

ASSET

**AN ANCIENT
SARCOPHAGUS
IMPRISONING A
TALKATIVE MUMMY**

GOAL

**GET YOUR SOUL
BACK**



ASSET

A PHYLACTERY
GRANTING ETERNAL
LIFE

GOAL

AWAKEN THE
NAMELESS
TORTOISE OF PENG



ASSET

A SCRYING MIRROR

GOAL

**GET TENURE AT
THE ACADEMY OF
MAGIC**



ASSET

A GLOVE THAT
TURNS EVERYTHING
IT TOUCHES TO
SILVER

GOAL

PROVE THE
POTENCY OF YOUR
MAGICS



ASSET

**A COUL OF
INVISIBILITY**

GOAL

**GET REVENGE FOR
A SLIGHT TWO
DECADES PAST**



ASSET

A SMALL HORDE OF
LESSER IMPS AND
FIENDS

GOAL

STEAL BACK A
SENTIMENTAL
OBJECT, GAMBLED
AWAY



ASSET

AN ARROW THAT
WILL ALWAYS FIND
ITS TARGET

GOAL

CREATE AN ARMY
WITH WHICH YOU
CAN RULE



ASSET

**AN INCREDIBLY
IMPRESSIVE AND
ORNATE STAFF**

GOAL

**SALVE YOUR
CONSCIENCE WITH
HEROISM**



ASSET

A FLYING CARPET

GOAL

**FIND YOUR LONG
LOST SIBLING**



ASSET

A FAVOUR FROM AN
ELDER GOD

GOAL

DESTROY YOUR
DOPPELGANGER



ASSET

**HEADMASTERSHIP
OF AN ELDRITCH
ACADEMY**

GOAL

**TRANSLATE AN
ANCIENT TABLET**



ASSET

**A LUDICROUSLY
DANGEROUS
INCANTATION**

GOAL

**BRING YOUR
LOVER BACK FROM
THE DEAD**



ASSET

THE CARCASS OF
A FRESHLY-SLAIN
DRAGON

GOAL

EXORCISE A
TROUBLESOME
SPIRIT



ASSET

**A WILLING
SACRIFICIAL VICTIM**

GOAL

**IMPROVE THE
DEFENCES OF YOUR
SANCTUM**



ASSET

BIZARRE LIQUORS
AND INTOXICANTS

GOAL

WIN THE HEART OF
A FAIR BEAUTY



ASSET

A TAME MONSTER
THAT FOLLOWS YOUR
COMMANDS

GOAL

LEAD THE FIRST
EXPEDITION TO
THE PLATEAU OF
GROOG



ASSET

**AN ATLAS OF THE
WORLD AND NEARBY
PLANES**

GOAL

**HEAL A
CRIPPLING
AILMENT**



ASSET

A LIBERATED GENIE
THAT OWES YOU ONE
LAST WISH

GOAL

FIND A SUITABLE
APPRENTICE



ASSET

THE ABILITY TO
TURN INTO AN
ANIMAL

GOAL

TRANSPORT A
LOCKED CHEST
SAFELY TO ITS
DESTINATION



ASSET

PRODIGIOUS SKILL
WITH A BLADE

GOAL

BEAT DEATH IN A
GAME OF SKILL



ASSET

A TROLL'S HEAD,
MOUNTED AND
FRAMED

GOAL

DEFEND A VILLAGE
FROM AN ONCOMING
DOOM



ASSET

A AMULET THAT
WARDS AGAINST
SPECTRES AND
DEMONS

GOAL

BUILD A LADDER
TO THE MOON



ASSET

**A SCROLL OF
MARVID'S EXPLODING
THUNDERBOLT OF
DEATH**

GOAL

**OVERINDULGE IN
THIEVERY.**



ASSET

**AN IMPERVIOUS
CHAIN SHIRT**

**GOAL
CRUSH THE
CONSPIRACY THAT
PLOTS AGAINST YOU**



ASSET

**AN OLD ALLY
TRANSFORMED INTO
A TOAD**

GOAL

**GET ENOUGH GOLD
YOU CAN RETIRE IN
PEACE**





The Wizard's
Tower



The Wizard's Tower

Reasons to go here

Meet with a council of sorcerers.

Steal a magical artifact.

Get the wizard's help.

People to play

A talkative possessed relic.

A strangely mutated servant.

A visiting ally of the master.

Events that might happen

A bound spirit gets free.

An infestation makes itself known.

A mob of villagers arrives.



The Tavern



The Tavern

Reasons to go here

Recruit some adventurers.

Drown your sorrows.

Conduct a shady deal.

People to play

The tavern's proprietor.

A bard busking for coin.

A storied and terrifying adventurer.

Events that might happen

A bar fight breaks out.

Someone sings a vulgar song.

Someone starts a card game.



The Graveyard



The Graveyard

Reasons to go here

- Collect components for a spell.
- Track down an undead monster.
- Talk to the spirits of the dead.

People to play

- The grim gravekeeper.
- A vampire in a poor disguise.
- A mourner at a graveside.

Events that might happen

- A funeral procession enters.
- The dead rise en masse.
- Necromancers start a ritual.



The Forest



The Forest

Reasons to go here
Get some solitude.
Hunt wild animals.
Seek the wisdom of the trees.

People to play
A forester.
A centaur or satyr.
A tree.

Events that might happen
A hunting party rides through.
A monster is seen through the trees.
Strange flutes ring out.



The Dungeon



The Dungeon

Reasons to go here
You've been imprisoned!
You seek the treasure at its heart.
Hunt the beast that lives within.

People to play
A chained-up prisoner.
Inhuman guards.
An adventuring party.

Events that might happen
The prisoners riot.
An execution begins.
Something stirs in the depths.



The Arcane
Library



The Arcane Library

Reasons to go here
Research.

Imprisoning a captured entity.
Seeking the wisdom of the librarians.

People to play
A novice librarian.

An inquisitor researching a target.
A demon bound to help visitors.

Events that might happen
Someone reads something man
was not meant to know.
A book tries to escape.



The Underworld



The Underworld

Reasons to go here
Rescue your deceased lover.
Consult the ancient sages.
You died!

People to play
A tormented spirit.
The ruler of the underworld.
A fiend on its break.

Events that might happen
A fresh crop of souls arrive.
Lava surges up from the depths.
Cerberus wants to play fetch.



Another Plane



Another Plane

Reasons to go here

Extract raw elemental energy.

Escape the consequences of your actions in an alternate universe.

People to play

An alternate universe doppelganger.

An elemental spirit.

A guardian of the multiverse.

Events that might happen

Something flees through your portal.

Another plane intrudes on this one.

The laws of reality shift.



The Laboratory



The Laboratory

Reasons to go here

Test an idea in a secure environment.

Sabotage a rival's research.

Put together a cure.

People to play

A hunchbacked assistant.

A theoretical research magician.

Accidentally sentient goo.

Events that might happen

Some alchemy experiment explodes.

An amazing breakthrough is found.

Test subjects escape.



A Monster's
Lair

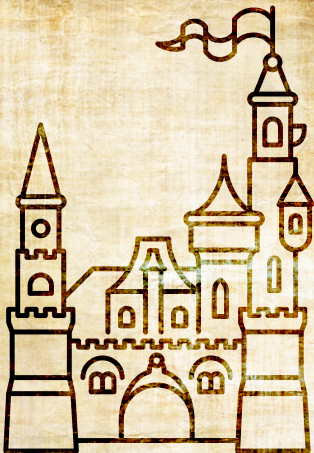


A Monster's Lair

Reasons to go here
Strike a deal with the creature.
Retrieve a relic from the lair.
Rescue a foolish adventurer.

People to play
Lesser minions of the monster.
A brave hero.
A willing sacrifice.

Events that might happen
The monster stirs in its sleep.
You find its young.
A rival monster arrives.



The Regent's
Palace



The Regent's Palace

Reasons to go here

Ask for the kingdom's aid.

Abduct a royal hostage.

Attend a diplomatic meeting.

People to play

The Queen, Emperor or Regent.

A cunning vizier.

An ostentatious courtier.

Events that might happen

A parade heralds a noble's arrival.

A member of the court is poisoned.

A hostile army attacks.



A Fairy Glade



A Fairy Glade

Reasons to go here

Rescue a mortal stolen away.

Trade a child for something of value.

Ask for insight into your destiny.

People to play

A mischievous sprite.

A changeling child.

The mercurial ruler of Færie.

Events that might happen

Strange music pulls you into a dance.

A fairy becomes infatuated with you.

Irresistible food is served.



The Ocean



The Ocean

Reasons to go here

Sail to a faraway land.

Explore an undersea kingdom.

Hunt a sea monster.

People to play

A curmudgeonly sailor.

A merperson.

A cultist of the Deep.

Events that might happen

A storm lashes up the waves.

A huge tentacle breaches the surface.

Uncharted land is spotted.



The Black
Market



The Black Market

Reasons to go here

Pawn something too hot to keep.

Hire assassins, thugs or thieves.

Purchase an illegal enchantment.

People to play

An incredibly sinister shopkeeper.

An assassin who loves their job.

An undercover Inquisitor.

Events that might happen

The market's raided by the Guard.

Thieves burgle a stall.

A dangerous spirit is released.



The Mountains



The Mountains





Reasons to go here
Get a clear view of the sky.
Hide from the authorities.
Mine for raw materials.

People to play
A mountain goat herder.
A fur trapper.
A yeti.

Events that might happen
An avalanche rumbles down.
A rock has curious inscriptions.
The path crumbles away.

THE BASICS

If you're in a scene your character may work magic...

-  **TO DELAY, REDIRECT OR DODGE THE CONSEQUENCES OF SOMETHING THAT JUST HAPPENED.**
-  **TO INTRODUCE A NEW CHARACTER WITH VALUABLE SKILLS OR ASSETS TO THE SCENE.**
-  **TO MAKE SURE NOBODY NOTICES SOMETHING YOU'RE ABOUT TO DO.**
-  **TO CONVINCING AN AUDIENCE TWO PEOPLE SHOULD WORK WITH (OR AGAINST) EACH OTHER.**

Work with other players to fill in any necessary details of what happens.

WIZARDS AREN'T GENTLEMEN

SCENE FRAMING

Refresh all discarded tokens. Then either trigger your Trouble Move, or:

1. *Decide an aim for your character.*
2. *Pick an established or new Location.*
3. *Flesh out any extra details.*
4. *Begin the scene!*

When the aim is met or thwarted, the scene ends. Bank a ✨ token on a Goal if it was advanced with the use of an Asset.

HOW TO ACHIEVE A GOAL





1. *Declare it as your Aim for a scene.*
2. *Gain all ✨ tokens banked on the goal.*
3. *Everyone else can declare an obstacle in the way of you achieving the goal.*

If you succeed, flip the Goal over and gain it as a permanent ✨ token.

If you fail, discard the Goal card; you've missed your chance! Draw a new card.

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The Apprentice

Gifted ☉ Mundane ☉ Untrained



The Apprentice

Gifted  Mundane  Untrained

RELATIONSHIP: MENTOR

Your powers are new to you but someone is teaching you to control them. You may always enter a scene they're the focus of, without needing an explanation.

HOW DID YOU MEET THEM?

WHAT EXERCISES HAVE THEY SET YOU?

WHAT'S THE WORST MAGICAL MISHAP THEY'VE HELPED YOU THROUGH?

Discuss these questions with them and pass them this card.





Relationship: Mentor of
The Apprentice

They may always enter a scene where you're the focus, without needing an explanation.

RELATIONSHIP: MAGICIAN'S BANE

Your grasp on your talents is tenuous, and strong emotion can send them wild.

One character sometimes fills you with such strong emotion that your control is weakened. They may spend ♥ to throw you off balance, sending your powers haywire and causing chaos in the current scene.

Pick who, and pass this card to them.





Relationship: Agitates

The Apprentice

Spend ♡ to make them lose control of their magic, causing chaotic effects in the scene.

TROUBLE MOVE: PUPIL'S PROGRESS

Your tutor has set you a challenge to test your skills. Pick the type of magic it uses: Alchemy, Illusion, Summoning or Scrying.

When it's your turn to frame a scene, you may attempt the challenge. You do it... almost. Choose one:

- **SOMETHING MALICIOUS IS RELEASED INTO YOUR ENVIRONMENT.**
- **THE BACKLASH WARPS YOUR BODY.**
- **THE BACKLASH CAUSES COLLATERAL DAMAGE.**

Ask the rest of the group to fill in the details and gain a ✨ token.



CREATING AN APPRENTICE

NAME: The name of something natural, recently adopted to protect against magic.

STYLE: Rustic and simple, flowing and ill-fitting robes, loaded with tools and scrolls, something else.

ORIGIN: A noble scion, lowly farmhand, changeling rescued from fairies, something else.

PERSONALITY: Overwhelmed and overawed, confident and reckless, studious and curious, something else.



WILD MAGIC

When you try to use your magic to solve a problem, say what you intend the spell to do and choose two:

The spell affects more than you wanted.

The spell affects less than you wanted.

The spell's effect is temporary or superficial.

*The spell marks you in some
unfortunate way.*

The spell has unforeseen side effects.

◆ **ONLY CHOOSE ONE.**

THE APPRENTICE




ADVENTUROUS SPIRIT

When you attempt a feat of great daring and risk, you will succeed but choose one:

You're hurt in the process.

Something valuable is harmed.

A third party makes some of what you wanted impossible.

If you *bank* a  token on this move you can repeat the feat without having to pick options for as long as that token remains *banked*.

THE APPRENTICE



LOCAL HERO

While you're now part of the magical world you haven't yet lost the ability to empathise and get on with mundane folk.

If you're talking to a non-magical person you can *spend* ♥ to:

Get them to do something for you


Tell you something interesting about the area.

◆ **PROTECT A MUNDANE PERSON FROM THE EFFECTS OF ANY OTHER PLAYER'S MOVES.**


THE APPRENTICE



APT PUPIL

If you have time to study a magical tome, a strange phenomenon or a bizarre artefact, you may *bank* a  token on this card to learn a spell based on the source.

Each other player comes up with an idea of what the spell might do, and you pick which one is correct.

Spend the  token later to cast the spell. It will then be lost to you until you can study the source again.

THE APPRENTICE



THE MASTER'S VOICE

Your master has invested some of their status and power into you.

Other characters will treat you as an ambassador and representative of your mentor, and will give you just as much respect as they would give your mentor.



YOU CAN USE ONE OF YOUR MENTOR'S MOVES. PAY THAT MOVE'S COSTS AS NORMAL.

THE APPRENTICE





The Bound Servant

Inhuman ◉ Scheming ◉ Loyal



The Bound Servant

Inhuman ⚙️ Scheming ⚙️ Loyal

RELATIONSHIP: BINDER

Someone owns your loyalty. Did they:

- **SUMMON YOU TO THIS PLANE OF EXISTENCE?**
- **EARN YOUR LOYALTY BY FREEING YOU OR SAVING YOUR LIFE?**
- **BIND YOU TO THEIR EMPLOY IN A DUEL OF POWER?**

You can always enter a scene where they are the focus without needing an explanation, appearing in a puff of smoke or stepping through a glowing portal.

Discuss the relationship with them and then pass them this card.






Relationship: Binder of

The Bound Servant

*They may always enter a scene where
you're the focus, without needing an
explanation.*

RELATIONSHIP: TRUE NAME

Someone knows your True Name, a set of syllables that describes and therefore has power over your essential nature.

They may spend  to speak the name. This will sound like incomprehensible gibberish to everyone else, but to you it'll be like being bound in burning manacles.

In response you must either perform any task they ask of you, or suffer incredible pain for the rest of the scene as your human mask becomes damaged.

Choose who knows your true name, and pass this card to them.






Relationship:

Knows true name of

The Servant

Spend  to speak their name, causing them to do something for you or feel great pain.

MAKING YOUR SERVANT

NAME: Uriel, K'rz'k, Nasmurel,
Xamigoge, Cinder, Sebastian, Volaris, Tera,
something else.

TRUE FORM: Draconic, elemental,
demonic, eldritch, something else.

HUMAN MASK: Elderly and dignified,
beautiful and unsettling, immaculately neat
and tidy, uncivilised and barely presentable,
something else.

PERSONALITY: Supercilious and
scheming, boastful and pitying of humans,
pining for home, something else.



TROUBLE MOVE: FRIENDS IN LOW PLACES

You're not the only creature of your kind in this area. You're the only one bound to be a perfect servant, however, and your peers enjoy coming by to pick on you.

When it's your turn to frame a scene, you can declare that one of your associates drops by. Choose what mischief they get up to:

- **THEY STEAL SOMETHING YOU WERE TASKED TO PROTECT.**
- **THEY SET UP A RITUAL TO CURSE YOUR BINDER.**


Dealing with them takes you out of the next scene, but you gain a ✨ token.



INVESTITURE

You can pour your power into another. If they tell you their true name and give you their blood, they gain one for every token they *spend*:

- INVULNERABILITY TO A SPECIFIED SUBSTANCE.**
- THE POWER TO READ AURAS.**
- FLIGHT.**
- THE POWER TO SHAPESHIFT INTO A PARTICULAR FORM.**

At any point you may *spend*  to become aware of their current situation and, if you wish, remove the granted powers.

THE BOUND SERVANT



LESSER DEMONS

Less powerful monsters flock to you, hoping to gain protection. To introduce a minion to the scene, *bank* an appropriate token on this card:

 **AN ARCANE HOMUNCULUS.**

 **A CRAFTY GOBLIN.**

 **AN IMPETUOUS ELEMENTAL.**

 **A MOURNFUL GHOST.**

The minion lingers for as long as the token remains *banked*, and can be called on to perform a task within their power once per scene. This token can be relinquished at-will.

THE BOUND SERVANT



DEVIL'S ADVOCATE

Your inhuman perspective means that your arguments can catch others off-balance.

If you *spend* ♥ while outlining a reason why someone should consider a course of action, they must seriously consider your point.

If they end up doing it, their insight into your mindset means their next token *spend* on a move targeting you is free.

THE BOUND SERVANT



SUPERHUMAN SERVICE

You were summoned and bound into the form of a servant. Thus, whenever you are called on to perform a servant's duties you do it as well as the best mortal could.

If you *spend*  choose one:

THE TASK IS PERFORMED INSTANTLY.

THE TASK IS PERFORMED SO PERFECTLY IT MOVES OTHERS TO TEARS OR STRIKES THEM DUMB.

ANY GOODS OR EDIBLES CREATED BY THE TASK HAVE A MINOR MAGICAL EFFECT.

THE BOUND SERVANT



INFERNAL MIGHT

The human form the binding gave you only allows you to access some of your power. If you need more, you can *spend* ♠ to temporarily tear your human mask, allowing you to do one of the following for a scene:

**SUMMON ELEMENTAL ENERGY
AND HURL IT AT TARGETS.**

**MOVE THROUGH OR AROUND
ANY OBSTACLE OR BARRIER.**

READ SURFACE THOUGHTS.

ENDURE ANY HARM.



The change is obvious. The power gained isn't, until it is used.

THE BOUND SERVANT







The Hermit

Primal  Arcane  Reclusive



The Hermit

Primal  Arcane  Reclusive

RELATIONSHIP: RIVALRY

No one comes close to your mastery of the arcane arts. No one except this person. Maybe they've had a long career of occult experimentation, or maybe they have incredible talent they're not fully aware of themselves. Either way, you must learn their tricks and secrets.

Choose who they are: you can always enter a scene where they're the focus without needing an explanation. Pass them this card.

WHAT ARE YOU HOPING TO
LEARN FROM THEM?

WHAT SCHOOL OF
MAGIC ARE YOU LEAST
COMFORTABLE WITH?






Relationship: (unaware) Rival of

The Hermit

*They may always enter a scene where
you're the focus, without needing an
explanation.*

RELATIONSHIP: ODIOUSLY URBAN

Someone reminds you why you left civilisation far behind. They might be terribly stylish and modern, have no respect for nature, or are just be far too energetic.

They may spend  to demonstrate those traits, knowingly or unknowingly, in a way that gets right under your skin. You must either withdraw from the interaction or do something that emphasises your distance from civilisation: talk to animals, insult dignitaries, disregard hygiene, etc.


Choose who they are and pass this card to them.





Relationship: Irritates

The Hermit

Spend  to remind them why they retreated from civilisation, forcing them into retreat or vulgarity.

MAKING YOUR HERMIT

NAME: Amellius, Krot, Octavia, Hilda, Aurus, Caspar, Ghed, Tach, something else.

HERMITAGE: A cave in the mountains, a tall tower in the plains, a grove in the heart of the forest, a crystal fortress in a pocket realm, something else.

TITLE: The Green, Thrice-Cursed, Chillwalker, Auspicious, Skythunder, the Wise, something else.

PERSONALITY: Cantakerous and curmudgeony, wild and feral, scholarly and bookish, something else.



TROUBLE MOVE: WIZARD'S POX

Long-term exposure to magic can cause strange frailties, and you've gained plenty over your lifetime of spellcraft. When it's your turn to frame a scene, you can declare that the sickness within you has surged up again. Choose how you deal with it:

- **BURN YOURSELF OUT, LOSING THE ABILITY TO WORK MAGIC UNTIL YOU REST.**
- **BECOME SOMETHING ELEMENTAL AND IMMOBILE UNTIL THE SICKNESS WANES.**
- **TAKE A POTION WITH STRANGE SIDE EFFECTS.**

Ask the group for details, get a ✨ token and pass scene framing on.



FAMILIAR

You have given a portion of your soul independence and a physical form. It may manifest as a mundane-looking pet, a creature of glowing energy, or anything in between.

The familiar is intelligent and capable of acting independently of you, and you can always perceive through its senses.

◆ **USE ANY OF YOUR OTHER MOVES THROUGH THE FAMILIAR, NO MATTER HOW FAR AWAY IT IS FROM YOU.**

THE HERMIT



DIVINATION

Your hermitage is only isolating when you want it to be. With an incantation and a reflective surface, you can see and hear what's happening elsewhere in the world.


♥ **THE CONNECTION IS TWO WAY: THOSE YOU'RE WATCHING CAN SEE AND HEAR YOU.**

♣ **YOU SEE THE FUTURE. ASK A QUESTION ABOUT THE OUTCOME OF A COURSE OF ACTION; EVERYONE ELSE SUGGESTS A VISION AND YOU PICK ONE.**

THE HERMIT



ANCIENT RUNES

Your runes can channel powerful magic. When you inscribe these glyphs, choose one for each  *spent*.

THE INSCRIBED OBJECT WILL STAY IN ITS CURRENT STATE NO MATTER WHAT.


A SPECIFIED TYPE OF CREATURE CAN'T APPROACH OR AFFECT THE RUNES.

THE NEXT PERSON THAT READS THE RUNES SUFFERS A TERRIBLE MAGICAL MALADY.

THE HERMIT



WIZARD'S PANOPLY

You have a wand, staff, orb or pendant that greatly increases your power. If you use these tools to augment one of your moves, you may *bank* a  token on this card.

If you do, the spell you cast counts as a temporary Asset and its effects will linger for as long as the token remains *banked*. You can relinquish this commitment at any time.



USE YOUR REGALIA TO IMPRESS OTHERS, GAINING A ONE-USE ASSET FROM THEIR AWE TOWARDS YOU.

THE HERMIT



RULER OF ELEMENTS

The natural world bends to your will. *Bank* a ♥ token on this card to control a particular element:

**FIRE, WATER, WOOD, AIR,
LIGHTNING, ICE.**

So long as the token remains *banked* on this card, that element cannot harm you and will obey your commands.



♣ **CONJURE AN INSTANCE OF THE
ELEMENT INTO BEING.**

THE HERMIT







The Inquisitor

Ardent  Perceptive  Decisive



The Inquisitor

Ardent  Perceptive  Decisive

RELATIONSHIP: CONSULTATION

You need some help with your current case, and this character is the perfect person to advise. Your superiors agree, and have given you a writ compelling them to advise you.

Choose a character for this. You may always enter a scene where they are present, without needing an explanation.

WHAT KIND OF CRIME ARE YOU INVESTIGATING?

WHAT DO YOU HOPE TO LEARN FROM THIS CHARACTER?

HAVE YOU DEALT WITH CASES LIKE THIS BEFORE?

Discuss these questions with them and hand them this card.





Relationship: Advisor of
The Inquisitor

They may always enter a scene where
you're the focus, without needing an
explanation.

MAKING YOUR INQUISITOR

NAME: Victor, Malachi, Elle, Jeanne, Marco, Fenicil, Binera, something else.

STYLE: Enchanted armour, simple travelling clothes, the finest court styles, bone mask and complete obscurity, something else.

TITLE: The Merciless, Cleareyed, Legate, High Chancellor, Lawgiver, Tyrant, something else.

PERSONALITY: Kindly and paternal, sanctimonious scholar, hard-boiled gumshoe, crusading idealist, something else.



TROUBLE MOVE:

THE ONE THAT GOT AWAY

Across your career enforcing justice in the magical community, only one case remains unsolved. What sort of crime was it?

Murder? Theft? Vandalism? A curse?

When you're framing a scene you can pick one:


- **YOU FIND EVIDENCE THE CRIME'S CULPRIT IS IN THE AREA.**
- **ANOTHER CRIME HAPPENS USING THE SAME MO.**
- **YOU'RE CONFRONTED WITH THE CONSEQUENCES OF FAILING TO SOLVE THE CRIME.**

Get the rest of the group to fill in details, and gain a new ✨ token.



RELATIONSHIP: LIFE DEBT

A long time ago an investigation you were on went bad. You thought you were lost, but this character saved you.

You owe them an obligation you don't feel you'll ever discharge. At any point they may spend  to bring up the obligation, causing you give them a free pass for any suspicious or criminal activities.


Choose who they are and pass this card to them.







Relationship: Saved the life of

The Inquisitor

Spend  to remind them of the debt and get them to overlook your crimes or misbehaviour.

ZONE OF TRUTH


Through repeated mantras you can place yourself in a mindset of utter truth and sincerity. *Spend*  to radiate this truth into the surrounding area for the rest of the scene.

Everyone within eyesight of you feels an urge to be truthful and forthright, and must *spend*  to intentionally deceive anyone.

THE INQUISITOR



DULLIFY

A mind like a blade can cut through any enchantment. When someone within eyesight of you tries to use a supernatural ability, choose one per  *spent*.

THE ABILITY CANNOT AFFECT YOU.


THE ABILITY TURNS BACK ON THE CASTER.


THE CASTER'S INTENT BECOMES OBVIOUS TO ALL OBSERVERS.


THE INQUISITOR



PRECEDENT

When someone is considering a source of action, you may *spend*  to tell the story of someone you knew who attempted something similar.

If the past attempt worked out well, your companion's next  *spend* is free.


If the past attempt worked out poorly, your companion must either add an extra step to their plan to deal with the issues you brought up, or *spend*  to improvise a way through.

THE INQUISITOR



CONDITIONED PHYSIQUE

You are immune to all mundane poisons, diseases, starvation, thirst and exhaustion.


If you come under the effects of any supernatural malady, you may *spend*  to completely resist it.

THE INQUISITOR



POSTCOGNITION

You can scry into the past to help ascertain the truth of a matter.

When you gaze into the past of a location, you can ask the group one question per  spent. Answers cannot reach beyond the scope of the location.

Example Questions:

Who was the last person here?

How did this body die?

How long has this place been abandoned?

THE INQUISITOR





The Fringe Occultist

Bargaining ☯ Unstable ☯ Eldritch



The Fringe Occultist

Bargaining 🌐 Unstable 🌐 Eldritch

RELATIONSHIP: PROPHECY

You recently had a premonition about you and another character. The messages were mixed: they predicted great profit for one of you and ruin for the other, but which? You're obsessed with this enigma, and so have made arrangements to be in their vicinity.

You can always enter a scene where they're the focus without an explanation. Discuss your relationship and pass them this card.

WHAT FORTUNE DID THE DREAM PROMISE? WHAT RUIN MIGHT IT BRING?

WHAT WOULD YOU SEE AS A SIGN OF IMMINENT TRAGEDY?





Relationship: Doom predicted by

The Fringe Occultist

*They may always enter a scene where
you're the focus, without needing an
explanation.*

MAKING YOUR OCCULTIST

NAME: Abelard, Ophelia, Eric, Lavinia, Nikita, Anastasia, Ward, Seneca, something else.

STYLE: Decorated in countless charms and fetishes, austere formal wear, loose and drifting silks, ichor-stained and reeking, something else.

SWORN TO: Fairies, demons, the void outside existence, the stars, the dead, something else.

PERSONALITY: Desperate and driven, laid-back and carefree, devoted to a strange religion, in over their head, something else.



TROUBLE MOVE: FAUSTIAN PACT

Some time ago you made a bargain for power. It helped at the time, but now the pact's obligations are coming due. If it's your turn to frame a scene, you may declare that it's time to give the entity something back.

Choose one:

- **SACRIFICE SOMETHING VALUABLE TO THE ENTITY.**
- **SWEAR TO PERFORM IT A SERVICE OR BE DENIED POWER.**
- **THE NEXT TIME YOU USE A MOVE ITS RESULTS GET TWISTED BY THE ENTITY. THE REST OF THE GROUP DECIDES HOW.**

Gain a ✨ token and pass scene framing on.



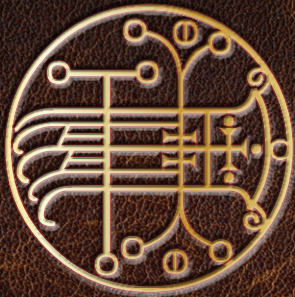
RELATIONSHIP: SECRET SOCIETY

As part of your investigation of the fringes of mysticism, you've joined a number of secret societies, cults, revolutionary orders and so on.

One other character is not only a member of the same secret society as you, but also a higher rank. They may spend ♠ to subtly show one of the secret signs of the society, forcing you to agree with the next statement or argument they make.

Ask for a volunteer, and hand them this card.





Relationship: Secretly outranks

The Fringe Occultist

Spend ♠ to show them a secret sign and force them to back up your arguments.

SHAPESHIFT

You can slip from one form to another by concentrating for a few breaths. You can take the form of any mundane animal, but pick a characteristic tell that's always shows:

A striking patch of colour.

Horns or antlers.

An unnatural substance in place of fur or flesh.

♠ TAKE THE FORM OF ANOTHER HUMAN.

THE FRIDGE OCCULTIST



STEP SIDWAYS

You have found a space between planes. By *spending* a ♠ token and concentrating for a few minutes you can slip into this space, becoming invisible and intangible to everyone else. The world is hazy and indistinct to you, but while you're in this state you can pass through walls and escape detection.

♠ **THE TRANSFER IS INSTANT.**


♠ **PICK UP OR PUT DOWN
AN OBJECT WHILE
REMAINING INVISIBLE.**

THE FRIDGE OCCULTIST



LOOK INTO THE ABYSS

The void outside existence is a warped mirror that reflects the world in strange new ways.

If you *spend* , gaze into a reflective surface and ask the abyss one of these questions, the other players will give you a truthful answer.

WHO HERE FEELS MOST GUILT?

**WHO'S HIDING A WOUND
OR ILLNESS?**

**WHAT SECRET CONNECTION
DO THESE TWO
CHARACTERS SHARE?**

THE FRIDGE OCCULTIST



RESEARCH GRANT

As transgressive as your research is, it's sponsored by a respectable organisation. You can draw on that respectability to deflect blame and outrage.

When you're accused of committing a crime against law, nature or moral decency, you can *spend* ♥♥ to call on your connections. Your accuser must choose:

RETRACT THEIR COMPLAINT.

**SPEND A ♥♥ OF THEIR OWN TO
KEEP PRESSING YOU.**

THE FRIDGE OCCULTIST



NECROMANCY

A social prohibition against necromancy is no barrier to a motivated magician. With some alchemically-treated incense and the right incantations, you can call spirits back from the grave.

If a corpse is present their spirit will be called up; if not, it may be anyone who has ever died in this location.

♣ **THE SPIRIT CAN TAKE A PHYSICAL FORM, OR POSSESS ITS CORPSE IF IT'S PRESENT.**

THE FRIDGE OCCULTIST

