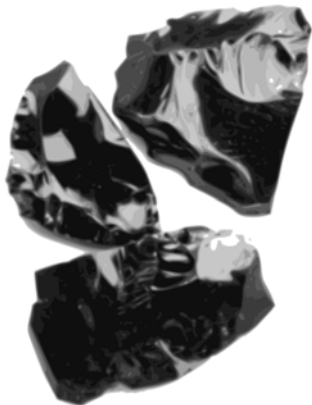


Whispering Rocks

magical, weight 0

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

Surely.



When you **spend a few hours staring into the stones and listening to their whispers**, name someone you know but on whom you have never used this power before. Then, roll +CON.

10+ The stones reveal a secret about them.

7-9 As 10+, but you must first reveal a secret to the rocks about your hopes, fears, regrets, or desires.

6- Mark XP, and the stones pry a secret from your mind.

Each time the stones reveal a secret, mark a box.



When you mark the last box, you unlock the rocks' mysteries and can use **Shadow Magic** (see reverse).

When **one of the rocks is shattered**, cross off one of the options from **Shadow Magic** (see reverse). It is no longer available.

SHADOW MAGIC

When you **hold a whispering rock and call on the shadows within**, choose one of the following:

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

Once you've decided, roll +CON:

10+ The effect lasts as long as you wish, but take -1 ongoing while you maintain it.

7-9 As a 10+, but mark one of the consequences to the right (your choice).

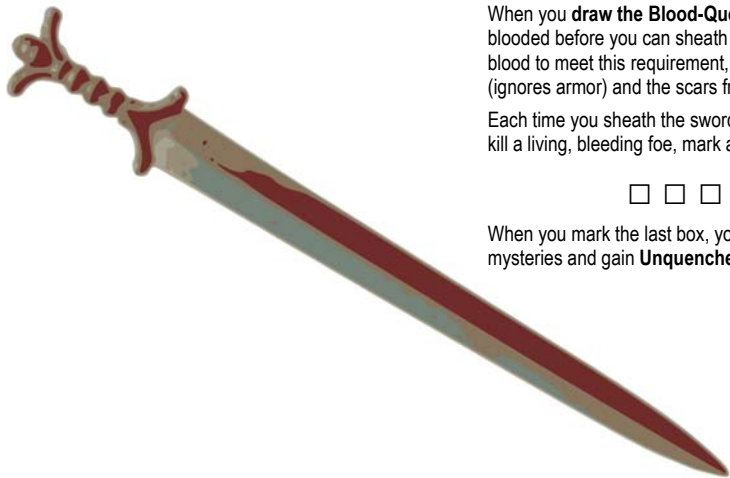
6- Mark XP, and the GM makes a move (which might include choosing a consequence for you, or asking you to pick one).

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

Blood-Quenched Sword

close, +1 damage, messy, magical, weight 1

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



When you **draw the Blood-Quenched Sword**, it leaps from its sheath before any present have time to even blink.

When you **strike first in a fight with the Blood-Quenched Sword**, take +1 forward to **Hack and Slash**.

When you **draw the Blood-Quenched Sword**, it must be blooded before you can sheath it. If you spill your own blood to meet this requirement, take 1d4 damage (ignores armor) and the scars from the cut never fade.

Each time you sheath the sword after having used it to kill a living, bleeding foe, mark a box.



When you mark the last box, you unlock the sword's mysteries and gain **Unquenched** (see reverse).

UNQUENCHED

When you **fight a living, bleeding foe with the Blood-Quenched Sword**, you can mark one of the consequences to the right (your choice) to turn a miss on **Hack and Slash** into a 7-9, turn a 7-9 into a 10-11, or turn a 10-11 into a 12+. You can only do this once per roll.

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

A FLICKERING FLAME

When you **wield the Blood-Quenched Blade and leap headlong into battle with multiple foes**, roll +CON.

10+ Hold 3 SPEED.

7-9 Hold 2 SPEED.

6- Mark XP, hold 2 SPEED but mark one of the consequences to the right.

While you continue to fight, spend SPEED 1 for 1 to:

- Attack any number of within your reach, rolling once and applying the result to all of them
- Strike a weak point, ignoring your foe's armor
- Disengage from a foe you are fighting
- Cross the distance between you and a foe it is possible to reach, before any can react

As soon as you stop fighting, lose all SPEED.

- You lose yourself in a blood-rage, no longer distinguishing between friend, foe, and bystander. When you **attack the nearest living creature while raging**, roll your damage die twice and take the higher result. When you **attempt to stay your hand**, roll +WIS. 10+ You do so, and can leave the rage with a few moments concentration. 7-9 You stay your hand, but must choose a different target for your rage. 6- Mark XP, and attack without mercy or doubt.
- All who survive this battle (friend and foe alike) find themselves coveting the Blood-Quenched Sword.
- From now on, all who see you wield the Blood-Quenched Sword covet it.
- You can no longer sleep or rest without the Blood-Quenched Sword at hand.
- You no longer gain sustenance from food. When slay a living, bleeding creature with the sword, hold 1 SUSTENANCE (max 1). When you would consume a ration, lose 1 SUSTENANCE instead.
- You can always ask the GM *"Does this NPC disrespect me or intend to do me harm?"* and the GM will answer honestly "Yes" or "No." If they answer "Yes," take -1 ongoing if you let them live.