

Lying deep in the brambles of the Outerlands beyond the Worlds Proper and the Lands of the Dead, lies the ancient City of Thorns. It is a twisting, taking place, but a respite from those who wish to venture unscathed. Still, the ageless family who rule the city from deep within the Well of Majesty cannot ignore their neighbors, and so it was that emissaries from worlds above and below are called to treat.

Called from the comfortable fires of her homelands, the Ambassador of Hell and her retinue venture to the City. They seek peace, murder, escaped criminals, and what secrets they may find within the Spiral Library. But what will they find? And at what cost?

Introduction

Brimstone Emissaries in the City of Thorns (BECT) is a game of questions and answers, about exploration and self-discovery, and striving to overcome the troubles of strange world. Playing BECT will require the sheets in this document as well as a deck of typical Tarot cards.

BECT assumes the Tarot cards will have 22 Major Arcana cards, and four suits of Minor Arcana each with 14 cards, referred to as Cup, Coin, Sword, and Wand – if your suits differ just decide which to use for each. Separate out and shuffle the Major Arcana into their own deck, then remove all the royal cards (usually the King, Queen, Knight, and Page of each suit) and shuffle then into the Persona deck. Lastly, shuffle the remaining 10 cards of each suit into separate decks, referred to by their suit name. You will draw cards from each of these decks during different phases of the game, and as various decks run out you will shuffle cards back into the deck they came from.

The root of BECT is the question, an uncertainty about some important part of the story of your hellish travelers and their time in the City of Thorns. Questions come in two sorts, (regular) questions and big questions. Typical questions are about the moment, temporary outcomes and situations. Big questions are more fundamental and wide-reaching.

When a question is resolved you get an answer, the ultimate determination of that question. A typical answer involves a significant change in a person, thing, or our knowledge of them, but not an irrevocable one. An answer to a big question is a big answer and permanently changes events. A regular question of a duel between two nobles might be answered by a wound, by the victor gaining the spoils, or some other change in the situation. If the same duel became a big question, the answer could kill one of the duelists, have them vow to be blood brothers, or cause a shattering revelation.

The flow of a game of BECT is a cycle, with a period of time devoting to bringing up questions about the story and having characters and their trouble make moves to bring about possible answers, culminating in periodic rounds of answering some or all the questions in play (although perhaps leading to more questions). This cycle is tied to the decks you have split your Tarot deck into. As your characters and the trouble they face act, cards from these decks will be played or discarded. When a deck runs out of cards, it is time to answer some questions. When a suit deck is emptied all questions of that suit can be answered with that deck getting rebuilt, when the persona or major arcana deck is emptied, all questions get answered and all decks are rebuilt.

The Suits

Cup

Cup is the suit of emotion and influence.

Questions:

Cup questions include seduction, manipulation, first impressions, changing people's opinions, and giving hope and joy.

Examples include:

- Can you befriend the merchant?
- Will you or him seduce the other first?
- Can you terrify the gathered crowd?

Answers:

Instilling or *dispensing sentiments* are the most common answers of the Cup. A sentiment is an immediate and overwhelming feeling in a single person or a group. These emotions are powerful, but temporary.

These answers can also contribute to Cup deeds (see below). Starting a Cup deed or adding a key to an existing Cup deed can also be Cup answers.

Big Questions:

Big questions of the Cup come from heightening a (standard) question. Seduction turns to romance, fear turns to subjugation, joy and cheer turns to loyalty and trust.

Big Answers:

Instilling or dispensing *bonds* are the most common big answers of the Cup. Bonds are persistent and pervasive, forged in love, loyalty, deep-seated fear, or a sense of duty or honor. If you have a bond with a trouble, you can control whether they trigger questions and otherwise get involved in events.

If you are not looking for a bond, you can instead treat a big answer as two (standard) answers, one Cup, one of any suit.

Deeds:

Cup deeds are for city-wide changes in peoples emotions and gaining the trust of large organizations or prospective followers.

Coin

Coin is the suit of possession and equipment.

Questions:

Coin questions involve possession, finding, taking, or giving away items, people, ideas, and places.

Examples include:

- Can find a proper gift for the Queen?
- Can you get into the merchant's house?
- Can you get rid of the curse?

Answers:

Seizing, referred to as a *seizure*, or *freeing* something or someone are the most common answers of the Cup. A seizure is taking immediate possession of what is seized. Seizing gives control but is neither complete nor secure.

These answers can also contribute to Coin deeds (see below). Starting a Coin deed or adding a key to an existing Coin deed can also be Coin answers.

Big Questions:

Big questions of the Coin come from heightening a (standard) question. Turning a prisoner into an ally or a shattered wreck, merging an artifact with your very soul, or offering permanent employment, all apply.

Big Answers:

Seizing or freeing *ownerships* are the most common big answers of the Coin. Ownerships are both permanent and deeply affecting. Something owned is not merely possessed, but has become part of its owner, wholly subject to its whims and will. If you own a trouble or place you control its triggers.

If you are not looking for a ownership, you can instead treat a big answer as two (standard) answers, one Coin, one of any suit.

Deeds:

Coin deeds are for large scale acquisitions and purchases, of districts, guilds, and rulers.

The Suits

Sword

Sword is the suit of knowledge and discovery.

Questions:

Sword questions include finding or hiding secrets, clues, and other hidden information.

Examples include:

- Who is the murderer?
- Can you keep your betrayal secret?
- Where are the hidden guardsmen?

Answers:

Revealing or *obscuring secrets* are the most common answers of the Sword. A secret is something known to some, which is either concealed or otherwise requires some effort to find out. Secrets provide leverage or insight, at least until they become fully exposed.

These answers can also contribute to Sword deeds (see below). Starting a Sword deed or adding a key to an existing Sword deed can also be Sword answers. Sword answers can also unlock new Regions along your journey.

Big Questions:

Big questions of the Sword come from heightening a (standard) question. A single secret might unravel an entire collection of lies or a subtle truth never before realized.

Big Answers:

Revealing or obscuring *discoveries* are the most common big answers of the Sword. Discoveries change the world, they offer a new way to accomplish your goals and change relationships, the triggers of people or places, or instincts of troubles.

If you are not looking for a discovery, you can instead treat a big answer as two (standard) answers, one Sword, one of any suit.

Deeds:

Sword deeds are for great intellectual or research projects which have the potential to change minds and worlds.

Wand

Wand is the suit of action and physicality.

Questions:

Wand questions involve physically changing the people and places around you, perhaps, but not necessarily through violence.

Examples include:

- Can you evade the press gang?
- Who will win the duel?
- Can you endure the storm's fury?

Answers:

Inflicting or *relieve burdens* are the most common answers of the Wand. A burden is an immediate physical state, often injuring or impairing the target, limiting what they can do, until relieved.

These answers can also contribute to Wand deeds (see below). Starting a Wand deed or adding a key to an existing Wand deed can also be Wand answers.

Big Questions:

Big questions of the Wand come from heightening a (standard) question, raising the stakes as high as they go. Duels or storms turn deadly or the wound you are healing could be fatal.

Big Answers:

Inflicting or relieving *dooms* are the most common big answers of the Wand. Dooms are physical states of imminent finality, often death or fates worse than death. This will eliminate a trouble and dooms can remove people and places from the region or impair them enough to be irrelevant.

If you are not looking for a doom, you can instead treat a big answer as two (standard) answers, one Wand, one of any suit.

Deeds:

Wand deeds are for great works of creation and destruction, such as the waging of war.

Making Your Emissary

The first step in playing BECT is to create your emissaries as a group. To do this have one copy of the sheets of Assignments, Masteries, and Origins, each cut out separately. Then have each player take a character sheet and select one Assignment, one Mastery, and one Origin, securing these to the character sheet with tape or glue. Then take the print-outs of the maps (squares with arrows connecting 5-6 rounded squares), each cut out and shuffled together and randomly draw a map for each Assignment, Mastery, and Origin selected, securing them in the open square with tape or glue. These show how your moves are connected. Keep the rest of the maps for using later. Lastly choose a name for your emissary.

Initial Set Pieces

Once you have your emissaries, it's time to set-up the first region, The Outlands, create your first Trouble, a merchant named Marchesy Quaal who the emissaries have encountered on the road, and ask your first question, "What does Marchesy talk you into?" (Cup).

Making a Region

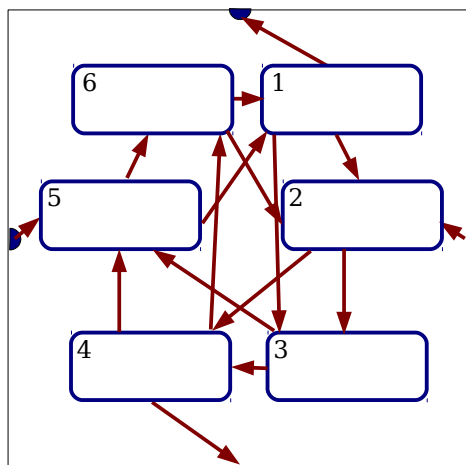
At the start of play, you'll make The Outlands, and as new regions become unlocked you'll make them as well. Take the region sheet and randomly select and secure maps for both the people and the places. Then for each person, pick one relationship for each link coming from that person's spot on the map, or linked to a neighbor. For the places, the arrows just show how the places are connected.

Making a Trouble

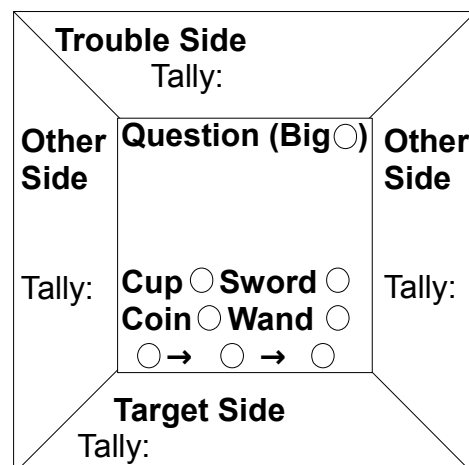
To make a trouble take a trouble sheet and take the cut out adjective and noun sheets for that trouble. For Marchesy those are Enticing and Merchant. Secure the adjective and noun, and then randomly select and secure maps to their respective squares. These show how his moves are connected. You may need as many as eight copies of each noun and adjective, depending on how long your journeys are.

Asking a Question

A Question is recorded by taking a question block, writing the question itself, "What does Marchesy talk you into?", in the center, and then marking the current suit of the question, Cup. Questions can come both from the triggers of a region due to specific Major Arcana cards being drawn in the previous chapter or can be initiated by a player. When a question is caused by a region, such as the starting one, it begins with one Major Arcana card, drawn from that deck, played on it and the associated trouble already involved on the Trouble Side, meaning the question cannot be safely ignored. If a question requires adding a new trouble, don't forget to make it too.



A Map



A Question Block

Playing BECT

BECT is played in a series of chapters, with the emissaries all making moves and the trouble responding to those moves. Emissaries do not need to take rigid turns, but when two player both want to make a move, the one who as acted less recently has priority.

In all cases, making a move or trouble responding by making a move is intimately tied with the current fictional situation, the people, the places, and any answers that have been made. If a move doesn't make sense with the current situation, you can't make it or have the trouble respond with it. Indeed if a trouble should respond, but cannot make any move because of the answers imposed on it, it shakes off one of those answers instead.

Making Your Move

Moves are linked by the map for each part of your emissary (Assignment, Mastery, Origin). At the beginning of the game you start at the edge of each of your maps, and from that point on you can use any move with an arrow pointing to it from the last move you used. To keep track use a token or mark the move you just used on the map.

When you first use a move on the map, you get to choose between two options, listed next to that number. Mark the square after the option you choose. From this point on you always use this move when you move to that space on your map.

When you make a move, you describe how your emissary is affecting the immediate situation based on the name of the move which describes its meaning in the story of your emissaries journeys. Then follow the mechanical procedures for that move. When told to play a card, you choose which question that card is played on, as long as the suit of that card matches the suit of the question.

If you want to make a new question, you can do so by playing a card matching the suit of the question you want to ask. After filling out the question block, the trouble response will always be for a trouble, mostly likely the most invested trouble, to join that question. If that would involve introducing a new trouble then make it too.

Your goal at a question is to get the longest consecutive sequence of cards played. For example, a 5, 6, and 8 would only give you a tally of 2 (the 5 and 6). But if you play a 7 or a persona card (King, Queen, Jack, or Page) in suit (counting as a wild card), those four cards give you a tally of 4.

By playing a card you can have your emissary join with an existing question, either helping out another emissary, or opening up another side. If on the same side, each extra emissary increases each others tallies by one.

If your move involved making or removing answers then that can be done regardless of the current questions. When you take this type of move, you do not involve a question, so trouble doesn't respond.

Trouble Responds

After you play one or more cards at a question during one of your moves, you must also describe how the trouble at that question responds. Do this for each question you played at this move. Trouble moves are linked on maps, in the same way as emissary moves, and must be chosen when first used in the same way too.

When a question has no trouble attached or you want to bring in more trouble, use the Join a Question move, describing how the trouble becomes involved in the question. Trouble always joins on the trouble side of a question.

Trouble tallies are just the number of Major Arcana (MA) cards played on that question, plus the number of other trouble at that question. When trouble discards a card it always discards one from each deck matching a suit at this question.

From One Chapter to the Next

When a deck runs out of cards that ends the chapter. If the deck is related to one suit, then all questions of that suit are resolved. If the deck is persona or major arcana, then all questions resolve.

When a question resolves, check the tallies at that question. If the largest tally on a side is larger than the other sides, that side wins the question. Each trouble or emissary on that side gets an answer, and the one with the highest tally decides how to use them to answer the question.

If the highest tally is a tie, then each emissary or trouble on each side gets an answer, but none can fully answer the question, and it will remain open during the next chapter.

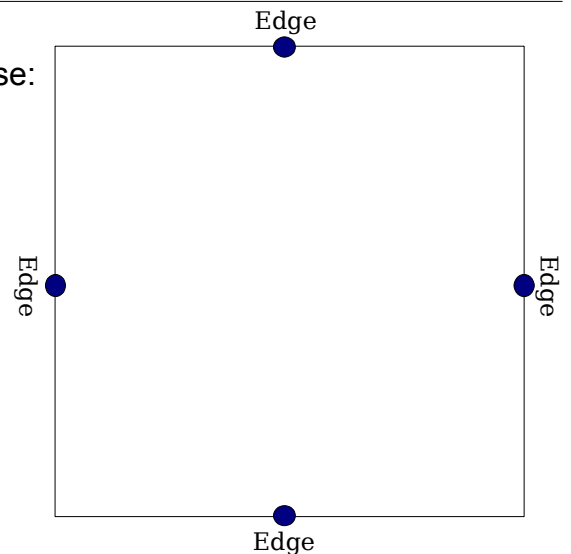
Instead of taking an answer an emissary or a trouble can bump a question up to a big question or add a new suit to the question. A big question needs to be resolved three times, not counting ties, giving big answers after the chapter in which it is upgraded.

Lastly check to see if any of the major arcana cards drawn match the triggered questions at this region. If so, ask those questions. Then shuffle all the cards that had been played at the resolved questions into their respective decks. Then you can start the next chapter.

Assignment: Ambassador of Hell

Choose:

- 1 Comfort Suffering – Draw 1 Cup, Draw 1 Coin, Play Both
Call on Hell – Draw 3 Persona, Play 2, Discard the other
- 2 Listen to Troubles – Draw & Play 2 Cup, Involved Sentiment
Pass Judgment – Reveal Guilt or Innocence, Discard 1 Sword
- 3 Pull Rank – Draw and Play 1 Cup or Wand
Sugary Words – Draw and Play 1 Cup or Sword
- 4 Legalistic Jargon – Draw and Play 1 Sword
Cutting Words – Draw and Play 1 Cup
- 5 Play the Fop – Draw and Play 1 Cup
Hellfire Mantle – Draw and Play 1 Wand
- 6 Offer Sanctuary – Draw and Play 1 Coin
Follow Protocol – Draw and Play 1 Cup

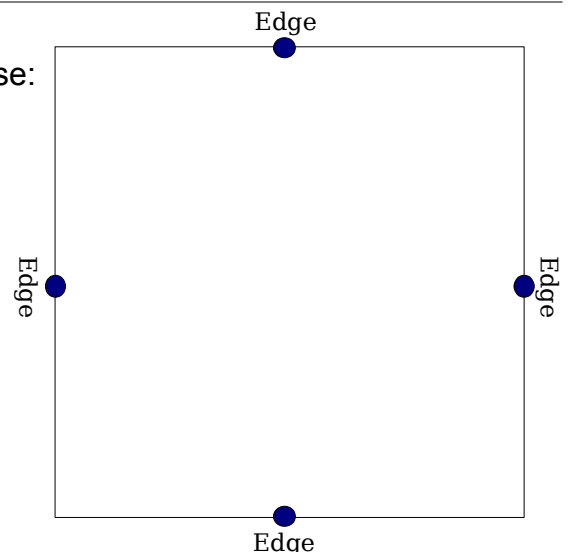


Goal: Form a lasting bond with the King of the Well.

Assignment: Emissary of Flame

Choose:

- 1 Punish Disloyalty - Draw 1 Wand, Draw 1 Coin, Play Both
Invoke Hellfire– Draw 1 Wand, Draw 1 Cup, Play Both
- 2 Commune with Flame - Draw 2 Persona, Play 1, Discard
Preach Eloquently – Seize your audience, Discard 1 Cup
- 3 Exploit the Naive – Instill Trust, Discard 1 Cup
Draw on Your Faith – Remove a Burden, Discard 1 Wand
- 4 Speak Fiery Words - Draw and Play 1 Cup
Place Your Blessing – Draw and Play 1 Coin
- 5 Glow with your Faith – Draw and Play 1 Cup
Cause a Confession – Draw and Play 1 Sword
- 6 Claim for your Faith – Draw and Play 1 Coin
A Divination of Fire and Blood – Draw 1 Sword

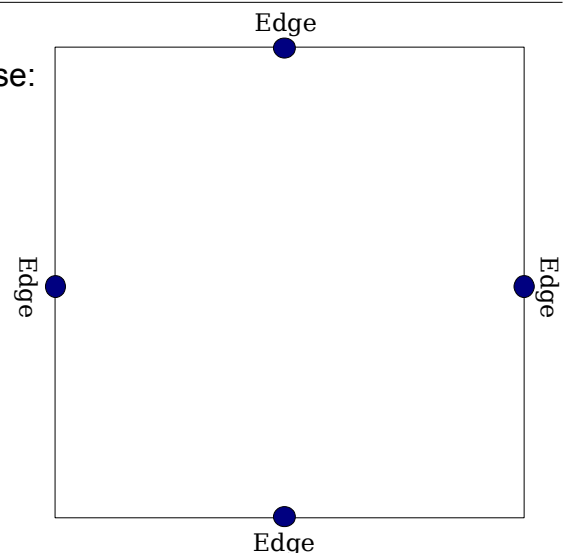


Goal: Convert a noble of the city to the faith of hell.

Assignment: Emissary of Shadow

Choose:

- 1 Sneak Past – Draw 1 Sword, Draw 1 Coin, Play Both
Solidify Shadows - Draw 3 Persona, Play 2, Discard 1
- 2 Recruit an Agent – Seize an Agent, Discard 1 Coin
Read Beneath – Reveal a Secret, Discard 1 Sword
- 3 Plots Within Plots – Draw 2 Persona, Play 1, Discard 1
Misinformation – Obscure a Revelation, Discard 1 Sword
- 4 Coded Missive – Draw and Play 1 Sword
Hidden Weapon – Draw and Play 1 Wand
- 5 Underhanded Betrayal – Draw and Play 1 Coin
Shadowy Minion – Draw and Play 1 Wand
- 6 Foster Trust – Draw and Play 1 Cup
See Through Shadows – Draw and Play 1 Sword

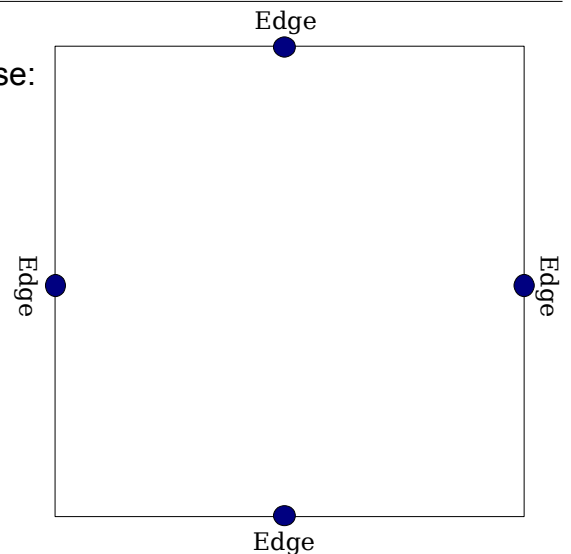


Goal: Uncover serious blackmail on one of the City's Queens.

Assignment: Emissary of Chains

Choose:

- 1 Pronounce Sentence – Draw 1 Wand and 1 Coin, Play Both
Perceive the Truth – Draw 3 Persona, Play 2, Discard 1
- 2 Take Prisoners – Seize your prisoner, Discard 1 Coin
Teach Lessons – Draw 2 Persona, Play 1, Discard 1
- 3 Punish the Guilty – Draw and play 1 Wand or 1 Coin
Punish the Innocent – Draw and play 1 Sword or 1 Coin
- 4 Interrogate – Draw and Play 1 Sword.
Plant Incriminating Evidence – Draw and Play 1 Coin.
- 5 Silently Observe – Draw and Play 1 Sword.
Pursue your Quarry – Draw and Play 1 Wand.
- 6 Quote the Laws – Draw and Play 1 Cup.
Claim Authority – Draw and Play 1 Coin.

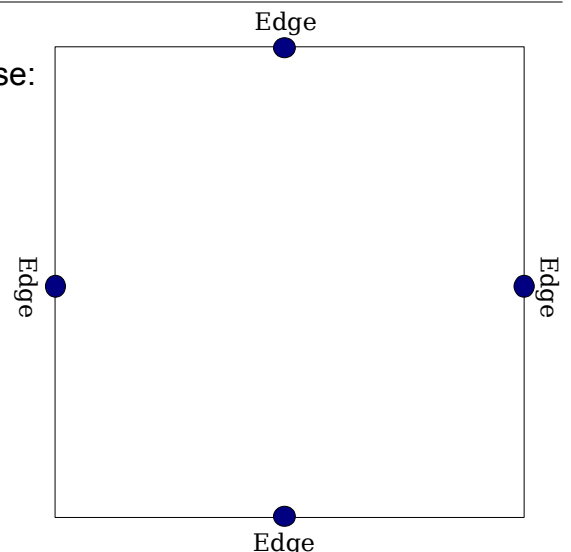


Goal: Recover the hell escapee, Itrax, hiding in the Belch Towers.

Assignment: Guardian

Choose:

- 1 Ever Watchful – Draw and Play 1 Sword and 1 Wand.
Trustful Manner – Draw and Play 1 Cup and 1 Wand.
- 2 Get in the Way – Inflict "Can only hit me". Discard 1 Wand.
Remove from Danger – Relieve a binding. Discard 1 Wand.
- 3 Protect Fallen – Draw 2 Wand and play both, Rooted binding.
Measured Withdraw – Draw 2 Persona, Play 1, Discard 1.
- 4 Cover with Shield – Draw and Play 1 Wand.
Stare Down – Draw and Play 1 Coin.
- 5 Forceful Words – Draw and Play 1 Cup.
Silent Endurance – Draw and Play 1 Wand.
- 6 Preemptive Strike – Draw and Play 1 Wand.
Read the Threat – Draw and Play 1 Sword.

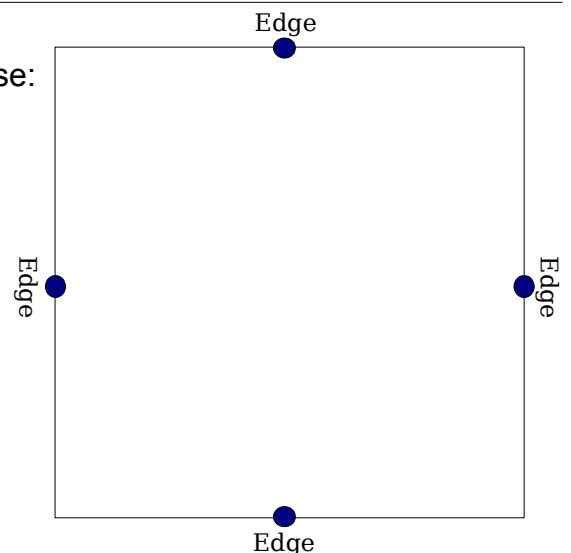


Goal: Discover the secrets of the fighting styles of the City of Thorns.

Assignment: Secretary

Choose:

- 1 The Perfect Gift – Draw and Play 1 Coin and 1 Cup.
Consult the Record – Draw 3 Persona, Play 2, Discard 1.
- 2 Represent Another – Draw 2 Person, Play 1, Discard 1.
Exploit a Loophole – Free a seizure, Discard 1 Coin.
- 3 Excellent Timing – Draw and Play 1 Cup or 1 Wand.
Talk Faster – Instill Confusion, Discard 1 Cup.
- 4 Use Their Words Against Them – Draw and Play 1 Cup.
Slip Into the Background – Draw and Play 1 Sword.
- 5 Covertly Undermine – Draw and Play 1 Cup.
Assert Absent Authority – Draw and Play 1 Coin.
- 6 Present the Facts – Draw and Play 1 Sword.
Have Just the Thing – Draw and Play 1 Wand.

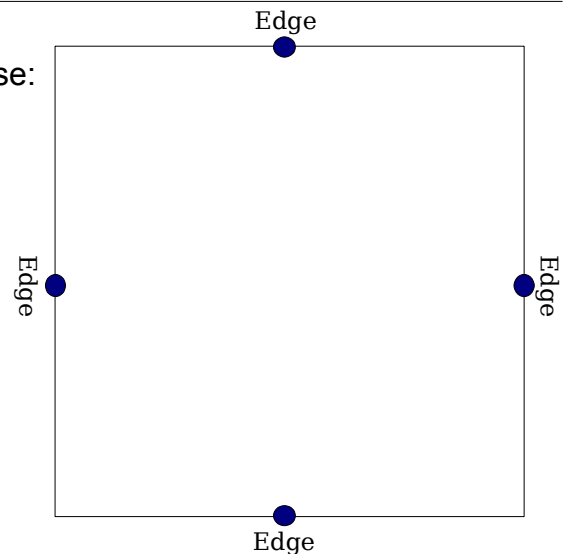


Goal: Master the Court of the Well of Majesty.

Assignment: Entertainer

Choose:

- 1 Telling Performance – Draw and Play 1 Cup and 1 Sword.
Be Someone You're Not – Draw 3 Persona, Play 2, Discard 1.
- 2 Make Them Laugh – Instill Humor or Joy, Discard 1 Cup.
Seduce with Song – Instill Arousal, Discard 1 Cup.
- 3 Make Them Cry – Instill Sorrow or Reflection, Discard 1 Cup.
Chant the Epics – Draw and Play 1 Cup or 1 Wand.
- 4 Sly Response – Draw and Play 1 Cup.
Slip Into the Background – Draw and Play 1 Sword.
- 5 Impressive Stunt – Draw and Play 1 Wand.
Raucous Pantomime – Draw and Play 1 Cup.
- 6 Remember Tales – Draw and Play 1 Sword.
Sing Sweetly - Draw and Play 1 Cup.

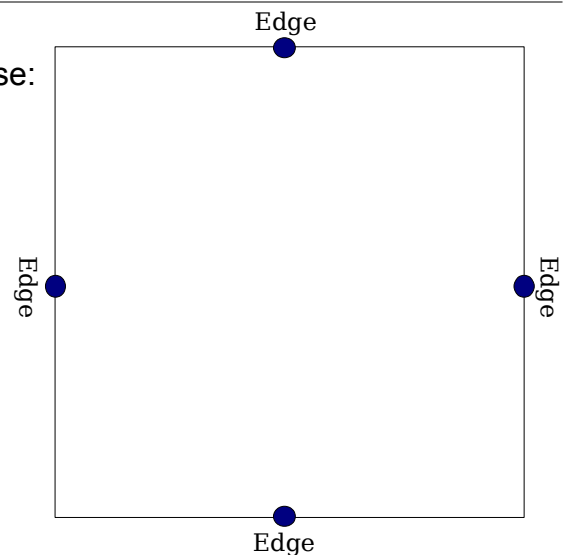


Goal: Assemble a troupe of performers.

Mastery: Frivolity

Choose:

- 1 Life of the Party – Draw and Play 1 Cup and 1 Sword.
Say 'Yes' to Everything – Draw 3 Persona, Play 2, Discard 1.
- 2 Find the Fun – Reveal a party or a revel, discard 1 Sword.
Full of Cheer – Disperse a negative sentiment, Discard 1 Cup.
- 3 Go with the Flow – Draw 2 Persona, Play 1, Discard 1.
Contagious Job – Instill Happiness, Discard 1 Cup.
- 4 Sing to the Sky – Draw and Play 1 Cup.
Break out the Booze – Draw and Play 1 Wand.
- 5 Dance Unabashedly – Draw and Play 1 Cup.
Drink Together – Draw and Play 1 Sword.
- 6 Fall in Love – Draw and Play 1 Wand.
Invite to Revelry – Draw and Play 1 Cup.

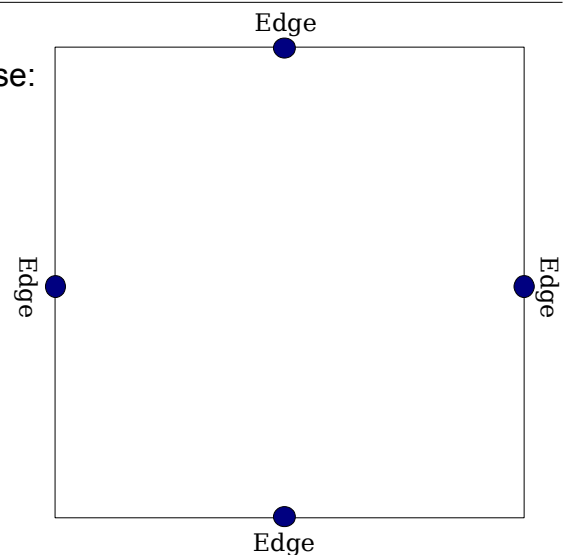


Goal: Host the most epic party the City has ever seen.

Mastery: Exploration

Choose:

- 1 Remember the Path – Gain a setpiece key, Discard 1 Sword.
Go in First – Draw and Play 1 Sword and 1 Wand.
- 2 Learn Their Ways – Draw and Play 1 Cup or 1 Sword.
Scout Ahead – Reveal way to avoid danger, Discard 1 Sword.
- 3 Stalk your Prey – Draw and Play 1 Wand or 1 Sword.
Spring a Trap – Inflict Trapped, Discard 1 Wand.
- 4 Recall Useful Lore – Draw and Play 1 Sword
Use Exotic Technique – Draw and Play 1 Wand
- 5 Know the Land – Draw and Play 1 Wand.
Diplomatic Bearing – Draw and Play 1 Cup.
- 6 Find Neglected Treasure – Draw and Play 1 Coin.
Listen to the Winds – Draw and Play 1 Sword.

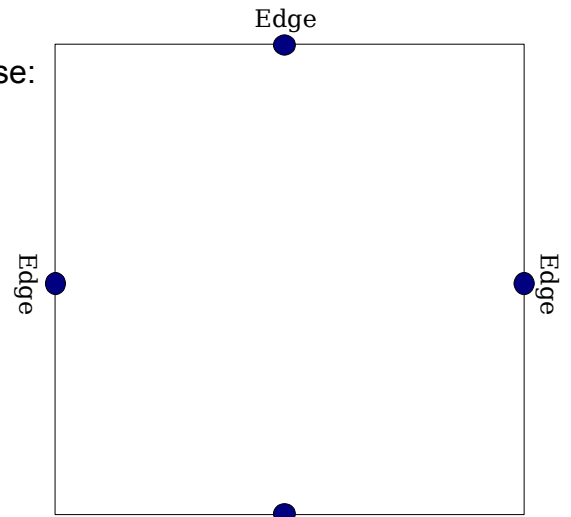


Goal: Map the wilds of the Outlands and the City.

Mastery: Diplomacy

Choose:

- 1 Broker a Deal – Get a negotiation deed key, discard 1 Coin.
- Cloud With Words – Draw and Play 1 Cup and 1 Coin.
- 2 Read Between the Lines – Draw and Play 1 Coin or 1 Sword.
- Above the Fray – Disperse a Sentiment, Discard 1 Cup.
- 3 Charge up the Crowd – Draw and Play 1 Cup or 1 Coin.
- Take Control – Seize a conversation, Discard 1 Coin.
- 4 Honeyed Words – Draw and Play 1 Cup.
- Ask Difficult Questions - Draw and Play 1 Sword.
- 5 Make them Slip Up – Draw and Play 1 Sword.
- Use Underlings – Draw and Play 1 Wand.
- 6 Subtle Threats – Draw and Play 1 Coin.
- Proper Etiquette – Draw and Play 1 Cup.

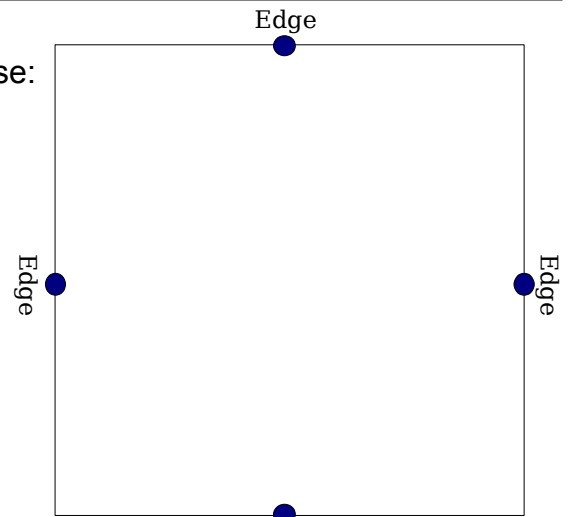


Goal: Forge an alliance between the City and Hell.

Mastery: Intrigue

Choose:

- 1 Craft Scheme – Get an espionage deed key, discard 1 Sword.
- Make Some Chaos – Draw 3 Persona, Play 2, Discard 1.
- 2 Trade for Secrets – Draw & Play 2 Sword, Reveal your secret
- Lies within Truths – Draw and Play 1 Sword or 1 Coin.
- 3 Backup Plan – Remove a binding, Discard 1 Wand.
- Blackmail – Draw & Play 2 Coin, Give up a secret.
- 4 Impersonation – Draw and Play 1 Cup.
- Find Their Secrets – Draw and Play 1 Sword.
- 5 Unexpected Attack – Draw and Play 1 Wand.
- Surveillance - Draw and Play 1 Sword.
- 6 Disguised Weapon – Draw and Play 1 Wand.
- Cultivate Their Trust – Draw and Play 1 Cup.

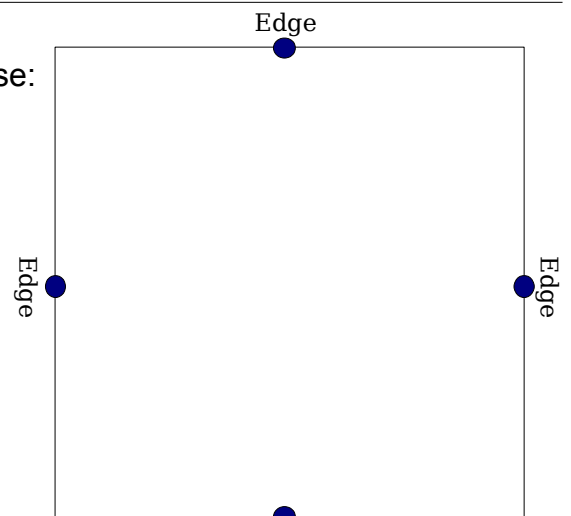


Goal: Defeat Chul Erasima at her own game.

Mastery: Warfare

Choose:

- 1 Plan the Battle – Get a battle deed key, discard 1 Wand.
- Lead the Charge – Draw and Play 1 Wand and 1 Cup.
- 2 Go Berserk – Draw and Play 2 Wand, Inflict injury on self.
- Rally the Troops – Relieve fear or anxiety, discard 1 Cup.
- 3 Covert Assault – Draw and Play 1 Sword or Wand.
- Improve Morale – Draw and Play 1 Cup or Wand.
- 4 Reconnaissance – Draw and Play 1 Sword.
- Battle Cry – Draw and Play 1 Cup.
- 5 Expert Weapon Wielding – Draw and Play 1 Wand.
- Intimidating Display – Draw and Play 1 Cup.
- 6 Parry and Strike – Draw and Play 1 Wand.
- Read Their Moves – Draw and Play 1 Sword.

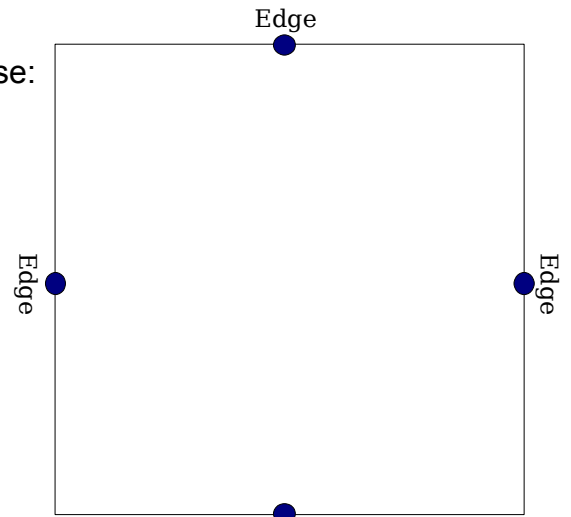


Goal: Defeat a warlord in battle.

Mastery: Romance

Choose:

- 1 Slow Seduction – Get a romantic deed key, discard 1 Cup.
Hit the Town – Draw 3 Persona, Play 2, Discard 1.
- 2 Pillow Talk – Draw and Play 1 Cup or 1 Sword.
Love Conquers All – Relieve a Binding, Discard 1 Wand.
- 3 The Perfect Gift – Draw and Play 1 Cup or 1 Coin.
Get in Deep – Draw and Play 2 Cup, gain smitten sentiment.
- 4 Good Listener – Draw and Play 1 Sword.
Innocent Eyes – Draw and Play 1 Cup.
- 5 Demand Proof of their Love – Draw and Play 1 Wand.
Stay True – Draw and Play 1 Cup.
- 6 Fight for your Love – Draw and Play 1 Wand.
Exchange Gifts – Draw and Play 1 Coin.

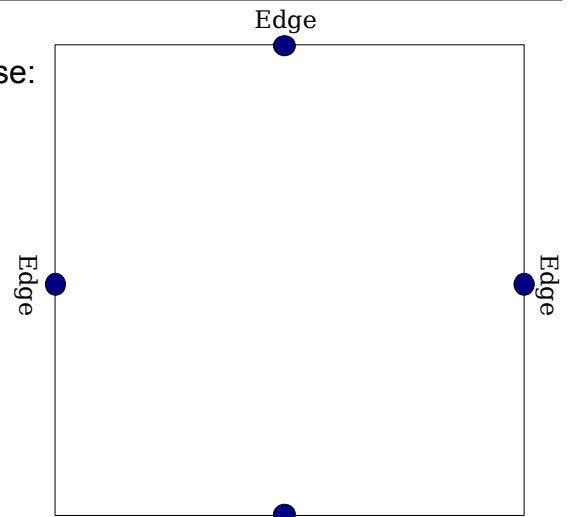


Goal: Cause a noble of the City to fall deeply in love with you.

Mastery: Wizardry

Choose:

- 1 Gather Components – Get a ritual deed key, discard 1 Wand.
Elemental Minions – Draw and Play 1 Coin and 1 Wand.
- 2 Overpowered Spell – Draw & Play 2 Wand, exhausted binding
Forcecage – Inflict imprisoned, discard 1 Wand.
- 3 Lightning Strikes – Inflict grievous wound, discard 1 Wand.
Phantasmal Mists – Instill confusions, discard 1 Cup.
- 4 Consult Arcane Lore – Draw and Play 1 Sword.
Invoke the Runes – Draw and Play 1 Wand.
- 5 Showy Sorcery – Draw and Play 1 Cup.
Subtle Chicanery – Draw and Play 1 Wand.
- 6 Sorcerous Shield – Draw and Play 1 Wand.
Read Psychic Residue – Draw and Play 1 Sword.

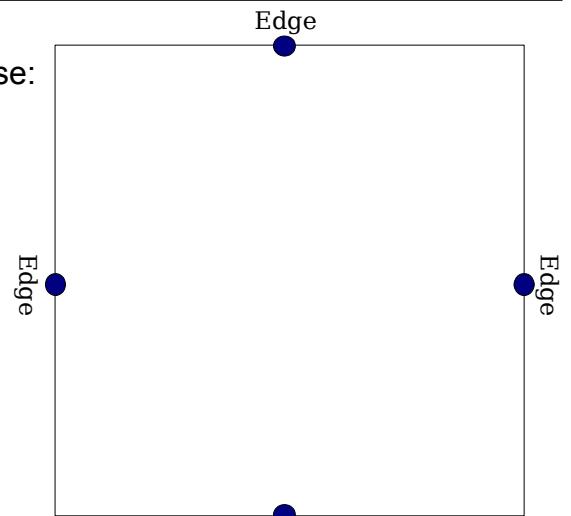


Goal: Steal the lost magics hidden in the Closed Galleries of the Spiral Library.

Origin: Whispering

Choose:

- 1 Call the Deep Whispers – Draw 3 Persona, Play 2, Discard 1.
Dirge the Ancient Ones – Draw & Play 1 Sword and 1 Wand.
- 2 Edged Prophecy – Draw and Play 1 Sword or 1 Wand.
Visions of the Past – Reveal a secret, discard 1 Sword.
- 3 Maddening Gaze – Instill Insanity, discard 1 Cup.
Visions of the Future – Draw and Play 1 Cup or 1 Wand.
- 4 Move With the Wind – Draw and Play 1 Wand.
Speak into their Minds – Draw and Play 1 Cup.
- 5 Listen to Divine Echoes – Draw and Play 1 Sword.
Invoke the Lost Gods – Draw and Play 1 Wand.
- 6 Speak in Tongues – Draw and Play 1 Cup.
Fade into Whispers – Draw and Play 1 Coin.

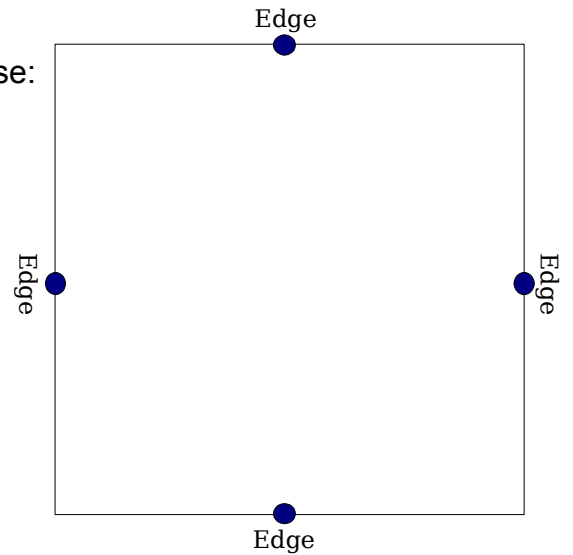


Goal: Absorb the essence of a Dragon's ghost.

Origin: Unliving

Choose:

- 1 Ghostly Excursion – Draw 3 Persona, Play 2, Discard 1.
Feigned Demise – Draw and Play 1 Wand and 1 Sword.
- 2 Undead Resilience – Relieve your wound, Discard 1 Wand.
Spectral Reach – Draw and Play 1 Sword or 1 Wand.
- 3 Corpse Chill – Draw and Play 1 Wand or 1 Coin.
Aura of Dread – Instill Fear, Discard 1 Cup.
- 4 Looming Presence – Draw and Play 1 Cup.
Raw Strength – Draw and Play 1 Wand.
- 5 Mesmerizing Gaze - Draw and Play 1 Coin.
Death Sight – Draw and Play 1 Sword.
- 6 Breath of Shades – Draw and Play 1 Wand.
Mysterious Airs – Draw and Play 1 Cup.

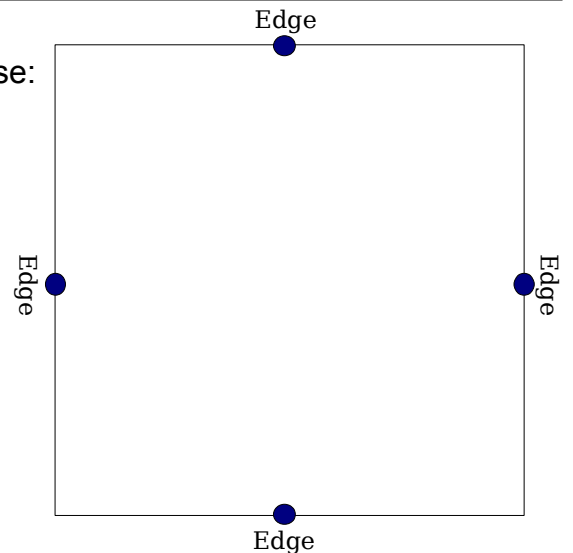


Goal: Use the power of the Well of Majesty to return yourself to life.

Origin: Gearborn

Choose:

- 1 Overdrive – Draw 3 Persona, Play 2, Discard 1.
Adjust Your Form – Draw and Play 1 Wand and 1 Cup.
- 2 Perfect Timing – Draw and Play 1 Cup or 1 Wand.
Calculating Mind – Disperse your sentiment, Discard 1 Cup.
- 3 Supreme Focus – Draw & Play 2 Sword, Unaware Binding.
Stretching Limbs – Seize a person or object, Discard 1 Coin.
- 4 Spinning Blades – Draw and Play 1 Wand.
Locking Grip – Draw and Play 1 Coin.
- 5 Enhanced Sensors – Draw and Play 1 Sword.
Clockwork Maneuvers – Draw and Play 1 Wand.
- 6 Secret Compartment – Draw and Play 1 Coin.
Living Tool Box – Draw and Play 1 Wand.

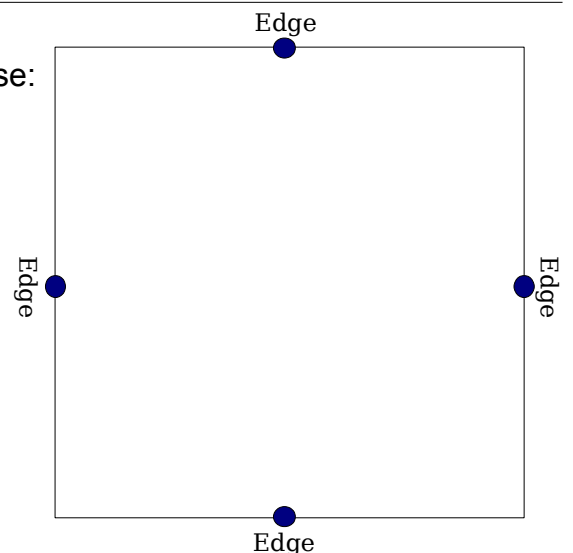


Goal: Free the gearborn slaves of the Belch Towers.

Origin: Living Glyph

Choose:

- 1 Magic Unbound – Draw 3 Persona, Play 2, Discard 1.
Transcend Physicality – Draw and Play 1 Sword and 1 Cup.
- 2 Flow Into Them – Instill Intoxication, Discard 1 Cup.
Transform Them – Inflict New Shape, Discard 1 Wand.
- 3 Overload Their Mind – Seize their mind, Discard 1 Coin.
Feel Their Thoughts – Reveal their secret, Discard 1 Sword.
- 4 Showy Display – Draw and Play 1 Cup.
Elemental Lance – Draw and Play 1 Wand.
- 5 Waves of Force – Draw and Play 1 Wand.
Supernal Senses – Draw and Play 1 Sword.
- 6 Resonating Tone of Voice – Draw and Play 1 Cup.
Remember the Unforgotten – Draw and Play 1 Sword.

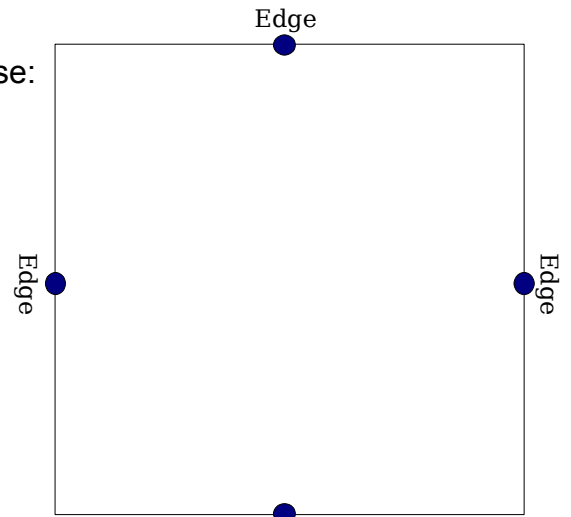


Goal: Find the secrets of the Spiral Library and use them to create a child.

Origin: Elemental

Choose:

- 1 Planar Sense – Gain a setpiece key, Discard 1 Sword.
Unbridled Power – Draw and Play 1 Wand and 1 Coin.
- 2 Citizen of Nature – Free yourself, discard 1 Coin.
Flow Like Water – Draw and Play 1 Cup or 1 Wand.
- 3 Inner Fire – Draw and Play 1 Cup or 1 Wand.
Ephemeral Form – Draw and Play 1 Wand or 1 Sword.
- 4 Staggering Growth – Draw and Play 1 Wand.
Subtle Control – Draw and Play 1 Coin.
- 5 Voice of the Planes – Draw and Play 1 Cup.
Oozing Forward – Draw and Play 1 Coin.
- 6 Caustic Touch – Draw and Play 1 Wand.
Hearing the Song of the Worlds – Draw and Play 1 Sword.

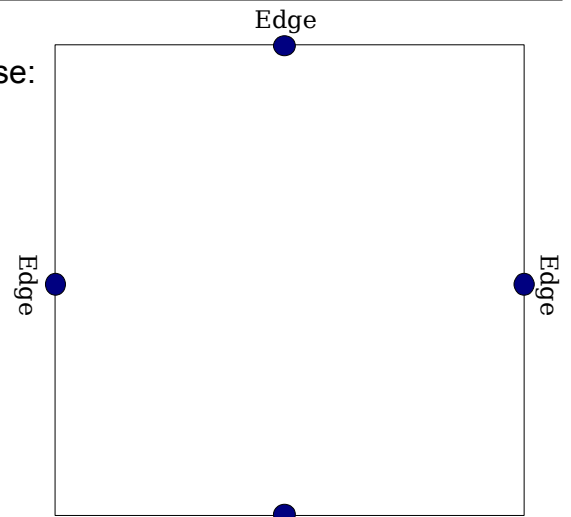


Goal: Slay a dragon.

Origin: Akilter

Choose:

- 1 Try Something Crazy – Draw 3 Persona, Play 2, Discard 1.
Relentless Morale – Draw and Play 1 Coin and 1 Cup.
- 2 Act Unpredictably – Draw 2 Persona, Play 1, Discard 1.
Adapt to Hardship – Relieve your binding, Discard 1 Wand.
- 3 Tap Hidden Reserves – Draw 2 Persona, Play 1, Discard 1.
Break the Chains – Free someone, Discard 1 Coin.
- 4 Misshaped Strength – Draw and Play 1 Wand.
Feral Cunning – Draw and Play 1 Sword.
- 5 Unassuming Manner – Draw and Play 1 Sword.
Act the Freak – Draw and Play 1 Cup.
- 6 Take What You Need – Draw and Play 1 Coin.
Be What The Season Demands – Draw and Play 1 Persona.

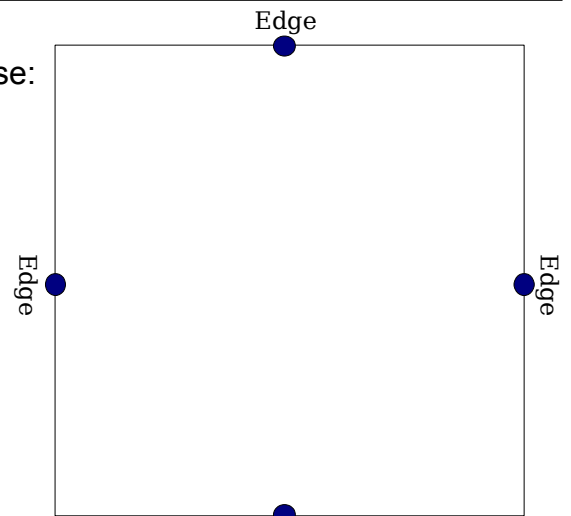


Goal: Use the Joining Chambers to become a dragon.

Origin: Beast

Choose:

- 1 Sense Their Intentions – Draw and Play 1 Cup and 1 Sword.
Fight as an Animal – Draw and Play 1 Coin and 1 Wand.
- 2 Mindless Charge – Draw & Play 2 Wand, surrounded binding.
Protect the Pack – Free another, Discard 1 Coin.
- 3 Listen Carefully – Draw and Play 1 Cup or 1 Sword.
Natural Weaponry – Draw and Play 1 Coin or 1 Wand.
- 4 Impressive Speed – Draw and Play 1 Coin.
Strength and Power – Draw and Play 1 Wand.
- 5 Play the Pet – Draw and Play 1 Cup.
Play the Monster – Draw and Play 1 Coin.
- 6 Innate Toughness – Draw and Play 1 Wand.
Wild Passions – Draw and Play 1 Cup.



Goal: Recover the crown of the Beast Kings from the Court of Majesty.

Name
Player

Edge Move

Try Something New – Draw 2 Persona, Play 1, Discard the Other

Place Assignment Here

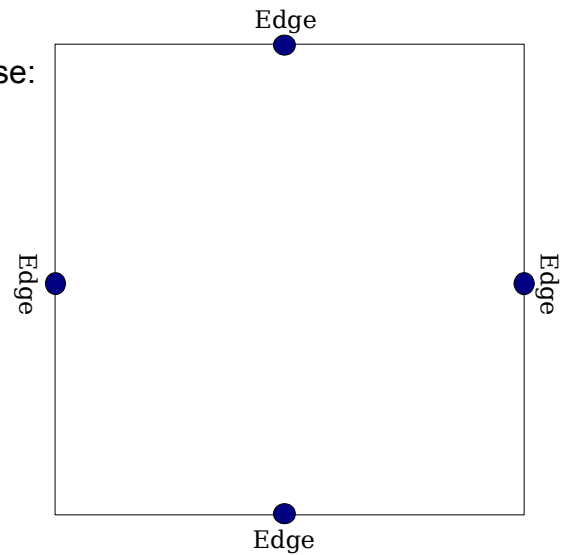
Place Mastery Here

Place Origin Here

Adjective: Courtly

Choose:

- 1 Exploit Protocol – Draw and Play 1 MA, Discard 1
Politely Enrage – Discard 1 Cup, Instill wrath.
- 2 Undermine – Discard 1 (each suit for this question)
Twist Words – Draw and Play 1 MA.
- 3 Fight with Precision – Draw and Play 1 MA.
Cheat Covertly – Draw and Play 1 MA.
- 4 Pontificate – Draw & Play 1 MA, up to 2, or Discard 1
Make Nice – Draw & Play 1 MA, up to 3, or Discard 1
- 5 Listen for Secrets – Draw & Play 1 MA, up to 4, or Discard 1
Crush Your Rivals – Draw & Play 1 MA, up to 3, or Discard 1
- 6 Follow the Letter – Draw & Play 1 MA, up to 2, or Discard 1
Turn the Court – Draw & Play 1 MA, up to 4, or Discard 1

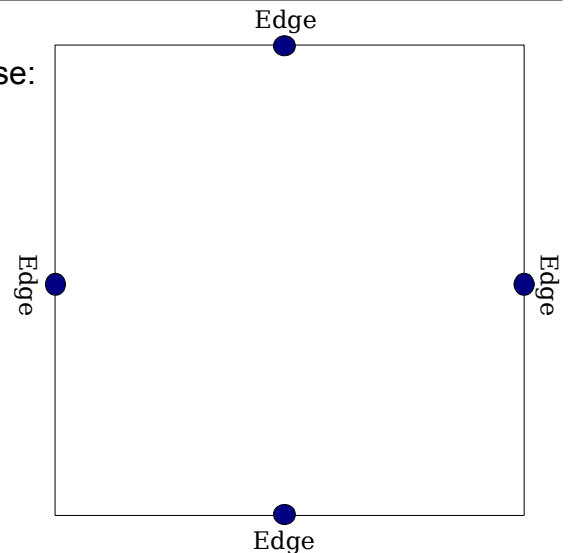


Instinctive Answers: manipulate, stall, measure // master, disgrace, imprison

Adjective: Wild

Choose:

- 1 Know the Area – Discard 1 Sword, reveal a local area secret.
Instinctive Speed – Draw and Play 1 MA, Discard 1.
- 2 Listen to the Wild – Discard 1 (each suit for this question)
Pursue Prey – Draw and Play 1 MA.
- 3 Fight Like a Beast – Draw and Play 1 MA.
Flee Like a Beast – Discard 1 (each suit for this question)
- 4 Tooth and Claw – Draw & Play 1 MA, up to 4, or Discard 1
Trample Them – Draw & Play 1 MA, up to 3, or Discard 1
- 5 Howl and Stalk – Draw & Play 1 MA, up to 2, or Discard 1
See Weakness – Draw & Play 1 MA, up to 3, or Discard 1
- 6 Be Unseen – Draw & Play 1 MA, up to 2, or Discard 1
Run Free – Draw & Play 1 MA, up to 3, or Discard 1

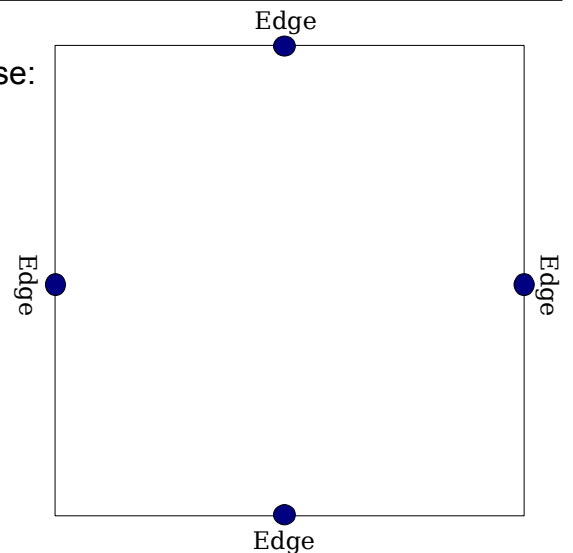


Instinctive Answers: wound, scare, encircle // kill, consume, chase off

Adjective: Cunning

Choose:

- 1 Plots Within Plots – Draw and Play 1 MA, Discard 1.
Prediction – Draw and Play 1 MA, Discard 1.
- 2 Confounding Response – Discard 1 (each suit for question)
Cut to the Heart – Draw and Play 1 MA.
- 3 Listen Past Words – Draw and Play 1 MA.
Know the Truth – Discard 1 (each suit for question)
- 4 Mind Games – Draw & Play 1 MA, up to 3, or Discard 1
Test the Waters – Draw & Play 1 MA, up to 2, or Discard 1
- 5 Unnerving Manner – Draw & Play 1 MA, up to 3, or Discard 1
Impressive Skill – Draw & Play 1 MA, up to 4, or Discard 1
- 6 Perfect Bluff – Draw & Play 1 MA, up to 3, or Discard 1
Interrogate – Draw & Play 1 MA, up to 3, or Discard 1

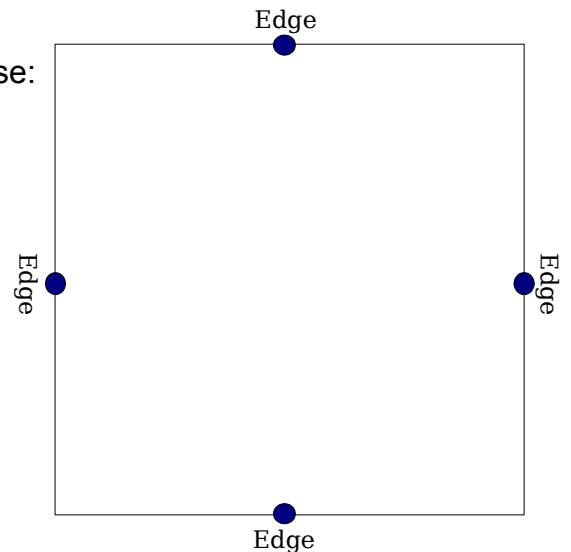


Instinctive Answers: confuse, entrap, possess, read // master, incriminate, warp

Adjective: Enticing

Choose:

- 1 Draw Out Their Desires – Discard 1 Cup, instill lust.
- Awe-inspiring Performance – Discard 1 Cup, instill awe.
- 2 Dance With Them – Draw and Play 1 MA.
- Intoxicating Aura – Discard 1 (each suit for this question)
- 3 Play Hard to Get – Discard 1 (each suit for this question)
- Lock Eyes – Draw and Play 1 MA.
- 4 Read Feelings – Draw & Play 1 MA, up to 3, or Discard 1
- Special Something – Draw & Play 1 MA, up to 4, or Discard 1
- 5 Elegant Motion – Draw & Play 1 MA, up to 3, or Discard 1
- Telling Silence – Draw & Play 1 MA, up to 2, or Discard 1
- 6 Flirtatious Banter – Draw & Play 1 MA, up to 3, or Discard 1
- Passionate Words – Draw & Play 1 MA, up to 3, or Discard 1

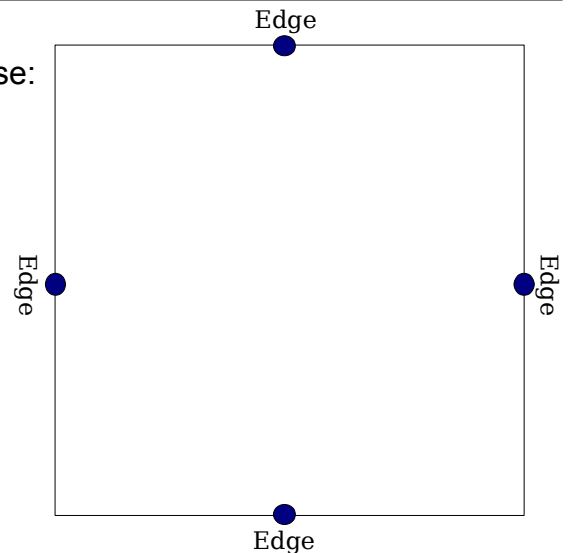


Instinctive Answers: romance, take, spill secrets // in love, joined, shattered

Adjective: Vicious

Choose:

- 1 Poisoned Weapons – Draw and Play 1 MA and Discard 1.
- Brutalize Efficiently – Discard 1 Wand, Inflict a nasty wound.
- 2 Strike the Hamstring – Discard 1 (each suit for this question)
- Undermine – Discard 1 (each suit for this question)
- 3 Backstab – Draw and Play 1 MA.
- Relentless Assault – Draw and Play 1 MA.
- 4 Strike the Weak – Draw & Play 1 MA, up to 3, or Discard 1
- Inflict Pain – Draw & Play 1 MA, up to 2, or Discard 1
- 5 Spew Vitriol – Draw & Play 1 MA, up to 2, or Discard 1
- Capricious Violence – Draw & Play 1 MA, up to 3, or Discard 1
- 6 Make Threats – Draw & Play 1 MA, up to 2, or Discard 1
- Driven by Hate – Draw & Play 1 MA, up to 3, or Discard 1

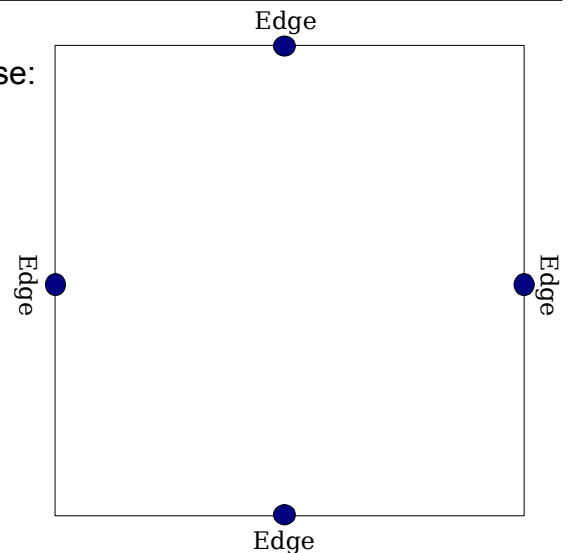


Instinctive Answers: maim, steal, torture // traumatize, kill, worse than death

Adjective: Draconic

Choose:

- 1 Call the Old Magics – Draw and Play 1 MA, Discard 1.
- Add to Your Horde – Discard 1 Coin, Seize a person or object.
- 2 Draconic Majesty – Draw and Play 1 MA.
- Breath Fire – Draw and Play 1 MA.
- 3 Shrug It Off – Discard 1 (each suit for this question)
- Contingency Plans – Discard 1 (each suit for this question)
- 4 Speak in Dragon – Draw & Play 1 MA, up to 2, or Discard 1
- Swoop In – Draw & Play 1 MA, up to 3, or Discard 1
- 5 Ancient Wisdom – Draw & Play 1 MA, up to 3, or Discard 1
- Undeniable Power – Draw & Play 1 MA, up to 4, or Discard 1
- 6 Exploit your Horde – Draw & Play 1 MA, up to 3, or Discard 1
- Ageless Cunning – Draw & Play 1 MA, up to 2, or Discard 1

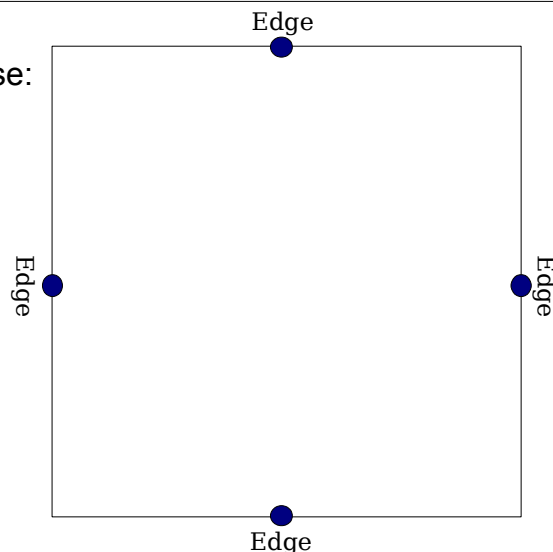


Instinctive Answers: take, intimidate, wound, curse // kill, own, consume

Adjective: Elusive

Choose:

- 1 Misinform – Discard 1 Sword, obscure a crucial revelation
Strike from Shadows – Draw and Play 1 MA, Discard 1
- 2 Fade Away – Discard 1 (each suit in this question)
Flashy Distraction – Draw and Play 1 MA
- 3 Concealed Theft – Draw and Play 1 MA
Silent Motion – Discard 1 (each suit in this question)
- 4 Smoke and Mirrors – Draw & Play 1 MA, up to 2, or Discard 1
Shadowy Knife – Draw & Play 1 MA, up to 4, or Discard 1
- 5 Sniper Shot – Draw & Play 1 MA, up to 3, or Discard 1
Taunting Whispers – Draw & Play 1 MA, up to 2, or Discard 1
- 6 Lurk and Stalk – Draw & Play 1 MA, up to 3, or Discard 1
Evasive Maneuver – Draw & Play 1 MA, up to 2, or Discard 1

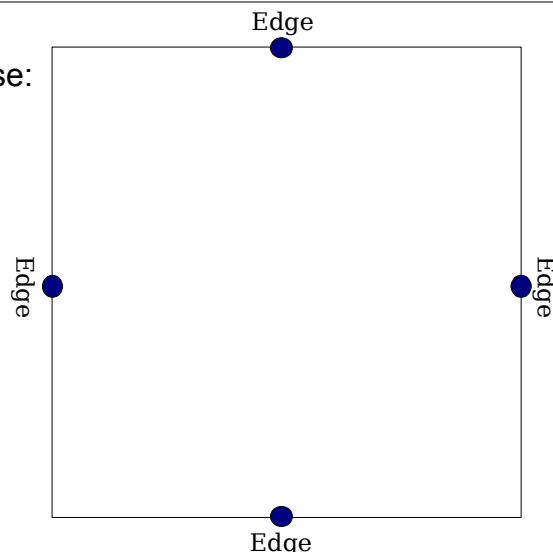


Instinctive Answers: escaped, lamed, cornered // slain, impoverished, accused

Noun: Labyrinth

Choose:

- 1 All the Same – Discard 1 Sword, obscure current situation
Monster in the Middle – Draw and Play 1 MA, Discard 1
- 2 Twist and Turn – Discard 1 (each suit in this question)
Dead End – Draw and Play 1 MA
- 3 Moving Boundaries – Discard 1 (each suit in this question)
Walking in Circles – Discard 1 (each suit in this question)
- 4 Deadly Riddle – Draw & Play 1 MA, up to 4, or Discard 1
Harrying Guardian – Draw & Play 1 MA, up to 3, or Discard 1
- 5 False Victory – Draw & Play 1 MA, up to 3, or Discard 1
Split Them Up – Draw & Play 1 MA, up to 2, or Discard 1
- 6 Fervent Adherents – Draw & Play 1 MA, up to 2, or Discard 1
Lost Time – Draw & Play 1 MA, up to 3, or Discard 1

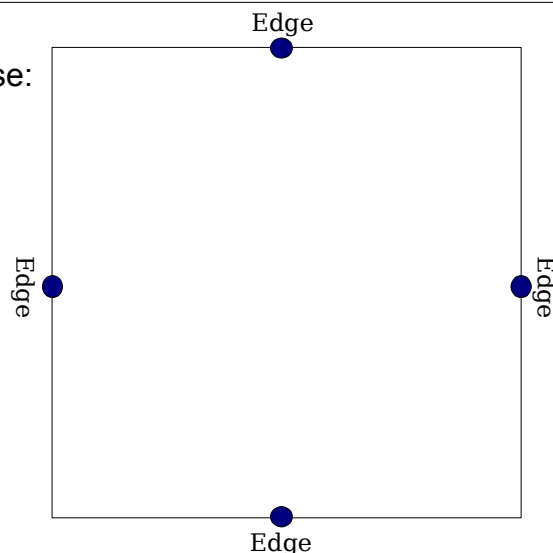


Instinctive Answers: confused, lost, taken, hounded // exiled, killed, insane

Noun: Noble

Choose:

- 1 Unleash Minions – Discard 1 Wand, Inflict Surrounded.
Noble Airs – Discard 1 Cup, Instill Impressed.
- 2 Hire the Best – Draw and Play 1 MA.
Above It All – Discard 1 (each suit for this question).
- 3 Haughty Dismissal – Discard 1 (each suit for this question)
Exert Authority – Draw and Play 1 MA.
- 4 Trained Response – Draw & Play 1 MA, up to 2, or Discard 1
Retinue Acts – Draw & Play 1 MA, up to 3, or Discard 1
- 5 Elegant Assault – Draw & Play 1 MA, up to 3, or Discard 1
Imposing Will – Draw & Play 1 MA, up to 4, or Discard 1
- 6 Cutting Words – Draw & Play 1 MA, up to 2, or Discard 1
Goon Squad – Draw & Play 1 MA, up to 2, or Discard 1

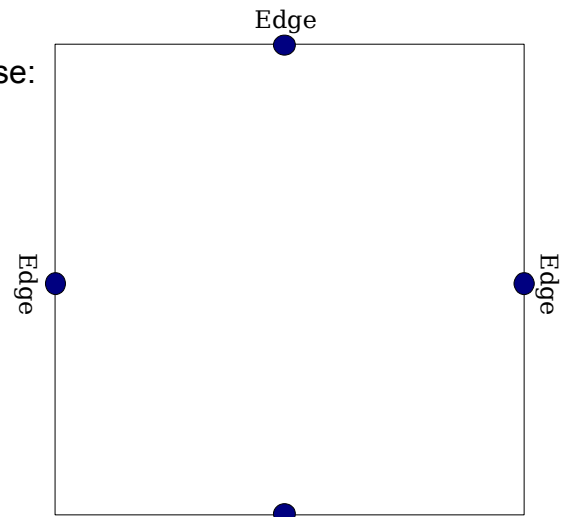


Instinctive Answers: hire, impress, manipulate, shame // imprison, destroy

Noun: Warrior

Choose:

- 1 Unerring Strike – Discard 1 Wand, Inflict Wounded.
Clever Withdraw – Discard 1 Wand, Relieve a binding.
- 2 Flashy Weapon Work – Discard 1 (each suit for this question)
Flurry of Attacks – Draw and Play 1 MA.
- 3 Block and Riposte – Draw and Play 1 MA.
Wear Down Your Foe – Discard 1 (each suit for this question)
- 4 Charge Recklessly – Draw & Play 1 MA, up to 2, or Discard 1
Test Their Prowess – Draw & Play 1 MA, up to 3, or Discard 1
- 5 Clever Tactic – Draw & Play 1 MA, up to 3, or Discard 1
Brute Force – Draw & Play 1 MA, up to 3, or Discard 1
- 6 Taunt Your Enemy – Draw & Play 1 MA, up to 2, or Discard 1
Circle Your Foe – Draw & Play 1 MA, up to 2, or Discard 1

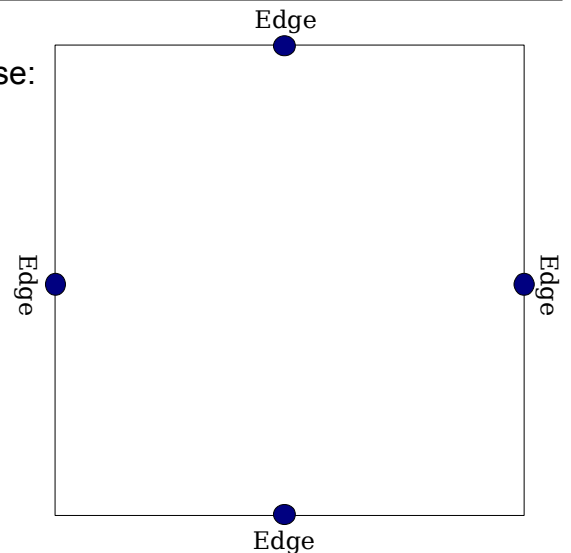


Instinctive Answers: Wound Subdue.
Evaluate // Master, Kill

Noun: Challenge

Choose:

- 1 Change the Rules – Draw and Play 1 MA and Discard 1
Raise the Stakes – Discard 1 Coin, Seize something valued
- 2 Time Runs Down – Discard 1 (each suit for this question)
Prove a Strategy Futile – Draw and Play 1 MA.
- 3 Offer a Hard Choice – Discard 1 (each suit for this question)
Strike Back Viciously – Draw and Play 1 MA.
- 4 Adjust Carefully – Draw & Play 1 MA, up to 2, or Discard 1
Create Confusion – Draw & Play 1 MA, up to 3, or Discard 1
- 5 Impose Limitations – Draw & Play 1 MA, up to 3, or Discard 1
Show Great Power – Draw & Play 1 MA, up to 4, or Discard 1
- 6 Cheat Subtly – Draw & Play 1 MA, up to 2, or Discard 1
Cheat Blatantly – Draw & Play 1 MA, up to 3, or Discard 1

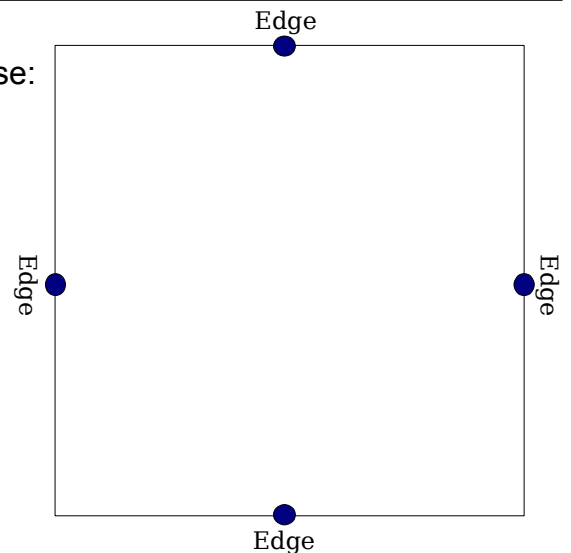


Instinctive Answers: Confound,
Weaken, Measure // Dishonor, Madden

Noun: Sorcerer

Choose:

- 1 Binding Magic – Discard 1 Coin, Seize something valued
Raw Magic Might – Draw and Play 1 MA and Discard 1
- 2 Read Minds – Discard 1 (each suit for this question)
Elemental Wrath – Draw and Play 1 MA
- 3 Alter Perceptions – Discard 1 (each suit for this question)
Life and Death Mastery – Draw and Play 1 MA
- 4 Eldritch Knowledge – Draw & Play 1 MA, up to 2, or Discard 1
Pronounce Doom – Draw & Play 1 MA, up to 3, or Discard 1
- 5 Call Spirit Assault – Draw & Play 1 MA, up to 3, or Discard 1
Mystic Protections – Draw & Play 1 MA, up to 2, or Discard 1
- 6 Warp Reality – Draw & Play 1 MA, up to 4, or Discard 1
Sword of Sorcery – Draw & Play 1 MA, up to 2, or Discard 1

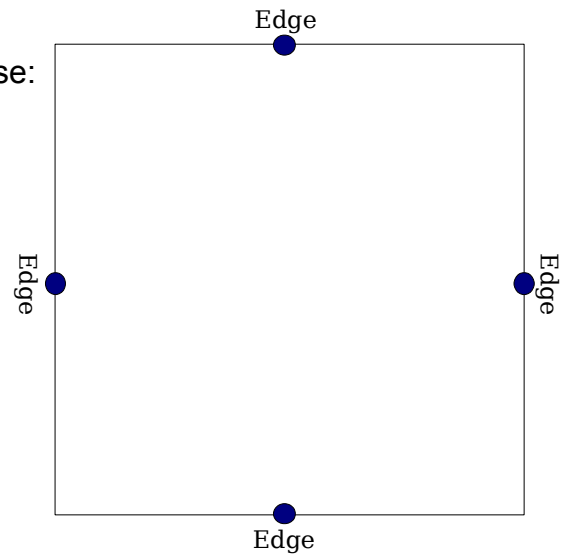


Instinctive Answers: Imprison, Curse,
Warp // Obliterate, True Name, Dominate

Noun: Horde

Choose:

- 1 Surround – Discard 1 Coin, Seize someone present
Reinforcements – Discard 1 Wand, Relieve a binding
- 2 Mob Mentality – Discard 1 (each suit for this question)
Rally and Resurge – Draw and Play 1 MA
- 3 Assume a Formation – Draw and Play 1 MA
Break into Panic – Discard 1 (each suit for this question)
- 4 Another Wave – Draw & Play 1 MA, up to 4, or Discard 1
Irrational Rage – Draw & Play 1 MA, up to 3, or Discard 1
- 5 Outflank – Draw & Play 1 MA, up to 2, or Discard 1
Pushed Back – Draw & Play 1 MA, up to 2, or Discard 1
- 6 Overwhelm – Draw & Play 1 MA, up to 3, or Discard 1
Total Chaos – Draw & Play 1 MA, up to 2, or Discard 1

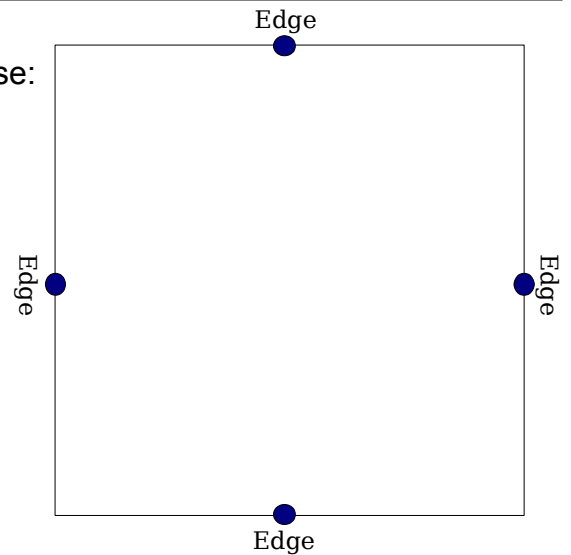


Instinctive Answers: Capture, Terrify, Hunt Down // Enslave, Kill

Noun: Trap

Choose:

- 1 Surprise Strike – Draw and Play 1 MA, and Discard 1
Venom – Discard 1 Wand, Inflict poisoned binding
- 2 Set or Reset Itself – Discard 1 (each suit for this question)
Disguised Threat – Draw and Play 1 MA
- 3 Subtly Impair – Discard 1 (each suit for this question)
Block Escape – Discard 1 (each suit for this question)
- 4 Act Unpredictably – Draw & Play 1 MA, up to 3, or Discard 1
Area Attack – Draw & Play 1 MA, up to 4, or Discard 1
- 5 Go Out of Control – Draw & Play 1 MA, up to 2, or Discard 1
Block Progress – Draw & Play 1 MA, up to 2, or Discard 1
- 6 Confuse – Draw & Play 1 MA, up to 2, or Discard 1
Enrage – Draw & Play 1 MA, up to 3, or Discard 1

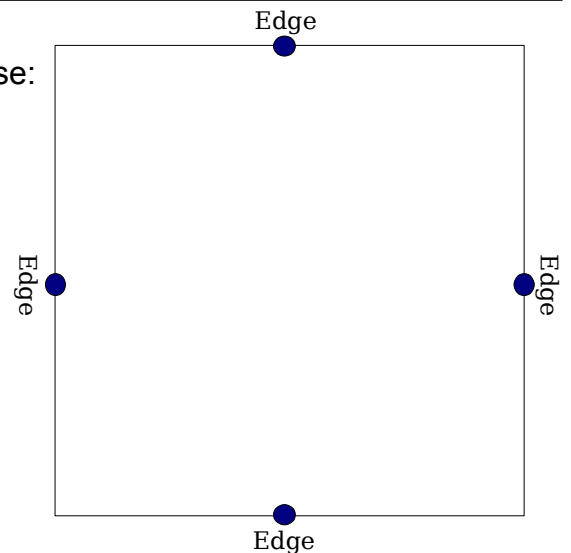


Instinctive Answers: Hold, Hurt, Evaluate, Surprise // Imprison, Kill

Noun: Merchant

Choose:

- 1 Make a Deal – Discard 1 Coin, Inflict or transfer a seizure.
Have Just the Thing – Draw and Play 1 MA, and Discard 1
- 2 Negotiate Aggressively – Draw and Play 1 MA
Hired Help - Draw and Play 1 MA
- 3 Flamboyant Manner – Discard 1 (of each suit for this question)
Another Buyer – Draw and Play 1 MA
- 4 Offer Temptations – Draw & Play 1 MA, up to 3, or Discard 1
Be Very Friendly – Draw & Play 1 MA, up to 2, or Discard 1
- 5 The Hard Sell – Draw & Play 1 MA, up to 4, or Discard 1
The Soft Sell – Draw & Play 1 MA, up to 2, or Discard 1
- 6 Accusations – Draw & Play 1 MA, up to 2, or Discard 1
Call In Debts – Draw & Play 1 MA, up to 3, or Discard 1



Instinctive Answers: Evaluate, Favor, Rob // Impoverish, Sell, Blackmail

Trouble
Name
Region(s)

Special Moves

Join a Question – Draw and Play 1 MA & discard 1 in each suit

Shake It Off – If no valid moves due to inflicted answers, remove one of the offending answers, but not a big answer.

Place Adjective Here

Place Noun Here

Revelations & Discoveries	Sentiments & Bonds	Burdens & Dooms	Seizures & Ownerships

The Outerlands

Triggers

People

on? Card Controlled?

<input type="checkbox"/>	The Fool	
What does Marchesy talk you into? (Cup) [Enticing Merchant]		
<input type="checkbox"/>	Magician	
Will the Warp Witch Teach you a Lesson? (Wand)[Elusive Sorcerer]		
<input type="checkbox"/>	Death	
Can you prove your worth? (Wand) [Wild Challenge]		
<input type="checkbox"/>	Strength	
Can you evade his press gangs? (Sword) [Vicious Horde]		
<input type="checkbox"/>	Sun	
Do you escape the allure of the festival? (Cup)[Enticing Labyrinth]		
<input type="checkbox"/>	Devil	
Can you resist the deal? (Coin) [Draconic Merchant]		

1	Marchesy Quaal – Merchant Extraordinaire, Sells Pseudo-Earthly Delights <i>Links: Lover, Betrayer, Friend</i>
2	The Warp Witch – Constantly shifting guise, spiritual patron of Warp Town <i>Links: Patron, Enemy, Rival</i>
3	Lana Orbish – Physical incarnation of the Outerlands <i>Links: Lover, Enemy, Wrathful</i>
4	Aderash Vin Aderash – Exiled Warlord of the City of Thorns <i>Links: Employer, Ally, Fearful</i>
5	The Grass Singer – Spiritual Leader of the Outlands <i>Links: Mentor, Ally, Foe</i>
6	Dragon of the Crossroads – Nefarious Fire-breathing deal-maker <i>Links: Owed by, Owes, Ally</i>

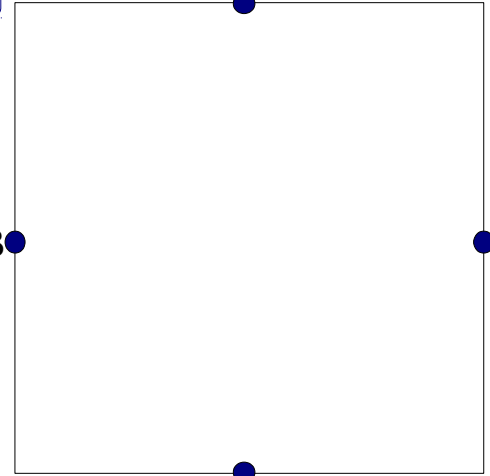
on? Card Controlled?

<input type="checkbox"/>	Chariot	
What is taken in the bandit ambush? (Coin) [Vicious Trap]		
<input type="checkbox"/>	Moon	
Can you handle the Warp Town's pranks? (Wand)[Cunning Horde]		
<input type="checkbox"/>	Temperance	
Do you become lost within the Wilds? (Sword) [Wild Labyrinth]		
<input type="checkbox"/>	Tower	
Do you pass the sleeping Wyrms? (Wand) [Draconic Challenge]		
<input type="checkbox"/>	Hermit	
What is the exiled Lord hiding? (Sword) [Wild Noble]		
<input type="checkbox"/>	Hierophant	
Can you get free from the inner sanctum? (Wand)[Elusive Trap]		

Places

1	Crystalline Road – A ribbon of sparkling quartz, stretching out beyond the horizon.
2	Warp Town – A teleporting town of troublemakers and freethinkers.
3	Swirling Wilds – Grasslands of broken stones forming elaborate mazes, home to odd beasts.
4	Ancient Battlefield – Torn ground and overgrowth hide slumbering dragons who warred here.
5	Exile's Keep – One of the Strongholds of Alderash Vin Alderash, exile of the City of Thorns
6	Chapel of the Unblemished – A surprising place of peace and rest.

A

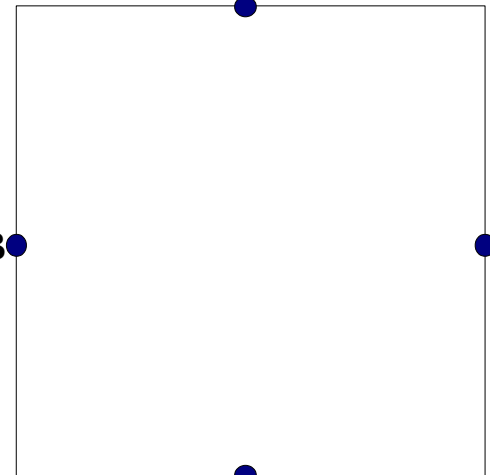


C

Outsiders

- A** Major Thedial – Keeper of the City Gate [Courtly Warrior]
- B** Rasily Bidain – Unaligned Swordswoman [Cunning Warrior]
- C** Archduchess Pandesmos – Hell Noble [Courtly Sorcerer]
- D** Balasuraal – Angel, Prince Of Mists [Cunning Noble]

A



C

Borders

- A** Wall of Thorns
- B** The Shimmering Cliffs
- C** The Mist Borders
- D** Cliffs of Perdition

The City of Thorns

Triggers

People

on? Card Controlled?

Justice
Does the Watch detective capture you? (Wand) [Cunning Warrior]

1 Rarita Ubloch – Captain-Queen of the Watch
Links: Quarry, Ally, Rival

Emperor
Can you appease the gate warden?(Cup) [Courtly Warrior]

2 Major Thedial – Keeper of the City Gate, Lord of Walls
Links: Lover, Friend, Hated Foe

Wheel
Can you help the least of the City? (Coin) [Elusive Challenge]

3 Phrenies Ubloch – Outcast-Queen, guardian of the lost and forgotten
Links: Lover, Former Lover, Foe

Judgment
A job you can't refuse, can it be done? (Wand)[Elusive Warrior]

4 Boran Vin Boran – Current Warlord of the City of Thorns
Links: Loyal, Enemy, Rival

Empress
Who is Tyru searching the city for? (Sword) [Cunning Sorcerer]

5 Tyru Mal Vyz – Builder-Queen, mistress of the factories
Links: Partner, Ally, Buddy

Star
Can you learn the Monk's secret? (Sword) [Cunning Challenge]

6 The Mad Monk – Holds ancient, mind-warping wisdom. *Links:* Pursued by, Mentored, Odd Friends

Triggers

Places

on? Card Controlled?

World
Can you navigate within the Wall? (Wand) [Vicious Labyrinth]

1 Wall of Thorns – Made of massive twisting piles of thorns and razor leafs, its gates are the only way to the City.

Tower
Can you earn the respect of the Belch Gangs? (Coin)[Wild Horde]

2 Belch Towers – Blocky spires housing the least of the city, and the huge factories where they labor.

Hanged Man
Can you resist the wailing of the trees? (Cup) [Enticing Challenge]

3 Hanging Grove – Home of the Watch, place of justice and imprisonment in the form of wailing trees.

Lovers
Find the love of your dreams. Can you keep it?(Coin)[Enticing Horde]

4 The Violet District – Shimmering in twilight, this place offers dreams and nightmares, for a price.

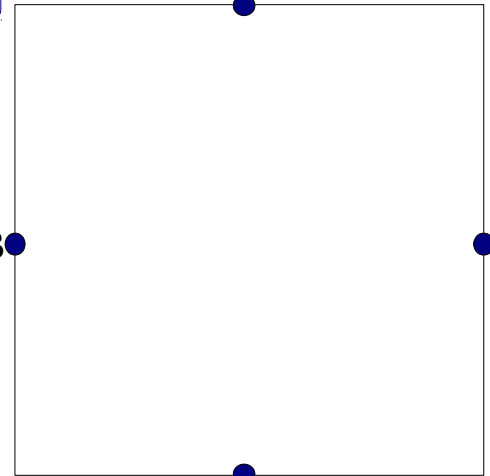
Priestess
Which angel is moving against you? (Sword) [Cunning Trap]

5 Angeloscope Tower – Observatory which sees (or perhaps controls) the movements of angels.

Hermit
Can you earn favor from a former queen?(Cup)[Elusive Noble]

6 The Rose Gardens – The wilds of the city, tended by those who were once queens.

A



C

Outsiders

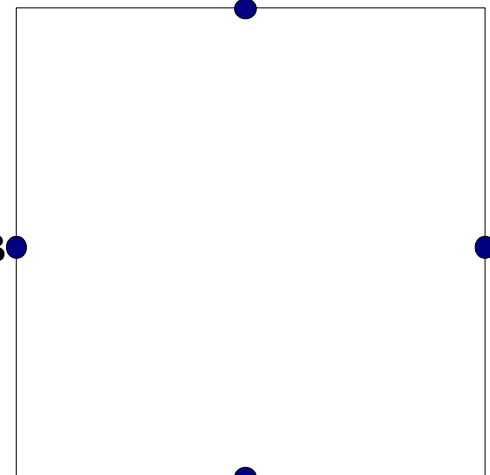
A Marchesy Quaal – Outland Merchant [Enticing Merchant]

B Rasily Bidain – Unaligned Swordswoman [Cunning Warrior]

C Wei Uth Vyz – High Queen of the Spiral [Draconic Noble]

D Osif Munesch – King of the Well [Enticing Noble]

A



C

Borders

A The Root Depths

B Chalcedony Palace

C Faerie Market of Dreams and Curses

D Helix Gates

The Spiral Library

Triggers

People

on? Card Controlled?

Wheel
Can you receive the fate you desire? (Coin) [Vicious Merchant]

Empress
Can you earn her mark of favor?(Coin) [Draconic Noble]

Moon
Find the secret of keeping sane? (Sword) [Enticing Trap]

Temperance
Can you resist Lasit's power of peace?(Cup) [Courtly Challenge]

Magician
Will she part with the rare books? (Sword) [Draconic Sorcerer]

Hanged Man
Will Guidera harvest you into a tome? (Sword)[Vicious Sorcerer]

1 Invus Pridash – Master of the Spiral's Fate-givers *Links*: Mentor, Friend, Foe

2 Wei Uth Vyz – High Queen of the Spiral, Half-Dragon *Links*: Loyal, Prey, Best Enemies

3 Tyulay Ubloch – Madwoman-Queen, keeper of the Spiral's inmates *Links*: Pardoned, Lover, Rival

4 Lasit Vin Lasit – Peacelord of the Spiral Tower, *Links*: Loyal, Victim, Lover

5 Naguul Vyz – Librarian-Queen, mistress of the scrolls and tomes. *Links*: Debtor, Rival, Friend

6 Guidera Vyz – Brother to queens, makes books from lives and flesh. *Links*: Lover, Betrayed, Old Friends

Triggers

Places

on? Card Controlled?

Priestess
What will the spirits give you? (Coin) [Wild Merchant]

Fool
Can you navigate the dances? (Wand) [Courtly Horde]

Heirophant
Can you steal what you need? (Wand) [Cunning Labyrinth]

Judgment
Can you stop a perilous petition? (Coin) [Courtly Labyrinth]

Death
Can you find the way out of the lost wing? (Sword)[Draconic Trap]

Justice
Can you prove the accused innocent?(Cup)[Courtly Merchant]

1 Sky Forest – A top the spiral library lies a shadowy forest, a place to treat with the spirits of the city.

2 Grand Ballroom – Enormous vault filled with perpetual festivities and masked dancers of all shapes.

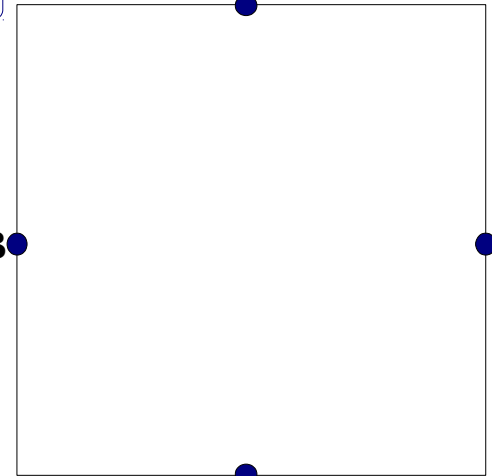
3 Closed Galleries – Forbidden sections of the library guarded by strange lights and mechanic monsters.

4 Green Tape Wing – Extension of the library where the bureaucrats who run the city work and well.

5 The Lost Wing – Ever-moving domain of the dragon ghost, Dephisuur, fickle, wise, and hungry.

6 The Court Emerald – The final place of justice and punishment for the accused of the city.

A



C

Outsiders

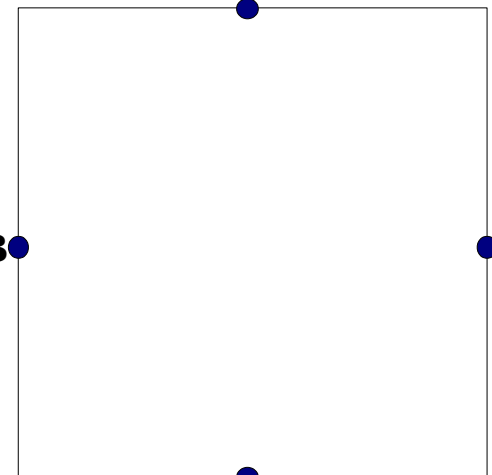
A Boran Vin Boran – City Warlord [Elusive Warrior]

B Mad Monk – Keeper of Insane Wisdom [Cunning Challenge]

C Ophorea – Hostage Fire Emanation [Wild Sorcerer]

D Osif Munesch – King of the Well [Enticing Noble]

A



C

Borders

A The Reading Rooms

B Chalcedony Palace

C Vyz Family Chapel

D Downward Stair

The Well of Majesty

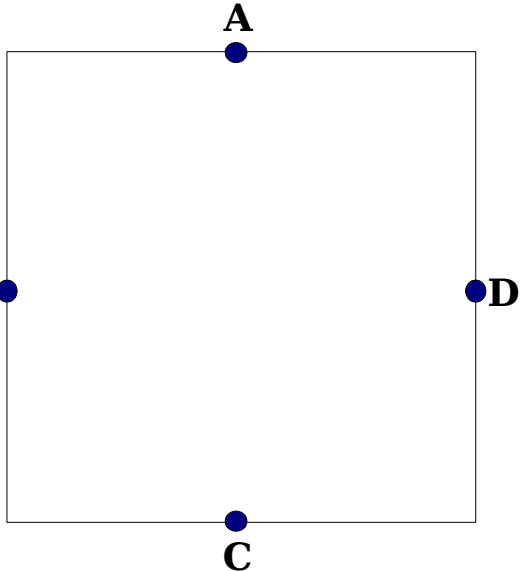
Triggers

People

on? Card Controlled?

<input type="checkbox"/>	Chariot	
Will you work for Raslun? (Coin) [Cunning Noble]		
<input type="checkbox"/>	World	
What is Chul plotting? (Sword) [Elusive Merchant]		
<input type="checkbox"/>	Emperor	
How do you respond to Osif's advances? (Cup)[Enticing Noble]		
<input type="checkbox"/>	Sun	
What do you get from her hoard? (Coin) [Draconic Labyrinth]		
<input type="checkbox"/>	Strength	
Do you gain Gate's approval? (Cup) [Courtly Sorcerer]		
<input type="checkbox"/>	Judgement	
Can you get through to him? (Cup) [Wild Warrior]		

- 1 Duke Raslun Munesch** – Brother and royal advisor to the King of the Well. *Links:* Stalker, Romance, Vengeance
- 2 Chul Erasima** – Seamstress-Queen, crafter of veils and deceits. *Links:* Puppeteer, Enemy, Ally
- 3 Osif Munesch** – King of the Well, consort of Vyz. *Links:* Lover, Best of Enemies, Loyal Friend
- 4 Vyz** – The Mother-Queen, one of the last true dragons, and progenitor of the Vyz. *Links:* Lover, Ally, Prey
- 5 Gate** – Master of the Household, seneschal and keeper of accounts. *Links:* Approval, Disapproval, Ally
- 6 Ithurash Ryn Vyz** – Insane warrior and lost heir to the Well's throne. *Links:* Hates, Enamored by, Friends



Outsiders

- A** Ythirax – Ambassador of Atlantis [Courtly Noble]
- B** Kettle – Kitchen Witch of the Well [Cunning Sorcerer]
- C** Lyss Minaroth – Ambassador of Heaven [Cunning Merchant]
- D** Berodox – Lord of River Monsters [Draconic Horde]

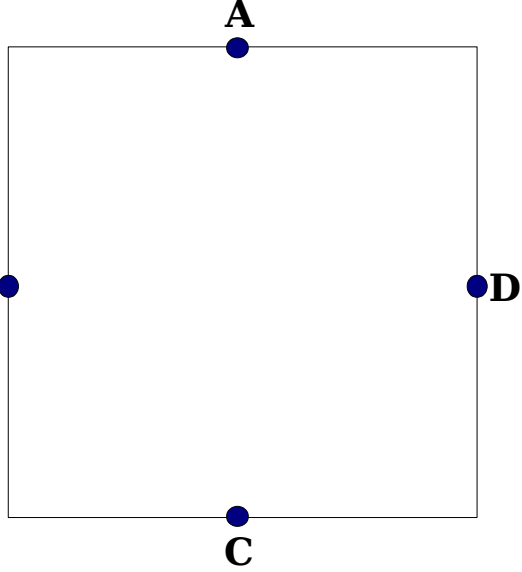
Triggers

Places

on? Card Controlled?

<input type="checkbox"/>	Star	
How will tasting their brews affect you? (Wand) [Enticing Sorcerer]		
<input type="checkbox"/>	Devil	
Can you resist the voices? (Cup)[Vicious Challenge]		
<input type="checkbox"/>	Lovers	
How will the chambers change you? (Sword) [Elusive Labyrinth]		
<input type="checkbox"/>	Hanged Man	
Can you endure the forest's dangers? (Wand) [Wild Trap]		
<input type="checkbox"/>	Tower	
Will your petition be heard? (Cup) [Courtly Trap]		
<input type="checkbox"/>	Justice	
Will you win your justice? (Wand) [Vicious Challenge]		

- 1 Starlight Brewery** – The Royal brewery, crafting luminescent drafts and cider from fermented star juices.
- 2 Dragon Bone Cavern** – Graveyard of dragons who once ruled the well. Here voice offer the unspeakable.
- 3 Joining Chambers** – An arcane system of caves through which bonds are made, forms are reshaped.
- 4 Fungal Forest** – Bright phosphorescence, and mushroom stalks fill these what was once a palace wing.
- 5 Court of Majesty** – The vast cavern in which the decisions of the city are made with grace and finality.
- 6 Chamber of the Two Blades** – The final court of all grievances, decided in battle and blood.



Borders

- A** Downward Stair
- B** Thorsn, River of Memory
- C** Quiss, River of Impulse
- D** Chadur, River of Purpose

