Diligence

Vice
Lust

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Likely Odds

BAD No
EVEN Yes
GOOD No

8

Humiliate Opportune Secret

Low moaning...
Motionless forms...
Chapped lips...
Tar and pitch...

Belongings
Costume: Party mask, faux uniform, extremely classy getup.

Catalyst
Accidental attack.

Location
Arena.

Names
Dirk
Berta
Sampson

Virtue
Mercy

Vice
Lust

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Likely Odds

BAD NO!
EVEN Yes
GOOD Yes

5

Entertain Momentary Portal

Voices chanting...
Anxiously checking their watch...
Clammy skin...
Cut grass...

Belongings
Family memento: Letters, gifts, locket.

Catalyst
Heartbreak & betrayal.

Location
Mess hall.

Names
Dwight
Siobhan
Reilly

Virtue
Compassion

Vice
Lust

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Likely Odds

BAD Yes
EVEN No
GOOD Yes

6

Destabilize Fetid Sustenance

- A crack of thunder...
- Cargo on pallets...
- Coarse-grained planks...
- Pine-wood and needles...

Belongings
Event access: Tickets, party invitation, captain's invitation to board ship.

Catalyst
Major route blocked.

Location
Cathedral.

Names
Anatole
Gertie
Monnryder

Virtue
Humility

Vice
Lust

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

8

Guide Deceptive Flame

- An orchestra tuning up...
- Antique silver...
- Smooth, age-worn mahogany...
- An unfamiliar port far from home...

Belongings
Letter of credit: Bonds, writ of patronage, account books.

Catalyst
Lost all memory.

Location
Farmhouse.

Names
Yves
Fortunata
Reyes

Virtue
Honesty

Vice
Lust

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Likely Odds

BAD No
EVEN No
GOOD YES

9

Foil Fallen Network

- The screech of a badly-tuned violin...
- Pulsating disturbingly...
- Damp, clinging clothing...
- A gangrenous, festering wound...

Belongings
Treasure map: Coded map, clever riddle, coordinates.

Catalyst
Personality shift.

Location
Court.

Names
Berkeley
Indira
Peyton

Virtue
Courage

Vice
Lust

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Likely Odds

BAD No
EVEN No
GOOD Yes

6

Fight Painful Soul

- A sharp accusation...
- The light flickers briefly...
- Something small scuttles up your...
- A dockside wharf...

Belongings
Eating utensils: Camping, silver in need of polish, mess-kit.

Catalyst
Petty theft gone awry.

Location
Cargo hold.

Names
Hercule
Tatiana
Avery

Virtue
Humility

Vice
Envy

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

4

Shatter Recent Health

- Retching and vomiting...
- A portrait in odd hues...
- Wet socks...
- Chalk dust...

Belongings
Ceremonial weapon: Ritual dagger, parade sword, stylized rifle.

Catalyst
A favor called in.

Location
Wedding.

Names
Bishop
Irina
Carroll

Virtue
Loyalty

Vice
Lust

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Likely Odds

BAD Yes
EVEN NO!
GOOD Yes

5

Ambush Delicious Reputation

- A single shot...
- Snarling, with flecks of spittle...
- Downy feathers...
- Faint hints of coconut...

Belongings
Scent: Incense sticks, perfume bottle, expensive cologne.

Catalyst
Your mentor in danger.

Location
Funeral.

Names
Renaud
Ming
Pirrin

Virtue
Chastity

Vice
Lust

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Likely Odds

BAD No
EVEN No
GOOD No

4

Decrease Scientific World

- A ringing chime...
- A dark bird, watching...
- Eye-stinging drips of sweat...
- Fried dough...

Belongings Fake ID: Writ of safe passage, letter of introduction, shipowner's	Names Riku Genevieve Sparrow
Catalyst A strike or protest.	Virtue Temperance
Location Festival.	Vice Lust

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Likely Odds

BAD Yes
EVEN Yes
GOOD No

6

Disturb Abandoned Barrier

- The trill of a boatswain's whistle...
- One-eyed...
- The deck rocks beneath you...
- Clean breeze...

Belongings Cheater's game: Weighted dice, marked cards, shell game.	Names Alonso Lenora Gold
Catalyst Abducted!	Virtue Charity
Location Outpost.	Vice Pride

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Likely Odds

BAD No
EVEN No
GOOD Yes

7

Enslave Personal Chaos

- A reverberating echo...
- Maps annotated in spidery scrawl...
- Air so humid you can hardly breathe...
- Coal smoke...

Belongings Plants: Bulbs, vegetable seeds, cross-bred sample cuttings.	Names Marius Demi Marcade
Catalyst Being spied on.	Virtue Diligence
Location Town.	Vice Pride

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

5

Hide Ambitious Structure

- Distant drums...
- A shock of corn-silk hair...
- Your grip on the rope slipping...
- Cat piss...

Belongings Tools or Weapons: Prybar, axe, large hammer.	Names Aloysius Amala Dana
Catalyst Equipment sabotaged.	Virtue Mercy
Location Offices.	Vice Pride

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Likely Odds

BAD No
EVEN No
GOOD Yes

5

Allow Angelic Trial

- Mocking snickers...
- A suspicious hesitation...
- A terrific tooth-ache...
- Sharp spearmint...

Belongings Fresh game: Dressed pheasant, gutted fish, slabs of venison.	Names Boleslav Simone Valentine
Catalyst Stranded in the wild.	Virtue Compassion
Location Workhouse.	Vice Pride

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Likely Odds

BAD Yes
EVEN Yes
GOOD Yes

5

Deviate Disappointing Vehicle

- An ominous chuckle...
- Swaying in the wind...
- A sudden impact...
- Spoiled milk...

Belongings Horrible evidence: Human blood, poison, conspiratorial letters.	Names Marko Amina Ronan
Catalyst Travel snafu.	Virtue Humility
Location Train.	Vice Pride

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Likely Odds

BAD No! 3
EVEN Yes!
GOOD Yes

Imitate Bygone Agreement

The rattle of dice...
 A trickle of water runs along...
 Bones breaking...
 Rotten eggs...

Belongings
 Trade goods: Copper ingots, tea-blocks, carefully calibrated weights.

Catalyst
 A traitor discovered.

Location
 Fishing vessel.

Names
 Dorian
 Lamya
 Roshan

Virtue
 Honesty

Vice
 Pride

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Likely Odds

BAD No 3
EVEN Yes
GOOD Yes

Mesmerize Famous Team

A cheering crowd...
 A runner carrying a messenger bag...
 Torn between desire and duty...
 Gun powder...

Belongings
 Baby care: Diapers, rattle, pap boat.

Catalyst
 New species found.

Location
 Volcano.

Names
 Jumaane
 Rosemonde
 Dumisani

Virtue
 Courage

Vice
 Pride

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Likely Odds

BAD No 7
EVEN Yes
GOOD No

Divide Orderly Council

The whistling of wind through...
 The looming shape of the gibbet...
 Cobwebs tangle in your hair...
 Freshly-shucked corn...

Belongings
 Handy tools: Sewing kit, loose tools, polish and rags.

Catalyst
 A tragic accident.

Location
 Temple.

Names
 Eingar
 Padma
 Rosario

Virtue
 Honesty

Vice
 Envy

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Likely Odds

BAD No 6
EVEN No
GOOD Yes

Succeed Simple Goal

Fire crackles...
 The symbol of an obscure religion...
 A dull, rusty blade...
 Intense vinegar...

Belongings
 Odd trinket: The bullet that missed, figurine of a foreign deity, old coin.

Catalyst
 Run down in the street.

Location
 Jungle.

Names
 Vipul
 Clarice
 Dusty

Virtue
 Loyalty

Vice
 Pride

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Likely Odds

BAD No 7
EVEN No
GOOD Yes

Unseal Maniacal Student

The ping-ping-ping of cooling metal...
 Tangled in the rigging...
 Slightly tipsy...
 Fragrant herbs covering bitter...

Belongings
 Restorative: Patented panacea, poison antidote, home-brewed remedy.

Catalyst
 Your captain slain.

Location
 Hospital.

Names
 Stanley
 Mizeria
 Amon

Virtue
 Chastity

Vice
 Pride

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Likely Odds

BAD No 4
EVEN Yes
GOOD No

Isolate Slovenly Work

The cry of a bird of prey...
 Writhing tentacles...
 The thrill of fear...
 Healthful country air...

Belongings
 Deadly substance: Poison, dangerous chemical, gunpowder.

Catalyst
 Witness to a cover-up.

Location
 Monument.

Names
 Veland
 Mirabelle
 Shelley

Virtue
 Temperance

Vice
 Pride

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Likely Odds

BAD No
EVEN No
GOOD No

5

Deny Active Ship

📍 Tall grass and underbrush rustling...
👁️ Steam billows from...
👃 Sparks of rage...
▶️ The odd, dusty scent of snake-skin...

❤️ 🗝️ 🎯 🔪

Belongings
Legal documents: Will and testament, contract, trade agreement.

Catalyst
Suddenly blinded.

Location
Butcher.

Names
Kato
Elena
Teagan

Virtue
Charity

Vice
Pride

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Likely Odds

BAD Yes
EVEN No
GOOD YES!

5

Move Artificial Time

📍 Barked orders...
👁️ Backed into a corner...
👃 The sleep of opium...
▶️ Wet, moldering canvas...

❤️ 🗝️ 🔪 🔪

Belongings
Jewelry: Silver torque, family signet ring, lockpick earrings.

Catalyst
A lookalike appears.

Location
Exhibit.

Names
Bastien
Mittie
Orvar

Virtue
Diligence

Vice
Pride

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Likely Odds

BAD No
EVEN No
GOOD Yes

3

Join Bewildering Prophecy

📍 A cacophony of animal calls...
👁️ Standing at attention...
👃 The rough feel of canvas...
▶️ An exotic, floral aroma...

❤️ 🎯 🔪 🔪

Belongings
Rare tomes: First drafts by famous authors, ancient texts, signed copies.

Catalyst
A horrific nightmare.

Location
Beach.

Names
Roscoe
Calista
Shea

Virtue
Mercy

Vice
Sloth

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

3

Exchange Religious Fear

📍 The growing rumble of hooves...
👁️ Pursued by armed men...
👃 Your stomach drops...
▶️ An overpowering, musky odor...

🌙 🗝️ 🧟 🔪

Belongings
Military weapons: Rifle, blunderbuss, service pistol.

Catalyst
Dreams coming true.

Location
Camp.

Names
Dimitri
Tessie
Sheridan

Virtue
Compassion

Vice
Sloth

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Likely Odds

BAD YES!
EVEN No
GOOD YES!

10

Discover Widespread Weapon

📍 A one-sided conversation...
👁️ Flanked by servants and guards...
👃 The crush of a crowd carrying you...
▶️ An oncoming storm...

🌙 🗝️ ☀️ 🔪

Belongings
Portable assistant: Detailed day-planner, assigned tasks list, notebook.

Catalyst
Family trouble.

Location
Tower.

Names
Kalyan
Orianne
Tristan

Virtue
Humility

Vice
Sloth

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Likely Odds

BAD No
EVEN No
GOOD YES!

2

Pacify Mental Treasure

📍 The pounding of heavy artillery...
👁️ A grimy, broken crown...
👃 A friendly purr against your leg...
▶️ Moss and old earth...

🌙 🗝️ 🗝️ 🔪

Belongings
Stealth devices: Noisemaker, soft-soled shoes, camouflage clothing.

Catalyst
A passerby collapses.

Location
Rest station.

Names
Karl
Geraldine
Dakota

Virtue
Honesty

Vice
Sloth

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Likely Odds

BAD Yes
EVEN No
GOOD Yes

5

Befriend Tragic Truth

The crash of waves on rocks...
Dull greys and browns...
A sudden loss of balance...
Smoke and blood...

Belongings
Royal decree: Arrest warrant, royal pardon, declaration of war.

Catalyst
A celebrity in town.

Location
Quarantine zone.

Names
Omar
Chantal
Sable

Virtue
Courage

Vice
Sloth

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Likely Odds

BAD No
EVEN No
GOOD Yes

5

Curse Profitable Scheme

BANG...
A swarm of flies...
A warm breeze...
Dry-rot...

Belongings
Cosmetics: Belladonna eyedrops, kohl, bismuth blanc.

Catalyst
Fire!

Location
Courtyard.

Names
Winfield
Sunitha
Ion

Virtue
Courage

Vice
Envy

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Likely Odds

BAD Yes
EVEN Yes
GOOD No

6

Corrupt Curious Mystery

An inhuman babbling...
A magnificent, ornate weapon...
Like you haven't slept in days...
Crisp winter wind...

Belongings
Deed: Land in the country, old mansion, a battered ship.

Catalyst
Framed!

Location
Graveyard.

Names
Nicodemo
Nuo
Echo

Virtue
Loyalty

Vice
Sloth

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Likely Odds

BAD No
EVEN YES!
GOOD Yes

7

Avoid Terrible Contraband

The cascading rush of a waterfall...
Sleek lines, all speed and strength...
Aching feet...
A poorly-maintained menagerie...

Belongings
Exotic pet: Imported animal, highly trained dog, cat that actually likes you.

Catalyst
Locked in with a beast.

Location
Home.

Names
Shiro
Jeanne
Elianto

Virtue
Chastity

Vice
Sloth

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Likely Odds

BAD No
EVEN No
GOOD Yes

4

Condemn Infamous Peace

A warning growl...
A box standing on legs...
Sticky with congealing blood...
Whatever passes for food here...

Belongings
Treasure: Gold bars, silver coins, diamond jewelry.

Catalyst
New ability manifests.

Location
Opera house.

Names
Domingo
Lakshmi
Parker

Virtue
Temperance

Vice
Sloth

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Likely Odds

BAD Yes
EVEN NO!
GOOD Yes

2

Raise Permanent Emotion

Exclamations of pleased surprise...
Ornately carved gargoyles...
A pressure on your ears...
Red-hot iron...

Belongings
Armor: Chainmail, cheap breastplate, fancy suit with gorget.

Catalyst
Drugged into a stupor.

Location
Base.

Names
Albey
Maybelle
Narcisse

Virtue
Charity

Vice
Sloth

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Likely Odds

BAD No
EVEN No
GOOD Yes

5

Seal Humble Obstacle

Someone slurping greedily...
A finely-tailored suit...
Scalding breath on your neck...
The midden behind a plague ward...

Belongings
Defense: Tough clothing, archer's bracer, helmet.

Catalyst
A party gone wrong.

Location
Embassy.

Names
Clayton
Roxanne
Jarl

Virtue
Diligence

Vice
Sloth

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Likely Odds

BAD No
EVEN NO!
GOOD Yes

5

Execute Unfair Resource

Water splashing against the quay...
A glass case filled with...
Eyes watching you...
An alluring cologne...

Belongings
Emergency gear: Ship's medicine chest, signal horn, hardtack biscuits.

Catalyst
Mutiny!

Location
Whaling vessel.

Names
Enzo
Maia
Aedan

Virtue
Mercy

Vice
Sloth

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Likely Odds

BAD No
EVEN No
GOOD Yes

6

Confront Vague Resurrection

The trumpeting bellow of an animal...
Iron-bound oak...
Someone following close behind...
Clover and wildflowers...

Belongings
Assassin's weapons: Garrote wire, concealed pistol, disguised knife.

Catalyst
An apparent haunting.

Location
Well.

Names
Demetrio
Penni
Walker

Virtue
Compassion

Vice
Sloth

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Likely Odds

BAD Yes
EVEN Yes
GOOD Yes

7

Begin Dormant Nightmare

A sudden quiet...
A slow, stately procession...
You've just forgotten something...
Fetid breath tainted with offal...

Belongings
Arcane knowledge: Miracle of science, Secret Society info, recent discovery.

Catalyst
Hit by a stray shot.

Location
Munitions depot.

Names
Feodor
Anisa
Kieran

Virtue
Humility

Vice
Treachery

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

6

Warn Nearby Monster

Grunting and snorting...
A sweet smile...
A gentle caress...
Garlic...

Belongings
Ancient artifact: Cultural relic, archaeological find, ruins of civilization.

Catalyst
An evil curse to break.

Location
Forest

Names
Michel
Esperanza
Reece

Virtue
Honesty

Vice
Treachery

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Likely Odds

BAD No
EVEN Yes
GOOD No

7

Poison Haphazard Beast

The clink of coins...
Flowers in her hair...
Icy water closing over your head...
Desperation and cheap booze...

Belongings
Expensive accessory: Pocket watch, silk cravat, gold dentures.

Catalyst
A sudden storm hits.

Location
Island.

Names
Emilio
Eloise
Chibuiké

Virtue
Courage

Vice
Treachery

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

2

Create Empowered Journey

- The clank of chain...
- Glinting metal...
- Your foot catches on...
- Sickly-sweet decay...

Belongings: Domestic papers: Ship's manifest, calling card, old floorplans.

Catalyst: A naked man.

Location: Military vessel.

Names: Chen, Carina, Claude

Virtue: Chastity

Vice: Envy

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Likely Odds

BAD No
EVEN Yes
GOOD No

6

Find Hopeless Dispute

- The door creaking open...
- Movement just out of sight...
- Sweat breaks out...
- Wet fur...

Belongings: Hair care: Hairbrush, powder, large wig.

Catalyst: Inconvenient love.

Location: Wine cellar.

Names: Ismael, Akulina, Quinn

Virtue: Loyalty

Vice: Envy

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Likely Odds

BAD No
EVEN Yes
GOOD YES!

6

Fail Prodigious Relief

- A stifled curse, followed by a crash...
- A weapon held casually...
- An unexplainable shiver...
- Rotting fish...

Belongings: Artwork: Rolled painting, expensive statuette, unpublished poetry.

Catalyst: Untrustworthy friends.

Location: Lighthouse.

Names: Grant, Clara, Anicon

Virtue: Loyalty

Vice: Treachery

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Likely Odds

BAD Yes
EVEN No
GOOD Yes

7

Learn Eldritch Mentor

- Wet, choking coughs...
- Movement beneath the surface...
- A tear trailing down your cheek...
- Stale feet...

Belongings: Investment: Mining rights, ownership shares, government contract.

Catalyst: Enemies declare peace.

Location: Torture room.

Names: Akachi, Masha, Finley

Virtue: Chastity

Vice: Treachery

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Likely Odds

BAD Yes
EVEN Yes
GOOD Yes

3

Communicate Ironic Evidence

- An enormous sneeze...
- The full moon...
- A passionate kiss...
- Savory delights...

Belongings: Incredible disguise: Amazing forgery, makeup kit, hypnotic scent.

Catalyst: A breakthrough!

Location: City.

Names: Grigori, Juanita, Delshad

Virtue: Temperance

Vice: Treachery

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Likely Odds

BAD No
EVEN No
GOOD YES!

4

Sneak Amusing Advice

- A rhythmic shanty in many voices...
- A sliver of moon...
- Crushed in a bear hug...
- The mildew of abandoned space...

Belongings: Personal secrets: Secret family ties, assumed identity, gender disguised.

Catalyst: Piracy!

Location: Refugee camp.

Names: Conrad, Ninette, Kennedy

Virtue: Charity

Vice: Treachery

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Likely Odds

BAD No
EVEN No
GOOD Yes

5

Launch Helpful Solution

- The frightened neighing of horses...
- Discarded armor...
- A crushing grip...
- Expensive drinks...

Belongings
Lie detector: Truth serum, truth-telling curse, stethoscope.

Catalyst
Expedition lost.

Location
Barracks.

Names
Piripi
Xiu
Dayo

Virtue
Diligence

Vice
Treachery

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Likely Odds

BAD No
EVEN No
GOOD No

9

Trap Graceful Pandemic

- Something slithering...
- Lustrous pearls...
- Knocked to the ground...
- Apples and plums...

Belongings
Scandalous evidence: Proof of affair, embezzlement, past life.

Catalyst
Severe déjà vu.

Location
Shop.

Names
Sylvestre
Upasana
Carey

Virtue
Mercy

Vice
Treachery

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Likely Odds

BAD No
EVEN No
GOOD Yes

6

Replace Fraudulent Wilderness

- A booming, unnaturally loud voice...
- The flickering of lamplight...
- Your ears suddenly pop...
- Jasmine flowers...

Belongings
Contact info: Fence's name, relation to highly placed official, ship's captain.

Catalyst
Your clothes stolen.

Location
Oasis.

Names
Saul
Evie
Terry

Virtue
Compassion

Vice
Treachery

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Likely Odds

BAD No
EVEN No
GOOD Yes

7

Degrade Drained Freedom

- Muffled, stealthy footsteps...
- A strange city in the distance...
- A wave of dizziness and nausea...
- Toasting nuts...

Belongings
Access pass: Private club, military base, government facility.

Catalyst
Lost a bet.

Location
Colony.

Names
Anton
Tamora
Dismas

Virtue
Humility

Vice
Treachery

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Likely Odds

BAD No
EVEN No
GOOD Yes

4

Defenestrate Sacrilegious Investment

- A pained bellow...
- Mountaintops obscured by clouds...
- The bite of an insect...
- A clinical, hospital quality...

Belongings
Smuggled goods: Body parts, dangerous drugs, stolen military secrets.

Catalyst
An old acquaintance.

Location
Castle.

Names
Burley
Fleurette
Emory

Virtue
Honesty

Vice
Treachery

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Likely Odds

BAD Yes
EVEN Yes
GOOD Yes

4

Bless Stealthy Ward

- Shouts of triumph...
- Stones of all shapes and sizes...
- A cold coming on...
- Fresh linens...

Belongings
Biohazard: Diseased corpses, human waste, plague victim's clothing.

Catalyst
Buried alive!

Location
Undiscovered land.

Names
Salil
Leah
Bellon

Virtue
Courage

Vice
Wrath

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Likely Odds

BAD NO! 50
EVEN Yes 8
GOOD Yes 1

8

Fix Distant Rage

- 📍 Mournful howling...
- 👁️ A crack runs through the...
- 🔨 A crunch underfoot...
- 👉 Coppery blood...

👤 **Belongings**
Eye care: Spectacles, monocle on chain, bifocals.

👤 **Names**
Xiang
Yolanda
Evelyn

👤 **Catalyst**
Becalmed!

👤 **Location**
Bar.

👤 **Virtue**
Chastity

👤 **Vice**
Envy

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Likely Odds

BAD No 90
EVEN Yes 18
GOOD No 9

6

Wish Temporary Leader

- 📍 The rumble of a wheelbarrow...
- 👁️ Brilliant, darting fish...
- 🔨 Your muscles burn...
- 👉 Almond oil...

👤 **Belongings**
Posh invite: Scientific conference, diplomatic dinner, secret initiation.

👤 **Names**
Orfeo
Amada
Willink

👤 **Catalyst**
Back from the dead.

👤 **Location**
Warehouse.

👤 **Virtue**
Loyalty

👤 **Vice**
Wrath

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Likely Odds

BAD No 30
EVEN No 6
GOOD Yes 10

7

Eliminate Traumatic Purity

- 📍 Low noises of appreciation...
- 👁️ Sails on the horizon...
- 🔨 Lifted off the ground...
- 👉 The elderly...

👤 **Belongings**
Blessing: Divine power, nearly miraculous skill, secret knowledge.

👤 **Names**
Gervasio
Camille
Keyele

👤 **Catalyst**
Villain vs villain fight.

👤 **Location**
Ship.

👤 **Virtue**
Chastity

👤 **Vice**
Wrath

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Likely Odds

BAD Yes 80
EVEN Yes 3
GOOD No 3

4

Inflict Wonderous Companion

- 📍 The clattering of bones...
- 👁️ A long-necked bird stares...
- 🔨 Your weapon gets caught in...
- 👉 High society and self importance...

👤 **Belongings**
Curse: Unknown disease, contract hit, a noble's grudge.

👤 **Names**
Preston
Zuri
Lanolor

👤 **Catalyst**
Amazing heist.

👤 **Location**
Freighter.

👤 **Virtue**
Temperance

👤 **Vice**
Wrath

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Likely Odds

BAD No 00
EVEN No 11
GOOD No 10

5

Prevent Broken Tension

- 📍 The ringing of a belltower...
- 👁️ A half-seen figure beckons...
- 🔨 So full you can't move...
- 👉 A trace of spice...

👤 **Belongings**
Fairy-tale gift: A following wind, enchanted compass, lordhood.

👤 **Names**
Ignacio
Willa
Cameron

👤 **Catalyst**
Paparazzi followers.

👤 **Location**
Barn.

👤 **Virtue**
Charity

👤 **Vice**
Wrath

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Likely Odds

BAD No 20
EVEN No 19
GOOD Yes 7

5

Antagonize Ancient Relative

- 📍 Murmuring in a unknown language...
- 👁️ Roiling, oily smoke...
- 🔨 Like you could eat a horse...
- 👉 Putrid flesh...

👤 **Belongings**
Sufficiently advanced: The dead brought to life, new weapon, military sub.

👤 **Names**
Agni
Sofiya
Ciare

👤 **Catalyst**
Lost the ability to speak.

👤 **Location**
Fog-bank.

👤 **Virtue**
Diligence

👤 **Vice**
Wrath

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Likely Odds

BAD No
EVEN No
GOOD Yes

6

Bargain Arrogant Aura

☞ Grottesque, gristly chewing...
 👁 Dead, sun-bleached branches...
 🦋 Tired and irritated...
 🗑 A cloud of tobacco smoke...

☠️ ☪️ ☩️ ☪️
Belongings
 Massive inheritance: Landed title, giant corporation, museum of curios.
Catalyst
 A masquerade.
Location
 Houseboat.

Names
 Hassan
 Zechariah
 Whitney
Virtue
 Mercy
Vice
 Wrath

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Likely Odds

BAD No
EVEN Yes
GOOD No

7

Judge Hopeful Haven

☞ Squealing block-and-tackle cranes...
 👁 A venerable tree reaches high...
 🦋 Lighthearted and cheerful...
 🗑 Sage incense...

☠️ ☪️ ☩️ ☪️
Belongings
 Arcane weapon: Strange bomb, silenced gun, hypnotic amulet.
Catalyst
 Someone proposes.
Location
 Estate.

Names
 Gustave
 Blanca
 Kirabo
Virtue
 Compassion
Vice
 Wrath

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Likely Odds

BAD No
EVEN No
GOOD Yes

5

Pardon Benevolent Merchant

☞ The creaking and groaning of...
 👁 The bright beam of a lighthouse...
 🦋 A phlegmy cough wracks your body...
 🗑 A dusty cellar...

☠️ ☪️ ☩️ ☪️
Belongings
 Ultimate quest: Divine command, Grail clue, ancient prophecy.
Catalyst
 A broken heart.
Location
 Clocktower.

Names
 Dhaval
 Hortensia
 Max
Virtue
 Humility
Vice
 Wrath

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Likely Odds

BAD Yes
EVEN YES!
GOOD Yes

6

Convince Complex Legend

☞ Merchants hawking their wares...
 👁 Strange fungus covers...
 🦋 Burning on its way down your throat...
 🗑 Aromatic potpourri...

☠️ ☪️ ☩️ ☪️
Belongings
 Proof positive: Murder, treason, inhuman experimentation.
Catalyst
 A fatal illness.
Location
 Survival shelter.

Names
 Prakash
 Corsonia
 Perun
Virtue
 Honesty
Vice
 Wrath

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Likely Odds

BAD No
EVEN No
GOOD Yes

8

Meet Impressive War

☞ A drunken scuffle...
 👁 Ancient and blocky architecture...
 🦋 Blind, stinking drunk...
 🗑 Rancid oil...

☠️ ☪️ ☩️ ☪️
Belongings
 Valuables: Religious relics, personal maps and charts, strings of pearls.
Catalyst
 Wake up in jail.
Location
 Desert.

Names
 Salvador
 Tia
 Jessie
Virtue
 Courage
Vice
 Wrath

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Likely Odds

BAD Yes
EVEN YES!
GOOD Yes

6

Return Irsome Skill

☞ A bestial roar...
 👁 A child's toy sits...
 🦋 A thud against your side...
 🗑 Rank sweat and sour bodies...

☠️ ☪️ ☩️ ☪️
Belongings
 Snacks: Savory meat pies, bread rolls, nuts and dates.
Catalyst
 Unusual inheritance.
Location
 Shipyards.

Names
 Hakeem
 Veda
 Michi
Virtue
 Temperance
Vice
 Envy

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

4

Clarify Disasterous Estate

- Slurred speech...
- Distant lights...
- Overcome by memories...
- Disgracefully over-steeped tea...

Belongings: The Unknowable: Eldritch truth, horrible secrets, unthinkable betrayal.

Catalyst: Adopted by an animal.

Location: Harbor.

Names: Alan, Elaine, Hunt

Virtue: Loyalty

Vice: Wrath

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Likely Odds

BAD No
EVEN No
GOOD Yes

7

Gather New Parent

- A slow tap, tap, tap...
- A spreading pool...
- Something lands on your head...
- Burned sulfur fumigation...

Belongings: Treats: Fresh fruit, cookies, foreign candies.

Catalyst: Followed in the street.

Location: Workshop.

Names: Earnest, Prudence, Cardea

Virtue: Charity

Vice: Fear

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Likely Odds

BAD Yes
EVEN No
GOOD YES!

5

Heal Holy Romance

- Something dripping...
- A sprawled form...
- A push from behind...
- Beer and piss...

Belongings: Light reading: Jailhouse broadsheet, romantic poems, travelogues.

Catalyst: Assassination!

Location: Cabin.

Names: Gafar, Hedwig, Sascha

Virtue: Diligence

Vice: Fear

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

4

Merge Obvious Vault

- A fusillade of cannon fire...
- Elegant evening finery...
- A prod in the back...
- Ancient, dry dust...

Belongings: News media: Urgent telegraph, local broadsheet, newspaper.

Catalyst: Back-alley mugging.

Location: Mansion.

Names: Kenta, Asuka, Ulli

Virtue: Mercy

Vice: Fear

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Likely Odds

BAD No
EVEN Yes
GOOD YES!

5

Lose Erratic Technology

- Frantic pounding...
- A carved symbol...
- Movement in your pocket...
- Recently applied polish...

Belongings: Common medications: Yew bark, flask of liquor, burn salve.

Catalyst: War!

Location: Inn.

Names: Trenloe, Paquita, Blair

Virtue: Compassion

Vice: Fear

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Likely Odds

BAD No
EVEN No
GOOD No

5

Follow Pandering Affliction

- Shocked blasphemies...
- Garish and clashing colors...
- Shuddering beneath you...
- A camp-fire...

Belongings: Expensive meds: Medicinal flowers, narcotics, pills.

Catalyst: A carnival arrives.

Location: Lockup.

Names: Ahmed, Adanna, Sigi

Virtue: Humility

Vice: Fear

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Likely Odds

BAD No! 4
EVEN Yes 8
GOOD No 5

Unearth Hallucinatory Conflict

- Shuffling steps...
- A familiar face...
- Muscle spasms cramp...
- Flowered water...

Belongings
 Illegal drugs: Exotic tincture, opium, untested experimental drugs.

Catalyst
 Summoned to court.

Location
 Forge.

Names
 Wei
 Hester
 Bowers

Virtue
 Honesty

Vice
 Fear

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Likely Odds

BAD Yes 10
EVEN Yes 20
GOOD Yes 6

Take Disruptive Poverty

- The step-clop-step-clop of...
- The flash of a knife...
- A surprising pinch...
- Industrial grease...

Belongings
 Climbing gear: Rope and spikes, small hammer, spiked boots.

Catalyst
 Witness to a crime.

Location
 The back room.

Names
 Jiang
 Isabelle
 Jamie

Virtue
 Courage

Vice
 Fear

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Likely Odds

BAD No 30
EVEN No! 7
GOOD No 6

Absolve Psychological Civilization

- A scream...
- A splash of red...
- Soot makes your eyes itch...
- A light, delicate bouquet...

Belongings
 Small change: Foreign coins, small bills, a few shillings.

Catalyst
 Long lost sibling returns.

Location
 Smuggler's den.

Names
 Shakeel
 Aurelia
 Elian

Virtue
 Temperance

Vice
 Envy

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Likely Odds

BAD No 30
EVEN No 20
GOOD Yes 6

Defeat Gaudy Defense

- Running feet, closer and closer...
- Flames in the distance...
- Bile rising in your throat...
- Burning hair...

Belongings
 Communications: Semaphore flags, signal lantern, signal mirror.

Catalyst
 Accidental poisoning.

Location
 Palace.

Names
 Alain
 Madeleine
 Aubrey

Virtue
 Loyalty

Vice
 Fear

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Likely Odds

BAD No 80
EVEN Yes 17
GOOD Yes 8

Alter Diabolical Trap

- Tick, tock, tick, tock...
- Thick fog...
- A stomach-tilting lurch...
- An odd fragrance...

Belongings
 Travel accessories: Traveler's phrase book, tickets, seasickness remedy.

Catalyst
 Children in danger.

Location
 Gardens.

Names
 Orton
 Joy
 Needham

Virtue
 Chastity

Vice
 Fear

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Likely Odds

BAD No 40
EVEN No 5
GOOD No 4

Reward Frightful Source

- The sounds of a fight...
- Dense black smoke...
- An ungentlemanly blow strikes...
- Moist earth...

Belongings
 Small game: Dice in a cup, playing cards, ball-and-cup.

Catalyst
 A rabid animal.

Location
 Library.

Names
 Ferdinand
 Catalina
 Abiodun

Virtue
 Temperance

Vice
 Fear

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

5

Trick Ghostly Grudge

- A wet, meaty THUMP...
- Blood stains...
- Deep, throbbing headache...
- Damp, wretched air...

Belongings
Crude weapon: Wooden club, dull knife, poorly-made gun.

Catalyst
Talking animals.

Location
Canal.

Names
Ermenegilde
Isra
Weaver

Virtue
Charity

Vice
Fear

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Likely Odds

BAD No
EVEN Yes
GOOD No

6

Release Unlikely Wreckage

- Curious murmuring...
- Curling pipe smoke...
- A rush of adrenaline...
- Petrichor--rain on dry earth...

Belongings
Hunting weapon: Bow and arrows, rifle, fishing spear.

Catalyst
A prophecy fulfilled.

Location
Mausoleum.

Names
Kade
Jia
Francis

Virtue
Diligence

Vice
Fear

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

4

Distract Elusive Locals

- Marching feet...
- A darting shape...
- Something dragging at your feet...
- Decaying vegetation...

Belongings
Fancy accessory: Leather gloves, sword-cane, embroidered kerchief.

Catalyst
A distant explosion.

Location
Waterfall.

Names
Bahadur
Lupita
Morgan

Virtue
Mercy

Vice
Fraud

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Likely Odds

BAD Yes
EVEN No
GOOD Yes

4

Weaken Impending Rebellion

- Faint buzzing...
- Bloodshot eyes...
- Droplets splatter you...
- Cloying perfume...

Belongings
Disgusting trash: Oil-soaked rag, dirty handkerchief, bloody bandages.

Catalyst
Earthquake!

Location
Fjord.

Names
Burke
Velma
Meklin

Virtue
Compassion

Vice
Fraud

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Likely Odds

BAD No
EVEN Yes
GOOD No

5

Punish Defiant Illness

- Heavy breathing...
- Stormy clouds...
- Clamped tight around your wrists...
- Ripe dung...

Belongings
School work: Diagrams, textbooks, half-finished research report.

Catalyst
Odd weather.

Location
Bridge.

Names
Hisham
Basira
Kumara

Virtue
Humility

Vice
Fraud

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Likely Odds

BAD No
EVEN No
GOOD Yes

6

Regenerate Despondent Superstition

- A sharp snap...
- A heap of scrap...
- Slamming into you...
- The vanilla of ancient books...

Belongings
Lighting: Torch, hand lantern, head-mounted lamp.

Catalyst
Traveling players.

Location
Battleground.

Names
Kaede
AnnaNoelle
Odalis

Virtue
Honesty

Vice
Fraud

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Likely Odds

BAD No! 8
EVEN Yes!
GOOD No

Destroy Common Government

- Angry whispering...
- Lazily spinning wheel...
- Sweaty and feverish...
- New leather...

Belongings
 Music: Sheet music, mechanical music box, song lyrics.

Catalyst
 Wanted posters of ...!

Location
 Asylum.

Names
 Horace
 Naomi
 Daryl

Virtue
 Courage

Vice
 Fraud

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Likely Odds

BAD No 8
EVEN No
GOOD Yes

Reveal Cautious Captivity

- Growing whispers...
- Sails snap and fill...
- A chill runs down your spine...
- Zesty citrus...

Belongings
 Petty jewelry: Poison ring, glass beads, small cameo.

Catalyst
 A battered package.

Location
 Headquarters.

Names
 Vernon
 Jasmine
 Flannery

Virtue
 Charity

Vice
 Envy

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Likely Odds

BAD No! 5
EVEN Yes
GOOD Yes

Discourage Unholy Creature

- Fervent preaching...
- A gathering crowd...
- Cuffed in the side of the head...
- Sweaty beasts of burden...

Belongings
 Craft tools: Leatherworking, woodworking, jeweler's kit.

Catalyst
 Offer you can't refuse.

Location
 Orphanage.

Names
 Hideaki
 Jalila
 Golshan

Virtue
 Loyalty

Vice
 Fraud

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Likely Odds

BAD No 3
EVEN Yes
GOOD Yes

Decimate Infinite Crime

- The distinctive sound of quaffing...
- A blurred motion...
- Your hammock sways...
- Bilgewater...

Belongings
 Art supplies: Paints and brushes, drawing paper, calligraphy pens.

Catalyst
 Inaccurate maps.

Location
 Tenements.

Names
 Eberardo
 Lavina
 Ariel

Virtue
 Chastity

Vice
 Fraud

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Likely Odds

BAD No! 6
EVEN Yes
GOOD No

Grow Uncertain Path

- An insistent drumming...
- Ropes fraying...
- Muscles seize up...
- Strong alcohol...

Belongings
 Writing supplies: Pens and ink, sheaf of paper, notes for travelogue.

Catalyst
 Hint of conspiracy.

Location
 Street.

Names
 Theo
 Aimee
 Tadala

Virtue
 Temperance

Vice
 Fraud

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Likely Odds

BAD No! 7
EVEN Yes
GOOD No

Cleanse Awkward Belief

- A deep thrumming...
- Vibrant red and blue flutters...
- The urge to sneeze...
- Roses and honey...

Belongings
 Pet supplies: Animal call, disgusting pet food, collar and leash.

Catalyst
 Rumors of treasure.

Location
 Market.

Names
 Anselmo
 Elysia
 Florence

Virtue
 Charity

Vice
 Fraud

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Likely Odds

BAD No! 50
EVEN Yes 6
GOOD YES! 9

5

Exhaust Advanced Recruit

- A beating heart...
- A pallid and bloodless face...
- An oily coating...
- An aura of mothballs...

Belongings
Musical instrument:
Harmonica, flute, violin.

Catalyst
Letter from lawyer.

Location
Small boat.

Names
Marcel
Judith
Lindsley

Virtue
Diligence

Vice
Fraud

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Likely Odds

BAD No 7
EVEN No 13
GOOD Yes 3

4

Restore Physical Foe

- Heart-rending shrieks...
- It grows dark...
- Rubbery coils around your neck...
- The heady aroma of wine...

Belongings
Small pet: Foul-mouthed
parrot, larcenous ferret,
black cat.

Catalyst
Press-ganged!

Location
Cafe.

Names
Gibson
Vimala
Jocelyn

Virtue
Mercy

Vice
Fraud

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Likely Odds

BAD No 50
EVEN No 2
GOOD Yes 4

4

Bestow Metaphorical Temple

- Pained cries...
- Dingy and dusty...
- A feathery touch...
- A disinfectant tang...

Belongings
Lucky charm: Rabbit's foot,
four-leaf clover, a loved
one's picture.

Catalyst
Wounds fester.

Location
Social club.

Names
Gilberto
Jacquette
Meadows

Virtue
Compassion

Vice
Fraud

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Likely Odds

BAD No 70
EVEN Yes 5
GOOD No 3

6

Interrupt Material Tool

- Extremely inventive cursing...
- The ship's wheel spinning uselessly...
- An unseen presence...
- The reek of vomit...

Belongings
Threat: Angry letter,
evil-eye charm, the black
spot.

Catalyst
Hero-worship.

Location
Fortress.

Names
Daiki
Adelita
Gabriel

Virtue
Humility

Vice
Gluttony

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Likely Odds

BAD No 30
EVEN Yes 12
GOOD Yes 6

7

Explore Aberrant Ability

- The clash of metal on metal...
- Flashy clothing...
- Grit in your teeth...
- Fresh-brewed tea...

Belongings
Writing project: Memoirs,
draft of a play, philosophical
essay.

Catalyst
Vehicle breaks down.

Location
Supply depot.

Names
Guillermo
Louissette
Jean

Virtue
Honesty

Vice
Gluttony

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Likely Odds

BAD Yes 00
EVEN Yes 3
GOOD YES! 3

5

Steal Fair Monument

- Chiming blacksmiths' hammers...
- Faded and worn...
- Your dignity offended...
- Nutmeg and warm spices...

Belongings
Religious object: Prayer
book, holy symbol, religious
jewelry.

Catalyst
Rising fame.

Location
Secret society.

Names
Alphonse
Daniyah
Trinidad

Virtue
Courage

Vice
Gluttony

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Likely Odds

BAD No
EVEN No
GOOD Yes

4

Trespass Inconvenient Research

- Glass clinking...
- Bouncing across the...
- A frigid draft...
- Dark coffee...

Belongings
Personal papers: Old letters, rambling diary, drawings and sketches.

Catalyst
Mad rantings.

Location
Station.

Names
Madaliso
Aakruti
Robin

Virtue
Diligence

Vice
Envy

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

6

Identify Malevolent Child

- Crescendoing pursuit...
- Gaudy ornaments...
- Silky strands brush your face...
- Rotting meat...

Belongings
Camp gear: Fire starter, folding camp chair, tent.

Catalyst
Growing infamy.

Location
Resort.

Names
Abdul
Bernadette
Harley

Virtue
Loyalty

Vice
Gluttony

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Likely Odds

BAD Yes
EVEN No
GOOD Yes

8

Attempt Timid Lies

- Demanding tones...
- Gloomy atmosphere...
- Unpleasantly lumpy mattress...
- Violets...

Belongings
Stimulant: Tea leaves, rare herbs, coffee beans.

Catalyst
A sudden eclipse.

Location
Hall.

Names
Albert
Marguerite
Carmo

Virtue
Chastity

Vice
Gluttony

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Likely Odds

BAD Yes
EVEN NO!
GOOD No

5

Assuage Theoretical Despair

- Sloshing liquid...
- A glossy sheen covers...
- Dozens of pinpricks across your back...
- Newsprint...

Belongings
Fortune-telling: Gutting knife, vision-inducing drug, astrological charts.

Catalyst
Religious persecution.

Location
Rally.

Names
Lisandro
Yvonne
Jayden

Virtue
Temperance

Vice
Gluttony

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Likely Odds

BAD Yes
EVEN Yes
GOOD Yes

6

Ponder Spiritual Wealth

- Strains of a haunting melody...
- Arms and legs shackled together...
- A twisted ankle...
- Thick, ashy smoke...

Belongings
Ghost-hunting gear: Holy symbol, treatise on the supernatural, salt.

Catalyst
Cultural prejudice.

Location
Archives.

Names
Faustino
Lizaveta
Regan

Virtue
Charity

Vice
Gluttony

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Likely Odds

BAD NO!
EVEN Yes
GOOD Yes

7

Refresh Callous Salvation

- Teeth chattering...
- The grimy floor...
- Sand and dirt in your eyes...
- Wafting fumes of sewage...

Belongings
Thieves' tools: Purse-slitting knife, lockpicks, thief's lantern.

Catalyst
Mistaken identity.

Location
Casino.

Names
Lawrence
Coralie
Carmen

Virtue
Diligence

Vice
Gluttony

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Likely Odds

BAD No
EVEN No
GOOD Yes

4

Beguile Restrained Lookout

- Horrible grinding and gnashing...
- The air is hazy...
- The worst hangover of your life...
- A riot of conflicting scents...

Belongings
Weapon care: Whetstone, cleaning kit, polish.

Catalyst
A tournament!

Location
Sportsfield.

Names
Kuro
Dulce
Omid

Virtue
Mercy

Vice
Gluttony

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

6

Halt Eternal Underling

- Movement just behind you...
- Vivid rainbow hues...
- Tickling on the back of your neck...
- Lively springtime air...

Belongings
Travel aid: Map, nautical compass, sextant.

Catalyst
People disappearing.

Location
Archaeological site.

Names
Jaime
Zephyrine
Dubaku

Virtue
Compassion

Vice
Gluttony

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Likely Odds

BAD Yes
EVEN NO!
GOOD Yes

7

Discuss Medical Goodness

- An indignant exclamation...
- Smudged glass...
- Mist on your face...
- Smoked ham...

Belongings
Weather gear: Hooded oilcloth cloak, poncho, warm boots.

Catalyst
Cranky old folks.

Location
Accident site.

Names
Nishant
Beatrice
Garick

Virtue
Humility

Vice
Gluttony

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

5

Confuse Precise Container

- Smashing pottery...
- Tight sailor's knots...
- Abruptly feeling naked and exposed...
- Sweat, grime, and grease...

Belongings
Child's toy: Stuffed animal, wind-up toy, wooden puzzle box.

Catalyst
Royal request.

Location
Zoo.

Names
Arthur
Mayu
Mercantor

Virtue
Honesty

Vice
Gluttony

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Likely Odds

BAD No
EVEN No
GOOD No

5

Travel Unclear Training

- Shattering glass...
- Tarnished brass...
- The slap of a glove across your face...
- The acrid stench of a tannery...

Belongings
Sports equipment: Wooden racket, knee pads, darts and dartboard.

Catalyst
Caught red-handed.

Location
School.

Names
Philippe
Lucretia
Cruz

Virtue
Courage

Vice
Greed

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Likely Odds

BAD Yes
EVEN No
GOOD Yes

3

Remember Repulsive Stockpile

- Distant revelry...
- Swirls of dust...
- Cold steel presses...
- Nervous sweat...

Belongings
Foodstuffs: Travel rations, beef jerky, dried fruit.

Catalyst
Hostage situation.

Location
Stableyard.

Names
Milton
Adrienne
Loreto

Virtue
Mercy

Vice
Envy

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Likely Odds

BAD Yes
EVEN Yes
GOOD No

5

Forget Minor Knowledge

♣ Terrified squealing...
 👁 Glistening wetly...
 📖 Warm woolly fabric...
 🗨 The stink of death...

👑 **Belongings**
 Scientific data: Medical notes, samples in tubes, star charts.
 🍷 **Catalyst**
 It's a trap!
 📍 **Location**
 Guard station.

👑 **Names**
 Andres
 Jessenia
 Keelan
 🛡 **Virtue**
 Loyalty
 📍 **Vice**
 Greed

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Likely Odds

BAD No
EVEN No
GOOD Yes

1

Avenge Feral Pain

♣ Crashing waves...
 👁 Shining chrome...
 📖 A rumble in the ground...
 🗨 Moldy hardtack bread...

👑 **Belongings**
 Cooking supplies: Dried goods, measuring tools, luxuriant spices.
 🍷 **Catalyst**
 Whispers of evil.
 📍 **Location**
 Concert.

👑 **Names**
 Johanne
 Katia
 Hildred
 🛡 **Virtue**
 Chastity
 📍 **Vice**
 Greed

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Likely Odds

BAD Yes
EVEN YES!
GOOD Yes

6

Strengthen Desperate Food

♣ The blast of a horn...
 👁 An age-faded tattoo...
 📖 A burst of frost and ice...
 🗨 Dark, oak-aged rum...

👑 **Belongings**
 Awards: Naval medal, governmental commendation, marksman badge.
 🍷 **Catalyst**
 Kidnapped!
 📍 **Location**
 Backstage.

👑 **Names**
 Harold
 Kalo
 Curio
 🛡 **Virtue**
 Temperance
 📍 **Vice**
 Greed

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Likely Odds

BAD No
EVEN No
GOOD Yes

8

Delay Tender Game

♣ Iron-rimmed wheels on cobblestone...
 👁 Lightning striking a mast...
 📖 A metal grating presses into...
 🗨 Frying sausage...

👑 **Belongings**
 Brain teaser: Book of riddles, number grid, mathematical conundrum.
 🍷 **Catalyst**
 Ship slowly sinking.
 📍 **Location**
 Winery.

👑 **Names**
 Farrell
 Brigitte
 Murphy
 🛡 **Virtue**
 Charity
 📍 **Vice**
 Greed

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Likely Odds

BAD Yes
EVEN No
GOOD Yes

6

Detect Treacherous Deity

♣ The scrape of a blade on a stone...
 👁 The red glow of a furnace...
 📖 Dry blasts of furnace air...
 🗨 Burning candles...

👑 **Belongings**
 Espionage gear: Coded message, ID-signalling jewelry, sealed orders.
 🍷 **Catalyst**
 Hunters are hunted.
 📍 **Location**
 Museum.

👑 **Names**
 Thoko
 Anais
 Bloomfield
 🛡 **Virtue**
 Diligence
 📍 **Vice**
 Greed

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

7

Deactivate Amicable Death

♣ A snatch of song...
 👁 Rusting metal...
 📖 A vicious, stabbing pain...
 🗨 Snow...

👑 **Belongings**
 Hacking equipment: Cypher book, falsified orders, stolen signet.
 🍷 **Catalyst**
 Quarantined!
 📍 **Location**
 Campus.

👑 **Names**
 Benoit
 Anastasiya
 Tierney
 🛡 **Virtue**
 Mercy
 📍 **Vice**
 Greed

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Likely Odds

BAD No
EVEN Yes
GOOD No!

6

Spoil Aggressive Puzzle

Raucous laughter...
Floor-length, braided hair...
Manacles scraping on your wrists...
The overpowering smell of fish...

Belongings
First aid: Bandages, ointments, 'medicinal purposes' flask.

Catalyst
Strange hallucinations.

Location
On the water.

Names
Arturo
Hyacinthe
Laverne

Virtue
Compassion

Vice
Greed

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Likely Odds

BAD No
EVEN No
GOOD Yes

7

Plan Fundamental Hive

Splitting, splintering wood...
Polished marble...
Constricting around your neck...
Hot tallow...

Belongings
Small trinket: Carved ivory, pewter figurine, piece of sea glass.

Catalyst
Drafted!

Location
House of ill repute.

Names
Duncan
Dunya
Ouson

Virtue
Humility

Vice
Greed

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Likely Odds

BAD No
EVEN Yes
GOOD No

6

Violate Hostile Exposure

Rain drumming against...
Dried flowers...
An abrupt halt...
Dry hay...

Belongings
Illegal weapon: Shiv, blackjack, poison.

Catalyst
Plague spreads.

Location
Retreat.

Names
Chetan
Angie
Kamala

Virtue
Honesty

Vice
Greed

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Likely Odds

BAD No
EVEN No
GOOD Yes

7

Assist Occult Love

A series of explosions...
Tiny metal figurines...
Pulling your hair...
Greasy sheep's wool...

Belongings
Media kit: Official statements, woodcuts, copies of speeches.

Catalyst
A miracle occurs.

Location
Under water.

Names
Arkady
Desta
Ollie

Virtue
Courage

Vice
Greed

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Likely Odds

BAD No
EVEN Yes
GOOD No

9

Injure Brazen Foreigner

Clicking and clacking...
Shafts of light...
Your hair stands on end...
Cedarwood...

Belongings
Beverages: Canteen, flask, bottle of wine.

Catalyst
Vindictive authorities.

Location
Exploration vessel.

Names
Emeka
Madison
Rowan

Virtue
Compassion

Vice
Envy

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

3

Abjure Intact Servant

The thin piping of a flute...
A marvel of stained glass...
Luxuriant carpet beneath bare feet...
Gun smoke...

Belongings
Collectors' items: Butterflies, coins, pins.

Catalyst
Lost!

Location
Disaster site.

Names
Manuel
Benigna
Maria

Virtue
Loyalty

Vice
Greed

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Likely Odds

BAD Yes
EVEN Yes
GOOD Yes

3

Silence Heroic Scum

- Birdsong...
- Pristine, pressed garments...
- Splinters catch on your arm...
- Still-warm bread...

Belongings
Keys: Key ring, skeleton key, daily watch pass-phrase.

Catalyst
Threatening note.

Location
Drifting wreck.

Names
Lionel
Anupama
Balder

Virtue
Chastity

Vice
Lust

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Likely Odds

BAD Yes
EVEN No
GOOD Yes

4

Control Artistic Evil

- Childlike giggling...
- A floating forest of masts and spars...
- Barbs catch your clothing...
- Drying paint...

Belongings
Hobby gear: Scrapbook, ship in a bottle kit, star charts.

Catalyst
Food supplies ruined.

Location
Prison.

Names
Parth
Marina
Guiomar

Virtue
Temperance

Vice
Lust

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Likely Odds

BAD No
EVEN No
GOOD YES!

5

Observe Rare Murder

- One loud, abrupt splash...
- A malicious grin...
- Stabbing into your foot...
- Salty ocean spray...

Belongings
Vehicle maintenance gear: Harness repair kit, canvas scraps, caulking.

Catalyst
Dependent in danger.

Location
Caverns.

Names
Corwin
Mei
Yannick

Virtue
Charity

Vice
Lust

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Likely Odds

BAD No
EVEN No
GOOD YES!

6

Improve Standard Prison

- Chaotic splashing...
- Rodents scurry across...
- Searing the palm of your hand...
- Swampy mud...

Belongings
Fancy gift: Wine, chocolates, jewelry.

Catalyst
Social faux pas.

Location
Monastery.

Names
Angelino
Djamila
Vivian

Virtue
Diligence

Vice
Lust

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Likely Odds

BAD No
EVEN Yes
GOOD No

8

Humiliate Opportune Secret

- Low moaning...
- Motionless forms...
- Chapped lips...
- Tar and pitch...

Belongings
Costume: Party mask, faux uniform, extremely classy getup.

Catalyst
Accidental attack.

Location
Arena.

Names
Dirk
Berta
Sampson

Virtue
Mercy

Vice
Lust

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Likely Odds

BAD NO!
EVEN Yes
GOOD Yes

5

Entertain Momentary Portal

- Voices chanting...
- Anxiously checking their watch...
- Clammy skin...
- Cut grass...

Belongings
Family memento: Letters, gifts, locket.

Catalyst
Heartbreak & betrayal.

Location
Mess hall.

Names
Dwight
Siobhan
Reilly

Virtue
Compassion

Vice
Lust

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Likely Odds

BAD Yes
EVEN No
GOOD Yes

6

Destabilize Fetid Sustenance

- A crack of thunder...
- Cargo on pallets...
- Coarse-grained planks...
- Pine-wood and needles...

Belongings
Event access: Tickets, party invitation, captain's invitation to board ship.

Catalyst
Major route blocked.

Location
Cathedral.

Names
Anatole
Gertie
Monnryder

Virtue
Humility

Vice
Lust

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

8

Guide Deceptive Flame

- An orchestra tuning up...
- Antique silver...
- Smooth, age-worn mahogany...
- An unfamiliar port far from home...

Belongings
Letter of credit: Bonds, writ of patronage, account books.

Catalyst
Lost all memory.

Location
Farmhouse.

Names
Yves
Fortunata
Reyes

Virtue
Honesty

Vice
Lust

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Likely Odds

BAD No
EVEN No
GOOD YES!

9

Foil Fallen Network

- The screech of a badly-tuned violin...
- Pulsating disturbingly...
- Damp, clinging clothing...
- A gangrenous, festering wound...

Belongings
Treasure map: Coded map, clever riddle, coordinates.

Catalyst
Personality shift.

Location
Court.

Names
Berkeley
Indira
Peyton

Virtue
Courage

Vice
Lust

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Likely Odds

BAD No
EVEN No
GOOD Yes

6

Fight Painful Soul

- A sharp accusation...
- The light flickers briefly...
- Something small scuttles up your...
- A dockside wharf...

Belongings
Eating utensils: Camping, silver in need of polish, mess-kit.

Catalyst
Petty theft gone awry.

Location
Cargo hold.

Names
Hercule
Tatiana
Avery

Virtue
Humility

Vice
Envy

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

4

Shatter Recent Health

- Retching and vomiting...
- A portrait in odd hues...
- Wet socks...
- Chalk dust...

Belongings
Ceremonial weapon: Ritual dagger, parade sword, stylized rifle.

Catalyst
A favor called in.

Location
Wedding.

Names
Bishop
Irina
Carroll

Virtue
Loyalty

Vice
Lust

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Likely Odds

BAD Yes
EVEN NO!
GOOD Yes

5

Ambush Delicious Reputation

- A single shot...
- Snarling, with flecks of spittle...
- Downy feathers...
- Faint hints of coconut...

Belongings
Scent: Incense sticks, perfume bottle, expensive cologne.

Catalyst
Your mentor in danger.

Location
Funeral.

Names
Renaud
Ming
Pirrin

Virtue
Chastity

Vice
Lust

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Likely Odds

BAD No
EVEN No
GOOD No

4

Decrease Scientific World

- A ringing chime...
- A dark bird, watching...
- Eye-stinging drips of sweat...
- Fried dough...

Belongings
Fake ID: Writ of safe passage, letter of introduction, shipowner's

Catalyst
A strike or protest.

Location
Festival.

Names
Riku
Genevieve
Sparrow

Virtue
Temperance

Vice
Lust

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Likely Odds

BAD Yes
EVEN Yes
GOOD No

6

Disturb Abandoned Barrier

- The trill of a boatswain's whistle...
- One-eyed...
- The deck rocks beneath you...
- Clean breeze...

Belongings
Cheater's game: Weighted dice, marked cards, shell game.

Catalyst
Abducted!

Location
Outpost.

Names
Alonso
Lenora
Gold

Virtue
Charity

Vice
Pride

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Likely Odds

BAD No
EVEN No
GOOD Yes

7

Enslave Personal Chaos

- A reverberating echo...
- Maps annotated in spidery scrawl...
- Air so humid you can hardly breathe...
- Coal smoke...

Belongings
Plants: Bulbs, vegetable seeds, cross-bred sample cuttings.

Catalyst
Being spied on.

Location
Town.

Names
Marius
Demi
Marcade

Virtue
Diligence

Vice
Pride

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

5

Hide Ambitious Structure

- Distant drums...
- A shock of corn-silk hair...
- Your grip on the rope slipping...
- Cat piss...

Belongings
Tools or Weapons: Prybar, axe, large hammer.

Catalyst
Equipment sabotaged.

Location
Offices.

Names
Aloysius
Amala
Dana

Virtue
Mercy

Vice
Pride

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Likely Odds

BAD No
EVEN No
GOOD Yes

5

Allow Angelic Trial

- Mocking snickers...
- A suspicious hesitation...
- A terrific tooth-ache...
- Sharp spearmint...

Belongings
Fresh game: Dressed pheasant, gutted fish, slabs of venison.

Catalyst
Stranded in the wild.

Location
Workhouse.

Names
Boleslav
Simone
Valentine

Virtue
Compassion

Vice
Pride

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Likely Odds

BAD Yes
EVEN Yes
GOOD Yes

5

Deviate Disappointing Vehicle

- An ominous chuckle...
- Swaying in the wind...
- A sudden impact...
- Spoiled milk...

Belongings
Horrible evidence: Human blood, poison, conspiratorial letters.

Catalyst
Travel snafu.

Location
Train.

Names
Marko
Amina
Ronan

Virtue
Humility

Vice
Pride

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Likely Odds

BAD No!
EVEN Yes!
GOOD Yes

3

Imitate Bygone Agreement

- The rattle of dice...
- A trickle of water runs along...
- Bones breaking...
- Rotten eggs...

Belongings
Trade goods: Copper ingots, tea-blocks, carefully calibrated weights.

Catalyst
A traitor discovered.

Location
Fishing vessel.

Names
Dorian
Lanya
Roshan

Virtue
Honesty

Vice
Pride

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

3

Mesmerize Famous Team

- A cheering crowd...
- A runner carrying a messenger bag...
- Torn between desire and duty...
- Gun powder...

Belongings
Baby care: Diapers, rattle, pap boat.

Catalyst
New species found.

Location
Volcano.

Names
Jumaane
Rosemonde
Dumisani

Virtue
Courage

Vice
Pride

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Likely Odds

BAD No
EVEN Yes
GOOD No

7

Divide Orderly Council

- The whistling of wind through...
- The looming shape of the gibbet...
- Cobwebs tangle in your hair...
- Freshly-shucked corn...

Belongings
Handy tools: Sewing kit, loose tools, polish and rags.

Catalyst
A tragic accident.

Location
Temple.

Names
Eingar
Padma
Rosario

Virtue
Honesty

Vice
Envy

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Likely Odds

BAD No
EVEN No
GOOD Yes

6

Succeed Simple Goal

- Fire crackles...
- The symbol of an obscure religion...
- A dull, rusty blade...
- Intense vinegar...

Belongings
Odd trinket: The bullet that missed, figurine of a foreign deity, old coin.

Catalyst
Run down in the street.

Location
Jungle.

Names
Vipul
Clarice
Dusty

Virtue
Loyalty

Vice
Pride

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Likely Odds

BAD No
EVEN No
GOOD Yes

7

Unseal Maniacal Student

- The ping-ping-ping of cooling metal...
- Tangled in the rigging...
- Slightly tipsy...
- Fragrant herbs covering bitter...

Belongings
Restorative: Patented panacea, poison antidote, home-brewed remedy.

Catalyst
Your captain slain.

Location
Hospital.

Names
Stanley
Mizeria
Amon

Virtue
Chastity

Vice
Pride

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Likely Odds

BAD No
EVEN Yes
GOOD No

4

Isolate Slovenly Work

- The cry of a bird of prey...
- Writhing tentacles...
- The thrill of fear...
- Healthful country air...

Belongings
Deadly substance: Poison, dangerous chemical, gunpowder.

Catalyst
Witness to a cover-up.

Location
Monument.

Names
Veland
Mirabelle
Shelley

Virtue
Temperance

Vice
Pride

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Likely Odds

BAD No
EVEN No
GOOD No

5

Deny Active Ship

Tall grass and underbrush rustling...
 Steam billows from...
 Sparks of rage...
 The odd, dusty scent of snake-skin...

Belongings
 Legal documents: Will and testament, contract, trade agreement.

Catalyst
 Suddenly blinded.

Location
 Butcher.

Names
 Kato
 Elena
 Teagan

Virtue
 Charity

Vice
 Pride

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Likely Odds

BAD Yes
EVEN No
GOOD YES!

5

Move Artificial Time

Barked orders...
 Backed into a corner...
 The sleep of opium...
 Wet, moldering canvas...

Belongings
 Jewelry: Silver torque, family signet ring, lockpick earrings.

Catalyst
 A lookalike appears.

Location
 Exhibit.

Names
 Bastien
 Mittie
 Orvar

Virtue
 Diligence

Vice
 Pride

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Likely Odds

BAD No
EVEN No
GOOD Yes

3

Join Bewildering Prophecy

A cacophony of animal calls...
 Standing at attention...
 The rough feel of canvas...
 An exotic, floral aroma...

Belongings
 Rare tomes: First drafts by famous authors, ancient texts, signed copies.

Catalyst
 A horrific nightmare.

Location
 Beach.

Names
 Roscoe
 Calista
 Shea

Virtue
 Mercy

Vice
 Sloth

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

3

Exchange Religious Fear

The growing rumble of hooves...
 Pursued by armed men...
 Your stomach drops...
 An overpowering, musky odor...

Belongings
 Military weapons: Rifle, blunderbuss, service pistol.

Catalyst
 Dreams coming true.

Location
 Camp.

Names
 Dimitri
 Tessie
 Sheridan

Virtue
 Compassion

Vice
 Sloth

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Likely Odds

BAD YES!
EVEN No
GOOD YES!

10

Discover Widespread Weapon

A one-sided conversation...
 Flanked by servants and guards...
 The crush of a crowd carrying you...
 An oncoming storm...

Belongings
 Portable assistant: Detailed day-planner, assigned tasks list, notebook.

Catalyst
 Family trouble.

Location
 Tower.

Names
 Kalyan
 Orianne
 Tristan

Virtue
 Humility

Vice
 Sloth

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Likely Odds

BAD No
EVEN No
GOOD YES!

2

Pacify Mental Treasure

The pounding of heavy artillery...
 A grimy, broken crown...
 A friendly purr against your leg...
 Moss and old earth...

Belongings
 Stealth devices: Noisemaker, soft-soled shoes, camouflage clothing.

Catalyst
 A passerby collapses.

Location
 Rest station.

Names
 Karl
 Geraldine
 Dakota

Virtue
 Honesty

Vice
 Sloth

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Likely Odds

BAD Yes
EVEN No
GOOD Yes

5

Befriend Tragic Truth

- The crash of waves on rocks...
- Dull greys and browns...
- A sudden loss of balance...
- Smoke and blood...

Belongings
Royal decree: Arrest warrant, royal pardon, declaration of war.

Catalyst
A celebrity in town.

Location
Quarantine zone.

Names
Omar
Chantal
Sable

Virtue
Courage

Vice
Sloth

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Likely Odds

BAD No
EVEN No
GOOD Yes

5

Curse Profitable Scheme

- BANG...
- A swarm of flies...
- A warm breeze...
- Dry-rot...

Belongings
Cosmetics: Belladonna eyedrops, kohl, bismuth blanc.

Catalyst
Fire!

Location
Courtyard.

Names
Winfield
Sunitha
Ion

Virtue
Courage

Vice
Envy

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Likely Odds

BAD Yes
EVEN Yes
GOOD No

6

Corrupt Curious Mystery

- An inhuman babbling...
- A magnificent, ornate weapon...
- Like you haven't slept in days...
- Crisp winter wind...

Belongings
Deed: Land in the country, old mansion, a battered ship.

Catalyst
Framed!

Location
Graveyard.

Names
Nicodemo
Nuo
Echo

Virtue
Loyalty

Vice
Sloth

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Likely Odds

BAD No
EVEN YES!
GOOD Yes

7

Avoid Terrible Contraband

- The cascading rush of a waterfall...
- Sleek lines, all speed and strength...
- Aching feet...
- A poorly-maintained menagerie...

Belongings
Exotic pet: Imported animal, highly trained dog, cat that actually likes you.

Catalyst
Locked in with a beast.

Location
Home.

Names
Shiro
Jeanne
Elianto

Virtue
Chastity

Vice
Sloth

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Likely Odds

BAD No
EVEN No
GOOD Yes

4

Condemn Infamous Peace

- A warning growl...
- A box standing on legs...
- Sticky with congealing blood...
- Whatever passes for food here...

Belongings
Treasure: Gold bars, silver coins, diamond jewelry.

Catalyst
New ability manifests.

Location
Opera house.

Names
Domingo
Lakshmi
Parker

Virtue
Temperance

Vice
Sloth

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Likely Odds

BAD Yes
EVEN NO!
GOOD Yes

2

Raise Permanent Emotion

- Exclamations of pleased surprise...
- Ornately carved gargoyles...
- A pressure on your ears...
- Red-hot iron...

Belongings
Armor: Chainmail, cheap breastplate, fancy suit with gorget.

Catalyst
Drugged into a stupor.

Location
Base.

Names
Albey
Maybelle
Narcisse

Virtue
Charity

Vice
Sloth

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Likely Odds

BAD No
EVEN No
GOOD Yes

5

Seal Humble Obstacle

- Someone slurping greedily...
- A finely-tailored suit...
- Scalding breath on your neck...
- The midden behind a plague ward...

Belongings
Defense: Tough clothing, archer's bracer, helmet.

Catalyst
A party gone wrong.

Location
Embassy.

Names
Clayton
Roxanne
Jarl

Virtue
Diligence

Vice
Sloth

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Likely Odds

BAD No
EVEN NO!
GOOD Yes

5

Execute Unfair Resource

- Water splashing against the quay...
- A glass case filled with...
- Eyes watching you...
- An alluring cologne...

Belongings
Emergency gear: Ship's medicine chest, signal horn, hardtack biscuits.

Catalyst
Mutiny!

Location
Whaling vessel.

Names
Enzo
Maia
Aedan

Virtue
Mercy

Vice
Sloth

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Likely Odds

BAD No
EVEN No
GOOD Yes

6

Confront Vague Resurrection

- The trumpeting bellow of an animal...
- Iron-bound oak...
- Someone following close behind...
- Clover and wildflowers...

Belongings
Assassin's weapons: Garrote wire, concealed pistol, disguised knife.

Catalyst
An apparent haunting.

Location
Well.

Names
Demetrio
Penni
Walker

Virtue
Compassion

Vice
Sloth

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Likely Odds

BAD Yes
EVEN Yes
GOOD Yes

7

Begin Dormant Nightmare

- A sudden quiet...
- A slow, stately procession...
- You've just forgotten something...
- Fetid breath tainted with offal...

Belongings
Arcane knowledge: Miracle of science, Secret Society info, recent discovery.

Catalyst
Hit by a stray shot.

Location
Munitions depot.

Names
Feodor
Anisa
Kieran

Virtue
Humility

Vice
Treachery

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Likely Odds

BAD No
EVEN Yes
GOOD Yes

6

Warn Nearby Monster

- Grunting and snorting...
- A sweet smile...
- A gentle caress...
- Garlic...

Belongings
Ancient artifact: Cultural relic, archaeological find, ruins of civilization.

Catalyst
An evil curse to break.

Location
Forest

Names
Michel
Esperanza
Reece

Virtue
Honesty

Vice
Treachery

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Likely Odds

BAD No
EVEN Yes
GOOD No

7

Poison Haphazard Beast

- The clink of coins...
- Flowers in her hair...
- Icy water closing over your head...
- Desperation and cheap booze...

Belongings
Expensive accessory: Pocket watch, silk cravat, gold dentures.

Catalyst
A sudden storm hits.

Location
Island.

Names
Emilio
Eloise
Chibuiké

Virtue
Courage

Vice
Treachery

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