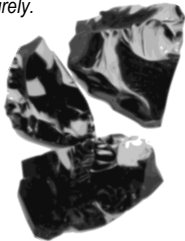


## Whispering Rocks

*Jagged hunks of black volcanic glass. Surely the swirling movements 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 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).

### 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 below (your choice).
- 6- Mark XP, and the GM makes a move.

- The rocks cease to function until they are touched by a dying breath.
- One of the rocks cracks and releases a shadowy spirit
- Your eyes turn jet black. You can see sharply in even utter darkness, but see no color and the sun blinds you.
- Your skin turns deathly pale and cold to the touch. The sun burns your skin, but you take no damage from cold.
- Your body becomes a vessel for a demon of shadows.