

# *The GameMaster's Apprentice*

## **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 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, setting, or even genre.

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

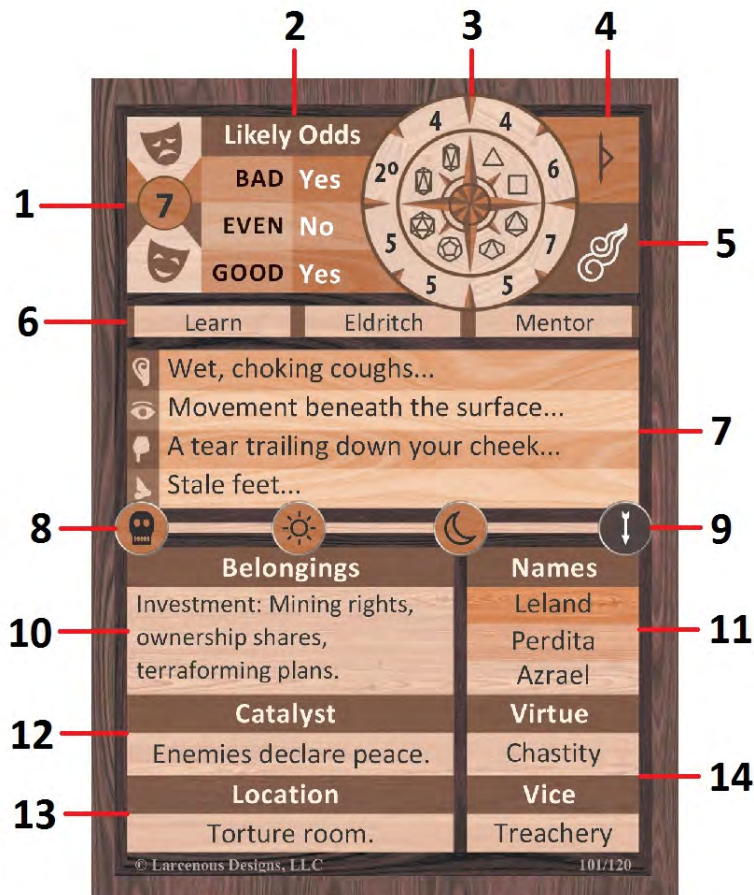
Because the GameMaster's Apprentice is meant to be flexible, there isn't a right or wrong way to use the cards. For the same reason, while these instructions describe each of the randomizers on the cards, I can't really tell you 'how' to use them; it will be up to you to determine your favorite ways 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 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 genre and setting neutral enough for you to use them in any situation. In order to help make this clear, the examples are meant to represent items appropriate to fantasy, modern, and sci-fi settings on each card, in that order.

### **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 is intended to be a genre-neutral, tone-neutral aid. Whether your game is set in a fantastical, modern, or futuristic world, and whether your tone is grim, serious, or 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 barkeeps, 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 to the death--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	<b>Livestock/Wealth:</b> Property, prosperity, fertility, increase, social success. <b>In-Game:</b> Treasure found, quest rewards doled out, or a great opportunity for success (meeting or helping someone powerful, an easy quest, etc).
	Uruz	<b>Auroch/Wild Ox:</b> Energy, health, strength, tenacity, and courage. <b>In-Game:</b> A character of great physical prowess; a situation that requires strength or courage; an ability that boosts health, energy, or strength.
	Thurisaz	<b>Thor/Giant:</b> Reactionary, defensive destruction. Instinct, willpower, and regeneration; lightning, electricity. <b>In-Game:</b> A powerful but protective force or character; lightning or electrical power; an actual giant; thorns, or armor that damages attackers.
	Ansuz	<b>Ancestral Spirit/A God:</b> Revelation, insight, communication, truth, power of words and names; divine intervention. <b>In-Game:</b> Contact from a spirit or god; priest or cleric; temple; holy relic.
	Raido	<b>Wagon/Journey:</b> Travel, evolution, moving forward, gaining perspective. <b>In-Game:</b> 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	<b>Beacon/Torch:</b> Creativity, inspiration, harnessed power, world-changing ability. <b>In-Game:</b> Gaining powers, creating new technology, discovering or researching something powerful. Artifacts, ancient forces, etc.
	Gebo	<b>Gift/Exchanges:</b> Generosity, balance, contracts, relationships, partnerships. <b>In-Game:</b> A good deal, a boon in exchange for fair work, the beginning of a new team, relationship, or business venture; charity.
	Wunjo	<b>Joy/Happiness:</b> Harmony, spiritual reward, pleasure, comfort, glory. <b>In-Game:</b> 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><b>Hail/Weather:</b> Uncontrollable forces, such as nature, the unconscious mind; crisis that comes before harmony.</p> <p><b>In-Game:</b> Terrible weather or other natural (or unnatural) disaster strikes; powers or abilities are blown out of control; devices or artifacts malfunction.</p>
	Naudiz	<p><b>Need/Distress:</b> Resistance, requirements to be met, endurance, patience, survival, a trial or test.</p> <p><b>In-Game:</b> 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><b>Ice/Frustration:</b> Mental blocks; confusion needing to be unravelled; cannot progress until more knowledge is gained.</p> <p><b>In-Game:</b> 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><b>Good Year/Harvest:</b> Effort realized, fruitful results, an end to stagnancy, hope, earned success, cycles of time and life.</p> <p><b>In-Game:</b> 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><b>Yew Tree/Reliability:</b> Dependability, trustworthiness; defense and protection; honesty; well-chosen goals that will be accomplished.</p> <p><b>In-Game:</b> Something low-level in importance is accomplished easily or even automatically; friends and allies come through for you.</p>
	Perthro	<p><b>Dice Cup/Mystery:</b> Chance, secrets, hidden things, the occult; initiation, sense of destiny; setting out on the path.</p> <p><b>In-Game:</b> 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><b>Elk/Protection:</b> Shield, shelter, defense, wards against evil, a guardian; connection to the gods or higher states of being.</p> <p><b>In-Game:</b> 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><b>The Sun/Life-Force:</b> Success, honor, life, positive changes, victory; cleansing fire, power.</p> <p><b>In-Game:</b> 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.</p>



### The Third Eight (Tyr's Aett)











	Tiwaz	<p><b>Tyr/Leadership:</b> Authority, justice, rationality, success in competition of all kinds, self-sacrifice.</p> <p><b>In-Game:</b> 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.</p>
	Berkano	<p><b>Birch Tree/Birth:</b> Fertility, birth, growth, liberation; renewal, new beginnings, love, family, connections.</p> <p><b>In-Game:</b> Romantic or personal relationships are advanced, or second-chances are given, prisoners pardoned, or similar.</p>
	Ehwaz	<p><b>Horses/Travel:</b> Physical transportation; slow but steady progress; teamwork, trust, ideal marriage or partnership.</p> <p><b>In-Game:</b> Travel or vehicular problems are overcome; trust is built; an already-ongoing partnership or relationship proves to be more successful than first imagined.</p>
	Mannaz	<p><b>Mankind/The Self:</b> The individual, intelligence, forethought, skill, ability; the human race, social order, friends and enemies.</p> <p><b>In-Game:</b> 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.</p>
	Laguz	<p><b>Water/Regeneration:</b> Healing, rest, renewal; dreams, the underworld, the imagination.</p> <p><b>In-Game:</b> 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).</p>
	Ingwaz	<p><b>Monarch/Seat of Power:</b> Control and power, answering to nobody; authority without implying justice.</p> <p><b>In-Game:</b> An absolute ruler gets involved, possibly causing problems (especially if the characters refuse to do what they want).</p>
	Dagaz	<p><b>Dawn/Day:</b> Awakening, clarity, breakthrough; discovery, a new venture, transformation for the better; hope, security.</p> <p><b>In-Game:</b> 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).</p>
	Othala	<p><b>Birthright/Home:</b> Inheritance, property passed down, house, home, spiritual heritage, fundamental rights, source of safety, that which is most important.</p> <p><b>In-Game:</b> 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>

## 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.





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

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

## 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 *else* 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**

**5** BAD No  
EVEN No  
GOOD Yes

Rearrange Helpful Solution

The frightened neighing of horses...  
Discarded armor...  
Hit your funny bone...  
Abrasive, eye-watering bleach...

**Belongings** Names  
Lie detector: Truthsense amulet, polygraph machine, mental probe. Warren  
Rosalind  
Tanis

**Catalyst** **Virtue**  
Down the rabbit hole. Diligence

**Location** **Vice**  
Convention. Treachery

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**Likely Odds**

**9** BAD No  
EVEN No  
GOOD No

Trap Graceful Pandemic

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

**Belongings** Names  
Scandalous evidence: Affair, embezzlement, past life. Phillip  
Calliope  
Atropos

**Catalyst** **Virtue**  
Severe deja vu. Mercy

**Location** **Vice**  
Shop. Treachery

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**Likely Odds**

**6** BAD No  
EVEN Yes  
GOOD Yes

Replace Fraudulent Wilderness

A booming, unnaturally loud voice...  
Glowing, slitted eyes...  
Your ears suddenly pop...  
Jasmine flowers...

**Belongings** Names  
Contact info: Fence's name, relation to highly placed official, friend of a star. Saul  
Gladys  
Volos

**Catalyst** **Virtue**  
Your clothes stolen. Compassion

**Location** **Vice**  
Oasis. Treachery

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**Likely Odds**

**7** BAD No  
EVEN Yes  
GOOD Yes

Degrade Drained Freedom

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

**Belongings** Names  
Access pass: Secured border, military base, corporate facility. Preston  
Tamora  
Dismas

**Catalyst** **Virtue**  
Lost a bet. Humility

**Location** **Vice**  
Colony. Treachery

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**Likely Odds**

**4** BAD No  
EVEN No  
GOOD Yes

Defenestrate Sacreligious Investment

A pained bellow...  
Mountaintops obscured by clouds...  
Squirming under your skin...  
A clinical, hospital quality...

**Belongings** Names  
Smuggled goods: Illegal magic, dangerous drugs, stolen corporate secrets. Burley  
Zoe  
Emory

**Catalyst** **Virtue**  
An old acquaintance. Honesty

**Location** **Vice**  
Castle. Treachery

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**Likely Odds**

**4** BAD Yes  
EVEN Yes  
GOOD Yes

Bless Stealthy Ward

Shouts of triumph...  
Stones of all shapes and sizes...  
A twisted ankle...  
Fresh linens...

**Belongings** Names  
Biohazard: Diseased corpses, radioactive waste, bio-weapon. Oscar  
Leah  
Bellon

**Catalyst** **Virtue**  
Malfunctioning abilities. Courage

**Location** **Vice**  
Undiscovered land. 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: Monocle, glasses, contacts. Fred  
 Talia  
 Janus

Catalyst Virtue  
 Life imitates art. Chastity

Location Vice  
 Bar. Envy

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**Likely Odds**  
**6** BAD No  
 EVEN No  
 GOOD No

Wish Temporary Leader

The skittering of a many-legged thing...  
 Brilliant, darting fish...  
 Your muscles burn...  
 Almond oil...

Belongings Names  
 Posh invite: Royal ball, diplomatic dinner, secret initiation. Alonso  
 Igraine  
 Callum

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...  
 A palace in the sky...  
 Lifted off the ground...  
 The elderly...

Belongings Names  
 Blessing: Divine power, secret government tech, alien intervention. David  
 Hattie  
 Keyele

Catalyst Virtue  
 Villain vs villain fight. Chastity

Location Vice  
 Ship. Wrath

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**Likely Odds**  
**4** BAD Yes  
 EVEN No  
 GOOD No

Inflict Wonderous Companion

The clattering of bones...  
 A long-necked bird stares...  
 Your weapon gets caught in...  
 Artificially recycled atmosphere...

Belongings Names  
 Curse: Mystical disease, contract hit, psychic parasite. Agamemnon  
 Kate  
 Lanalor

Catalyst Virtue  
 Bank being robbed. Temperance

Location Vice  
 Village. Wrath

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**Likely Odds**  
**5** BAD No  
 EVEN Yes  
 GOOD No

Prevent Broken Tension

A stone slab slamming to the ground...  
 A half-seen figure beckons...  
 So full you can't move...  
 A trace of spice...

Belongings Names  
 Fairy-tale gift: Magic beans, a second chance, lordhood. Felix  
 Maude  
 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: Magical construct, true A.I., Ancient One tech. Garth  
 Kaylee  
 Ciare

Catalyst Virtue  
 Lost the ability to speak. Diligence

Location Vice  
 Fog-bank. Wrath

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**Likely Odds**

**6** BAD No  
EVEN No  
GOOD Yes

Bargain | Arrogant | Aura

Grotesque, gristly chewing...  
Dead, sun-bleached branches...  
Tired and irritated...  
Deodorizing spray...

**Belongings** | **Names**

Massive inheritance: Vast estate, Fortune 500 company, starship. | Hassan  
Marlene  
Kai

**Catalyst** | **Virtue**

Out-of-body experience. | Mercy

**Location** | **Vice**

Houseboat. | Wrath

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**Likely Odds**

**7** BAD No  
EVEN No  
GOOD No

Judge | Hopeful | Haven

The hiss of escaping gas...  
A venerable tree reaches high...  
Lighthearted and cheerful...  
Sage incense...

**Belongings** | **Names**

Arcane weapon: Soul-stealer, undetectable gun, gravity cannon. | Maurice  
Lauren  
Navarre

**Catalyst** | **Virtue**

Someone proposes. | Compassion

**Location** | **Vice**

Estate. | Wrath

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**Likely Odds**

**5** BAD No  
EVEN Yes  
GOOD Yes

Pardon | Benevolent | Daemon

The creaking and groaning of...  
A blackened skull...  
A phlegmy cough wracks your body...  
A dusty cellar...

**Belongings** | **Names**

Ultimate quest: Divine command, Grail clue, ancient prophecy. | Merrick  
Zahra  
Max

**Catalyst** | **Virtue**

A broken heart. | Humility

**Location** | **Vice**

Clocktower. | Wrath

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**Likely Odds**

**6** BAD Yes  
EVEN Yes  
GOOD Yes

Convince | Complex | Merchant

Merchants hawking their wares...  
Strange fungus covers...  
Bored to tears...  
Aromatic potpourri...

**Belongings** | **Names**

Proof positive: Murder, treason, unknown alien life. | Shaun  
Corsonia  
Perun

**Catalyst** | **Virtue**

A fatal illness. | Honesty

**Location** | **Vice**

Survival shelter. | Wrath

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**Likely Odds**

**8** BAD No  
EVEN YES!  
GOOD Yes

Meet | Impressive | Magic

A drunken scuffle...  
Ancient and blocky architecture...  
Blind, stinking drunk...  
Rancid oil...

**Belongings** | **Names**

Valuables: Diamond jewelry, iconic collectibles, prototype tech. | Leo  
Tia  
Jessie

**Catalyst** | **Virtue**

Wake up in jail. | Courage

**Location** | **Vice**

Landfill. | Wrath

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**Likely Odds**

**6** BAD Yes  
EVEN No  
GOOD Yes

Return | Irksome | Skill

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

**Belongings** | **Names**

Snacks: Fresh fruit, bag of trail mix, nutrient chips. | Otis  
Jodie  
Scarus

**Catalyst** | **Virtue**

Unusual inheritance. | Temperance

**Location** | **Vice**

Shipyards. | Envy

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**Likely Odds**

**5**

BAD NO!  
EVEN Yes  
GOOD No

Unearth | Hallucinatory | Conflict

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

Belongings | Names

Illegal drugs: Exotic potions, medicinal herbs, power-enhancers. | Alberich  
Bethany  
Bowers

Catalyst | Virtue

Summoned to court. | Honesty

Location | Vice

Highrise. | Fear

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**Likely Odds**

**6**

BAD Yes  
EVEN No  
GOOD Yes

Take | Disruptive | Poverty

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

Belongings | Names

Climbing gear: Rope and spikes, carabiners, microtooth grip-gloves. | Drew  
May  
Jamie

Catalyst | Virtue

Witness to a crime. | Courage

Location | Vice

The back room. | Fear

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**Likely Odds**

**6**

BAD No  
EVEN NO!  
GOOD No

Absolve | Psychological | Civilization

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

Belongings | Names

Small change: A few coins, small bills, nearly empty credit chip. | Langdon  
Kirsten  
Zooma

Catalyst | Virtue

Long lost sibling returns. | Temperance

Location | Vice

Mountain. | Envy

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**Likely Odds**

**6**

BAD No  
EVEN Yes  
GOOD Yes

Defeat | Gaudy | Defense

Running feet, closer and closer...  
Flames in the distance...  
The urge to sneeze...  
Burning hair...

Belongings | Names

Communications: Mindspeech amulet, phone, emergency beacon. | Lewis  
Brandi  
Antenor

Catalyst | Virtue

Accidental poisoning. | Loyalty

Location | Vice

Palace. | Fear

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**Likely Odds**

**8**

BAD No  
EVEN No  
GOOD Yes

Alter | Diabolical | Trap

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

Belongings | Names

Travel accessories: Belt pouch, tickets, self-inflating neck pillow. | Michael  
Miranda  
Boult

Catalyst | Virtue

Children in danger. | Chastity

Location | Vice

Gardens. | Fear

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**Likely Odds**

**4**

BAD No  
EVEN Yes  
GOOD No

Reward | Frightful | Source

The sounds of a fight...  
Dense black smoke...  
An electrical jolt...  
Moist earth...

Belongings | Names

Small game: Dice in a cup, playing cards, handheld electronics. | Milton  
Charlotte  
Mabon

Catalyst | Virtue

A rabid animal. | Temperance

Location | Vice

Dangerous ground. | Fear

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**Likely Odds**

**5**

BAD No  
EVEN Yes  
GOOD Yes

Trick | Ghostly | Grudge

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

Belongings | Names

Crude weapon: Battered club, dull knife, poorly-made gun. | Arthur  
Nell  
Weaver

Catalyst | Virtue

Talking animals. | Charity

Location | Vice

Canal. | Fear

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**Likely Odds**

**6**

BAD No  
EVEN Yes  
GOOD No

Release | Unlikely | Wreckage

Curious murmuring...  
Blinking lights...  
A rush of adrenaline...  
Petrichor--rain on dry earth...

Belongings | Names

Hunting weapon: Bow and arrows, rifle, energy spear. | Ethan  
Harriet  
Francis

Catalyst | Virtue

A prophecy fulfilled. | Diligence

Location | Vice

Mausoleum. | Fear

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**Likely Odds**

**4**

BAD No  
EVEN No  
GOOD Yes

Distract | Elusive | Locals

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

Belongings | Names

Fancy accessory: Leather gloves, silvered cane, illuminated cufflinks. | Gordon  
Lucia  
Wurabungee

Catalyst | Virtue

A distant explosion. | Mercy

Location | Vice

Waterfall. | Fraud

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**Likely Odds**

**4**

BAD Yes  
EVEN Yes  
GOOD Yes

Weaken | Impending | Rebellion

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

Belongings | Names

Disgusting trash: Used handkerchief, bandages, biohazard bag. | Burke  
Joan  
Orla

Catalyst | Virtue

Earthquake! | Compassion

Location | Vice

Fjord. | Fraud

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**Likely Odds**

**5**

BAD No  
EVEN No  
GOOD No

Punish | Defiant | Illness

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

Belongings | Names

School work: Homework, textbooks, half-finished presentation. | Clint  
Stacy  
Kumara

Catalyst | Virtue

Odd weather. | Humility

Location | Vice

Bridge. | Fraud

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**Likely Odds**

**6**

BAD No  
EVEN YES!  
GOOD Yes

Regenerate | Despondent | Superstition

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

Belongings | Names

Lighting: Torch, flashlight, hoverlamp that follows you. | Marcus  
AnnaNoelle  
Skeld

Catalyst | Virtue

Traveling players. | Honesty

Location | Vice

Battleground. | Fraud

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**Likely Odds**  
**5**  
 BAD NO!  
 EVEN No  
 GOOD YES!

Exhaust | Advanced | Parent

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

**Belongings** | **Names**

Musical instrument: Lyre, flute, electric violin. | Benedict  
 Helen  
 Terry

**Catalyst** | **Virtue**

Letter from lawyer. | Diligence

**Location** | **Vice**

Shopping center. | Fraud

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**Likely Odds**  
**4**  
 BAD No  
 EVEN No  
 GOOD Yes

Restore | Physical | Foe

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

**Belongings** | **Names**

Small pet: Parrot, ferret, miniature giant space hamster. | Thaldon  
 Isabella  
 Timandra

**Catalyst** | **Virtue**

Weapon shattered. | Mercy

**Location** | **Vice**

Cafe. | Fraud

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**Likely Odds**  
**4**  
 BAD No  
 EVEN Yes  
 GOOD Yes

Bestow | Metaphorical | Temple

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

**Belongings** | **Names**

Lucky charm: Rabbit's foot, four-leaf clover, a loved one's picture. | Isaac  
 Laura  
 Meadows

**Catalyst** | **Virtue**

Wounds fester. | Compassion

**Location** | **Vice**

Social club. | Fraud

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**Likely Odds**  
**6**  
 BAD No  
 EVEN Yes  
 GOOD No

Interrupt | Material | Tool

The snicker-snack of slicing blades...  
 Faint lines carved into...  
 An unseen presence...  
 The reek of vomit...

**Belongings** | **Names**

Threat: Angry letter, evil-eye charm, beheaded doll. | Alfred  
 Portia  
 Gabriel

**Catalyst** | **Virtue**

Hero-worship. | Humility

**Location** | **Vice**

Fortress. | Gluttony

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**Likely Odds**  
**7**  
 BAD No  
 EVEN Yes  
 GOOD Yes

Explore | Aberrant | Ability

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

**Belongings** | **Names**

Writing project: Manuscript, draft of a play, philosophical essay. | Ben  
 Abigail  
 Jean

**Catalyst** | **Virtue**

Stampede! | Honesty

**Location** | **Vice**

Supply depot. | Gluttony

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**Likely Odds**  
**5**  
 BAD Yes  
 EVEN Yes  
 GOOD YES!

Steal | Fair | Monument

A distinctive ca-click...  
 Faded and worn...  
 Leathery wings beat against...  
 Nutmeg and warm spices...

**Belongings** | **Names**

Religious object: Prayer book, holy symbol, pamphlet. | George  
 Desdemona  
 Melanthos

**Catalyst** | **Virtue**

Rising fame. | Courage

**Location** | **Vice**

Secret society. | Gluttony

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**Likely Odds**  
**4** BAD No  
 EVEN Yes  
 GOOD Yes

Beguile | Restrained | Lookout

Horrible grinding and gnashing...  
 The air is hazy...  
 Squelching steps in something nasty...  
 A riot of conflicting scents...

Belongings | Names

Weapon care: Whetstone, cleaning kit, maintenance manual. | Norman  
 Cordelia  
 Straf

Catalyst | Virtue

A tournament! | Mercy

Location | Vice

Sportsfield. | Gluttony

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**Likely Odds**  
**6** BAD No  
 EVEN NO!  
 GOOD Yes

Halt | Eternal | Underling

Harsh static...  
 Vivid rainbow hues...  
 Tickling on the back of your neck...  
 Lively springtime air...

Belongings | Names

Travel aid: Map, compass, digital guide. | Byron  
 Isolde  
 Abhorson

Catalyst | Virtue

People disappearing. | Compassion

Location | Vice

Archaeological site. | Gluttony

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**Likely Odds**  
**7** BAD Yes  
 EVEN Yes  
 GOOD Yes

Discuss | Medical | Goodness

Zap...  
 Smudged glass...  
 As insubstantial as mist...  
 Smoked ham...

Belongings | Names

Weather gear: Hooded oilcloth cloak, poncho, self-warming boots. | Stanley  
 Effie  
 Woden

Catalyst | Virtue

Cranky old folks. | Humility

Location | Vice

Accident site. | Gluttony

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**Likely Odds**  
**5** BAD No  
 EVEN No  
 GOOD Yes

Confuse | Arcane | Container

Smashing pottery...  
 Bright streaks...  
 Abruptly feeling naked and exposed...  
 Chipped-wood mulch...

Belongings | Names

Child's toy: Stuffed animal, colored ball, puzzle cube. | Edmund  
 Heather  
 Evander

Catalyst | Virtue

Royal request. | Honesty

Location | Vice

Supervised care. | Gluttony

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**Likely Odds**  
**5** BAD No  
 EVEN Yes  
 GOOD No

Travel | Unclear | Training

Shattering glass...  
 Tarnished brass...  
 Tread on something gummy...  
 The acrid stench of a tannery...

Belongings | Names

Sports equipment: Wooden racket, knee pads, hoverball. | Evan  
 Hannah  
 Nym

Catalyst | Virtue

Caught red-handed. | Courage

Location | Vice

School. | Greed

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**Likely Odds**  
**3** BAD Yes  
 EVEN Yes  
 GOOD Yes

Remember | Repulsive | Stockpile

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

Belongings | Names

Foodstuffs: Travel rations, energy bars, dried fruit. | Matthew  
 Eva  
 Sarosh

Catalyst | Virtue

Pets run amok. | Mercy

Location | Vice

Stableyard. | Envy

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**Likely Odds**

**5** BAD Yes  
EVEN No  
GOOD No

Forget Minor Knowledge

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

Belongings Names

Scientific data: Alchemical notes, samples in tubes, planetary surveys. Russell  
Celia  
Tyr

Catalyst Virtue

It's a trap! Loyalty

Location Vice

Guard station. Greed

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**Likely Odds**

**1** BAD No  
EVEN YES!  
GOOD Yes

Avenge Feral Pain

Rapidly approaching sirens...  
Shining chrome...  
A rumble in the ground...  
A pungent fart...

Belongings Names

Cooking supplies: Dried goods, measuring tools, offworld spices. Rory  
Brooke  
Melchior

Catalyst Virtue

Whispers of evil. Chastity

Location Vice

Concert. Greed

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**Likely Odds**

**6** BAD Yes  
EVEN No  
GOOD Yes

Strengthen Disappointing Food

The blast of a horn...  
An age-faded tattoo...  
A burst of frost and ice...  
Lemon and soap...

Belongings Names

Awards: Symbolic pin, certificate of achievement, marksman badge. Niall  
Yasmin  
Curio

Catalyst Virtue

Kidnapped! Temperance

Location Vice

Backstage. Greed

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**Likely Odds**

**8** BAD No  
EVEN No  
GOOD Yes

Delay Tender Game

Screeching tires...  
Chiseled stone...  
Soggy, crumbling ground...  
Frying sausage...

Belongings Names

Brain teaser: Book of riddles, number grid, self-evolving puzzle. Thomas  
Samantha  
Zydos

Catalyst Virtue

Bridge washed out. Charity

Location Vice

Winery. Greed

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**Likely Odds**

**6** BAD Yes  
EVEN Yes  
GOOD Yes

Detect Treacherous Deity

The scrape of a blade on a stone...  
Tapestries depicting mythic scenes...  
Dry blasts of furnace air...  
Burning candles...

Belongings Names

Espionage gear: Coded message, pen-camera, comm-tech interceptor. Ross  
Georgia  
Tracy

Catalyst Virtue

Hunters are hunted. Diligence

Location Vice

Museum. Greed

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**Likely Odds**

**7** BAD No  
EVEN Yes  
GOOD Yes

Deactivate Amicable Death

A snatch of song...  
Waving lines of sparkles...  
A vicious, stabbing pain...  
Snow...

Belongings Names

Hacking equipment: Cypher for a code, wifi scanner, auto-hack tool. Stafford  
Michelle  
Endymion

Catalyst Virtue

Quarantined! Mercy

Location Vice

Campus. Greed

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**Likely Odds**

**4** BAD No  
EVEN Yes  
GOOD No

Decrease Scientific Treasure

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

Belongings Names

Fake ID: Writ of safe passage, driver's license, shipowner's documents. Edward  
Tabitha  
Morikai

Catalyst Virtue

A strike or protest. Temperance

Location Vice

Festival. Lust

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**Likely Odds**

**6** BAD Yes  
EVEN No  
GOOD No

Disturb Precise Barrier

Pounding, discordant music...  
One-eyed...  
Fizzy water...  
Clean breeze...

Belongings Names

Cheater's game: Weighted dice, marked cards, game hack. Caspar  
Carrie  
Carroll

Catalyst Virtue

Abducted! Charity

Location Vice

Outpost. Pride

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**Likely Odds**

**7** BAD No  
EVEN Yes  
GOOD Yes

Enslave Personal Chaos

A reverberating echo...  
Masked and robbed...  
Air so humid you can hardly breathe...  
Coal smoke...

Belongings Names

Plants: Bulbs, vegetable seeds, modified crop samples. Ellis  
Demi  
Marcade

Catalyst Virtue

Being spied on. Diligence

Location Vice

Town. Pride

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**Likely Odds**

**5** BAD No  
EVEN YES!  
GOOD Yes

Hide Ambitious Structure

Distant drums...  
A shock of corn-silk hair...  
Slimy goo...  
Cat piss...

Belongings Names

Tools or Weapons: Prybar, fire axe, plasma-welder. Jack  
Cymbeline  
Sparviere

Catalyst Virtue

Equipment sabotaged. Mercy

Location Vice

Offices. Pride

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**Likely Odds**

**5** BAD No  
EVEN Yes  
GOOD Yes

Allow Angelic Trial

Mocking snickers...  
A suspicious hesitation...  
Numb teeth...  
Sharp spearmint...

Belongings Names

Fresh game: Dressed pheasant, gutted fish, unknown species. Caleb  
Simone  
Valentine

Catalyst Virtue

Stranded in the wild. Compassion

Location Vice

Factory. Pride

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**Likely Odds**

**5** BAD Yes  
EVEN No  
GOOD Yes

Deviate Immaculate Vehicle

An ominous chuckle...  
Swaying in the wind...  
Tingling arms...  
Spoiled milk...

Belongings Names

Horrible evidence: Human blood, poison, psychic impressions. Joshua  
Amina  
Ronan

Catalyst Virtue

Foil someone's quest. Humility

Location Vice

Train. Pride

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**Likely Odds**

**5** BAD No  
EVEN Yes  
GOOD No

Deny Active Dream

Tall grass and underbrush rustling...  
Hideously serrated teeth...  
Sparks of rage...  
The odd, dusty scent of snake-skin...

**Belongings** Names  
Legal documents: Will and testament, contract, trade agreement. Rutland  
Lena  
Beldaraan

**Catalyst** **Virtue**  
Suddenly blinded. Charity

**Location** **Vice**  
Butcher. Pride

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**Likely Odds**

**5** BAD Yes  
EVEN No  
GOOD YES!

Move Artificial Time

The beat of swords on shields...  
Backed into a corner...  
A moment of deja-vu...  
The dank of a tomb...

**Belongings** Names  
Jewelry: Gold necklace, emerald ring, synth-pearl earrings. Zachary  
Tiffany  
Orvar

**Catalyst** **Virtue**  
A lookalike appears. Diligence

**Location** **Vice**  
Exhibit. Pride

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**Likely Odds**

**3** BAD No  
EVEN No  
GOOD Yes

Join Bewildering Prophecy

A cacophony of animal calls...  
Carrying their young...  
A gut-wrenching acceleration...  
An exotic, floral aroma...

**Belongings** Names  
Rare tomes: Illuminated manuscript, ancient texts, signed copies. Charles  
Gwendolyn  
Damocles

**Catalyst** **Virtue**  
A horrific nightmare. Mercy

**Location** **Vice**  
Laboratory. Sloth

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**Likely Odds**

**3** BAD No  
EVEN No  
GOOD Yes

Exchange Religious Fear

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

**Belongings** Names  
Military weapons: Greatsword, assault rifle, sonic cannon. Chris  
Melaina  
Limbo

**Catalyst** **Virtue**  
Dreams coming true. Compassion

**Location** **Vice**  
Camp. Sloth

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**Likely Odds**

**10** BAD YES!  
EVEN Yes  
GOOD YES!

Discover Widespread Weapon

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

**Belongings** Names  
Portable assistant: Spirit familiar, tablet device, wearable eyecomp. Osrick  
Cassandra  
Tristan

**Catalyst** **Virtue**  
Asked out on a date. Humility

**Location** **Vice**  
Tower. Sloth

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**Likely Odds**

**2** BAD No  
EVEN YES!  
GOOD YES!

Pacify Mental Font

The whump of spinning blades...  
A grimy, broken crown...  
A friendly purr against your leg...  
Moss and old earth...

**Belongings** Names  
Stealth devices: Invisibility cloak, soft-soled shoes, memory eraser. Mason  
Hazel  
Dakota

**Catalyst** **Virtue**  
A passerby collapses. Honesty

**Location** **Vice**  
Rest station. Sloth

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