Chromatic Mana

Philosophy of Play

A foreword

Chromatic Mana is a tabletop role-playing game (TTRPG) for three to six people. One person takes the role of the Director, setting the stage, portraying the antagonists, and presenting challenges. The remaining players form a Troupe and face those challenges together.

Chromatic Mana is a game about community, self-expression and identity, Color and Light, theatre, and geometry. I'd like to talk about these one at a time.

Community: Above all, the purpose of this or any other game is to bring people together. The TTRPG tradition is an evolution of the ancient human tradition of telling stories by the campfire. In a TTRPG, people gather around a table to tell stories with one another. While the Director has to portray the antagonists, they are not the only storyteller at the table. Everyone has a hand in shaping the stories together. Whenever questions, conflicts, or discussions arise at the table, remember to put community first. We are here to be together, and the game is just the language we are using to do that.

Self-Expression and Identity: Whether you play the best version of yourself, the worst version of your darkest desires, or someone else entirely, TTRPGs allow you to explore and play with your very identity. You can explore who you are, who you want to be, and who you want to avoid being by seeing the consequences. Chromatic Mana has many mechanics within it that allow, encourage, and sometimes even demand creative expression of the Character you are playing. Playing a character in a TTRPG allows you to try on different masks to see how they feel, remembering that it's just a mask. Remember also that your identity is in large part the masks you choose to wear in life. Chromatic Mana does not have a traditional race system that grants bonus stats like those in many RPGs. It is our choices that make us who we truly are.

Color and Light: We all have within us a pure white light of possibility. Chromatic Mana takes place in a world where the Light within you is filtered through the prism of you, and uses mechanics like Lumens to express this. Your choices and your identity take the pure white light and fashion it into brilliant colors that represent you. These colors serve as a mosaic of yourself for everyone to admire, and for you to admire the mosaic of them.

Theatre: I come from a theatrical background, and that is the spirit in which I view TTRPGs. The Director and the players are on the same team. Everyone is helping craft a stage play for their own entertainment. Two Characters can get into a heated conflict without the players themselves being in tension. However, sometimes the walls can bend. We can get emotionally invested in the stories we tell, and it can be healthy and fun to try on those feelings in a safe place. Remember in the end that everyone is part of the same team.

Geometry: We find shapes in the world around us and in the math and mechanics of the game. If I've done my job right, there are mechanics and math in this game to discover and delight in. The rules we bind ourselves by in the game are the shared language we use around the table to make the stories we tell more fun and interesting. There are hopefully good systems to interact with, villains and monsters to overcome, political intrigues to solve, a world to explore, and some algebra to enjoy.

Geometry is a core principle of the game, but it is also the last. The most important things are the people you come together to play with and the stories you tell. Chromatic Mana can be played digitally, but it is envisioned as a shared social activity first and foremost. If you wish to change something, or if a rule gets in the way of the story you are trying to tell, you have my full blessing and encouragement to set it aside in that moment and do what is fun.

It is my dearest wish in this life that spending time with Chromatic Mana brings you, your friends, and your loved ones fun and joy.

Please go forth with all of my love.

-Matt Slovak, Grand Archmagus of Xanadu

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Overview

Chromatic Mana is a tabletop role-playing game (TTRPG) for three to six people. One person is the Director, who runs the game and presents its world. Each other player takes the role of a single Character.

The game is played on a tabletop grid of squares or hexes in a turn-based format. Dice are used to determine the outcome of various actions. The standard suite of dice is a d4, d6, d8, d10, d12, and d20.

Chromatic Mana's magic is intertwined with the lore of Xanadu, the world in which the game takes place. Xanadu is a solitary planet surrounded by five differently colored moons. Their magical fields of Mana fuel magic in the world. Each moon has a Luminary who serves as its Avatar and protects the land. When creating a Character, choose at least one associated color: Red, Green, Blue, Yellow, or Violet. You can combine colors or become Chromatic, with access to all five.

Characters can register up to four Maneuvers: combinations of attacks, movement, Spells, or other eligible Actions that let you shape your playstyle. Choosing how and when to use them is an important part of combat. You can also use ordinary Actions and known Spells outside your Maneuvers.

Outside combat, Skillsets help your Character solve problems and navigate a wide variety of situations. Chromatic Mana includes many ready-made Skillsets, and you are encouraged to create your own and find creative ways to apply them.

Lumens represent a Character's inner light, strengths, and attributes. As Characters advance through 20 levels, they gain Lumens to spend on improvements, such as their MOSAIC ability scores, additional health and mana, runes to cast spells with, and Distinctions that change Characters in a variety of ways.

Magical items and equipment are known as Lumencrafts, and can be both given as pre-generated loot by The Director, or crafted by characters who take special Crafting Distinctions. Lumencrafts are also filled with Lumens, crafted out of special treasure known as Lumencaches.

Chapter 1 Character Roles

Choose how you would like to help on an adventure, then take a character who is ready to play. This chapter introduces seven Roles, each with a different approach to danger and a completed starting character sheet.

Your group of adventurers is called a Troupe. You do not need one of every Role. Two players can choose the same Role and make very different characters. Start with the one that sounds fun to you.

Choose what sounds fun

Premade Roles		
Role	**Color**	**Contributions**
The Spot	Green	Defender. Take center stage and keep danger close, giving the Troupe room to act. Foes who spread out will test your reach and attention.
The Flood	Yellow	Ranged weapon damage. Cover the battlefield with bow fire and respond to new threats. When enemies block your view or get too close, find a fresh angle.
The Gel	Blue	Healing and support. Keep the Troupe on its feet and prepare allies for their next big moment. Be ready to reach a wounded friend in time.
The Strobe	Violet	Disruption and crafting. Break an enemy's rhythm and prepare magical tools for the Troupe. A foe with plenty of other options will be harder to stop.
The Beam	Red	Damage against one foe. Focus on a dangerous enemy and follow your opening Spell with a heavy Strike. Scattered enemies and a failed opening Roll can blunt your impact.
The Prism	Chromatic	Area damage and crafting. Catch several foes in a magical display and prepare tools between battles. Place your Spells carefully when enemies spread out or Mana runs low.
The Blackout	Yellow + Violet	Stealth and scouting. Uncover danger from hiding and choose when to strike. Plan a way out in case you are spotted or drawn into a fight.

Read the guide for the Role you choose, then use the character sheet immediately after it. You can leave the other Roles for another time.

Get ready to play

Take your character sheet

The starting choices and totals are already filled in. Use the printed numbers; you do not need to calculate them or buy anything before playing. Give your character a name, an appearance, and a reason to adventure with the others. You can keep the example name if you like.

Find your first few choices

The four boxes headed Maneuvers are ready-made moves: an attack, a Spell, or a combination of actions. Each box tells you what the move does and what it costs. Start with the suggestion in your Role's guide. You can learn the other choices as situations come up.

Watch three things

Health records how much harm you can take. Mana is the resource you spend on magic. Beats pay for actions during combat. Your sheet shows your Health and Mana, and each Maneuver shows its Beat and Mana costs. Keep track of what you spend and what you have left.

Learn the rhythm together

During combat, everyone takes a Turn in an order. One pass through that order is a Round. These characters normally gain three Beats at the start of each Round. Each of your four Maneuvers can be used once per Round. Unspent Beats carry over, up to eight saved, and you can spend no more than eight in one Round. You can keep Beats for a later choice instead of spending them all at once.

Say what you want to do

The Director describes the world and runs the challenges. Tell them what you want your character to try, and use the sheet and rules together to work out how. Your four Maneuvers are useful starting choices; you can also move, use other actions and known Spells, or try a creative solution.

Bring your experience

Skillsets describe things your character knows from a profession, hobby, or other experience. When one seems useful, explain how it could help. Tell the Troupe about these skills as well as your combat abilities.

Make the Role your own

Your Role is a starting point. It does not decide your character's personality or limit what they can learn. As you play, you can build on it, combine ideas from other Roles, or take your character in a new direction. Describe an ability in your own way while keeping its costs and effects the same. When you are ready to change what your character can do or improve them after an adventure, Chapter 2 explains the choices. You do not need to plan those choices now.

The Spot

Draw danger toward you and give your friends room to act.

Willow | Green

The Spot draws danger toward a defender. Willow steps into view and makes it harder for a dangerous enemy to ignore them while the Troupe acts. Choose the Spot if you enjoy standing between your friends and trouble.

Try this first

Try Center Stage when a nearby enemy threatens a friend. It uses magic to limit that enemy's choices and draw their attention toward you. It does not force them to attack. When you want a straightforward spear attack, use Guarding Thrust.

Other useful choices

Turn Aside gives you or a nearby friend a brief layer of protection against harm. Keep a Beat and enough Mana available if you want to use it in response to an attack. Tell the Director you are considering it before the attack's damage is applied. Hold Fast combines protection for yourself when you need to stand your ground.

What to watch for

You cannot be everywhere at once. Enemies who spread out will test your reach and attention, and an attack that catches several people can still hurt your friends. Choose the danger you can best contain and tell the Troupe what you are doing.

Outside a fight

Willow's Bodyguard and Wilderness skills can help you look after a companion or find your way through rough country. Offer that experience when the group is planning a route or keeping someone safe.

Make it yours

Your defender might be calm and watchful, fiercely protective, or eager to be the center of attention. Decide who they protect and why.

The Spot Level 1

Name
Willow

Role	Level
The Spot	1
Make	**Size**
Florafolk (oak)	Medium

MOSAIC

Name	Score
Might	1
Observation	0
Swiftness	1
Ambition	1
Intuition	1
Composition	1

Actions & Awareness

Initiative	Beats
2	3
Travel Distance	**Perception**
5	10

Offense

Melee Hit	Ranged Hit	Spell Hit
1	0	1

Defense

Defense	Spell Resilience
12	11
Armor	**Evasion**
1	1

Current Stats

Current Health	Spell Effects and Statuses
27	
Current Mana	
14	

Skillsets

Name	Ranks
Bodyguard (Make)	1
Wilderness	1

Distinctions

Name	Ranks
Improved Health Dice	2
Improved Mana Dice	2
Nongesticulate Casting	1
Bulwark	1

Red	Green	Blue	Yellow	Violet	Chromatic
	X				

Health			Mana			Lumens	
Dice Size	Rolls	HP Total	Dice Size	Rolls	Mana	Total	Spent
d12	2	27	d8	1	14	125	125

Runes

Rune	Known	Rune	Known	Rune	Known	Rune	Known
Animate		Contact		Gravitate		Rush	
Attune		Curse		Guard	X	Seal	
Bind		Delude		Mend	X	Transform	
Compel	X	Destroy		Perceive		Transport	
Conceal		Dispel		Reflect		Trigger	
Conjure		Fortify		Render		Ward	

Fixtures

Name	Description

Maneuvers

Name	Beats	Mana	Source 1	Source 2	Source 3	Source 4	Description
Center Stage	1	1	Goad (1, 1) · Green				Spell: d20 + 1. Registered: 1 Beat; 1 Mana. Foe within 5 yards; 1 Target Turn. Spells/Effects: only you or self; offense includes you. Travel: closer, you in sight; no Cover. If unable to target you, only targeting limits lapse.
Hold Fast	3	3	Protect (1, 1) · Green	Brace (1, 1) · Green			Spell: d20 + 1. Registered: 3 Beats; 3 Mana. Self: Protect adds 1 Defense, then Brace gives 4 Temporary Health. Both last 1 Target Turn. Brace: once per Target per Round. Needs nearby rock or vegetation.
Turn Aside	1	2	Brace (1, 1) · Green				Spell: d20 + 1. Registered: 1 Beat; 2 Mana. Rebuttal after Rolls, before Effects. Self or willing Friend within 5 yards: 4 Temporary Health for 1 Target Turn. Brace: once per Target per Round. Needs nearby rock or vegetation.
Guarding Thrust	1	0	Regular Strike (Spear)				Attack: d20 + 1. Registered: 1 Beat; 0 Mana. Foe within 2 yards: 1d12 + 1 Piercing damage vs Defense. Bulwark: your Opportunity Attack hit ends the Foe's Travel Action and prevents another that Turn.

The Flood

Move into position and keep changing threats under fire.

Reed | Yellow

The Flood watches the battlefield and responds wherever help is needed. Reed uses a bow and quick movement to deal with enemies approaching from different directions. Choose the Flood if you enjoy finding a good vantage point and deciding where your next shot will help most.

Try this first

Find an enemy you can see clearly and try Quick Shot. When you need a better angle, Running Shot lets you move before firing. You can choose a different enemy each time you shoot.

Other useful choices

Pressing Shot commits more of your time to one enemy: an accurate opening shot leads into a harder hit if it succeeds. Watch the Wings uses magic to help you notice trouble. It can help you find a threat, but your arrows still need a clear path.

What to watch for

Enemies who get close or block your view make shooting harder. Look for another position and ask about the danger of moving away from someone beside you. Keep watching the whole fight; the enemy you attacked last may no longer be the one your friends need help with.

Outside a fight

Reed's Sentinel and Tracker skills can help the Troupe keep watch, follow a trail, or notice signs of trouble. Share what you find so the group can decide how to approach it.

Make it yours

Try a hunter, watch officer, outrider, or disciplined archer. What taught your character to pay attention, and what tends to distract them?

The Flood Level 1

Name
Reed

Role	Level
The Flood	1
Make	**Size**
Faunafolk (lynx)	Medium

MOSAIC

Name	Score
Might	0
Observation	1
Swiftness	1
Ambition	1
Intuition	1
Composition	1

Actions & Awareness

Initiative	Beats
2	3
Travel Distance	**Perception**
10	11

Offense

Melee Hit	Ranged Hit	Spell Hit
1	1	1

Defense

Defense	Spell Resilience
11	11
Armor	**Evasion**
0	1

Current Stats

Current Health	Spell Effects and Statuses
20	
Current Mana	
14	

Skillsets

Name	Ranks
Sentinel (Make)	1
Tracker	1

Distinctions

Name	Ranks
Improved Health Dice	2
Improved Mana Dice	2
Improved Weapon Damage — Bow	2
Nongesticulate Casting	1

Red	Green	Blue	Yellow	Violet	Chromatic
			X		

Health			Mana			Lumens	
Dice Size	Rolls	HP Total	Dice Size	Rolls	Mana	Total	Spent
d12	1	20	d8	1	14	125	125

Runes

Rune	Known	Rune	Known	Rune	Known	Rune	Known
Animate		Contact		Gravitate		Rush	
Attune		Curse		Guard		Seal	
Bind		Delude		Mend		Transform	
Compel		Destroy		Perceive	X	Transport	
Conceal		Dispel		Reflect		Trigger	
Conjure		Fortify	X	Render		Ward	

Fixtures

Name	Description

Maneuvers

Name	Beats	Mana
Quick Shot	1	0

Source 1	Regular Strike (Bow)
Source 2	
Source 3	
Source 4	

Description

Attack: d20 + 1.
Registered: 1 Beat; 0 Mana. Foe within 50 yards: 1d10 + 1 Piercing damage vs Defense. Ready by paying Beats now; Mana and other costs when the Cue occurs.

Name	Beats	Mana
Pressing Shot	3	0

Source 1	Accurate Strike (Bow)
Source 2	Powerful Strike (Bow)
Source 3	
Source 4	

Description

Attack: d20 + 1; 1 Boon.
Registered: 3 Beats; 0 Mana. Foe within 50 yards. Accurate opening: half of (1d10 + 1); on a hit, Powerful follows for 1d10 + 1d10 + 1 damage. One Attack Roll; only the first Strike can be a Critical Hit.

Name	Beats	Mana
Running Shot	2	0

Source 1	Travel
Source 2	Accurate Strike (Bow)
Source 3	
Source 4	

Description

Attack: d20 + 1; 1 Boon.
Registered: 2 Beats; 0 Mana. Travel up to 10 yards, then Accurate Strike within 50 yards: half of (1d10 + 1). Normal Opportunity Attacks apply.

Name	Beats	Mana
Watch the Wings	1	1

Source 1	Detect (1, 1) · Yellow
Source 2	
Source 3	
Source 4	

Description

Spell: d20 + 1.
Registered: 1 Beat; 1 Mana. Self: +2 Perception for 1 Target Turn; passive Perception 13. Detect's free Perception Roll uses its Spell Roll result. Detection still requires success.

The Gel

Heal your friends, protect them, and help them succeed.

Brook | Blue

The Gel helps the Troupe survive and accomplish more together. Brook uses magic to heal injuries, soften dangerous hits, and prepare friends for important moments. Choose the Gel if you enjoy watching out for others and helping their plans succeed.

Try this first

When a friend is hurt, move close enough to touch them and use Mending Light. When nearby friends are about to try something difficult, Lift the Troupe gives them a bonus they can use on a roll.

Other useful choices

Shelter gives you or a nearby friend a brief layer of protection against harm. Use it before the incoming damage is applied; healing helps afterward. Keep a Beat and enough Mana available if you want to respond with Shelter. Guiding Light is a simple weapon attack for when you need one.

What to watch for

Be ready to reach a wounded friend in time. Watch where your friends are going, tell them when you need them closer, and keep yourself safe enough to help. Healing and protection cost Mana, so decide where they will make the most difference.

Outside a fight

Brook's Physician and Diplomat skills offer ways to help with injuries, conversations, and tense situations. You can contribute without casting a Spell.

Make it yours

Try a physician, encouraging companion, field chaplain, or careful scholar. Describe your healing as light, stitches of water, or reassuring gestures while keeping its rules the same.

The Gel Level 1

Name
Brook

Role	Level
The Gel	1
Make	**Size**
Elemental Intelligence (water)	Medium

MOSAIC

Name	Score
Might	0
Observation	1
Swiftness	1
Ambition	1
Intuition	1
Composition	1

Actions & Awareness

Initiative	Beats
2	3
Travel Distance	**Perception**
5	11

Offense

Melee Hit	Ranged Hit	Spell Hit
1	1	1

Defense

Defense	Spell Resilience
11	11
Armor	**Evasion**
0	1

Current Stats

Current Health	Spell Effects and Statuses
20	
Current Mana	
27	

Skillsets

Name	Ranks
Physician (Make)	1
Diplomat	1

Distinctions

Name	Ranks
Improved Health Dice	2
Improved Mana Dice	4
Helpful Assistance	1

Red	Green	Blue	Yellow	Violet	Chromatic
		X			

Health			Mana			Lumens	
Dice Size	Rolls	HP Total	Dice Size	Rolls	Mana	Total	Spent
d12	1	20	d12	2	27	125	125

Runes

Rune	Known	Rune	Known	Rune	Known	Rune	Known
Animate		Contact		Gravitate		Rush	
Attune		Curse		Guard	X	Seal	
Bind		Delude		Mend	X	Transform	
Compel		Destroy		Perceive		Transport	
Conceal		Dispel		Reflect		Trigger	
Conjure		Fortify	X	Render		Ward	

Fixtures

Name	Description

Maneuvers

Name	Beats	1	Name	Beats	1
Mending Light	Mana	2	Lift the Troupe	Mana	1
Source 1	Heal (1, 1) · Blue		Source 1	Rally (1, 1) · Blue	
Source 2			Source 2		
Source 3			Source 3		
Source 4			Source 4		
Description			Description		
Spell: d20 + 1. Registered: 1 Beat; 2 Mana. Touch a willing adjacent Friend. Heal restores 2d6 Health, up to maximum Health. Move into reach before beginning. Higher Magnitude extends Range; higher Potency improves healing.			Spell: d20 + 1. Registered: 1 Beat; 1 Mana. Friends within 1 yard each gain 1 Boon to spend on a Roll. Each Boon lasts until spent or until the turn order returns to this point next Round.		

Name	Beats	1	Name	Beats	1
Shelter	Mana	2	Guiding Light	Mana	0
Source 1	Brace (1, 1) · Blue		Source 1	Regular Strike (Daggers)	
Source 2			Source 2		
Source 3			Source 3		
Source 4			Source 4		
Description			Description		
Spell: d20 + 1. Registered: 1 Beat; 2 Mana. Rebuttal after Rolls, before Effects. Self or willing Friend within 5 yards: 4 Temporary Health for 1 Target Turn. Brace: once per Target per Round. Needs nearby water or ice.			Attack: d20 + 1. Registered: 1 Beat; 0 Mana. Foe within 1 yard: 1d6 + 1 Slicing/Piercing damage vs Defense. Keep the other hand free to Cast.		

The Strobe

Interrupt dangerous plans and prepare useful magical tools.

Nix | Violet

The Strobe throws an enemy's plans off course. Nix interferes with dangerous magic and makes enemies reconsider what to do next. Choose the Strobe if you enjoy spotting a threat and finding a way to spoil its plan.

Try this first

Try Flicker against a nearby enemy who relies on magic. A successful hit makes acting painful and makes their Spells less reliable. The misfire is only a chance, so watch what actually happens before choosing your next move.

Other useful choices

Break the Cue interferes with one specific move you name; ask about it when an enemy has shown you a dangerous trick. Clear the Effect can remove certain magical effects or try to interrupt a Spell. It is expensive for Nix, so check what it can affect before spending Mana. Slip Away is a short weapon attack that gives you a small step away if it hits.

What to watch for

You disrupt an enemy's choices without taking all of them away. A foe with several good options may switch tactics. Nix also has little Mana to spare at the start, so choose the moments when your magic will matter most.

Outside a fight

Nix's Investigator and Artisan skills help with clues and practical work. With suitable materials and a workbench, their crystal crafting can also make magical tools. When there is time to prepare, talk with the Troupe about what would be useful and use Chapter 8 for the crafting rules.

Make it yours

Try a saboteur, tinkerer, unsettling illusionist, or meticulous investigator. What kinds of plans does your character enjoy pulling apart?

The Strobe Level 1

Name	Role	Level	Make	Size
Nix	The Strobe	1	Goblin	Medium

Red	Green	Blue	Yellow	Violet	Chromatic
				X	

Health			Mana			Lumens	
Dice Size	Rolls	HP Total	Dice Size	Rolls	Mana	Total	Spent
d12	1	20	d6	1	11	125	125

MOSAIC

Name	Score
Might	0
Observation	1
Swiftness	1
Ambition	1
Intuition	1
Composition	1

Actions & Awareness

Initiative	Beats
2	3
Travel Distance	**Perception**
5	11

Offense

Melee Hit	Ranged Hit	Spell Hit
1	1	1

Defense

Defense	Spell Resilience
11	15
Armor	**Evasion**
0	1

Current Stats

Current Health	Spell Effects and Statuses
20	
Current Mana	
11	

Skillsets

Name	Ranks
Artisan (Make)	1
Investigator	1

Distinctions

Name	Ranks
Improved Health Dice	2
Improved Mana Dice	1
Crystalcutting	1
Spell Attunement — Matter Blast	1

Runes

Rune	Known	Rune	Known	Rune	Known	Rune	Known
Animate		Contact		Gravitate		Rush	
Attune		Curse		Guard		Seal	X
Bind		Delude		Mend		Transform	
Compel		Destroy		Perceive		Transport	
Conceal		Dispel	X	Reflect		Trigger	
Conjure	X	Fortify		Render		Ward	

Fixtures

Name	Description

Maneuvers

Name	Beats	Mana	Source 1	Source 2	Source 3	Source 4	Description
Flicker	3	2	Matter Blast (1, 1) · Violet	Discombobulate (1, 1) · Violet			Spell: d20 + 1; 1 Boon. Registered: 3 Beats; 2 Mana. Foe within 5 yards. On a hit: Vex (1 Psychic damage per Beat spent for 1 Target Turn), then a 10% Spell misfire chance for 1 Target Turn.
Break the Cue	1	1	Forbid (1, 1) · Violet				Spell: d20 + 1. Registered: 1 Beat; 1 Mana. Foe within 5 yards: forbid one Spell, Weapon Strike type or Maneuver for 1 Target Turn. Each attempt pays its costs, then tests an Ambition Roll against your retained Spell Roll; a tie keeps the Forbid.
Clear the Effect	1	5	Disjoint (1, 1) · Violet				Spell: d20 + 1. Registered: 1 Beat; 5 Mana. Within 5 yards: remove Spell Effects totaling P1 from one Target, never Statuses. Or Rebuttal a Spell being Cast (P1 or less): exceed its current Spell Roll. On a tie, the Spell goes through. No refund.
Slip Away	1	0	Evasive Strike (Daggers)				Attack: d20 + 1. Registered: 1 Beat; 0 Mana. Foe within 1 yard: half of (1d6 + 1) damage vs Defense. On a hit move 1 yard without provoking an Opportunity Attack.

The Beam

Open with a Spell, then drive a heavy Strike into the same foe.

Brand | Red

The Beam concentrates damage on one dangerous foe. Brand combines a burst of magic with a heavy axe attack. Choose the Beam if you enjoy picking out a serious threat and committing to a powerful hit.

Try this first

Try Line Breaker when you have a clear shot at a dangerous enemy within its range. The opening Spell carries the axe attack to the same foe if it hits. Use the single roll described on the sheet. If the opening misses, the follow-up does not land.

Other useful choices

Steady Point is a straightforward axe attack for an enemy beside you and costs no Mana. Breaking Point can make a foe easier for later attacks to hit. Safety Brace gives you or a nearby friend a brief layer of protection; keep its Beat and Mana costs available if you want to use it against an incoming hit.

What to watch for

Scattered enemies and a failed opening can blunt your impact. Brand also starts with limited Health, so strong damage does not mean you can withstand repeated hits. Work with friends, use obstacles for protection, and remember that Line Breaker uses all three Beats you normally gain in a Round.

Outside a fight

Brand's Athletics and Monster Lore skills can help with physical obstacles and unfamiliar creatures. Share what your character knows before the Troupe walks into danger.

Make it yours

Try an executioner, monster hunter, determined warrior, or severe duelist. Decide what makes your character commit to a fight, and what would persuade them to stop.

The Beam Level 1

Name	Role	Level	Make	Size
Brand	The Beam	1	Human	Medium

MOSAIC

Name	Score
Might	1
Observation	0
Swiftness	1
Ambition	1
Intuition	1
Composition	1

Actions & Awareness

Initiative	Beats
6	3
Travel Distance	**Perception**
5	10

Offense

Melee Hit	Ranged Hit	Spell Hit
1	0	1

Defense

Defense	Spell Resilience
11	11
Armor	**Evasion**
0	1

Current Stats

Current Health	Spell Effects and Statuses
14	
Current Mana	
11	

Skillsets

Name	Ranks
Athletics (Make)	1
Monster Lore	1

Distinctions

Name	Ranks
Improved Mana Dice	1
Improved Weapon Damage — Axe	2
Spell Attunement — Mana Blast	1
Nongesticulate Casting	1

Red	Green	Blue	Yellow	Violet	Chromatic
X					

Health			Mana			Lumens	
Dice Size	Rolls	HP Total	Dice Size	Rolls	Mana	Total	Spent
d8	1	14	d6	1	11	125	125

Runes

Rune	Known	Rune	Known	Rune	Known	Rune	Known
Animate		Contact		Gravitate		Rush	
Attune		Curse		Guard	X	Seal	
Bind		Delude		Mend		Transform	
Compel		Destroy	X	Perceive		Transport	
Conceal		Dispel		Reflect		Trigger	
Conjure		Fortify		Render		Ward	

Fixtures

Name	Description

Maneuvers

Name	Beats	Mana	Source 1	Source 2	Source 3	Source 4	Description
Line Breaker	3	1	Mana Blast (1, 1) · Red	Powerful Strike (Axe)			Spell: d20 + 1; 1 Boon. Registered: 3 Beats; 1 Mana. Foe within 5 yards. On a hit: 2d6 Fire damage, then 1d12+1d4 + 1d12 + 1 Slicing damage. Target Cascading carries the axe Strike; no second Roll.
Steady Point	1	0	Regular Strike (Axe)				Attack: d20 + 1. Registered: 1 Beat; 0 Mana. Foe within 1 yard: 1d12+1d4 + 1 Slicing damage vs Defense. Mana-free fallback.
Breaking Point	1	0	Sundering Strike (Axe)				Attack: d20 + 1; 1 Bane. Registered: 1 Beat; 0 Mana. Foe within 1 yard: half of (1d12+1d4 + 1) damage. On hit, cumulative -1 Defense for the rest of combat. Armor, Evasion and Spell Resilience are unchanged.
Safety Brace	1	2	Brace (1, 1) · Red				Spell: d20 + 1. Registered: 1 Beat; 2 Mana. Rebuttal after Rolls, before Effects. Brace: once per Target per Round. Self or willing Friend within 5 yards: 4 Temporary Health for 1 Target Turn. Needs nearby ceramic or refined metal.

The Prism

Prepare your friends, then catch several foes in a magical display.

Iris | Chromatic

The Prism prepares the Troupe and catches enemies in overlapping Spell areas. Iris has access to all five colors of magic; the starting moves are already chosen on the sheet. Choose the Prism if you enjoy arranging a magical display that reaches several enemies at once.

Try this first

Try Steady Light when you want to attack one nearby enemy. When foes gather together, look at Distant Flare to place a burst around an enemy you hit, or Light Show to catch enemies close around you. These two moves cost much more Mana, so check how many foes they could reach.

Other useful choices

Set the Stage gives nearby friends a bonus they can use on a roll. Iris can also leave friends and themself out of their Spells, so you can place your effects among allies. Follow the areas and distances printed on the sheet.

What to watch for

Spread-out enemies make your larger attacks less useful. Watch your Mana and your position, especially when using a Spell centered on yourself. Light Show and Distant Flare each use all three Beats you normally gain in a Round; plan any movement around that cost.

Outside a fight

Iris's Stagecraft skill can help with performances and preparations. With suitable materials and a workbench, their paper crafting can make magical books and scrolls that hold additional Maneuvers. Explore that option with the Troupe when you are ready to use the crafting rules in Chapter 8.

Make it yours

Try a stage magician, battle scholar, celebrant, or geometric sorcerer. Describe the colors and patterns as you like while keeping the printed effects the same.

The Prism Level 1

Name
Iris

Role	Level
The Prism	1
Make	**Size**
Elf	Medium

MOSAIC

Name	Score
Might	0
Observation	0
Swiftness	1
Ambition	1
Intuition	1
Composition	1

Actions & Awareness

Initiative	Beats
2	3
Travel Distance	**Perception**
5	10

Offense

Melee Hit	Ranged Hit	Spell Hit
1	0	1

Defense

Defense	Spell Resilience
13	13
Armor	**Evasion**
0	1

Current Stats

Current Health	Spell Effects and Statuses
17	
Current Mana	
14	

Skillsets

Name	Ranks
Stagecraft (Make)	1

Distinctions

Name	Ranks
Improved Health Dice	1
Improved Mana Dice	2
Friendly Spells	1
Selfish Spells	1
Papercrafting	1

Red	Green	Blue	Yellow	Violet	Chromatic
					X

Health			Mana			Lumens	
Dice Size	Rolls	HP Total	Dice Size	Rolls	Mana	Total	Spent
d10	1	17	d8	1	14	125	125

Runes

Rune	Known	Rune	Known	Rune	Known	Rune	Known
Animate		Contact		Gravitate		Rush	
Attune		Curse		Guard		Seal	
Bind		Delude		Mend		Transform	
Compel		Destroy	X	Perceive		Transport	
Conceal		Dispel		Reflect		Trigger	
Conjure		Fortify	X	Render		Ward	

Fixtures

Name	Description

Maneuvers

Name	Beats	3	Name	Beats	3
Light Show	Mana	6	Distant Flare	Mana	6
Source 1	Mana Field (1, 1) · Red		Source 1	Mana Blast (1, 1) · Red	
Source 2	Mana Blast (1, 1) · Red		Source 2	Mana Field (1, 1) · Red	
Source 3			Source 3		
Source 4			Source 4		
Description			Description		
Spell: d20 + 1. Registered: 3 Beats; 6 Mana. Field with a 1-yard Radius centered on you. Test each Foe's Spell Resilience; each hit takes 1d4 then 2d6 Fire damage through Target Cascading. Exclude Friends and yourself.			Spell: d20 + 1. Registered: 3 Beats; 6 Mana. Blast a Foe within 5 yards for 2d6 Fire damage. On a hit, center a Field with a 1-yard Radius there for 1d4. Test new Foes with the retained Spell Roll. Exclude Friends and yourself.		

Name	Beats	1	Name	Beats	1
Set the Stage	Mana	1	Steady Light	Mana	1
Source 1	Rally (1, 1) · Red		Source 1	Mana Blast (1, 1) · Red	
Source 2			Source 2		
Source 3			Source 3		
Source 4			Source 4		
Description			Description		
Spell: d20 + 1. Registered: 1 Beat; 1 Mana. Friends within 1 yard each gain 1 Boon to spend on a Roll. Each Boon lasts until spent or until the turn order returns to this point next Round.			Spell: d20 + 1. Registered: 1 Beat; 1 Mana. Foe within 5 yards: 2d6 Fire damage on a Spell Hit vs Spell Resilience. Registered Color is Red. Color alone applies no Status.		

The Blackout

Scout ahead, strike from hiding, and keep a way out.

Sable | Yellow and Violet

The Blackout chooses when to be seen. Sable scouts ahead, uncovers danger, and waits for an opening. Choose the Blackout if you enjoy gathering information, finding a quiet route, and deciding when to reveal yourself.

Try this first

Look for somewhere to hide, decide how you will get back, and tell the Troupe where you are going. The Blackout move uses magic to help you hide while you wait in place. Its extra help ends if you move; you can still try to stay hidden using the ordinary hiding rules.

Other useful choices

Opening Knife aims for a harder hit, while Quiet Cut favors accuracy. Either attack reveals you, so choose your moment. Exit Cue combines a short attack with movement to help you get away. Its small protected step depends on a hit, and the movement afterward still follows the usual dangers of moving near enemies.

What to watch for

Being spotted or drawn into a prolonged fight can spoil your advantage. Have a way out before you approach, and remember that returning with useful information can help the Troupe more than starting a fight alone.

Outside a fight

Sable's Scout skill helps you explore routes and look for danger. Bring what you learn back promptly so everyone can join in deciding what happens next.

Make it yours

Try a burglar, spy, pathfinder, or quiet monster hunter. Stealth does not require cruelty or a criminal past. Decide what your character hopes to discover and who they trust with it.

The Blackout Level 1

Name
Sable

Role	Level
The Blackout	1
Make	**Size**
Faunafolk (ferret)	Medium

MOSAIC

Name	Score
Might	0
Observation	1
Swiftness	1
Ambition	1
Intuition	1
Composition	1

Actions & Awareness

Initiative	Beats
2	3
Travel Distance	**Perception**
10	11

Offense

Melee Hit	Ranged Hit	Spell Hit
1	1	1

Defense

Defense	Spell Resilience
11	15
Armor	**Evasion**
0	1

Current Stats

Current Health	Spell Effects and Statuses
17	
Current Mana	
8	

Skillsets

Name	Ranks
Scout (Make)	1

Distinctions

Name	Ranks
Nonverbal Casting	1
Improved Health Dice	1

Red	Green	Blue	Yellow	Violet	Chromatic
			X	X	

Health			Mana			Lumens	
Dice Size	Rolls	HP Total	Dice Size	Rolls	Mana	Total	Spent
d10	1	17	d4	1	8	125	125

Runes

Rune	Known	Rune	Known	Rune	Known	Rune	Known
Animate		Contact		Gravitate		Rush	
Attune		Curse		Guard		Seal	
Bind		Delude		Mend		Transform	
Compel		Destroy		Perceive		Transport	
Conceal	X	Dispel		Reflect		Trigger	
Conjure		Fortify		Render		Ward	

Fixtures

Name	Description

Maneuvers

Name	Beats	1	Name	Beats	1
Blackout	Mana	1	Opening Knife	Mana	0
Source 1	Obscure (1, 1) · Yellow		Source 1	Powerful Strike (Daggers)	
Source 2			Source 2		
Source 3			Source 3		
Source 4			Source 4		
Description			Description		
Spell: d20 + 1. Registered: 1 Beat; 1 Mana. Self: normal Hide Roll + 2. Movement allowance: None. Excess movement ends Obscure, not Hidden by itself. Attacks end Hiding. Nonverbal Casting still needs a free hand.			Attack: d20 + 1; 1 Bane. Registered: 1 Beat; 0 Mana. Foe within 1 yard: 1d6 + 1d6 + 1 damage. Hit from Hiding against a Foe unaware of your location: Ambush critical damage, no Rebuttal. Attacking ends Hiding.		

Name	Beats	1	Name	Beats	2
Quiet Cut	Mana	0	Exit Cue	Mana	0
Source 1	Accurate Strike (Daggers)		Source 1	Evasive Strike (Daggers)	
Source 2			Source 2	Travel	
Source 3			Source 3		
Source 4			Source 4		
Description			Description		
Attack: d20 + 1; 1 Boon. Registered: 1 Beat; 0 Mana. Foe within 1 yard: half of (1d6 + 1) damage. A hit from Hiding against a Foe unaware of your location gains normal Ambush benefits. Attacking ends Hiding.			Attack: d20 + 1. Registered: 2 Beats; 0 Mana. Foe within 1 yard: half of (1d6 + 1) damage. On a hit, move 1 yard without provoking an Opportunity Attack, then Travel up to 10 yards under normal Opportunity Attack rules.		

Examples of Play

The Shell City Arc

These scenes follow one Troupe through its first adventure, from the evening its players choose their Roles to Worldsong Day, when that adventure ends (the Overture and Acts I to VII). Acts VIII to X follow a shorter story that closes the season, in which one of the players learns to direct. Each scene shows how a table uses the rules of one chapter. Read them for the story, or come back to them when you want to see a rule in motion.

The table

Six friends play these sessions. Patricia, who knows the game best, is the Director. The other five each play one Character.

Player	Character	Role	At the table
Patricia	The Director	None	Knows the rules inside out, and occasionally forgets that everyone else does not.
Bunny	Marisol	The Gel	A teacher who explains a rule from what you are trying to do, then lets you choose.
Miley	Brand	The Beam	Has not done the reading. Asks good questions and remembers the answers.
Blaire	Kestrel	The Flood	Plays a lot of tabletop games and checks when a rule works differently here.
Green	Moth	The Blackout	Here for the friends more than the dice. Likes a clever, simple move.
Chrissy	Pell	The Strobe	Has read the book several times. Knows the rule; wants help choosing.

Each scene names a player's Character the first time that player speaks. Dice results appear in brackets, for example [d20: 14, +1 = 15]. Speech in quotation marks is a Character talking in the world; everything else is the players talking at the table.

Overture: Casting Call

An example of play for Chapter 1, Character Roles

Patricia's dining table, before the first session. Seven character sheets lie face up in a row, one for each premade Role. Nobody has a Character yet.

PATRICIA (Director) Before anyone picks, here's the pitch. Shell City: three colossal Shells standing in a bay, half above the water and half below it. Visitors get around the underwater districts with a little Lumencraft charm that lets them breathe water. This season, there are almost no charms left. The cave where the city harvests the shells to make them has been taken over by a merchant, and he's hired pirates to keep everyone else out.

MILEY (Brand) I didn't read anything. Which one hits the hardest?

PATRICIA Look at the Contributions column on the Roles table. The Beam is "damage against one foe." You open with a Spell, then follow it with a heavy axe Strike.

MILEY Sold. Do I have to name him?

BUNNY (Marisol) You can keep the example name if you like.

MILEY Brand is a great name. Brand stays.

BLAIRE (Kestrel) I always play the archer, so the Flood. Can I change who Reed is? I want a heron Faunafolk named Kestrel, and I want her arrows fletched with her own feathers.

PATRICIA Absolutely. Describe your abilities however you like, as long as their costs and effects stay the same. Feathers don't change the damage.

GREEN (Moth) I'll be honest, I'm mostly here for you guys. Which one doesn't make me read a whole page every turn?

BUNNY Every guide has a box called "Try this first." Read just that box for any Role that sounds fun. That's the one move to start with.

GREEN [reading the Blackout] "Look for somewhere to hide, decide how you will get back, and tell the Troupe where you are going." So I sneak ahead and report back. That's it?

BUNNY That's the heart of it. You'll pick up the rest when it comes up.

GREEN Done. I'm calling her Moth.

CHRISSY (Pell) I can't decide between the Strobe and the Prism. They can both craft, and I like that. I just don't know which one I'd enjoy more in a fight.

PATRICIA Try it this way. When it isn't your turn, what do you want to be watching for?

CHRISSY The enemy's big trick. The thing that's about to go wrong.

BUNNY Then read the Strobe's guide. Break the Cue is exactly that move.

CHRISSY Strobe, then. She's Pell now, and she's very organized.

BUNNY I want to play someone who looks after people, so I'm taking the Gel. Marisol grew up in the lowest Shell, where the fishers live. Her mother still dives the kelp beds for a living, and without a charm she can't go deep this year. That's why Marisol wants this job.

MILEY Wait, nobody took the shield one or the rainbow one. Is that a problem?

PATRICIA Not at all. You don't need one of every Role. Two of you could even take the same one. Okay, when the first fight starts, everybody find your Ini...

BUNNY Patricia. Beats.

PATRICIA Sorry. That part's so automatic for me I skip right over it.

BUNNY The guide says to watch three things. Health is how much harm you can take. Mana pays for magic. Beats pay for actions in a fight, and you get three at the start of every Round. Each Maneuver box shows its Beat and Mana cost.

MILEY Line Breaker says three Beats. That's my whole Round?

BUNNY That's the trade: a big hit for everything you've got. Steady Point is a plain axe swing for one Beat and no Mana. And each of your four Maneuvers can be used once per Round.

MILEY What if I don't spend them all?

BUNNY They carry over. You can save up to eight, but you can never spend more than eight in one Round. You can also move, use ordinary actions, or try something that isn't on your sheet at all.

PATRICIA One last thing. Look at your Skillsets. Marisol is a Physician and a Diplomat. Moth is a Scout. Those matter just as much when nobody's fighting, so tell me when one seems useful.

MILEY And if I want Brand to do something different later?

PATRICIA Your Role is just a starting point. The next chapter covers changing and improving your Character when you level up. You don't have to plan any of that tonight.

Patricia slides a paper seashell into the middle of the table. The curtain rises on Shell City.

In this scene

- Choosing a premade Role from the Roles table by what sounds fun, and by what you want to be doing (Choose what sounds fun).
- Keeping an example name, or renaming a Character and describing abilities differently with the same costs and effects (Make the Role your own).
- Starting with each Role's "Try this first" move.
- Health, Mana and Beats; three Beats a Round, up to eight banked and eight spent; each Maneuver once per Round (Watch three things; Learn the rhythm together).
- A Troupe does not need one of every Role. Skillsets matter outside a fight (Bring your experience).

Chapter 2 Character Creation

Choose your name

Name	

Choose your Color

Choose 1 Color for free, including Chromatic. Chromatic grants access to all Colors, but permanently increases the Lumen cost of Runes. Each additional Color costs 50 Lumens.

Each Color provides a unique benefit:

Color Bonuses	
Color	**Bonus**
Red	Triple your Initiative
Green	On each odd level, including level 1, gain one additional Health Roll.
Blue	On each odd level, including level 1, gain one additional Mana Roll.
Yellow	Double your Travel Distance and Fly Speed from wings
Violet	**Spell Resilience is base 14 instead of 10**
Chromatic	Base Defense and Spell Resilience are 12 instead of 10.

Your Color determines which Statuses you can inflict, which materials and energy you can manipulate, and which mental attributes you can influence. The table below lists each Color's materials and mental attributes.

Colors		
Color	**Materials**	**Mental Attributes**
Red	Fire, refined metal, ceramics	Emotions
Green	Rocks, vegetation	Physical Sensations
Blue	Water, ice, steam	Active Thoughts
Yellow	Wind, fabrics, feathers, things shed by living creatures	Unconscious Thoughts, Beliefs.
Violet	**Dead flesh, bones, fungi, bacteria**	**Memories**

Choose your Role, Make, and Size

Role

Characters belong to troupes: groups of adventurers who travel, face challenges, and pursue shared goals together.

Your Role describes your place in the world and how you contribute to the Troupe. It does not restrict your purchases or grant additional benefits. You can follow a premade Role, develop it in a new direction as you advance, or build a Character from scratch and name your own Role. Continue this chapter to build your own Character, or turn to Chapter 1 to choose a premade Role.

Make

A character's Make is their race or origin. Xanadu is home to an infinite variety of life. Humanoid animal persons, elemental persons, and even constructs and golems are valid characters and have Lumens.

Size

Choose a Size: Tiny, Small, Medium, Large, or Giant. Size affects your Weapons, Travel distance, and Health Dice. Characters are Medium by default. See Body Modifications for Size costs and the starting allocation rules.

Spend your Lumens

At character creation, you receive 125 Lumens. Spend them on MOSAIC scores, Skillsets, Runes, Distinctions, Health and Mana Rolls, or additional colors. Unspent Lumens may be saved.

Once you spend Lumens on your Character, they stay spent. You can't sell back a MOSAIC, Rune, Distinction, Skillset, Health Roll, or Mana Roll for a refund. Body, limb and Size choices can be traded down only during creation; afterward you can add to them but never refund them.

Lumen Costs

Lumen Costs					
Rank	MOSAIC	Skillsets	Runes	Health Rolls	Mana Rolls
1	10	5	10 Lumens per Rune. 20 Lumens per Rune if Chromatic	5 Lumens per Health Roll	5 Lumens per Mana Roll
2	10	5			
3	10	5			
4	10	5			
5	10	5			
6	10	N/A			
7	10	N/A			

MOSAIC

Your MOSAIC scores represent your physical and mental attributes. They start at 0, and the highest score you can buy with Lumens is 7. Equipment and magical benefits can raise a score above that limit.

Each point in a MOSAIC score costs 10 Lumens. The maximum purchased score rises by one per tier: Point 1, Line 2, Triangle 3, Square 4, Pentagon 5, Hexagon 6, and Circle 7. See Tiers, under Progression, for the level ranges.

MOSAIC stands for Might, Observation, Swiftness, Ambition, Intuition, and Composition. Each score provides the benefits shown below.

MOSAIC

MOSAIC			
Name	**Primary Effect**	**Secondary Effect**	**Skillsets**
Might	Damage with weapons that are not Keen	Grapple or push enemies	**Perform acts of strength.**
Observation	Hit with Ranged Weapons	Detect Hiding Characters	**Notice small details and remember things clearly.**
Swiftness	Hit with Melee Weapons	Defense against Weapons / Initiative	**Perform dexterous acts or highly detailed tasks.**
Ambition	Mana Pool / Potency of Spells	Initiative	**Bluff, charm, lie, boast, and influence others.**
Intuition	Damage with Keen Weapons / Spell Hit	Bonus to Hiding	**Sense others' motives, trust your instincts, and listen to nature.**
Composition	Health Pool	Spell Resilience	**Endure Fatigue or Harsh Environments.**

Skillsets

A Skillset can be a profession, hobby, natural talent, or learned skill. It represents something your Character spends time doing.

Skillsets help in noncombat situations when the Director calls for a Skill Roll. You can use a relevant Skillset to Haggle for a bonus. For example, chopping down a sturdy tree might require a Might Skill Roll. A Lumberjack knows how to fell trees; a Carpenter understands wood grain and structural weak points. Either player could explain how that experience helps and ask the Director for a bonus.

Interpret Skillsets generously and look for ways your Character's background could help. Haggling is a chance for players and the Director to discuss those possibilities. Players are encouraged to be creative, and the Director is encouraged to reward a convincing interpretation. The Director decides whether to grant a bonus and when to end the discussion.

Give quieter players the same opportunities as vocal players. Directors should keep the Troupe's Skillsets in mind when describing a scene and offer relevant information when a Character's expertise would help.

Crafting uses its own seven-rank Distinctions. Ordinary Skillsets remain limited to five ranks and can assist with related activities at the Director's discretion; they do not replace required crafting training.

Each Skillset can have up to 5 ranks, at 5 Lumens per rank. You may invest in as many Skillsets as you like. Record them on your Character Sheet.

When a Character chooses their Make, they receive 1 rank in a Skillset of their choice for free.

Health

A Character's Maximum Health is equal to:

Starting Pool + Health Rolls

To calculate a Character's Starting Pool, take the maximum value of their Health Dice, and add their composition. Improved Health Dice raise that maximum, so they raise the Starting Pool as well.

Characters receive one Health Roll at every level, including Level 1.

Health Dice

Health Dice are set by a Character's Size and can be improved through Distinctions. The Default Medium Sized Character has a Health Dice of d8.

Health Dice by Size

Health Dice by Size	
Size	**Health Dice**
Tiny	d4
Small	d6
Medium	d8
Large	d10
Giant	d12

Health Roll

To make a Health Roll, take a Character's Health Dice and roll it, then add their Composition. That amount is added to their Maximum Health.

Instead of Rolling a Dice, Characters are allowed to take half of the maximum of their dice, and add it alongside their Composition:

For example, a Character with a d8 Health Dice and 2 Composition would add 4 Health from their Dice, and 2 from their composition for a total of 6.

Characters may spend 5 Lumens to gain a Health Roll

Improving Composition and Health Dice

If a player increases their Composition by leveling up or acquiring gear, they retroactively gain Health as if their Composition had always been that value.

For example: If a character has a total of 5 Health Rolls, and they gain 1 Composition, they would gain 6 Health: 1 for each Health Roll and 1 for their Starting Pool.

Likewise, if a Character improves the size of their Health Dice, they retroactively gain the benefit of their improved Health Dice by 1. A Character with a d8 Health Dice that improves to a d10 may gain one Health per Health Roll.

Characters are also allowed to recalculate their entire Health Pool when they improve their Health Dice. To do this they must make each Health Roll again and use the new values for their Maximum Health.

Mana

A Character's Maximum Mana is equal to:

Starting Pool + Mana Rolls

To calculate a Character's Starting Pool, take the maximum value of their Mana Dice, and add their Ambition. Improved Mana Dice raise that maximum, so they raise the Starting Pool as well.

Characters receive one Mana Roll at every level, including Level 1.

Mana Dice

All Characters start with Mana Dice of 1d4. Distinctions improve Mana dice using the same progression as Health Dice

Mana Roll

To make a Mana Roll, take a Character's Mana Dice and roll it, then add their Ambition. That amount is added to their Maximum Mana.

Instead of Rolling a Dice, Characters are allowed to take half of the maximum of their dice, and add it alongside their Ambition:

For example, a Character with a d4 Mana Dice and 2 Ambition would add 2 Mana from their Dice, and 2 from their Ambition for a total of 4.

Players may spend 5 Lumens on a Mana Roll. Add the result of one Mana Roll to the Character's maximum Mana. The Roll already includes Ambition once.

Improving Ambition and Mana Dice

If a player increases their Ambition by leveling up or acquiring gear, they retroactively gain Mana as if their Ambition had always been that value.

For example: If a character has a total of 5 Mana Rolls, and they gain 1 Ambition, they would gain 6 Mana: 1 for each Mana Roll and 1 for their Starting Pool.

Likewise, if a Character improves the size of their Mana Dice, they retroactively gain the benefit of their improved Mana Dice by 1. A Character with a d8 Mana Dice that improves to a d10 may gain one Mana per Mana Roll.

Characters are also allowed to recalculate their entire Mana Pool when they improve their Mana Dice. To do this they must make each Mana Roll again and use the new values for their Maximum Mana.

Distinctions

Distinctions give your Character special abilities or improvements. They can modify Spells, physical Actions, movement, Beat replenishment, and other capabilities.

The end of this chapter has a list and brief description of Distinctions to try. Appendix C has the full rules.

Runes

Each Rune gives your Character a particular way to use Magic. It unlocks 3 Spells, each expressing a different aspect of that Rune.

A Rune costs 10 Lumens and permanently unlocks all 3 of its Spells. Chromatic Characters manipulate denser Mana, so each Rune costs 20 Lumens for them instead.

There are 24 Runes in total. Characters can invest in as many of them as they have Lumens for.

Calculate your Stats

Build these values from your MOSAIC and equipment, then apply the relevant Color bonuses below.

STAT ON YOUR SHEET	BASE VALUE / CALCULATION	WHAT IT DOES
ACTIONS & AWARENESS		
Initiative	Ambition + Swiftness	Determines Turn order.
Beats	3 Can be improved through Distinctions.	Beats replenished at the start of each Round; spent on Actions.
Travel Distance	Determined by Character Size	Distance moved with a Travel Action.
Perception	10 + Observation	Passive detection. Active Perception Rolls use d20 + Observation.
OFFENSE		
Melee Hit	Swiftness	Bonus to melee Attack Rolls.
Ranged Hit	Observation	Bonus to ranged Attack Rolls.
Spell Hit	Intuition	Bonus to Spell Rolls.
DEFENSE		
Armor	From equipment	Contributes to Defense.
Evasion	Swiftness	Contributes to Defense.
Defense	10 + Armor + Evasion	Target number for an incoming weapon Attack Roll.
Spell Resilience	10 + Composition	Target number for an incoming hostile Spell Roll.

APPLY YOUR COLOR BONUSES ONCE			
Red	Initiative = 3 × (Ambition + Swiftness)	Yellow	Travel Distance = 2 × Size-based distance; Fly Speed from wings × 2
Green	+1 Health Roll on each odd level, including level 1.	Violet	Spell Resilience = 14 + Composition
Blue	+1 Mana Roll on each odd level, including level 1.	Chromatic	Defense = 12 + Armor + Evasion Spell Resilience = 12 + Composition

Choose your Weapon

Choose a Weapon for your Character. Each Weapon has a Range, Damage Type, and selection of Strikes it can perform.

The Weapons table in Chapter 4 lists each Weapon's Strikes. All Weapon Types can use Status Strike; the Weapon's Damage Type determines the Status it inflicts.

Your Size affects your Weapon's damage dice. The listed dice assume a Medium Character; see Weapon Scaling in Chapter 4 for other Sizes.

Ranged Weapons will use Observation instead of Swiftness when attempting Strikes.

Daggers, Rapiers, Bows, Crossbows, and Guns are Keen weapons. Keen weapons use Intuition instead of Might when adding bonus damage. All other weapons, including Slings and thrown objects, use Might.

Use your Weapon's Damage Scaling to find its damage dice in the Weapon Scaling table. Larger Characters generally deal more damage; smaller Characters deal less.

Weapon Range also depends on your Size. The listed Ranges assume a Medium Character; see Weapon Ranges in Chapter 4 for other Sizes.

Progression

Starting out, Characters receive 125 Lumens to spend.

Each additional level grants 25 Lumens. You can save them for later purchases. Characters can reach level 20.

The Director decides when Characters gain levels. A typical pace is one level per 3–7 significant encounters, which may include combat or substantial roleplaying scenes, depending on the Troupe's style.

Lumencrafts are special items with their own Inner Light, made by investing Lumens in equipment. Register them as Fixtures (see Fixtures, below); see Chapter 8 for more details.

Tiers

Characters and Lumencrafts use seven tiers: Point, Line, Triangle, Square, Pentagon, Hexagon, and Circle. Character levels end at 20.

Tiers		
Tier	**Character levels**	**MOSAIC cap**
Point	1–2	1
Line	3–4	2
Triangle	5–6	3
Square	7–10	4
Pentagon	11–12	5
Hexagon	13–16	6
Circle	17–20	7

Your tier sets your maximum purchased MOSAIC scores, helps determine which Lumencrafts you can make, and satisfies the tier requirements of certain Distinctions.

A Lumencraft’s tier sets the maximum Lumens that can be invested in it. Higher investments allow more powerful items.

Body Modifications

The default character, a human or humanoid character, is assumed to have:

-A size of Medium.

-2 sets of limbs, arms and legs.

-2 eyes, a nose, a set of ears, and a mouth, for a total of 4 Sensory Organs.

This means that the character has 2 ranks of Size Boost, 2 ranks of Additional Limb, and 4 ranks of Sensory Organ. These Distinctions are assumed by default and do not need to be noted on a character's Character Sheet. Size Boost is 20 Lumens per rank. Additional Limb is 15 Lumens per set. Sensory Organ is 5 Lumens per organ.

During initial character creation, you may omit default body features and allocate their value elsewhere: 20 Lumens per Size step below Medium, 15 per omitted limb set, and 5 per omitted sensory-organ group. These default features represent 90 Lumens of body allocation outside the ordinary starting budget. Any value allocated elsewhere is included in Max Lumens. Finalize this allocation at creation; later loss or removal of a body feature does not grant character Lumens.

Characters are typically Medium sized. Size determines Travel Distance, weapon damage scaling, and Health die size. Characters may purchase up to two increases at 20 Lumens each, to Giant. During initial creation only, choosing Small or Tiny releases 20 or 40 Lumens of starting body allocation. Previously purchased Size increases cannot be refunded.

Each Sensory Organ beyond the standard 4 provides +3 Perception. Lacking the 4 standard organs gives a -3 Perception penalty per Sensory Organ missing.

Characters can have a total of 4 sets of limbs. Arms and wings can be the same limb set, but that set costs 2 ranks of Additional Limb and takes 2 of the Character's 4 limb allocations.

The function of an Additional Limb depends on the limb added:

-Legs provide 2 yards of Travel Distance per extra pair.

-For Travel without legs, see Traveling in Chapter 3.

-Extra arms allow additional weapons and items to be held without swapping equipment. They also provide more arms for Grappling. Each hold normally requires two free arms; Grappling Expertise reduces this requirement to one.

-Wings allow Flight. See Flight in Chapter 3 for the rules.

-A tail counts as a set of limbs, grants bonuses to swimming stability, and can be used to attack as a Natural Weapon.

Fixtures

You can register up to 5 Fixtures: magical equipment called Lumencrafts, certain ongoing Spell Effects, and other special enhancements. Record your registered Fixtures on your Character Sheet. Magical equipment grants no benefits unless it is registered to you.

Characters may change the Fixtures they have registered during Rests.

If a Character would gain a new Fixture from a Spell Effect while their Fixtures are full, they may immediately remove enough removable equipment or Spell Fixtures to make room. Otherwise, the Spell Effect fails to apply.

A Spell's description states whether its Effect requires a Fixture slot.

Character Sheet

Name		Role	Level	Make	Size

MOSAIC

Name	Score
Might	
Observation	
Swiftness	
Ambition	
Intuition	
Composition	

Actions & Awareness

Initiative	Beats
Travel Distance	**Perception**

Offense

Melee Hit	Ranged Hit	Spell Hit

Defense

Defense	Spell Resilience
Armor	**Evasion**

Current Stats

Current Health	Spell Effects and Statuses
Current Mana	

Skillsets

Name	Ranks

Distinctions

Name	Ranks

Red	Green	Blue	Yellow	Violet	Chromatic

Health			Mana			Lumens	
Dice Size	Rolls	HP Total	Dice Size	Rolls	Mana Total	Total	Spent

Runes

Rune	Known	Rune	Known	Rune	Known	Rune	Known
Animate		Contact		Gravitate		Rush	
Attune		Curse		Guard		Seal	
Bind		Delude		Mend		Transform	
Compel		Destroy		Perceive		Transport	
Conceal		Dispel		Reflect		Trigger	
Conjure		Fortify		Render		Ward	

Fixtures

Name	Description

Maneuvers

Name		Beats		Name		Beats	
		Mana				Mana	
Source 1				Source 1			
Source 2				Source 2			
Source 3				Source 3			
Source 4				Source 4			
Description				Description			

Name		Beats		Name		Beats	
		Mana				Mana	
Source 1				Source 1			
Source 2				Source 2			
Source 3				Source 3			
Source 4				Source 4			
Description				Description			

Act I: Between Tides

An example of play for Chapter 2, Character Creation

Three sessions later. The Troupe has escorted a kelp barge, broken up a dockside brawl and pulled a drowning Chorister out of the harbor. Before levelling up, Miley wants to know where Brand's numbers came from.

MILEY (Brand) Brand's sheet was already filled in. How would I build him from nothing?

BUNNY (Marisol) Every new Character gets 125 Lumens. Start with a concept: an axe fighter who opens with fire. Red is his one free Color, and it triples his Initiative. Every Make gives a free rank in a Skillset, so he takes Athletics. He's Medium, the default Size, so he has 5 yards of Travel and a d8 Health Die.

MILEY And then I shop.

BUNNY Five MOSAIC points at 10 Lumens each is 50. The Destroy and Guard Runes are 10 each. Brand also spent 50 on Distinctions: two ranks of Improved Weapon Damage for the axe, Spell Attunement for Mana Blast, Nongesticulate Casting and a rank of Improved Mana Dice. That leaves 5 for one rank of Monster Lore. That's all 125.

CHRISSY (Pell) Then the numbers follow from the choices. Initiative is Swiftness plus Ambition, so 2, tripled for Red, makes 6. Health starts with the d8's maximum of 8, plus Composition 1, plus one Health Roll, which he took as half: 4 plus 1. That's 14.

MILEY Okay. That makes sense.

Miley sets the rebuilt sheet aside and picks up the real one. Now for level 2.

PATRICIA (Director) Four significant encounters means everyone is level 2. You each get 25 Lumens, plus one Health Roll and one Mana Roll, because you get one of each at every level.

BLAIRE (Kestrel) Kestrel takes half on everything. Half her d12 is 6, plus Composition 1, so 7 Health.

MILEY I'm rolling. [d8: 2, +1 = 3] Three. Can I take the half instead?

BUNNY You choose before you roll. Taking half is the safe option; rolling is the gamble.

MILEY Noted. I want more Might. Brand hits things.

CHRISSY You can't yet. Your tier caps your purchased MOSAIC scores. Levels 1 and 2 are Point tier, with a cap of 1, and Brand already has Might 1. Level 3 is Line tier, and the cap goes up to 2.

MILEY Then I'll save for it. What helps with Brand having the lowest Health at the table?

BUNNY Improved Health Dice. It's 5 Lumens a rank, and each rank makes your Health Die one step bigger.

MILEY Two ranks, then. d8 to d10, d10 to d12. Do I only get the bigger dice from now on?

CHRISSY No, it's retroactive. Your Starting Pool is the maximum of your Health Die plus Composition, so it goes from 9 to 13. And each Health Roll you've already made gains one Health for each step. That's two steps on two Rolls, so four more.

MILEY [counting on the sheet] 13, plus the 5 from level 1 and the 3 I just rolled, plus 4. That's 25. I started at 14!

CHRISSY You could recalculate the whole pool instead, but then you have to redo every Health Roll, including the 5 from level 1.

MILEY After that 2? Absolutely not. I'll keep the 25, and I'll take a rank of Sailor for 5. If we're on boats all adventure, Brand should be good on one. I'm saving the other 10 for Might.

BUNNY Marisol buys the Bind Rune for 10. A Rune unlocks all three of its Spells: Ensnare, Contract and Jam. Jam makes an enemy caster pay extra Mana or lose their Spell, and something tells me this merchant casts.

PATRICIA [carefully neutral] Something might.

BUNNY Her blue Color gives an extra Mana Roll, but only on odd levels, so that comes back at level 3. I'm taking a rank of Free Diving and saving 10.

CHRISSY Pell takes a rank of Tinkering for 10. I want to make breathing charms eventually.

PATRICIA Eventually. Each rank only unlocks the next tier. You'll still need the character level, the materials and a workbench for each tier.

CHRISSY I know. Then two Mana Rolls at 5 Lumens each. Half a d6 is 3, plus Ambition 1, so each Roll is 4. With my free Roll, that's 12 more Mana. Pell goes from 11 to 23, and I'm saving 5.

Green buys Hide in Plain Sight and a second rank of Scout for Moth. Blaire takes a second rank of Tracker and Improved Perception for Kestrel. Both save the rest.

MILEY Wait, can I trade my Sailor rank back if it turns out useless?

CHRISSY No. Once Lumens are spent, they stay spent.

Miley circles the 10 saved Lumens twice and writes "MIGHT" next to them.

In this scene

- Building from 125 Lumens: a free Color, Make with its free Skillset rank, Size, then MOSAIC, Runes, Distinctions and Skillsets (Choose your Color; Choose your Role, Make, and Size; Spend your Lumens).
- Deriving Initiative and Health from those choices (Calculate your Stats; Health).
- Each level grants 25 Lumens, one Health Roll and one Mana Roll; roll or take half (Health Roll; Mana Roll; Progression).
- Tiers cap purchased MOSAIC scores: Point 1, Line 2 (Tiers).
- Improved Health Dice raises the Starting Pool and adds 1 Health per step to each earlier Roll, or the whole pool can be rerolled (Improving Composition and Health Dice).
- Blue's extra Mana Roll on odd levels. A Rune unlocks three Spells. Unspent Lumens can be saved; spent Lumens cannot be refunded.

Distinctions Quick Reference

Lumens are per rank. Repeat means repeatable choices. Full entries govern prerequisites and exceptions. Weird Weapon Strikes is item-only.

Weapon Distinctions			
Name	**L**	**Cap**	**Effect in brief**
Bulwark	10	1	A successful Opportunity Attack stops further Travel that Turn.
Cleaving Strike	10	8	Grants the Cleaving Strike: one extra target per rank; one Bane per extra target.
Deflect	10	1	Personal Parry: also parry noncritical ranged Weapon Strikes.
Divert	10	1	Personal Parry: redirect one Strike within its original range; use Parry Roll.
Fencer	10	1	Personal Parry + Riposte: free counter against attacker in reach; use Parry Roll.
Forceful Strike	10	5	Impact melee: Bane to push 1 yard/rank or knock prone.
Grappling Expertise	10	1	1 Boon to establish or maintain a Grapple; each hold needs only one free arm.
Improved Attacks	15	3	Add damage attribute again, including Powerful; Square/Pentagon/Hexagon.
Improved Range	10	Repeat	Chosen ranged weapon reaches as if one Size larger.
Improved Throw	10	6	Remove throwing penalties for progressively larger objects.
Improved Unarmed Damage	5	4	Raise Unarmed dice one step, including compound dice; no Improved Weapon Damage.
Improved Weapon Crit	15	5/type	Lower the chosen weapon selection's critical threshold by 1.
Improved Weapon Damage	10	Giant	Raise chosen weapon damage one Size, to Giant cap. Excludes Unarmed.
Intercessor	10	1	Personal Parry: attacker or protected ally must be in your weapon's reach.
Parry	20	1/type	2-Beat Rebuttal: exceed noncritical Attack Roll. 1/type; item Parry grants no prerequisites.
Riposte	10	1	Regular melee Strike as Rebuttal vs melee Strikes on you; no Parry.
Unarmed Parry	20	1	Parry bare-handed; counts as personal Parry (Unarmed). Not for Natural Weapons.
Vanguard	10	1	Make unlimited Opportunity Attacks.
Weird Weapon Strikes	10	Repeat	Armaments only: add a Strike to a weapon type.

Miscellaneous Distinctions			
Name	**L**	**Cap**	**Effect in brief**
Burrow Turning	10	1	Change direction while Burrowing.
Burrowing	15	1	Gain the ability to Burrow.
Friendly Spells	10	1	Choose to exclude friends from your own Spells.
Helpful Assistance	10	1	Assisting adds your relevant MOSAIC to the target's roll.
Hide in Plain Sight	15	1	Hide while observed, with one Bane.
Improved Perception	10	Repeat	Increase Perception and Perception Rolls by 3.
Improved Travel Distance	10	5	Increase Travel Distance by 1 yard.
Initiative Boost	15	Repeat	Increase Initiative by 5.
Mountable	15	1	Characters of your Size or smaller may mount you.
Professional Spotter	10	1	Assist: add Observation to the next Perception Roll.
Selfish Spells	10	1	Choose to exclude yourself from your own Spells.
Size Boost	20	Max Size	Increase Size by one category.
Spelled Strikes	15	1	Boon on a Maneuver's Attack Roll if it includes a Spell.
Striking Spells	15	1	Boon on a Maneuver's Spell Roll if it includes a Strike.
Swim Speed Boost	10	1	Swim at your normal Travel Distance.
Swim Turning	10	1	Change direction while Swimming.
Tandem Strike	10	1	Assist: add Might to the target's next Attack damage.
Trap-Tripping	10	1	Ignore Banes when disarming Traps.
Water Breathing	20	1	Breathe underwater without long-duration penalties.

Distinctions Quick Reference continued

Crafting Distinctions			
Name	**L**	**Cap**	**Effect in brief**
Armorsmithing	10	7	Unlock next Vestments crafting tier; character tier applies.
Papercrafting	10	7	Unlock next Script crafting tier; character tier applies.
Crystalcutting	10	7	Unlock next Crystal crafting tier; character tier applies.
Makeshift Crafter	10	1	Requires crafting; field items last one battle or use.
Maskmaking	10	7	Unlock next Mask crafting tier; character tier applies.
Minting	10	7	Unlock next Coin crafting tier; character tier applies.
Elixirbrewing	10	7	Unlock next Elixir crafting tier; character tier applies.
Seedsowing	10	7	Unlock next Seed crafting tier; character tier applies.
Tinkering	10	7	Unlock next Accessory crafting tier; character tier applies.
Catalystcarving	10	7	Unlock next Catalyst crafting tier; character tier applies.
Weaponsmithing	10	7	Unlock next Armament tier; character tier applies.

Spell Distinctions			
Name	**L**	**Cap**	**Effect in brief**
Improved Mana Dice	5	4	Raise Mana dice one step, including compound dice; adjust prior gains.
Nongesticulate Casting	10	1	Cast without gestures; speech is still required.
Nonverbal Casting	10	1	Cast without speech; gestures are still required.
Off-Color Spell	10	Repeat	Cast one chosen Spell in one chosen additional color.
Spell Attunement	15	3/Spell	Boon for a chosen Spell; Maneuvers need it as opener.

Beat Distinctions			
Name	**L**	**Cap**	**Effect in brief**
Additional Beat	25	4	+1 Beat/Round. Gates: Square/Pentagon/Hexagon/Circle.
Improvised Maneuver	20	1	Once/battle, attempt an unregistered Maneuver at full Source Beat costs. No registration discount; use spent even on failure.
Upstage	20	1	Borrow Rebuttal Beats as Holds; maximum 8 Holds.

Bodily Distinctions			
Name	**L**	**Cap**	**Effect in brief**
Additional Limb	15	4 sets	Add arms, legs, wings or tail; cap counts starting limbs.
Aqueous/Gaseous	30	1	Fluid body: resist grapples and squeeze through gaps.
Improved Health Dice	5	4	Raise Health dice one step, including compound dice; adjust prior gains.
Natural Weapon	10	1/limb set or Body Weapon	One limb set, mouth, horns or stinger functions as a weapon; held equipment remains usable.
Poly Plating	25	1	Polys only. Spells below the Poly's tier number in Magnitude or Potency have no Effect on it.
Sensory Organ	5	Repeat	Add one eye, mouth, nose, ear or other sensory organ.
Status Attacks	15	1/weapon	Natural Weapon inflicts color status; no damage.

Distinctions Quick Reference continued

Dreamlight Distinctions			
Name	**L**	**Cap**	**Effect in brief**
Instrumentcrafting	10	7	Unlock next Dreamlight Instrument tier, Point through Circle.
Dreamlight Conduit	15	1	Cast through Echo once during your Turn; it manifests and can be targeted as you.
Dreamlight Fight	15	1	Weapon Attack through Echo once during your Turn; it manifests and can be targeted as you.
Dreamlight Resonance	15/25	3	Play your Dreamlight Instrument once more per day. Second rank at Square, third at Hexagon.
Dreamlight Speech	10	1	Your Echo gains speech and its own personality.
Dreamlight Traveler	5	1	Echo Travels free once during your Turn; stays within 100 yards.

Distinctions Quick Reference continued

Status Distinctions			
Name	**L**	**Cap**	**Effect in brief**
Red Mana Saturation	10	1	Ignite: from the next Round, act after Characters without this penalty; compare normal Initiative within the affected group.
Wildfire	25	1	Once/Round, spread Ignite within 2 yards with a free Spell Roll; inherit Potency and remaining duration, including extended or indefinite duration.
Blood Trail	10	1	Bleed: –3 to Hide results; Perception Rolls to follow the blood trail or locate its source gain 1 Boon. No automatic reveal.
Hemorrhage	25	1	Bleed stacks up to three times; shared values and timer. Reapplications add a stack and refresh duration.
Sore Muscles	10	1	Bruise: attackers ignore Forceful Strike's usual Bane; target suffers 1 Bane to establish, resist, maintain or escape Grapples.
Internal Bleeding	25	1	Bruise also damages after a Strike or Spell resolves, hit or miss; maximum twice/Round per target.
Spoiled Aim	10	1	Expose: +1 to the target's Weapon critical thresholds, even above 20. Natural 20 still hits; automatic criticals still function.
Weak Spot	25	1	Expose benefits all Weapon Strikes, regardless of damage type; normal Maneuver critical limits apply.
Blue Mana Saturation	10	1	Douse: Spell base Mana costs use the next Potency row; effects unchanged. At P7, add the P6-to-P7 cost increase.
Saturated	25	1	Each Douse detonation consumes one remaining Turn instead of removing Douse; ends immediately at zero.
Yellow Mana Saturation	10	1	Winded: first Travel Action each Round costs +1 Beat after discounts, including Disengaging; reapplication cannot repeat the charge.
Breathless	25	1	Winded also deals twice its Potency in Air Damage at the beginning of the target's Turn.
Violet Mana Saturation	10	1	Vex: optionally exchange final Defense and Spell Resilience for its duration. Reapplication does not swap twice.
Maddening Vexation	25	1	First Maneuver attempted while Vexed each Round costs +1 Beat after discounts; triggers Vex normally.
Green Mana Saturation	10	1	Leech: halve regained Health and Temporary Health from new or refreshed Brace, rounding down; existing Brace is unaffected.
Mind and Body	25	1	Leech also transfers Mana equal to Health drained, limited by target Mana and owner's missing Mana.

Chapter 3 Adventuring

Rolling the dice

Most Rolls work the same way. Roll 1d20 and add the score the rule names, such as a MOSAIC score, your Melee Hit or your Spell Hit. Then compare the total with a target number: a Hassle for a Skill Roll, a Defense for an Attack Roll, Spell Resilience for a Spell Roll, or any other number a rule sets.

Meets it beats it: a Roll that equals the target number succeeds. This holds everywhere in the game unless a rule says otherwise.

In a Competing Roll, the Character who started the contest wins ties. Something already in place also holds on a tie: to escape a Grapple, Parry a hit, see through a Lie or break any other effect already working, your Roll must exceed it.

Rounding: whenever a rule halves or divides a number, round down. This holds everywhere in the game, with no exceptions.

Boons and Banes, and Advantage and Disadvantage, change a Roll before you compare it with the target number.

Boons and Banes

A Boon improves a Roll; a Bane makes it harder.

For each Boon, roll 1d6. Add the highest single d6 result to the normal Roll.

For each Bane, roll 1d6. Subtract the highest single d6 result from the normal Roll.

Use only the highest d6 result, not the sum. Additional Boons or Banes give you more chances to roll a high result.

If a Character has both Boons and Banes, each Boon cancels 1 Bane and vice versa.

For example, 1 Boon and 1 Bane cancel completely: roll no Boon or Bane die. With 2 Boons and 1 Bane, 1 Boon remains. With 1 Boon and 3 Banes, 2 Banes remain: roll 2d6 and subtract the higher result.

Advantage & Disadvantage

For a d20 Roll with Advantage or Disadvantage, roll 2d20. With Advantage, use the higher result. With Disadvantage, use the lower result.

Skill Rolls

Use Skill Rolls for tasks that other rules do not fully cover, usually outside combat. Examples include climbing a difficult wall, balancing on a tightrope, jumping a gap, giving first aid, operating specialized equipment, or gardening. The Director can use this flexible system to resolve other unusual or specialized tasks.

The Director chooses the appropriate MOSAIC score, such as Might or Observation. Roll 1d20 and add that score.

The Director sets the Hassle: the number your Skill Roll must meet or beat to succeed. A Hassle of 10–12 is relatively easy without training. A Hassle of 13–15 is more demanding but still within an untrained person's reach. At 16–20, an untrained person would need considerable talent. Hassles of 20+ generally call for relevant Skillsets and specialization.

To Haggle, explain how one of your Skillsets gives your Character relevant experience with the task. The Director decides which bonuses apply and may end the discussion when needed. Keep this exchange open and lively, with room for every player to contribute.

The Director may grant other bonuses, but the usual benefits are:

1 rank: 1 Boon on the Skill Roll.

2 ranks: 2 Boons on the Skill Roll.

3 ranks: 3 Boons on the Skill Roll.

4 ranks: 3 Boons and Advantage on the d20 Roll.

5 ranks: 3 Boons, Advantage on the d20 Roll, and add the relevant MOSAIC score twice.

To buy Skillset ranks, see Skillsets in Chapter 2.

For example:

An ancient mural in a cavern depicts a monster. The Director calls for an Intuition Skill Roll with a Hassle of 20 to decipher it. Each Character rolls 1d20 and adds Intuition. One player has 1 rank in Archaeology and explains how that experience helps them read the mural. The Director agrees and grants that Character 1 Boon.

A success reveals that the monster carved out the cavern and now lies dormant in its depths. The mural is a warning left by earlier explorers.

Traveling

You can play Chromatic Mana entirely in your imagination or use a tabletop map with squares or hexagons. Squares are typically 1 inch by 1 inch, and hexagons typically have 1-inch sides. Each space represents roughly 1 yard. A 1-yard space holds one Medium Character and cannot hold multiple Characters.

Travel is an Action that costs 1 Beat in combat. It lets you move your Travel Distance, which is usually determined by your Size.

Default Travel Distance

Default Travel Distance	
Size	**Travel Distance**
Tiny	3 yards
Small	4 yards
Medium	5 yards
Large	6 yards
Giant	7 yards
Humongous	8 yards
Colossal	10 yards
Titanic	15 yards
Continental	20 yards
Planetary	50 yards

Complete a Travel Action before taking another Action. You cannot split its movement around an attack: a Medium Character cannot Travel 2 yards, Strike, then use the remaining 3 yards from that same Travel Action.

Characters can Travel through a space inhabited by Friends, but cannot end their movement in the same space. Characters cannot travel through spaces inhabited by Foes.

You can climb walls using your Travel Distance. The Director may call for a Skill Roll, usually Might, if the surface is difficult to climb.

Characters most often have legs that enable them to walk. However, some Characters and creatures, such as snakes, might not. If a Character has a tail but no legs, they can Travel at half the Travel Distance for their Size, rounded down. A Character with no legs, tail, or wings can only Travel one yard per Travel Action.

Scenery

Scenery includes the items, objects, and terrain in the world around the Characters. When the Troupe enters a new area, the Director describes the Scenery, and players can ask questions about it.

Look for creative ways to interact with Scenery. Describe what you want to do, use your Actions and Skillsets, and Haggle with the Director for bonuses or unusual Effects.

Magic can also affect Scenery. A Spell's Color determines which materials it can interact with.

Interacting with Scenery usually costs 2 Beats in combat. The Director may increase or reduce that cost to suit the Action's complexity.

Difficult Terrain

Difficult Terrain, such as brambles, rubble, ice, or unstable footing, halves your Travel Distance while crossing it, rounded down.

Flight

Characters with wings, or who gain the ability to fly through Spells or other means, can ignore Difficult Terrain by flying. Characters can Fly vertically to get out of Range of Spells and Weapons.

A Travel Action can use either flying movement or ordinary movement. Do not combine the two within one Action: a Very Slow flier cannot fly partway, land, and use a longer ground Travel Distance to move beyond 2 yards. You can switch between flying and ordinary movement by taking separate Travel Actions during the same Turn.

Fly Speeds

Very Slow: 2 yards per Travel Action

Slow: 4 yards per Travel Action

Medium: 6 yards per Travel Action

Fast: 8 yards per Travel Action

Very Fast: 10 yards per Travel Action

Flight Handling

Poor: Move only in straight lines while flying.

Medium: Change direction once per Travel Action, at a 90-degree angle.

Great: Change direction once per Travel Action, at any angle.

Perfect: Change direction any number of times, at any angle.

Characters with wings have a Medium Fly Speed and Medium Flight Handling.

Swimming

Characters can use their Travel Actions to Swim through liquid. Characters can only move at half of their Travel Distance, rounded down, while swimming. When Swimming, Characters can only move in a straight line for their entire Turn. Characters who have a tail, or who take the Distinction Swim Turning, may ignore this restriction.

A tail lets a Character with no legs Swim as if they had legs.

Burrowing

Characters can use their Travel Action to Burrow through soft ground, if they are capable of burrowing. Characters who are Burrowing can only move at one fourth of their Travel Distance, rounded down. When Burrowing, Characters can only move in a straight line for their entire Turn. Characters who have taken the Distinction Burrow Turning may ignore this restriction.

A Character who is Burrowing has no Line of Sight with any Character on the surface, and cannot Target them. They also cannot be Targeted by Characters on the surface.

Resting

Between combats, Characters can Rest for 8–10 hours of light activity. Sleeping is typical, but staying awake in a low-stress environment also qualifies. Making any Roll, including a Skill Roll, restarts the Rest's timer.

After a Rest, recover Health and Mana:

Regain Health equal to half your maximum Health.

Mana is fully restored.

Restore your Dreamlight Instrument's available uses if the Rest includes sleep. See Chapter 7 Dreamlight Instruments and Echoes.

Hiding

Hiding conceals a Character's location from observers who fail to detect them. Attempting to Hide costs 2 Beats. The Character must be out of direct observation or have suitable concealment, unless an ability such as Hide in Plain Sight permits otherwise.

To Hide, roll 1d20 and add Intuition. This becomes the Character's Hide result. Apply your Armor's Hide Roll Penalty (see Armor in Chapter 4).

Foes whose Perception exceeds that result automatically detect the Character. A Character may spend 1 Beat to make a Perception Roll to search for hidden Characters. They detect hidden Characters within the area they can reasonably search whose Hide results are lower than their roll.

Taking any Action other than Traveling ends Hiding unless that Action explicitly states otherwise. Stealing is an exception; see Stealing.

An attack made from Hiding may qualify for Ambush (see Ambush in Chapter 4). Resolve its Ambush benefits before Hiding ends.

Stealing

If you are Hidden from a Foe, you may make a Swiftness Roll against their Perception to attempt to steal one item from them. This item cannot be held by them or strapped tightly to their body. This Action costs 2 Beats if you are in Combat.

Items held within pouches, bags, or other loosely secured places may be stolen. If an item is loosely tied or secured, such as a bag tied to a waistband or an amulet worn around the neck, the Swiftness Roll to steal it is made with 2 Banes.

If you fail to Steal the item, the Foe automatically passes a Perception Roll against you and you are no longer Hidden from them. If you succeed at the Steal attempt, you remain Hidden.

Scouting Missions

Scouting Missions let stealthy Characters gather information without keeping the rest of the Troupe waiting through a lengthy solo scene.

To perform a Scouting Mission, the Director and the Player Character make a series of opposed Perception and Hide Rolls, referred to as Scouting Rolls. Each Scouting Roll represents about five minutes of scouting.

For each room or group of Foes in the adventure area, the Director makes a Perception Roll for the Foe with the highest Observation. Give that Roll a Boon if the Foe has access to the Perceive Rune.

The scout makes a Hide Roll. They may spend Mana to Cast a Spell that improves that Roll, but must Cast and pay for it again on each Scouting Roll where they want the benefit.

If the Character's Scouting Roll meets or beats the Director's Roll, they learn the number of Foes in that group, any physical details they can see, and the layout of the adventure map if one is being used.

If the Character rolls a natural 20 on their Scouting Roll, they may also inspect the profile of one Foe encountered during the Scouting Mission.

If the Character fails an ordinary Scouting Roll, their Scouting Mission ends and they must retreat. The Player may also choose to end the Scouting Mission and return to the troupe before attempting another Roll.

If a Character rolls a natural 1 on their Scouting Roll, they escape and return to their troupe, but the Foes are alerted. The Foes begin actively searching and may prepare Ritual magic or other defenses.

If a Character encounters any Traps on their Scouting Mission, they are able to bypass them if their Scouting Roll meets or beats the Difficulty of the Trap (see Traps in Chapter 11). However, they may not disarm the Trap. They simply elude it for the Scouting Mission.

If a character's Scouting Roll is lower than the Difficulty of the Trap, they may end their Scouting Mission without setting off the Trap. They can also choose to attempt another Scouting Roll to attempt to bypass the Trap. If this additional Scouting Roll fails, they trigger the trap on themselves.

Act II: The Lowest Shell

An example of play for Chapter 3, Adventuring

The fishers' docks in Shell City's lowest Shell. The Troupe has come looking for work and found the Chorister who speaks for the city on the Nacre Grotto.

PATRICIA (Director) When the Fractal Voice sings through the Chorister, her eyes shine green and gold and vines curl out of her collar. "The merchant Gideon Marlowe holds the Nacre Grotto. He calls himself the Pearl Baron." She pauses. "In the Bluelands, that is the kind of word that brings the Blue Luminary to your door. The city would prefer a Troupe settle this quietly." She hands you three breathing charms from the civic stores. They're the last ones the city has.

CHRISSY (Pell) Each charm is an Accessory that gives the Water Breathing Distinction. It only works when it's registered as one of your Fixtures, you can have up to five, and you can only change them during a Rest.

MILEY (Brand) So I can't just put one on now?

PATRICIA You can wear it. It won't do anything until it's registered. Tonight's Rest is when you decide.

BLAIRE (Kestrel) Three charms, five of us. Marisol should have one, since she's the diver.

GREEN (Moth) Moth too, if I'm scouting.

CHRISSY And Pell, so she can look at how the shells are harvested.

MILEY Brand is the one with Sailor, so Brand stays on the boat with Kestrel. Fine.

PATRICIA The pirates carry a carved shell token they show to the grotto's lookouts. One of them is drinking in the tavern behind you, and his token hangs from a cord tied to his belt.

GREEN Moth wants that token.

PATRICIA First you need to be Hidden from him. He's busy with his drink, and the corner by the nets is out of his sight. Roll d20 plus Intuition.

GREEN [d20: 13, +1 = 14] Fourteen.

PATRICIA His Perception is 10, so he doesn't notice you. Now make a Swiftness Roll against his Perception. A cord tied to his belt counts as loosely secured, so you take two Banes.

GREEN [d20: 17, +1 = 18; Banes: 4 and 5] Do I subtract nine?

CHRISSY Only the highest. Every Bane is a d6, but you subtract just the highest single die. More Banes give the penalty more chances to be big.

GREEN So 18 minus 5 is 13.

PATRICIA That beats 10. You have the token, and you're still Hidden. If you'd failed, he would have spotted you automatically.

BLAIRE So Boons are basically advantage.

CHRISSY Advantage is a separate thing here: you roll two d20s and keep the higher. Boons and Banes are the d6s.

PATRICIA At dawn, two pirate skiffs leave the harbor, and you follow in yours. The kelp grows right up to the surface. Brand, threading a boat through it is a Swiftness Skill Roll. The Hassle is 13.

Miley Sailor! That's why I bought it.

Patricia That's one Boon.

Miley [d20: 4, +1 = 5; Boon: 2] Seven.

Patricia Your hull runs into a mat of kelp and sticks. By the time you pole free, the pirate skiffs are gone into the fog. You haven't sunk, but you've lost them.

Miley Sorry, everyone.

Blaire Not your fault. Can Kestrel find their wake instead?

Patricia That's an Observation Skill Roll, and the Hassle is 15.

Blaire I want to Haggle. Kestrel has two ranks of Tracker, and following a trail is literally what trackers do. She also has Sentinel.

Patricia Tracker, yes, that's two Boons. Sentinel is about keeping watch, not following a trail. I'll take that argument the next time you're watching for lookouts. And the fog gives you one Bane.

Bunny (Marisol) She leans over the bow beside Kestrel and Assists. With Helpful Assistance, that's a Boon, and my Observation on her roll.

Chrissy Three Boons and one Bane. They cancel one for one, so two Boons are left.

Blaire [d20: 9, +1 Observation, +1 from Marisol; Boons: 3 and 6] Eleven, plus 6 is 17.

Patricia That beats the Hassle. Torn kelp marks their path to Nacre Point, where a sand bar at the grotto mouth is uncovered at low tide. There's a camp on it. Pirate floats also bob at the foot of the cliff. Something down there gets used.

Green Moth and the other charm wearers swim down to look. How fast?

Patricia Swimming uses half your Travel Distance, rounded down, and you swim in a straight line for your whole Turn unless you have a tail or Swim Turning. Moth's 10 yards becomes 5. Marisol and Pell have 5, so they swim 2.

Green So in a fight down there, I'm a torpedo.

Patricia There's a tunnel under the cliff, wide enough for one person at a time.

Green A back door. We take the sand bar first, then come in from behind.

In this scene

- Fixtures: up to five, registered or changed during a Rest; magical equipment does nothing unregistered (Fixtures, Chapter 2).
- Hiding, then Stealing: Swiftness against Perception, with two Banes for loosely tied items (Stealing; Hiding).
- Boons and Banes use the single highest d6 and cancel one for one; Advantage rolls two d20 (Boons and Banes; Advantage and Disadvantage).
- Skill Rolls against a Hassle, a failed roll with a consequence, and Haggling with the Director deciding which bonuses apply (Skill Rolls).
- Assist and Helpful Assistance (Assist, Chapter 4). Swimming at half Travel Distance, in straight lines (Swimming).

Chapter 4 Combat

Rounds and Turns

A Round is one full pass through the Initiative order, in which every Character takes one Turn. You take ordinary Actions on your own Turn. Rebuttals, Opportunity Attacks and Readied Actions can happen during someone else's Turn, but they are not Turns, and nothing that counts or refreshes "each Turn" notices them.

The Turn order is determined by Initiative, and Characters take most of their Actions during their Turn.

Cues

A Cue is the moment that triggers a rule. Some are fixed points in time, such as the beginning of the affected Target's Turn. Others are events, such as the Target spending a Beat. A rule resolves when its Cue occurs, and only then.

A Cue always says whose Turn it uses: yours, the Target's or the Caster's. A Round Cue happens once for the whole battlefield. Ignite, for example, burns at the beginning of the burning Target's Turn and at no one else's.

Spells and Effects come with their Cues printed. When you ready an Action, you choose its Cue; see Readied Actions.

When several rules share a Cue, first resolve Effects explicitly ending at that moment, then automatic Effects, then optional Rolls or Actions. Resolve different Characters in Initiative order. Within one step for a single Character, that Character chooses the order; the Director orders Scenery Effects. A specific rule, including Rebuttal resolution, overrides this order.

Initiative

Initiative determines the order of Characters' Turns within each Round. A Character's Initiative equals their Swiftness plus their Ambition. Red Characters triple it (see Color Bonuses, Chapter 2).

A Character may wait and act later in the Round, after any Character with lower Initiative. If several Characters wait, the one with the higher Initiative chooses their new place first.

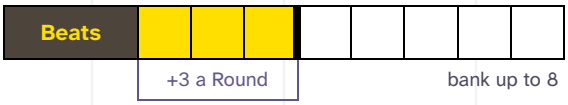
If two Player Characters have the same Initiative, they may choose who goes first. If a Player Character and one of their Foes have the same Initiative, the Player Character goes first.

Beats

At the beginning of each Round, replenish the Beats granted by your Character and active Effects. A typical Character replenishes three Beats.

You may bank unspent Beats, up to eight in total.

You can spend at most eight Beats in a Round, however you receive them and whenever you spend them, including on Rebuttals, Readied Actions and Beats borrowed through Upstage.



Traveling costs 1 Beat. Disengaging costs 2 Beats; see Disengaging.

Using any kind of Weapon or Strike costs 2 Beats.

Casting a Spell costs 2 Beats.

Interacting with a Fixture or the Scenery usually costs 2 Beats; the Director can adjust that cost (see Scenery, Chapter 3).

If a Character has an empty hand, they can freely equip any weapon or item without paying a Beat; however, if their hands are full, they must spend 1 Beat to swap items or Weapons. Dropping a held item is free and costs no Beats.

When Initiative is recorded and the Turn Order begins, all Characters enter combat and begin using their Beats for Actions.

If a Character initiates combat with an Action, Spell, Strike, or Maneuver, its Beat cost cannot exceed the Beats they normally replenish at Round start. Count these Beats toward their eight-Beat expenditure limit for the first Round. When their first Turn begins, they have no previously banked Beats and do not replenish Beats again merely because their Turn has begun.

Rebuttal

Actions with Rebuttal can be used as reactions to other Characters' declared Actions. To use a Rebuttal Action, you must have the Beats and any Mana or other resources needed to pay its normal costs. Beats spent on Rebuttals count toward your eight-Beat limit for the entire Round. A Rebuttal does not begin a Turn or refresh Turn-based uses.

Declare the original Action and pay its costs. Make the Rolls needed to determine its pending result, but do not apply its damage, movement or other Effects yet. Other Characters may now declare eligible Rebuttals. An Action that requires no Roll still allows a Rebuttal before its Effects resolve.

A Rebuttal can itself be answered by another eligible Rebuttal. Declare and pay for each Rebuttal and make its required Rolls before another Rebuttal is declared in response to it. Hold its Effects pending in the same way. When no further Rebuttals are declared, resolve pending Actions in reverse declaration order: the last Rebuttal resolves first and the original Action resolves last. Use Rolls already made; do not roll them again merely because the Actions resolve in reverse order. Apply any changes caused by a resolved Rebuttal to the pending Action before it resolves.

If multiple Characters want to make a Rebuttal to the same Action, the one with higher Initiative declares first. Later Rebuttals resolve first under the order above. Ambushes may not be responded to with Rebuttals.

Attack Rolls

Characters make an Attack Roll by rolling d20 and adding their Melee Hit for a melee Strike or their Ranged Hit for a ranged Strike. Their Roll must meet or exceed their foe's Defense in order to hit.

Before making an Attack Roll, choose your Weapon and the type of Strike you will use.

Critical Hits

A natural 20 on an Attack Roll is a Critical Hit and hits no matter the Foe’s Defense.

Some Distinctions and Statuses can lower the number needed; that number is the Strike's critical threshold. A natural roll that meets a lowered threshold but is below 20 is still a Critical Hit, but it does not hit automatically: the Attack Roll must also meet or beat the Foe’s Defense, or the Strike misses. Only a natural 20 hits automatically.

For critical damage, roll the weapon's damage as usual and add the highest value its damage dice can show. Add the MOSAIC bonus once. A 1d8 weapon deals 1d8 + 8, plus the MOSAIC bonus. A critical Powerful Strike adds only the highest value of the weapon's own damage die, not of the extra Powerful die: a 1d6 dagger adds 6.

A Maneuver has one d20, its opening Roll, and that die can make one Strike critical: the first Weapon Strike in the Maneuver, wherever it comes in the order. When that Strike resolves, compare the opening d20 with the Strike's critical threshold, even if a Spell opened the Maneuver. Spells never deal critical damage.

Line of Sight and Cover

A Character must have Line of Sight to a target unless an ability explicitly permits otherwise.

Scenery that completely blocks the view of a Character provides full Cover against observers on the other side. Those observers cannot directly Target the covered Character. Full Cover does not prevent an area effect from reaching them if that effect’s own rules allow it.

Partial Cover leaves some of a Character visible and does not automatically prevent Targeting. The Director may apply Banes when the obstruction makes an attack more difficult.

To attack around an obstruction that provides full Cover, a Character must first move to a position with Line of Sight, normally by spending a Beat to Travel. Complete that Travel Action before attacking.

Cover is determined by the Characters’ current positions. A Character who attacks from an exposed position remains targetable while exposed. If they subsequently spend the required Beats to move fully behind an obstruction, they regain full Cover immediately.

Friends and Foes

Friends and Foes describe whether another Character willingly accepts an interaction, such as an attack or Spell, without a competing Roll. These designations can change immediately as a Character’s willingness changes.

Competing Rolls

Some Actions cause Characters to make Competing Rolls against one another, such as Grappling. When making a Competing Roll, both Characters make the Roll called for by the Action, add all bonuses, and the higher Roll wins. For ties, see Rolling the dice in Chapter 3.

Ambush

While Hiding (see Chapter 3), you can Ambush a Foe who does not know your location. Make a Weapon Attack using any Strike. If it hits, it is automatically a Critical Hit. If the Attack Roll also qualifies as a Critical Hit, apply Critical Hit damage twice.

If Ambushing a Foe with a Maneuver, only the first Weapon Attack is boosted by the Ambush.

Effects

Effects are lingering Spells, Statuses, or conditions. Record the Effect’s name, duration, what it does, Magnitude and Potency, and the Roll result used to apply it. Other Spells or Effects may compare against that Roll when trying to alter or overwrite it.

A Character can have only one instance of each Status unless a Distinction explicitly permits stacks. Ignite and Bleed are different Statuses and can affect the same Target simultaneously. Hemorrhage allows up to three Bleed stacks with one shared Magnitude, Potency, and duration. A reapplication succeeds only if its Magnitude and Potency both meet or exceed the active Status’s values. A qualifying reapplication updates those values and refreshes the duration; a weaker application does nothing.

Magnitude and Potency

Magnitude and Potency describe two ways a Spell, Status, or Effect scales in power. Each ranges from 1 to 7. In the reference tables, Magnitude is on the left and Potency is on the right.

Write Magnitude and Potency in parentheses after the Spell or Effect's name, with Magnitude first. For example, Mana Blast (3, 2) has Magnitude 3 and Potency 2.

Durations

An Effect with a duration listed in Turns uses the Target Turns unless its rule says otherwise. Reduce its remaining duration by one at the end of the affected Target's next Turn, then at the end of each of their following Turns.

Durations listed in Rounds, and durations on static Scenery, count down each time the turn order returns to the point where the Effect was applied. A 1-Round Effect applied during a Character's Turn therefore ends at that same point in the next Round. If one Effect affects several Characters, track its remaining duration separately for each affected Target. A rule that specifies the Caster's next Turn or another Cue uses that stated timing instead.

For example:

If a Character casts a Spell with a 3-Turn duration on a Foe, its duration reduces to 2 at the end of that Foe's next Turn.

Aiming Attacks

You may aim at a specific part of a Foe, such as throwing something into their throat to make them choke or cutting their hair. Such attacks generally impose Banes according to how precise they are.

The Director will rule on the final result of attacking a specific body part. In general, attacking specific locations should have interesting results but should not bypass normal combat. You cannot declare you are cutting a Foe's throat or stabbing them in the heart to instantly kill them, but you could try and bash their throat to prevent them from speaking.

An attack aimed at a general region, such as the arms or torso, should receive 1 Bane. An attack aimed at a specific body part, such as a hand or an individual rib, should receive 2 Banes.

Internal Attacks

Clever Characters might find ways to attack their foes from within, perhaps by implanting a seed underneath their skin and using magic to make it grow.

An internal attack typically applies Bruise or Bleed. The Director sets its Magnitude and Potency based on the harm caused.

Unless a rule explicitly says otherwise, the inherent Magic and Lumens within all things prevent direct magical interference with a creature's body; see Spells in Chapter 6.

Weapons

Each Weapon has a selection of Strikes, Damage Scaling, Range, and Damage Type.

Weapons

The Weapons table lists values for Medium Characters unless stated otherwise. Use Weapon Scaling and Weapon Ranges to adjust for other Sizes.

Weapons				
Weapon Type	**Strikes**	**Damage Scaling**	**Range**	**Damage Type**
Daggers	ACC,EVA,PFL, SND	1d6, Keen*	Short Melee	**Slicing/ Piercing**
Spear	ACC	1d12	Long Melee	**Piercing**
Staff	ACC,PFL	1d8	Long Melee	**Impact**
Halberd	SND, EVA	1d8	Long Melee	**Slicing/Piercing**
Axe	PFL, SND	1d10	Short Melee	**Slicing**
Flail	EVA,PFL	1d10	Short Melee	**Impact/Piercing**
Rapier	ACC,EVA,SND	1d8, Keen*	Short Melee	**Piercing**
Whip	ACC,EVA,PFL,SND	1d6	Long Melee	**Impact**
Sword	ACC,EVA,PFL	1d8	Short Melee	**Slicing**
Mace	ACC,PFL,SND	1d8	Short Melee	**Impact**
Shield	PFL	1d4	Short Melee	**Impact**
Improvised	None	1d4	Short Melee	**Variable**
Unarmed	ACC, PFL	1d4	Short Melee	**Impact**
Grand Weapon	None	1d12+1d4	Short Melee	**Variable**
Bow	ACC,PFL	1d6, Keen*	Ranged	**Piercing**
Sling	EVA,PFL,SND	1d4	Ranged	**Impact**
Crossbow	ACC, SND	1d8, Keen*	Ranged	**Piercing**
Gun	ACC	Gun, Keen*	Ranged	**Piercing**
Thrown	ACC,PFL,EVA	Variable	Thrown	**Variable**

* Keen weapons use Intuition instead of Might to calculate damage; all other weapons, including Slings and thrown objects, use Might. Strikes: ACC Accurate, EVA Evasive, PFL Powerful, SND Sundering. Every weapon can also make Regular and Status Strikes, and melee weapons can make Cleaving Strikes with the Cleaving Strike Distinction.

Each weapon has a different selection of Strikes it can perform.

Strikes		
Strike	**Hit modifier**	**On a hit**
Regular	Attack Roll	Normal weapon damage
Accurate	One Boon	Half total damage after bonuses
Evasive	Attack Roll	Half total damage after bonuses; move one yard without provoking an Opportunity Attack
Powerful	One Bane	Normal weapon damage plus its largest damage die
Sundering	One Bane	Half total damage after bonuses; cumulative –1 Defense for the rest of combat. Armor, Evasion and Spell Resilience are unchanged.
Status	One Bane	No damage; apply the weapon's status at Magnitude and Potency equal to its damage attribute, Might or Intuition (minimum 1).

Ranged Weapons will use Observation instead of Swiftness when attempting to hit with Strikes.

Weapon Scaling								
Size	1d4	1d6	1d8	1d10	1d12	Gun	Grand Weapon	Thrown damage
Tiny	1 DMG	1d2	1d4	1d6	1d8	2d4	1d8	1d4
Small	1d2	1d4	1d6	1d8	1d10	1d6 + 1d4	1d12	1d6
Medium	1d4	1d6	1d8	1d10	1d12	2d6	1d12+1d4	1d8
Large	1d6	1d8	1d10	1d12	1d12+1d4	1d8+1d6	1d12+1d6	1d10
Giant	1d8	1d10	1d12	1d12+1d4	1d12+1d6	2d8	1d12+1d8	1d12
Humongous	1d10	1d12	1d12+1d4	1d12+1d6	1d12+1d8	1d10+1d8	1d12+1d10	2d6
Colossal	1d12	1d12+1d4	1d12 + 1d6	1d12+1d8	1d12+1d10	2d10	2d12	d20
Titanic	1d12+1d4	1d12 + 1d6	1d12 + 1d8	1d12+1d10	2d12	2d12	2d12+1d4	1d20 + 1d8
Continental	1d12+1d6	1d12 + 1d8	1d12 + 1d10	2d12	2d12+1d4	2d12+1d4	2d12+1d6	2d20

Weapon Range depends on the wielder's Size. Use the table below to find the Range for your Weapon and Size.

Weapon Ranges				
Size	Short Range	Long Range	Thrown Weapon Range	Ranged Range
Tiny	1 yard	1 yard	5 yards	10 yards
Small	1 yard	2 yards	10 yards	30 yards
Medium	1 yard	2 yards	20 yards	50 yards
Large	1 yard	2 yards	30 yards	75 yards
Giant	1 yard	3 yards	50 yards	125 yards
Humongous	2 yards	3 yards	100 yards	300 yards
Colossal	3 yards	4 yards	200 yards	500 yards
Titanic	4 yards	5 yards	300 yards	750 yards
Continental	5 yards	6 yards	500 yards	1000 yards

Thrown Items

Thrown objects deal damage based on their Size; see Thrown Items Damage. Throwing Range depends on the thrower's Size; use the Thrown Weapon Range column in Weapon Ranges.

Objects that are smaller than the character can be thrown without penalty. Objects that are the same size as the Character give a penalty of -5 to Attack Rolls. Objects that are larger than the Character take the -5 penalty, as well as an additional -10 penalty for every size category above their own. Failing a Roll when attempting to Throw an Object your size or larger causes the Object not to move at all.

Characters can attempt to Throw other Characters, even Foes. To throw a Foe, you must succeed on a Might Roll that meets or beats their Defense. A willing Friend can be thrown without rolling to beat their Defense. Damage of Thrown Characters is calculated based on their Size.

Any Character that is Thrown takes Damage equal to the Damage the Throw causes the Target.

If a Weapon is Thrown, it does not use the Weapon Damage it normally does; it is instead treated as the Size Category of weapon it is. For example, an Axe for a Medium sized character would deal 1d8 damage, instead of 1d10.

When you throw a weapon made for a wielder of your Size, ignore the same-size –5 Attack Roll penalty. Use the normal Thrown Weapon Range, thrown damage, and other applicable modifiers. Thrown Characters, ordinary nonweapon objects, and weapons made for larger wielders retain their normal size penalties.

Thrown Items Damage	
Size	**Thrown damage**
Tiny	1d4
Small	1d6
Medium	1d8
Large	1d10
Giant	1d12
Humongous	2d6
Colossal	d20
Titanic	1d20 + 1d8
Continental	2d20

Shields

A held Shield grants Armor. Larger Shields offer more protection but impose Attack Roll penalties.

There are three types of Shields:

Buckler: +1 Armor with no Attack Roll penalty. A Buckler cannot be used as a Weapon; an attack with it counts as an Unarmed Attack.

Shield: +2 Armor and a –1 penalty to Attack Rolls to hit Foes.

Tower Shield: +3 Armor and a Bane on all Attack Rolls.

A Character may only benefit from the Armor bonus of one Shield at a time. Armor from Shields does not subtract from a character's Defense granted by Evasion.

A Shield occupies one hand. That hand cannot also wield another Weapon or be used to Cast Spells.

Armor

Each Character can wear one set of Armor.

Armor improves a Character’s Defense and provides Physical Resistance. Heavier Armor offers greater protection, but makes Spellcasting and Hiding more difficult, as well as lowering your Evasion.

Ordinary clothing counts as Unarmored, Padded Cloth is clothing specifically constructed to provide protection.

Armor’s Evasion Penalty cannot reduce a Character’s Evasion below 0.

Armor Types					
Armor Type	**Armor Bonus**	**Physical Resistance**	**Spell Roll Penalty**	**Hide Roll Penalty**	**Evasion Penalty**
Padded Cloth	+1	1	−1	0	−1
Leather	+2	2	−2	−1	−2
Mail	+3	3	−3	−2	−4
Plate	+4	4	−4	−3	−7

Statuses

Status Damage Types		
Status Damage Type	**Status Effect**	**Description**
Red	Ignite	Damage at the beginning of the affected Target's Turn.
Green	Leech	Health siphoned at the beginning of the affected Target's Turn.
Blue	Douse	Detonates for additional Water Damage after a Spell directly deals damage.
Yellow	Winded	Take Damage per yard traveled.
Violet	Vex	Take Damage per Beat spent.
Slicing	Bleed	Damage at the beginning of the affected Target's Turn.
Impact	Bruise	Take additional Damage from Impact Damage.
Piercing	Expose	Lowers Piercing Weapon critical thresholds by Potency: 2/3/5/7/9/11/13; only a natural 20 hits automatically.

There are eight Statuses: five associated with colors and three associated with weapon damage types. The status tables identify their effects and scaling. Color pairs do not create additional Statuses.

Statuses have Magnitude and Potency. When applied by a Spell, use that Spell's registered values. For every Status Strike, including natural weapons, both values equal the weapon's damage attribute: Might, or Intuition for Keen weapons, to a minimum of 1.

If a Character is using a Spell or Strike that would apply a Status as a part of a Maneuver, they must choose which status is being applied when they register the Maneuver.

See Appendix B Status Reference for the full status tables.

Example Status

Ignite

Ignite		
Red Status	**Magnitude**	**Potency**
Effect	**Duration (Target Turns)**	**Damage**
Cue: Beginning of the affected Target's Turn. Effect: The burning Target takes Fire Damage determined by Ignite's Potency. Applying or refreshing Ignite does not immediately deal damage.	1	1d6
	2	2d4
	3	2d6
	4	2d8
	5	2d10
	6	2d12
	7	3d10

Ignite is the Red Status, applied by Magic or Natural Weapons.

An Ignite (2,2) lasts for 2 Target Turns and deals 2d4 Fire Damage at the beginning of each of the Target's next two Turns. Reduce its duration at the end of those Turns. Other Characters' Turns do not trigger its damage or reduce its duration.

Incapacitation and Character Death

At 0 or negative Health, a Character is Incapacitated. An Incapacitated Character cannot take any Actions, including Opportunity Attacks and Rebuttals, and does not replenish Beats. When a Character becomes incapacitated, they lose all banked Beats.

An Incapacitated Character's Turn still begins and ends in Initiative order. Resolve applicable Cues and count down Effects normally; Incapacitation does not pause their durations.

Further damage reduces Health below zero. A Character dies when their Health reaches a negative amount equal to their maximum Health. For example, a Character with 20 maximum Health dies at –20 Health.

An Incapacitated Character must have all negative Health healed and be restored to at least 1 Health before they revive. For the next Round after reviving, they replenish only 1 Beat. After that Round, they replenish Beats normally. Outside combat, the Director determines their ability to recover or participate based on their condition.

Chromatic Mana has no Spells that directly bring Characters back from the dead. Characters seeking to reclaim a fallen companion's Soul must venture into Xanadu's realm of Death, the Faed.

Nonlethal Defeat

When you defeat an NPC, you may choose to knock them out instead of killing them. The NPC drops to 0 Health and are incapacitated; ignore any excess damage.

Opportunity Attacks

An Opportunity Attack is a weapon attack made without spending Beats.

When a Foe uses a Travel Action to leave the Range of your active Melee Weapon, you may make an Opportunity Attack immediately before they leave that Range. Resolve the attack before their movement continues.

An Opportunity Attack uses the weapon's normal Attack Roll and damage. It cannot use a special Strike or Maneuver.

You may make one Opportunity Attack between the beginnings of your Turns. You begin combat with this attack available, and regain its use at the beginning of each of your Turns. Unused Opportunity Attacks do not accumulate.

Forced movement, falling, teleportation, being carried or dragged, riding a moving Mount and Disengaging (below) do not provoke Opportunity Attacks. A Mount using Travel may provoke normally.

Disengaging

Disengaging is a special Travel Action that costs 2 Beats. Move up to your normal Travel Distance without provoking Opportunity Attacks during that movement.

Apply the usual rules for terrain and your chosen means of movement. Disengaging does not allow you to escape a Grapple or move when another effect prevents Traveling.

Mounting

A Character with the Mountable Distinction may carry riders of their Size or smaller.

Mounting an adjacent, willing Mount costs 2 Beats. The rider and Mount share the Mount's Initiative but take distinct Turns. They choose their order at that Initiative each Round. Each completes their entire Turn before the other begins; they cannot alternate or interrupt one another's Turns to combine movement and Actions.

Mounting or dismounting never grants an additional Turn. If a Character has already acted that Round, changing their Initiative does not allow them to act again. If their new Initiative position has already passed and they have not yet acted, they take their Turn immediately after the current Turn ends.

A rider moves with the Mount whenever the Mount moves. The rider does not spend Beats for this movement and cannot use their own Travel Actions while remaining mounted.

A rider may dismount without spending Beats during their Turn. Place them in the nearest unoccupied space of their choice outside the Mount's space. This placement does not provoke Opportunity Attacks. They may then Travel normally by paying the appropriate Beat cost.

A Mount can carry one rider of its own Size. Capacity doubles for each Size category smaller: two riders one category smaller, four riders two categories smaller, and so on. These capacities may be combined. For example, a Medium Mount can carry one Medium rider, two Small riders, four Tiny riders, or one Small rider and two Tiny riders.

If a Mount becomes Incapacitated or Prone, its riders fall off. If a rider becomes Incapacitated, that rider falls off. Place each fallen rider in the nearest unoccupied space of their choice and apply Prone. Resolve any additional fall using the falling rules.

Prone

A Character lying flat on the ground is Prone.

While Prone, a Character can move no more than 1 yard with each Travel Action.

During their Turn, a Character may spend 1 Beat to stand up, ending Prone.

A Character may voluntarily become Prone at the end of their Turn without spending Beats.

Hazards

Fall Damage

A Character can fall a number of yards equal to their Composition without taking fall damage. When they land, they take 1d12 damage for every full 2 yards fallen beyond that distance.

A Character falls up to 10 yards immediately when a fall begins. If they have not landed, they fall another 10 yards at the beginning of each of their subsequent Turns until they land or an effect stops the fall. Other Characters' Turns do not advance this distance.

Suffocating

When a Character becomes unable to breathe, they can endure a number of Turns equal to 2 plus their Composition before taking suffocation damage.

Count these Turns at the beginning of the affected Character's Turns. After that many Turns have passed, they take 10 damage at the beginning of their next Turn. Increase this damage by 10 on each subsequent Turn: 20, then 30, then 40, and so on.

When the Character can breathe again, suffocation ends and both counts reset.

Grappling

A grapple restrains a specific set of limbs rather than preventing a Character from acting entirely.

To attempt a Grapple, spend 2 Beats and choose an adjacent Foe no more than one Size category larger than yourself. You must have two free arms. Choose one set of the Foe's limbs to restrain, such as a pair of arms, a pair of legs, their wings, or their tail. Both Characters make a Competing Might Roll. If the results tie, the Character attempting the Grapple wins.

On a success, both Characters occupy the Foe's space. Your two arms remain occupied maintaining the Grapple. The restrained limbs cannot be used:

- Restrained arms cannot wield items, attack, or perform the movements required to Cast Spells.
- Restrained legs cannot be used to Travel.
- Restrained wings cannot be used to Fly.
- A restrained tail cannot attack or provide movement.

The Grappled Character continues to replenish and spend Beats normally. They may act using their unrestrained limbs and abilities. A restriction on a limb does not prevent an ability that explicitly functions without that limb, such as Casting with Nongesticulate Casting.

While the Grapple continues, the Grappled Character cannot leave the shared space through their own movement, even if they have another usable means of movement. The Grappler may move both Characters using the dragging rules. Neither Character suffers reduced Beat replenishment from Grappling.

Each Grapple occupies two of the Grappler's arms and restrains one set of the target's limbs. Additional free pairs of arms may maintain additional Grapples, including against other limb sets on the same target. Each requires its own successful attempt.

Escaping and ending a Grapple

At the beginning of their Turn, a Grappled Character may make one escape attempt without spending Beats. They may also spend 1 Beat during their Turn to attempt an escape. Choose Might or Swiftness and make a Competing Roll against the Grappler's Might. The escaping Character must exceed the Grappler's result; a tie maintains the Grapple. A successful escape ends all holds that Grappler has on them.

A Grappler may release any of their Grapples at any time without spending Beats. A Grapple also ends immediately if the Grappler becomes Incapacitated, loses the use of the limbs maintaining it, or can no longer legally Grapple the target because of Size.

If forced movement separates the Characters, the Grapple ends. Resolve the movement normally; the Grapple does not prevent it or move the other Character along with it.

When the last hold between the Characters ends, the released Character is placed in the nearest unoccupied space of their choice. This placement costs no Beats and does not provoke Opportunity Attacks. If the Grapple ended because movement already separated them, no additional placement occurs.

A Character cannot be Grappled by more than one other Character at a time. If a third Character attempts to Grapple either participant, they must win a Competing Might Roll against the existing Grappler (as well as the target, if unwilling); on a success, the existing Grapple between the original pair ends before the new Grapple takes effect.

A Grappler may spend 2 Beats to Throw their captive using the normal throwing rules. They do not make the initial Might Roll to lift the captive, but must still make any required Thrown Weapon Attack Roll. The Grapple ends when the captive is thrown.

Characters may attempt to Cling to Foes more than one Size category larger than themselves instead of Grappling them.

Clinging

To Cling to a Foe more than one Size category larger than you, spend 2 Beats and make a Competing Swiftness Roll against them.

On a success, you are Clinging to the Target and move with them when they Travel. You may let go at any time, even during another Character's Turn.

While Clinging, your Attack and Spell Rolls against the Foe you cling to have 2 Boons.

A Character that has another Character Clinging to them may spend 2 Beats to make a competing Swiftness Roll against them to attempt to end their Cling. A tie maintains the Cling. If successful, they may either begin Grappling their Target, or make a Thrown Weapon Attack using them. The Grapple or Thrown Weapon Attack does not cost additional Beats.

Multiple Characters may Cling to the same Target at the same time.

Carrying and Dragging

During their Turn, a Character with two free arms may spend 1 Beat to pick up a willing or Incapacitated Character smaller than themselves. While carrying them, the carrier's Travel Distance is halved, rounded down, to a minimum of 1 yard.

A Character may instead spend 1 Beat to take hold of a willing or Incapacitated Character no more than one Size category larger than themselves and drag them. Dragging requires two free arms and uses the same reduced Travel Distance. A Grappler already has the necessary hold and does not pay this additional Beat.

The carried or dragged Character moves with the mover and spends no Beats. They may share the mover's space during this movement.

During their Turn, the mover may release a dragged Character or set down a carried Character without spending Beats. Place that Character in the nearest unoccupied space of the mover's choice. Being set down does not remove Prone.

Moving an unwilling, active Character requires a Grapple or another ability that explicitly moves them.

Restraining captives outside combat

Outside combat, Characters may secure willing or Incapacitated captives using suitable materials. The Director determines the time, equipment, and any Skill Rolls required to secure or escape these restraints.

Readied Actions

During your Turn, you may ready one normal Action or Maneuver to perform when a declared Cue occurs. You may have only one Readied Action at a time.

Preparing the Action

Declare the Action or Maneuver and a Cue your Character can perceive, such as a Foe entering Range or a Friend becoming injured.

Pay the Beat cost immediately. Count those Beats toward your eight-Beat spending limit for the current Round, even if the Action happens in a later Round. You do not pay those Beats again when it happens. Pay other costs, including Mana, when you perform the Action.

Waiting for the Cue

While holding a Readied Action, you cannot spend Beats on other Actions or Rebuttals. You continue to replenish Beats at the beginning of each Round, subject to the normal Beat limits.

The Action remains readied across Turns and Rounds until its Cue occurs or it is canceled.

When the Cue occurs

Choose whether to perform or cancel the Readied Action. To perform it, you must still be able to take the Action, have a legal Target, and pay its remaining costs. Otherwise, it is canceled.

Resolve the Readied Action immediately after the event named by its Cue, before the triggering Character continues their Turn. If the Cue is the declaration of an Action, resolve the Readied Action before that Action's Rolls and Effects.

Canceling

You may cancel a Readied Action at the beginning of your Turn or when its Cue occurs. Becoming Incapacitated also cancels it.

Cancellation never refunds the Beats spent to ready the Action.

Surprise Rounds

When one side catches its Foes completely off guard, the Director may begin combat with a Surprise Round.

During a Surprise Round, every Character keeps their normal Initiative and takes one Turn. At the beginning of that Round, a Surprised Character replenishes only one Beat. The eight-Beat expenditure limit still applies to the entire Round.

Assist

Characters may use 1 Beat to Assist a Friend who is adjacent to them. Assist grants a Boon on the next Roll the Friend attempts to make. The characters must stay adjacent to one another until the Assisted Character makes their Roll. If either of them is moved, the Assist is wasted. A single Character can only receive the benefits of an Assist from 3 other sources at a time, for a maximum of 3 Boons on any given Roll. Each of these Assists must be from a different Character.

Act III: Low Tide at Nacre Point

An example of play for Chapter 4, Combat

The next afternoon. The Troupe crouches above the sand bar at the grotto mouth. Everyone is at full Health and Mana. Nobody knows yet how many pirates are below.

GREEN (Moth) Before anyone moves, Moth goes on a Scouting Mission. That way nobody has to sit around while I sneak.

PATRICIA (Director) Then we'll make Scouting Rolls: your Hide against the Perception of the most observant pirate. Each Roll is about five minutes of scouting.

GREEN Moth casts the Blackout first, for the Hide bonus. Do I pay for it again on every Roll?

PATRICIA Every Roll you want the bonus. [Bosun's Perception: d20: 9, +1 = 10]

GREEN [d20: 14, +1, +2 Obscure = 17] Seventeen.

PATRICIA You win. There are four deckhands and a bosun on the sand bar, and the bosun has his back to a tide pool. Do you go on?

GREEN No. Moth comes back while she's ahead.

The Troupe moves into position. Moth slips behind the rocks next to the bosun, then casts the Blackout. Patricia reminds Green that the Blackout allows no movement, so Moth must already be where she wants to be.

GREEN Moth Ambushes the bosun with Opening Knife. He doesn't know where I am.

PATRICIA That starts the fight with a Surprise Round, and nobody can Rebut an Ambush. Opening Knife is a Powerful Strike, so it has one Bane.

GREEN [d20: 15, +1 = 16; Bane: 4] Twelve.

PATRICIA That meets his Defense of 12. An Ambush that hits is automatically a Critical Hit. Roll both dagger dice as usual, then add six, the highest your d6 can show, plus your Intuition.

GREEN [d6s: 5 and 2] 5 plus 2 plus 6 plus 1. Fourteen.

PATRICIA The bosun staggers, down to 8 Health. Initiative is Swiftness plus Ambition. Miley, Brand is Red, so triple yours.

MILEY (Brand) Six!

PATRICIA Brand goes first, then the bosun at 3. Everyone else is 2, like the deckhands, and when a Character ties with a Foe, the Character goes first. Moth, you started combat with a 1-Beat Maneuver, so that came out of this Round. You have 2 Beats left, not a fresh 3.

CHRISSY (Pell) And the pirates are Surprised. They only replenish one Beat this Round.

PATRICIA Right, thank you. One Beat each.

MILEY Brand uses Line Breaker on the deckhand five yards away. [Spell Roll: d20: 12, +1, Boon: 4 = 17] Seventeen.

PATRICIA Their Spell Resilience is 11, so the Blast hits for 2d6 Fire damage. Because it hit, the axe follows through to the same target, even at five yards. Chapter 5 explains why. There's no second roll.

MILEY [2d6: 8; axe: 19] Twenty-seven. That's gross. Can I knock him out instead of killing him?

Patricia You can choose that whenever you defeat someone. He drops at 0 Health, and the extra damage is ignored. The bosun's turn: one Beat is only enough to Travel, so he spins around to face her, his back to the tide pool.

Blaire (Kestrel) Kestrel uses Quick Shot on another deckhand. [d20: 13, +1 = 14] That hits Defense 11. [1d10 + 1 = 7] Seven. Then I'm banking my last 2 Beats.

Bunny (Marisol) Marisol Travels next to Moth for one Beat and banks two. I want to be ready to respond.

Moth and Pell bank their Beats. The three deckhands still standing have one Beat each. Two Travel: one up next to Kestrel and one toward Brand. The one Kestrel wounded banks his Beat and stays behind the bosun.

Patricia Round 2. Everyone replenishes three Beats. Blaire, you have five. Brand first.

Miley Line Breaker on the one coming at me. [Spell Roll: 18; 2d6 + axe: 24] Down, and knocked out.

Patricia Now the bosun. He swings at Moth. [d20: 12, +1 = 13] That hits her Defense of 11. [1d8 + 1 = 8] Eight damage, waiting to land. Does anyone want to respond?

Bunny Shelter. It's a Rebuttal, and now I know exactly what I'm stopping. One Beat, two Mana, and Marisol makes a Brace for Moth out of seawater, which is everywhere.

Patricia The Brace resolves first. It takes 4 of the 8.

Green Moth takes 4. Thanks, Bunny.

Blaire There's a pirate right next to Kestrel. If I move away, he gets an attack of opportunity, right?

Patricia An Opportunity Attack. If you Travel out of his melee reach, he can make one weapon attack for free. Running Shot moves you first, so it follows the normal rules. Disengaging costs 2 Beats and doesn't provoke anything.

Blaire I have 5 Beats. Disengage for 2 still leaves 3 for Pressing Shot. Kestrel backs off carefully and shoots the wounded deckhand. [d20: 9, +1, Boon: 3 = 13] Thirteen hits. [Accurate: half of 8 = 4; Powerful: 14] Down.

Green Moth stabs the bosun. Opening Knife again. [d20: 14, +1; Bane: 3 = 12] Hit. [9 damage]

Patricia That takes him below zero.

Green Knock him out. We need someone to tell us what's in that cave.

The last deckhand, still standing next to where Kestrel used to be, drops his cutlass in the sand.

In this scene

- Scouting Missions: opposed Hide and Perception Rolls, paying for a Hide Spell every Roll (Scouting Missions, Chapter 3).
- Hiding, Ambush and Surprise Rounds; an Ambush hit is a Critical Hit and cannot be Rebutted (Hiding, Chapter 3; Ambush; Surprise Rounds; Critical Hits).
- Initiative order, Red's tripled Initiative, ties, and starting combat with an Action (Initiative; Beats).
- Banking Beats; a Rebuttal declared after the attack's Rolls, resolved before its damage (Beats; Rebuttal).
- Opportunity Attacks and Disengaging (Opportunity Attacks; Disengaging). Choosing Nonlethal Defeat.

Chapter 5 Maneuvers and Target Cascading

A Maneuver is a named, registered sequence of Actions. Add their costs, reduce the total Beat cost by 1, and let a successful hit carry later Effects to the same Target through Target Cascading. Each Action in the sequence is called a Source.

Once a Spell or Weapon Attack hits a Target, later Sources in that Maneuver can reach the same Target. A touch Spell or melee Strike can follow a ranged hit without your moving adjacent to the Target. An area Spell can begin at that Target's location instead of yours. You still need each Source's required Weapon, Rune, and other abilities.

If a Source produces an Area of Effect or otherwise has multiple Targets, any further Sources are multiplied to all of the valid targets of the preceding Source.

Give your Maneuvers descriptions that fit your Character. A ranged Spell followed by a sword Strike might be a single slash that sends a wave of magical energy at a distant Foe.

Registering a Maneuver

You may register up to four Maneuvers during downtime. You may also replace registrations during downtime, but never during combat. Scripts can provide additional registrations under their own rules.

Choose your Sources

A Maneuver contains one to four eligible Actions, called Sources, arranged in a fixed order. Sources may include Spells, Weapon Strikes, Travel, and other eligible Actions. Another Maneuver cannot be a Source.

You cannot repeat a Source within one Maneuver. Identify a Spell by its name and a Weapon Strike by its Strike Type. Changing a Spell's Magnitude, Potency, or Color, or using a different Weapon for a Strike, does not make it a different Source.

For example, Mana Blast (3, 3) and Mana Blast (2, 2) cannot appear in the same Maneuver. Neither can two Powerful Strikes, even if they use different Weapons.

A single eligible Action can be an entire Maneuver. Registering a Powerful Strike by itself, for example, reduces its Beat cost from 2 to 1.

Record the Maneuver

Record its name, Sources in order, total Beat and Mana costs, and any other required expenditures.

For each Spell, choose and record its Magnitude and Potency as (M, P). These values remain fixed when you use the Maneuver unless a rule explicitly modifies them, such as Surge.

For each Weapon Strike, record the required Weapon. That Weapon must support the chosen Strike, and you must wield it when performing that Strike.

Duplicate registrations

Your four ordinary registrations must contain different Maneuvers. Compare their ordered Sources, recorded Spell parameters, and required Weapons. Changing only the name does not make a Maneuver different.

Scripts may provide duplicate registrations, including copies of an ordinary registration or another Script's registration.

Using your Maneuvers

Each registration may be used once per Round. When you have multiple copies through Scripts, using one does not spend another copy’s use.

Ordinary Actions taken outside a registered Maneuver may be repeated whenever their normal costs and specific limits allow. The Improvised Maneuver Distinction separately permits one unregistered Maneuver per battle under its own rules; it does not add or replace a registration.

Paying the costs

Add all Source Beat costs, then subtract one Beat for registering the Maneuver. Its final cost cannot fall below one Beat. Add every Source's Mana cost and any other required expenditure.

Pay the costs when attempting the Maneuver. Failure does not refund Beats, Mana, ammunition, or another expended resource unless a specific rule grants a refund. Cascading a single-target Spell to several inherited targets does not multiply that Spell's Mana or Beat cost. It remains one Source.

One roll with separate results for each target

Make the roll required by the first attacking or spellcasting Source. A weapon strike uses its normal Attack Roll; a Spell uses its normal Spell Roll, including Intuition. Apply the bonuses and penalties that belong to that initial roll. Retain the resulting total for the entire Maneuver.

For the first Source, compare that result against each target's appropriate defense: Defense for a weapon attack, or Spell Resilience for a Spell. Meeting the defense succeeds. An opening area Spell can succeed against some targets and fail against others. A resistant target does not cancel successes against other targets.

Once a target has been successfully affected by a Source, later eligible Sources automatically succeed against that target. Do not make a new Attack Roll or test a different defense just because the next Source changes from weapon to Spell, or Spell to weapon.

When a later Source reaches a new target, compare the retained roll against the defense appropriate to that Source. New targets do not automatically count as hit merely because an earlier target was hit. A new target that is successfully affected joins the cascade for subsequent Sources.

If the opening single-target attack or Spell fails against its only target, it establishes no target for the cascade. Later Sources do not gain automatic hits through that failure. Paid costs are still spent.

Automatic success applies to resolving the hit. It does not erase a Source's other rules, make an invalid target valid, remove required material, or turn a beneficial-only Spell into a harmful Spell. A Source that calls for a separate percentage check, such as a misfire chance, still makes that check; the hit and the percentage check are different events. If the initial Roll is a Critical Hit, only the first weapon Strike in a Maneuver may receive critical damage, using its applicable critical threshold; later weapon Strikes and Spells receive no critical damage bonus.

Carrying a touch Spell or melee strike

A successfully affected target remains reachable by later touch Spells and melee strikes within that Maneuver, even when it is outside your ordinary reach. Target Cascading supplies the delivery; it does not move you or the target.

For example, Mana Blast can hit a foe five yards away. A following Discombobulate, which has no listed Range and therefore normally has touch range, can affect that foe through the successful Mana Blast. The foe does not make another resistance test against Discombobulate. Its own effect and duration still apply normally.

This applies only to the current Maneuver. It does not permanently extend your reach, allow unrelated later actions to touch that foe, or remove the ordinary range requirement from the first Source.

Moving an area's origin

If an earlier Source successfully affects a target, an eligible later area Spell may use that target's location as its origin. Measure the later Spell's area from that location using its registered Magnitude. The area does not gain the range of the opening projectile as additional radius.

If several successful targets are available, choose one of them as the new origin. The area Source produces one area, not an area at every inherited target. Previously hit creatures outside that area are not affected by this Source merely because they belong to the Maneuver's cascade.

Suppose Mana Blast (1, 1) hits a foe five yards away and Mana Field (1, 1) follows. The Field may have its center at that foe rather than at the caster. Its radius is still one yard. The struck foe is already a successful target; newly reached creatures are checked using the retained roll against their Spell Resilience.

Moving the origin does not make an area selective. Apply the Spell's usual rules concerning friends, foes, and the caster, together with any applicable Selfish Spells or Friendly Spells Distinctions.

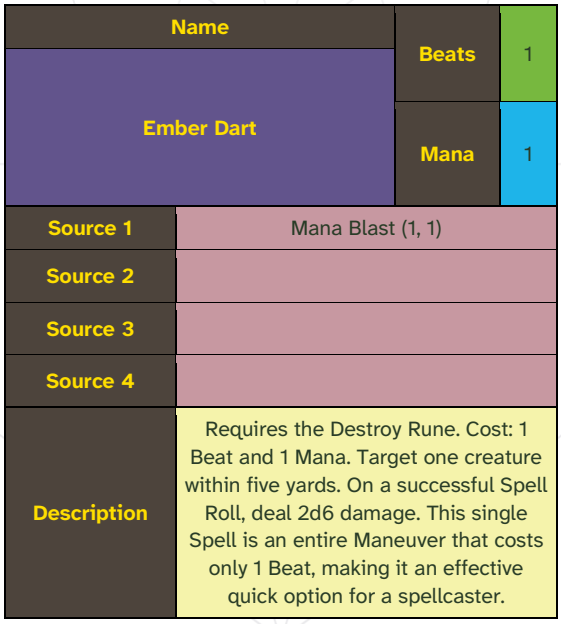
Carrying a single-target Source to several targets

An opening area of effect Source can establish several successful targets. A later single-target Spell or strike can apply to all those inherited targets. Treat it as one Source delivered to several recipients, and pay its cost once.

For example, Mana Field followed by Mana Blast applies the Blast to each inherited target that the Field successfully affected. A creature that resisted the Field does not automatically receive the Blast through that inheritance.

Example Maneuvers

Ember Dart, Reduced Beat Example

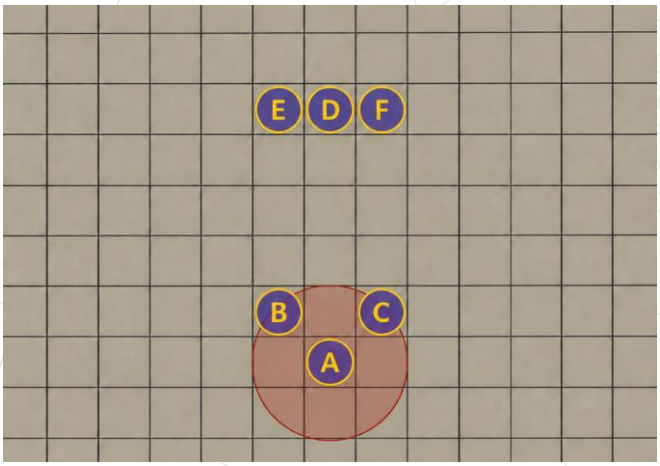


Casting Mana Blast normally costs 2 Beats. Registering it as the only Source of Ember Dart reduces that cost to 1 Beat. You may use Ember Dart once per Round; further ordinary Casts of Mana Blast cost 2 Beats.

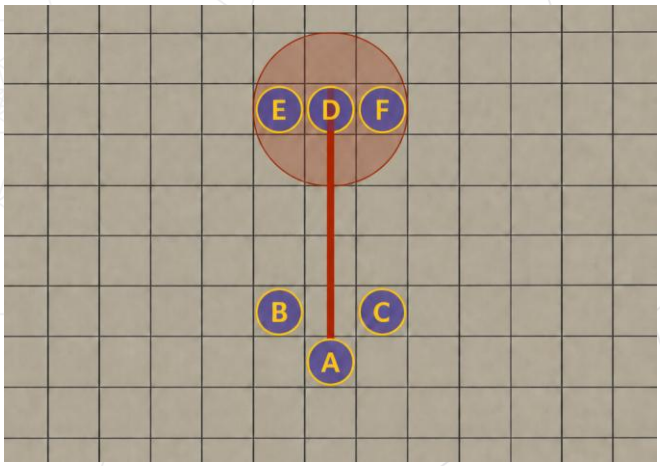
Ring of Embers and Distant Flare, Target Cascade Examples

Name		Beats	3
Ring of Embers		Mana	6
Source 1	Mana Field (1, 1)		
Source 2	Mana Blast (1, 1)		
Source 3			
Source 4			
Description	Requires the Destroy Rune. Cost: 3 Beats and 6 Mana. Resolve the Field in a one-yard radius centered on you. Each successfully affected target takes 1d4 from the Field, then 2d6 from the inherited Blast. The Blast costs one Mana in total, regardless of how many targets inherit it. Follow the Field's normal targeting rules; this is not automatically safe for friends.		

Name		Beats	3
Distant Flare		Mana	6
Source 1	Mana Blast (1, 1)		
Source 2	Mana Field (1, 1)		
Source 3			
Source 4			
Description	Requires the Destroy Rune. Cost: 3 Beats and 6 Mana. The Blast must first hit a target within five yards, dealing 2d6 damage. Center a one-yard Field on that target. The original target takes its 1d4 Field damage automatically; test the retained Spell Roll against each newly reached creature's Spell Resilience.		



Ring of Embers



Distant Flare

In these diagrams, A is the caster. Assume the Spell Roll succeeds against each illustrated target.

Ring of Embers: The Mana Field centered on A hits B and C for 1d4 damage each. Both targets then inherit the Mana Blast through Target Cascading, taking another 2d6 damage each. B and C each take the full Maneuver damage: 1d4 + 2d6.

Distant Flare: Only D is hit by the Mana Blast, taking 2d6 damage. The following Mana Field centers on D and deals 1d4 damage to D, E and F. E and F take only the Field damage; they do not receive the earlier Blast.

Scrambled Thoughts

Name		Beats	3
Scrambled Thoughts		Mana	2
Source 1	Mana Blast (1, 1)		
Source 2	Discombobulate (1, 1)		
Source 3			
Source 4			
Description	Requires the Destroy and Dispel Runes. Cost: 3 Beats and 2 Mana. A successful Blast within five yards deals 2d6 damage and carries the touch-range Discombobulate to the struck foe. Discombobulate lasts one Turn and gives the foe a 10% chance to misfire its Spells. The secondary misfire chance is part of the effect; it is not another roll to land Discombobulate.		

Spellborne Slash

Name		Beats	3
Spellborne Slash		Mana	1
Source 1	Mana Blast (1, 1)		
Source 2	Regular Strike (Sword)		
Source 3			
Source 4			
Description	Requires the Destroy Rune and a Sword. Cost: 3 Beats and 1 Mana. If the Blast hits within five yards, deal its 2d6 damage, then automatically resolve the Sword's Strike against the target for 1d8 damage.		

Reading a partial success

Your opening Mana Field has a retained Spell Roll of 14. Two foes have Spell Resilience 12 and 16. The first is hit; the second resists. A following Mana Blast automatically affects the first foe. The second foe's resistance has not canceled the first foe's successful cascade.

Special Sources and exceptions

Some Spells change when their stored Sources occur, impose a smaller Source limit, or prohibit use in a Maneuver. Follow their specific text. Rebuttal, Reprise, readied actions, Contract, Cage, and other triggered effects retain their own timing and restrictions. Target Cascading explains delivery and inheritance; it does not replace those Spell-specific rules.

Custom Maneuvers

Maneuvers let you create signature moves from Actions and Spells. If an idea falls outside the written rules, describe it to the Director, who may approve an exception. Use the system's costs and capabilities as a guide, and reward ideas that make the Character more fun to play.

Act IV: The Throat of the Grotto

An example of play for Chapter 5, Maneuvers and Target Cascading

That night the Troupe Rests on the sand bar. The captured bosun tells them the main tunnel narrows to a throat about two yards wide, guarded by the quartermaster. Its pirates fight shoulder to shoulder.

MILEY (Brand) Line Breaker is great on one guy. What do I do when there are three of them?

PATRICIA (Director) You can change your registered Maneuvers now, during downtime. Never during a fight.

MILEY Brand has Mana Field. What if the Field goes first, then a Powerful Strike, then another Powerful Strike?

CHRISSY (Pell) A Maneuver can't repeat a Source. A Powerful Strike is the same Source whatever weapon you use. A Regular Strike could be the third Source, though.

BUNNY (Marisol) Add up the costs. Mana Field is 2 Beats, each Strike is 2, and registering takes 1 Beat off the total. That's 5.

MILEY More than I get in a Round.

BUNNY You could bank Beats for it. But then you couldn't use it every Round.

MILEY Field and one Powerful Strike, then. That's 2 plus 2, minus 1: three Beats. Mana Field (1, 1) costs 5 Mana. I'm calling it Firebreak.

PATRICIA You have four registrations, so one has to go.

MILEY Safety Brace. Marisol does that better anyway.

CHRISSY One thing. Your Spell Attunement only gives its Boon when Mana Blast opens the Maneuver. Firebreak opens with the Field, so it doesn't get the Boon.

BUNNY And Mana Field isn't selective. It hits everyone within a yard of you except you. Brand doesn't have Friendly Spells, so warn me before you light it.

MILEY How does the axe reach all of them?

PATRICIA Target Cascading. You make one Spell Roll for the whole Maneuver. The Field tests that roll against everyone in it. Anyone it hits joins the cascade, and the Strike after it reaches all of them automatically. There's no new roll, and you don't check their Defense.

MILEY And anyone it misses doesn't get the axe?

PATRICIA Exactly.

The next morning. Moth holds up the stolen shell token at the outer gate, and the lookout waves the Troupe through without raising the alarm. They reach the throat before anyone inside knows they are coming. Two deckhands and the quartermaster crowd around Brand, and Marisol is right behind him.

MILEY Brand delays his Turn until after Marisol's. His Initiative is higher, so he can wait for her.

BUNNY Marisol Travels one yard back, out of your Field.

MILEY Thank you. Now Firebreak. [Spell Roll: d20: 12, +1 = 13] Thirteen.

PATRICIA The deckhands have Spell Resilience 11, so they're both caught. The quartermaster is Violet, with a Spell Resilience of 14. She resists.

MILEY Does that ruin the rest?

Chrissy No. One target resisting doesn't cancel the hits on the others. The deckhands each take the Field's 1d4, then the Powerful Strike.

Miley [Field: 3 and 2; axe: 16 and 21] Both down, knocked out. Brand plants his feet and the air around him catches fire, and the axe comes around through the flames in one long swing.

Patricia The quartermaster stands untouched at the edge of the ring and sneers at the heat. Do you pay Mana for each deckhand?

Miley I'm guessing once?

Patricia Once. Cascading one Source to several targets doesn't multiply its cost. That's 3 Beats and 5 Mana, total.

Blaire (Kestrel) What if his roll had been a natural 20?

Patricia The opening d20 can only make the first Weapon Strike in the Maneuver a Critical Hit, even when a Spell opens it. Spells never deal critical damage.

Chrissy Pell's Turn. She uses Flicker on the quartermaster. Matter Blast is a ranged Spell, and Discombobulate has no listed Range, so it's touch. If the Blast hits, it carries Discombobulate to her. [Spell Roll: d20: 11, +1, Boon: 5 = 17] That beats 14.

Patricia A shard of bone catches her shoulder, and she's Vexed.

Chrissy Every Beat she spends will hurt. She also has a 10% chance to misfire her Spells until the end of her next Turn.

The quartermaster yields two Rounds later. When the throat is quiet, four Dreamlight Instruments sound in the dark. Bunny keeps hers in her lap.

Bunny Not yet. Somebody should have one left.

Past the throat, the tunnel ends at a sealed shell door, so the Troupe splits. Marisol, Moth and Pell go back out to swim the flooded back tunnel. Brand and Kestrel wait to break the door when they hear the others inside.

In this scene

- Registering, replacing and naming Maneuvers during downtime, never in combat (Registering a Maneuver).
- No repeated Sources; costs add, minus one Beat (Choose your Sources; Paying the costs).
- One retained roll; an area Source establishes several targets and later Sources reach them all, paid once (One roll with separate results for each target; Carrying a single-target Source to several targets).
- Partial success against several targets (Reading a partial success). Delaying a Turn (Initiative).
- Spell Attunement only helps an opening Spell; only the first Weapon Strike can be critical.
- Carrying a touch Spell through a ranged hit (Carrying a touch Spell or melee strike).

Chapter 6 Magic

Color

The world of Chromatic Mana is magical, but follows the physical laws of our own world. Color and Mana let Characters manipulate matter and energy in unusual ways.

Color determines the kind of Materials a Caster can manipulate, as well as the different aspects of the mind they can influence:

Colors		
Color	**Materials**	**Mental Attributes**
Red	Fire, refined metal, ceramics	Emotions
Green	Rocks, vegetation	Physical Sensations
Blue	Water, ice, steam	Active Thoughts
Yellow	Wind, fabrics, feathers, things shed by living creatures	Unconscious Thoughts, Beliefs.
Violet	**Dead flesh, bones, fungi, bacteria**	**Memories**

Red

Red Magic's primary element is Fire. It can also control Matter that is worked via high temperatures, such as refined metals, ceramic pottery, and ash.

Red Magic influences emotion: it can soothe, enrage, or delight a Character.

Green

Green Magic's primary element is Earth, and it includes the vegetation that grows within the earth and enriches the soil.

Green Magic influences physical sensations, such as temperature, pressure, and texture.

Blue

Blue Magic's primary element is Water, including its gaseous and solid states.

Blue Magic influences active thoughts: a Character's inner dialogue from moment to moment. Influencing a thought does not immediately force the Character to act on it.

Yellow

Yellow Magic's primary element is Air. It also controls material shed by living creatures while they are still alive, such as hair, feathers, fur, pearls, and milk.

Yellow Magic influences unconscious thoughts and beliefs, including assumptions a person may not realize they hold. It cannot immediately force someone to act or make them regard a Friend as an enemy or a Foe as an ally.

Violet

Violet Magic's primary element is the remains of living things: bones, leather, and other matter left behind after death. It also controls fungi, bacteria, and other phenomena that feed on those remains. When Violet Magic conjures matter, it is typically bones or mushrooms.

Violet Magic influences memories.

Chromatic

Chromatic Characters can use any Color of Magic, giving them a wide range of ways to influence the world.

Even Chromatic Magic cannot freely manipulate the flesh of living creatures; see Spells, below.

Runes

When the Luminaries made Xanadu, the world of Chromatic Mana, they spoke in a unique language of their own devising. This language became the Runes used by Characters to wield Magic.

Runes are magical verbs, each representing a way to interact with the world. Characters spend Lumens to learn them.

Each Rune costs 10 Lumens to invest in. Characters with a Chromatic Color must instead spend 20 Lumens per Rune. Each Rune has 3 associated Spells, and investing in the Rune unlocks access to all three Spells.

Spells

Casting a Spell is an Action that costs 2 Beats.

Each of the 72 Spells has a reference table with its name, Rune, description, Magnitude, and Potency.

Magnitude and Potency each have 7 levels. Choose the corresponding rows in the Spell table to determine its Effects.

Choose the Spell's Magnitude and Potency separately, from 1 up to your Ambition, to a maximum of 7. You may choose either value below your limit.

Magnitude determines the effects shown in the table's Magnitude columns.

Potency determines the effects shown in its Potency columns and the Mana you must spend, as listed in the corresponding Mana Cost row.

If your Ambition is 0, you may Cast only at Magnitude 1 and Potency 1. Apply one Bane to the Spell Roll for having Ambition 0. Other Boons and Banes apply and cancel normally.

You must still have access to the Spell, pay its Mana and Beat costs, and meet its applicable speech and gesture requirements.

Write a Spell as Name (M, P), where M is Magnitude and P is Potency. For example, Mana Blast (2, 1) has Magnitude 2 and Potency 1.

If a Spell does not have a listed Range, it is a Touch Range Spell and may only be Cast on the Caster or an adjacent Target. Target Cascading and other explicit range exceptions still apply.

For any percentage check, roll 1d100. A result equal to or below the listed percentage triggers the stated outcome; a higher result does not. For example, at 50%, results of 1–50 trigger the outcome and results of 51–100 do not. A 0% chance never triggers, and a 100% chance always triggers.

A Spell Roll is 1d20 plus Intuition and applicable bonuses or penalties. Retain the result, because identifying, dispelling, and other effects can refer to it.

Against a Foe, compare your Spell Roll with the Target's Spell Resilience. If the Roll is lower, the Spell fails and its costs remain spent.

A Spell automatically succeeds against a willing Friend. Still make a Spell Roll: identifying, dispelling, and other Effects may use its result.

To Cast, speak the Runes aloud and use a free hand to sketch them, directly or with an implement. You cannot Cast if you cannot meet these requirements unless a Distinction removes them. Nonverbal Casting removes the speech requirement; Nongesticulate Casting removes the gesture and free-hand requirements.

A Character's inherent Magic and Lumens offer some protection against Magic affecting the matter of their body. A Blue Mage cannot simply remove someone's water to kill them instantly, a Yellow Mage cannot instantly create bubbles in their blood, and a Green Mage cannot freely manipulate a Treefolk's body.

Example Spell

Mana Blast
Destroy Rune

Mana Blast			
Destroy Rune	**Magnitude**	**Potency**	
Keywords: None	**Range**	**Damage**	**Mana Cost**
Fires a bolt of pure Mana to damage a Foe	5 yards	2d6	1
	10 yards	2d8	2
	15 yards	2d10	3
	20 yards	3d10	4
	25 yards	3d12	5
	30 yards	4d12	6
	50 yards	5d12	7

Mana Blast comes from the Destroy Rune. Magnitude determines its range and Potency determines its damage and Mana cost.

Mana Blast (1, 1) targets a creature within five yards, deals 2d6 damage on a hit, and costs one Mana.

Mana Blast (5, 2) targets a creature within 25 yards, deals 2d8 damage on a hit, and costs two Mana. The caster must be able to use the chosen Magnitude, meaning they must have at least 5 Ambition to perform this version.

Keywords

Spell Keywords appear below the Rune on each Spell table and modify how its Spells are used. Rebuttal also applies to nonspell Actions; its timing rules appear in Combat before Attack Rolls. Reprise, Ritual and Unique are defined below.

Reprise

A Spell with Reprise may be Cast again on a subsequent Turn of its Caster, provided the Caster has taken no other Actions between Castings. Other Characters' Actions do not interrupt Reprise. Follow the Spell's description if it specifies a different Reprise timing.

Each Reprise costs half the Mana paid for the previous Casting, rounded down, to a minimum of 1 Mana. Further Reprises continue halving that cost. Pay the Spell's normal Beat cost unless its rules specify otherwise.

Reprising a Maneuver's Spell

A Spell used within a Maneuver remains eligible for Reprise despite the Maneuver's other Sources. Once the Maneuver ends, taking another Action—including a Rebuttal or performing a Readied Action—interrupts that eligibility.

Reprise repeats only the chosen Spell. If the Maneuver applied that Spell to several Targets, one Reprise casting cost covers all eligible Targets.

If several Sources have Reprise, choose which to repeat. Reprising one is an intervening Action that prevents you from Reprising the others.

For example, the Maneuver "Ascended Mana Blast" combines Mana Field, Levitate, and Mana Blast. You could Reprise Mana Field on your next Turn, or Reprise Levitate at its specified beginning-of-Round Cue, provided you remain eligible. Either choice repeats only that Spell and prevents Reprising the other. Mana Blast is not repeated in either case.

Ritual

A Spell with Ritual can be Cast normally or as a 5-minute Ritual. Its description explains how the Ritual changes its duration or Effects. A Spell Cast as a Ritual cannot be a Source of a Maneuver unless its entry says otherwise.

Unique

Unique Spells may only have one copy of the Effect on a Target at a time. If a new Unique Effect would be applied, it instead refreshes the duration if it is the same Magnitude and Potency. If the new Unique Effect is a lower Magnitude or Potency, nothing happens. If a stronger version is applied, it completely overwrites the old Effect. Use the stronger version's Magnitude, Potency, and full duration.

Identifying Spells

When you see a Spell or Effect, you can try to identify it and its Rune.

Make an Observation Roll against the Spell or Effect's recorded Spell Roll. If you have access to its Rune, the Director secretly adds 5 to your Observation Roll.

Custom Spells

The Spell reference gives the formal rules for Magic, but Runes and Spells are also verbs that suggest other possibilities.

If a Rune or Spell seems useful in a way the rules do not cover, describe what you want your Magic to do. The Director may allow it. Use the Skillset rules for Haggling as a starting point, and combine a custom Spell with a Skill Roll when that helps resolve the situation.

Act V: The Pearl Baron

An example of play for Chapter 6, Magic

The heart of the Nacre Grotto: a half-flooded cavern lined with glowing Lumencache shells. Gideon Marlowe stands on a broad ledge of stacked shells at the far end, wearing a silk coat with pearl buttons. Brand charged up the shell steps earlier this Round and stands beside him. Moth has climbed around the back of the ledge and is behind him. Marisol and Pell are in the shallows a few yards below, and Kestrel has her bow drawn by the broken door. When Gideon speaks, his voice carries a shimmering chord, like a Chorister's.

Patricia (Director) "The Voice has given me this grotto," Gideon tells his pirates. "Hear it in me." The pirates around the pool grip their cutlasses. Kestrel, it's your Turn.

Blaire (Kestrel) Something about that chord bugs me. Kestrel uses Watch the Wings.

Patricia Detect takes its sense from its Color. Kestrel is Yellow, so it sharpens her hearing. And while Detect is active, she automatically ignores Lie Spells of the same Color.

Blaire So I just hear through it?

Patricia The chord falls out of his voice. It's a Yellow Lie. He changed how his voice sounds, and it's been running for hours, so he must have cast it as a Ritual.

Chrissy (Pell) Can she tell exactly what it is? Identifying a Spell is an Observation Roll against its recorded Spell Roll.

Blaire [d20: 16, +1 = 17]

Patricia That beats his 15. It's Lie, from the Delude Rune.

Blaire "He's faking it! That's not the Voice, that's a Lie!"

Patricia Anyone who knows about a Lie can ignore it. Two of the pirates believe her, and for them the chord is gone. They lower their blades. The rest think Kestrel is the liar. They still hear the Voice in him, and they move toward the steps.

Patricia Round 2. Brand swings and misses, and then it's Gideon's Turn, at Initiative 4. He grabs Brand's arm. "Drop the axe and walk into the water." That's Command (2, 2).

Miley (Brand) What do the numbers mean?

Patricia Look at the Command table. Magnitude is on the left, and for Command it sets how many Target Turns it lasts: Magnitude 2 lasts two. Potency sets the Penalty, 3d6, and the Mana cost, 3. There's no Range column, so it's a touch Spell. That's why he grabbed you. A bigger Magnitude would make it last longer, but it wouldn't reach any farther.

Miley Could Brand cast a bigger Mana Blast, then?

Chrissy Not yet. You can pick each value up to your Ambition, and Brand's Ambition is 1. That's why everything he casts is (1, 1).

Patricia [Spell Roll: d20: 13, +3 = 16] That beats Brand's Spell Resilience of 11.

Bunny (Marisol) Rebuttal. Marisol casts Jam on Gideon. He's within five yards, and I kept 2 Beats banked for exactly this. I'll commit 2 Mana to it.

Patricia Jam rolls against either his Spell Resilience or the Command's Spell Roll. Your choice.

Bunny Spell Resilience. It's 12. [d20: 11, +1 = 12]

Chrissy Meeting it is enough.

Bunny Then I add 4 more Mana now that I know it worked, for 6 in all. Gideon has to pay 6 extra Mana for the Command, or it fails.

Patricia He pays, scowling. The Command lands.

Chrissy Pell can't Disjoint it. Clear the Effect is Potency 1, and Disjoint's Potency has to equal or beat the Spell it's cancelling. Command is Potency 2.

Kestrel's next arrow glances off the shell throne. Then it's Pell's Turn.

Bunny Pell has two good options. Break the Cue could forbid him from casting Command again. Flicker might make his next Spells fizzle.

Chrissy Flicker. He's got more than one trick. [Spell Roll: d20: 10, +1, Boon: 2 = 13] That beats 12. He's Vexed and Discombobulated until the end of his next Turn.

Patricia Round 3. At the start of the Round, Brand can try to shake off the Command. That's an Ambition Roll against the Command's 16.

Miley [d20: 8, +1 = 9] Nope. What happens if I don't obey?

Patricia You take 3d6 the first time in a Round that you break it. You can also choose to do nothing, with no penalty. If you obey, how you do it is up to you. I'll tell you if you've gone too far.

Miley Brand drops the axe. He walks into the water: down the steps and one stride into the shallows. Then, still standing in the water, he wants to hurt Gideon without the axe. Can he just boil his blood? Red controls fire.

Patricia No Magic can freely manipulate a living creature's flesh. His own Lumens protect him.

Miley Then Mana Blast. Nobody said anything about magic.

Patricia [laughing] That counts. Dropping the axe is free, Travel is 1 Beat, and casting is 2.

Miley [Spell Roll: d20: 14, +1, Boon: 3 = 18; 2d6: 9] Nine Fire damage, if it lands.

Patricia Gideon answers with a Rebuttal. He casts Brace, pulling yellow silk from his coat into a floating shield. But he's Discombobulated. [d100: 07] Seven is at or below 10%, so it misfires. His Beats and Mana are spent, and nothing happens, except that Vex bites him for 2 Psychic damage for those 2 Beats. Vex counts Beats spent on Rebuttals too. The Blast lands for 9.

Patricia Gideon's Turn. He spins and grabs Moth. "Kneel." [Misfire check, d100: 58; Spell Roll: d20: 11, +3 = 14]

Green (Moth) Moth's Spell Resilience is 15. She's Violet.

Patricia It fails, and the Mana is still spent, and Vex takes another 2 Health for the cast. Gideon backs onto the top of his shell throne. "Hold them!" Every pirate still loyal to him wades toward you. And that's where we stop for tonight.

In this scene

- Reading a Spell table: Magnitude and Potency, each chosen up to your Ambition; Potency sets the Mana cost; no listed Range means touch (Spells).
- Color sets senses and materials: Yellow Detect hears through a Yellow Lie; Yellow silk for a Brace (Color; Detect; Lie).
- Spell Rolls against Spell Resilience; meeting it succeeds; Violet's base of 14 (Spells; Choose your Color).
- Rebuttal Spells: Jam's Mana tax and Disjoint's Potency requirement; a Rebuttal Brace lost to a misfire, with Vex counting its Beats (Rebuttal; Jam; Disjoint; Discombobulate; Vex).
- Ritual duration; knowing about a Lie; identifying a Spell with Observation (Ritual; Lie; Identifying Spells).
- Command's wording, Penalty and escape roll. No Magic directly manipulates living flesh.

Chapter 7 Dreamlight Instruments and Echoes

Dreamlight Instruments

Every Character begins their journey with a Dreamlight Instrument: a personal instrument that allows them to recover Health and Mana between Rests. The most common is a bell, easily played without musical training, but Dreamlight Instruments can take any musical form: guitars, drums, flutes, trumpets, lyres, harmonicas, or whatever else suits the Character.

Once per day, a Character may play their Dreamlight Instrument to recover their Health and Mana. Playing a Dreamlight Instrument costs 2 Beats and harmonizes a Character's Inner light, their unconscious Dreamlight, and their physical form. After playing the Instrument, they use their Health and Mana Dice and recover an amount of Health and Mana according to the chart below.
A Character recharges their Dreamlight Instrument by taking a Rest that includes sleep (see Resting in Chapter 3).

All Characters are intended to start with a Dreamlight Instrument. Players are encouraged to think of creative backstories for their Characters to have acquired them. Bellfounders selling generic Dreamlight Bells are found in all major cities. More specialized Instruments may differ based on the region and city.

Instrument Tier and recovery

Instrument quality and recovery			
Tier	**Lumens**	**Health Rolls**	**Mana Rolls**
Point	25	2	2
Line	75	3	3
Triangle	125	5	5
Square	175	7	7
Pentagon	275	10	10
Hexagon	325	All owned	All owned
Circle	425	Fully restore	Fully restore

The Dreamlight Resonance Distinction grants additional daily uses of a Dreamlight Instrument. Dreamlight Instruments are considered Lumencrafts but do not require a Fixture slot.

Dreamlight Instruments start at Point tier and do not automatically level up with the character. Characters must either visit major cities to find a Dreamlight Instrument crafter, or invest in the Distinction Instrumentcrafting themselves in order to improve them.

Dreamlight Echoes

Every Character has a Dreamlight Echo: a Tiny entity that is always with them. It might look like a rat, bat, or cat; a sword, shield, or helm; a ghost, imp, or skull; or another form that suits the Character. Its appearance reflects the Character's Inner Light and form. They are only visible to Characters who own a Dreamlight Instrument, as the Instrument serves as the bridge between the Physical world and the Dreamlight realm of The Faed.

Dreamlight Echoes are incorporeal; they cannot interact with the environment in any way, and are not capable of speech or independent action.

After all available uses of a Dreamlight Instrument are consumed, the Dreamlight Echo becomes invisible and dormant until the Instrument is recharged. A dormant Echo cannot be used for any Dreamlight Distinction.

Fighting through your Echo

Some Characters do more than carry their Echo. With a few Dreamlight Distinctions, the Echo becomes a second place to fight from: a familiar that scouts ahead, a phantom blade that strikes from across the battlefield, a little spirit that Casts your Spells from somewhere you could never reach in time. It is a full playstyle, and a Character can be built around it from their very first level.

The Dreamlight Traveler Distinction lets your Echo Travel up to your Travel Distance once each Turn, for free, but never more than 100 yards from you. Dreamlight Fight lets you make a Weapon Attack through it, and Dreamlight Conduit lets you Cast a Spell through it, each once during your Turn. A martial Character needs Traveler and Fight, a caster needs Traveler and Conduit, and a Character whose Maneuvers mix Weapon Attacks and Spells needs all three. Dreamlight Speech gives the Echo a voice of their own.

Your Echo is not a separate creature. When it Attacks or Casts, it manifests, and until the start of your next Turn, Foes and Friends can target it as if it were you. Every hit it takes lands on you. It cannot Ambush, it cannot pass through walls, and it needs Line of Sight to its target. Once your Instrument's uses are spent, your Echo goes dormant until you recharge it. See Dreamlight Distinctions in Appendix C.

Act VI: The Conch

An example of play for Chapter 7, Dreamlight Instruments and Echoes

The next session. Each player has a small figure standing beside their sheet: their Dreamlight Echo. Four of them are lying on their sides, because those Characters played their Instruments after the fight in the throat. Marisol's seahorse is the only one standing.

Patricia (Director) Two Rounds after we stopped, here's where things stand. Brand took a cutlass across the back and lies Incapacitated in the shallows at –4 Health. Marisol is kneeling beside him with 22 Health and 1 Mana. Gideon is on his throne with 9 Health and 1 Mana. The pirates keep glancing at Marisol's seahorse, circling her head.

Miley (Brand) They can see it?

Patricia Anyone who owns a Dreamlight Instrument can see Echoes, and every pirate carries a bell. Gideon snaps at them. "What are you all staring at?" One mutters, "Sold his bell for his first ship. Used to brag about it."

Chrissy (Pell) So he can't see Echoes. He has no Instrument, so he can't recover until he Rests.

Patricia Brand's Turn begins and ends; Incapacitated Characters can't act.

Miley And I lost all my banked Beats when I went down. I remember.

Patricia Gideon's Turn. He wades down the steps to Marisol and grips her shoulder. Command is touch range, remember. He spends his last Mana on Command (1, 1). "Stand still and be silent." [Spell Roll: d20: 12, +3 = 15] That beats 11.

Bunny (Marisol) Marisol has 3 Beats and 1 Mana. Mending Light costs 2 Mana and 1 Beat, so I can't afford it.

Chrissy She could Assist someone, or…

Bunny Or she could play her Instrument. That's why I saved it. Once per day, a Character can play their Dreamlight Instrument for 2 Beats. Ours are Point tier, so she makes two Health Rolls and two Mana Rolls with her own dice.

Patricia Playing a conch is not silent.

Bunny I know. Marisol takes the Command's Penalty and plays it anyway.

Patricia [2d6: 7] Seven damage. Marisol is down to 15.

Bunny Her Health Die is a d12. I'll take half on both Rolls: 6 plus Composition 1, twice. That's 14, but she can't go above her maximum of 27, so she's full and 2 points are wasted. For Mana, I'm rolling. [d12: 9 and 4, +1 each = 15] Mana goes from 1 to 16.

Patricia The conch's note rolls across the water. The seahorse flares gold and blue, and then it fades away.

Chrissy That was her last use. Once an Instrument's uses are spent, its Echo is invisible until it recharges.

Bunny [laying the seahorse on its side] Worth it. Marisol has 1 Beat left. Mending Light on Brand. I've already taken the Command's Penalty this Round, so speaking the Spell doesn't cost me again.

Patricia That's right. The Penalty only applies once per Round.

Bunny [2d6: 5 and 4 = 9] Nine. Brand goes from –4 to 5.

PATRICIA Marisol ends her Turn with 27 Health, 14 Mana and no Beats or Instrument uses left. Brand gasps awake in the shallows. He's revived, but he only replenishes 1 Beat next Round.

PATRICIA The pirates saw the last Echo in the Troupe burn itself out on Brand. Two of them stop advancing.

MILEY Next Round, Brand goes first, at Initiative 6, with one Beat. Steady Point costs exactly 1 Beat. Gideon is standing right over Marisol, so he's within a yard of me, and I fished my axe out of the water before I went down. [d20: 13, +1 = 14] That hits his Defense of 12.

MILEY [1d12 + 1d4 + 1: 12] Twelve. Nonlethal. He goes to the Voice in one piece.

PATRICIA Gideon's legs fold, and he drops into the water beside you. The pirates look at him, then at Marisol. They lower their weapons.

The Choristers arrive with the next tide and take Gideon away to answer to the Voice for that title, along with a bundle of letters they find in his coat, each sealed in black wax stamped with a crown. The Troupe sleeps at the grotto mouth that night. In the morning, Patricia tells everyone to stand their Echoes back up.

CHRISSY With Dreamlight Resonance, we'd each have had an extra use.

PATRICIA And these are all Point Instruments. They don't improve on their own as you level. You need an Instrument crafter in a big city, or Instrumentcrafting of your own.

BUNNY Shell City is a big city.

In this scene

- Echoes are visible only to Instrument owners, and become invisible when every use is spent (Dreamlight Echoes).
- Playing a Dreamlight Instrument: once per day, 2 Beats, recovering with your own Health and Mana Dice (Dreamlight Instruments).
- Point tier: two Health Rolls and two Mana Rolls; recovery cannot exceed maximum Health or Mana (Instrument Tier and recovery; Dreamlight Instruments, Chapter 8).
- An Instrument recharges after a Rest that includes sleep (Resting, Chapter 3).
- Dreamlight Resonance adds uses; Instruments do not upgrade automatically.
- Revival with only 1 Beat (Incapacitation and Character Death). Command's Penalty applies once per Round.

Chapter 8 Lumencrafting

Lumencrafting creates powerful magical items that supplement a Character's capabilities. Like Characters, each Lumencraft has its own profile, tier, and Lumens.
Lumencrafts can be given by the Director as loot as part of adventures; Characters can also invest in the ability to craft their own Lumencrafts. This allows greater customization of their Troupe's gear, as well as access to special Dreamlight Lumencrafts usable only by the Crafter. Though Characters and Lumencrafts both share Lumens, these Lumens are not interchangeable. Crafting materials come from special objects known as Lumencaches.

Lumencaches

When a Character or NPC dies, their Lumens return to the Faed and cannot be used for crafting.

A Lumencache is an item containing Lumens that can be spent to construct, improve, or repair Lumencrafts. Lumencaches are the only source of Lumens for these crafting costs. Lumens gained through Character creation or level advancement cannot be spent on Lumencrafts.

Lumencaches can be either extraordinarily plentiful Scenery that nature has infused with Light, mundane objects given special significance by Characters in the world, parts from beings that are given special significance, or salvaged from Faded Lumencrafts by disassembly. A Lumencraft that is not Faded cannot be salvaged.
Examples include a branch offered by an Elder Tree, a Lumen-infused geode found deep in an ore vein, or a metal totem a High Priest has prayed over for 50 years.

Lumencaches from beings deserve special scrutiny. The mane of an albino Lion of mythic status, King of a Mountain but turned tyrant, is an appropriate source of a Lumencache. Killing random wildlife just to harvest it for crafting materials is an inappropriate use of the concept. Directors should take care when assigning Lumencaches as loot.

It is not known to any of the inhabitants of Xanadu exactly how Lumencaches first originate, though Lumens are known to gather where leylines cross, a cache's luminous energy is perceptible even to the naked eye, and it is known that particular care for an item, place, or aspect of one's being can imbue it with this powerful luminescence.

Lumencache's have a set amount of Lumens within them, and permanently deplete when Lumens within them are used for crafting.

Money and Gear

Xanadu's money is Lumencraft. In a world where Alchemists can bend matter, ordinary gold proves nothing, but coins and Crystals hold real Lumens that alchemy cannot counterfeit. They are what people are paid with: wages, fees, bribes, rewards and thank-yous.

A coin is worth the 5 Lumens it took to mint. A Crystal is worth the Lumens stored in it. Mints fill their coins from Lumencaches, and the Elves, masters of Minting, strike coin for many factions.

Paying with coins hands them over. Coins outside a registered Hoard are inactive, so a purse is simply money until someone registers it. A coin spent from a Hoard for its effect is gone, so every coin is either wages or a resource in a fight, never both. Any coin spends as money, wherever it came from. Only its burned effect needs a registered Coin Hoard. At a workbench, a crafter can disassemble coins as they would a Faded Lumencraft, recovering half their Lumens as a Lumencache.

Everyday needs such as food, lodging and ordinary tools are part of the background of the adventure. A Character has what they would reasonably carry for who they are and what their Skillsets are.

Adventurer's Pack. A standard adventurer's pack costs one coin (5 Lumens). When a situation calls for something specific, such as rope, a lantern or bandages, Haggle with the Director that it was packed, explaining how one of your Skillsets would have prepared for it. The Director decides.

Lumencraft Economy

Directors can use Lumencrafts to adjust a campaign's power level to the Troupe's preferences. Award items as loot or provide Lumencaches as treasure.

The default Chromatic Mana experience assumes that, starting at the Line tier, every Character will receive one new Lumencraft at that tier, and enough Lumencaches to upgrade their older Lumencrafts to their current tier.

The Purse. Beside those items, every Character should come by coins and Crystals worth half the tier's Lumen ceiling over the course of each tier: 25 Lumens at Point, 50 at Line, 75 at Triangle, 125 at Square, 150 at Pentagon, 200 at Hexagon and 250 at Circle. The Purse is always coins and Crystals. The Lumencrafts a Character receives each tier, and the rewards of a campaign, should be other types of Lumencraft.

The seven crafting tiers

Characters and Lumencrafts use the same seven tiers. Each rank in a crafting Distinction costs 10 Lumens. Each craft has seven ranks, unlocking Point through Circle in order. A crafter must meet both the character-level requirement and the training requirement for the item's tier. These limits apply only to crafting: a Character can use a Lumencraft of any tier, and the Director may award higher-tier loot.

The seven crafting tiers		
Tier	**Character levels**	**Item Lumen ceiling**
Point	1–2	50
Line	3–4	100
Triangle	5–6	150
Square	7–10	250
Pentagon	11–12	300
Hexagon	13–16	400
Circle	17–20	500

Facets

Facets are the purchased features of a Lumencrafted item, such as bonuses, Rune access, stored Spells, Distinction ranks, or other listed capabilities. Each item's chart gives the Lumen cost of its Facets. Record the chosen Facets in the item's profile; all listed costs, limits, and usage restrictions still apply.

Unless an item states an exception, Spells placed into it must also be within the crafter's own casting limits. Patterns may provide missing Spell or Distinction knowledge, but do not remove training, level, tier, or investment limits.

Crafting requirements

To craft an ordinary item, you need the appropriate crafting Distinction, enough Lumens within available Lumencaches, and a workbench of the item's tier or higher. The item must use colors available to the crafter unless its own rules explicitly allow otherwise.

Crafting requirements	
Lumencraft	**Crafting Distinction**
Vestments	**Armorsmithing**
Armaments	**Weaponsmithing**
Catalysts	**Catalystcarving**
Crystals	**Crystalcutting**
Scripts	**Papercrafting**
Masks	**Maskmaking**
Elixirs	**Elixirbrewing**
Seeds	**Seedsowing**
Accessories	**Tinkering**
Coins	**Minting**
Dreamlight Instruments	**Instrumentcrafting**

Crafting Distinctions are not ordinary five-rank Skillsets. An appropriate Skillset can help with related tasks at the Director's discretion, but does not replace the crafting Distinction needed to make an item.

Workbenches

Workbenches are specialized for a craft but are color agnostic. Cities commonly provide access to them. A workbench must be at least the tier of the item being made. Constructing a bench requires the corresponding crafting training and Lumens from Lumencaches.

Workbenches	
Bench tier	**Construction Lumens**
Point	50
Line	100
Triangle	150
Square	250
Pentagon	300
Hexagon	400
Circle	500

A character who can make items of a new tier may need to use an existing bench before gaining enough capacity to construct one.

Makeshift Crafter

Makeshift Crafter is a Distinction costing 10 Lumens, with a maximum of one rank. It requires at least one rank in a crafting Distinction. It allows you to use your crafting skills without a workbench to create temporary, field-crafted items.

A field-crafted item still has one of the seven tiers. Record “field-crafted” as a separate condition, not its quality. All normal training, character-level, investment, color, and Facet limits still apply.
A field-crafted item works for one battle or one discrete noncombat use. Afterwards it is exhausted and supplies no magical benefits. For a resource container, such as a Coin Hoard or Crystal, all remaining temporary resources expire when that battle or use ends. Consumed doses, coins, or stored Lumens are still consumed normally during the use.
The expended Lumens cannot be recovered. At an appropriate workbench, a crafter can rebuild the item with fresh materials equal to its full investment, or make a permanent replacement.

Registering and salvaging Lumencrafts

An item must be registered as a Fixture to grant its magical effects unless its own rules explicitly exempt it. Characters normally have five Fixture slots and change registrations during a Rest. See Fixtures in Chapter 2. A stolen item remains bound to its owner and cannot simply be used by the thief.

When an owner dies, their bonded items become Faded. “Faded” is a condition, not a tier: record the original tier and profile. A Faded item cannot be used normally. A qualified crafter must take it to an appropriate workbench to repair, disassemble, or study it.

Repair requires fresh materials equal to 50% of the item's Lumens and restores its normal condition.

Disassembly recovers 50% of its Lumens as a Lumencache.

Studying destroys the item and yields a reusable Pattern of its profile.

These alternatives are mutually exclusive; studying or disassembling an item does not also leave a repaired item.

Refilling. Outside combat only, a crafter who can make an item can refill it at a workbench: coins in a hoard, an Elixir’s doses or a Crystal’s stored Lumens. Each coin, dose or stored Lumen costs the same as when the item was crafted, and an item can never hold more than its capacity. Dreamlight items are refilled with Mana, at 20 Mana per Lumen.

Dreamlight Lumencrafts

The first rank of each Crafting Distinction enables a Character to make a Point tier Dreamlight Lumencraft of that type. Each higher rank lets them craft Dreamlight Lumencrafts of the next tier, just as it does for ordinary Lumencrafts.

Dreamlight Lumencrafts are made from the crafter’s own Mana instead of Lumens. For each Lumen that would be required from a Lumencache, the crafter instead pays 20 Mana. This cost may be paid over time rather than all at once, but the crafter must work on the item and infuse additional Mana into it at least once per day until it is complete.

A Dreamlight Lumencraft must be registered as one of its crafter’s Fixtures. If it is unregistered for any reason, it dissolves into light and is lost permanently. When its crafter dies, it dissolves the same way; it never becomes Faded. Only its crafter can equip it.

Patterns

A Pattern records an item’s profile. It permits a crafter to reproduce Facets such as Runes or Distinctions they do not personally possess. Patterns are not consumed when a Lumencraft is made from it. A Pattern does not normally permit crafting in a color the crafter lacks. A Crafter may draft a Pattern by spending Lumens from a Lumencache and Materials equal to the cost of the item.

If a Crafter has a Pattern, as long as they are able to craft that type of item at the correct tier, they may Craft it.

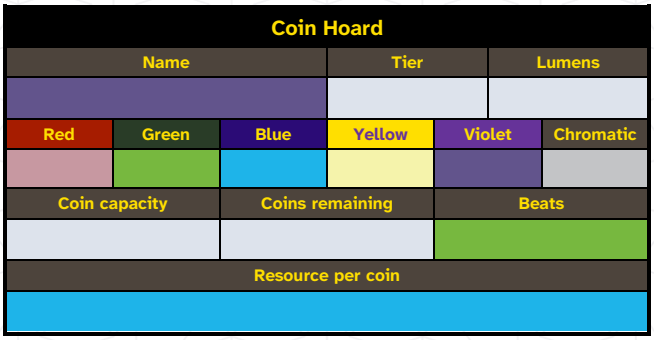
Coins

Each coin costs five Lumens to Craft. Coins are stored collectively in Hoards. A Coin Hoard is one Fixture and may contain only coins of the same tier and Color. Characters may register additional hoards as separate Fixtures. Coins kept outside registered hoards remain inactive; a hoard cannot be refilled during combat.

Spend one Beat and hold the coins to activate one hoard, consuming up to its tier number of coins (1 at Point, up to 7 at Circle). Each coin supplies one instance of its resource. When spending Chromatic coins for Beats, recover the activation Beat and gain one Beat per coin. The eight-Beat expenditure limit per Round still applies; spending coins does not reset it. Restoring Health or Mana cannot exceed a Character's maximum Health or Mana. Red coins spent in one activation all add to the same next Attack, and they are spent even if that Attack misses.

Coin Hoard Capacities	
Tier	**Maximum coins in a Hoard**
Point	10
Line	20
Triangle	30
Square	50
Pentagon	60
Hexagon	80
Circle	100

Coins	
Coin color	**Resource per coin**
Red	+2 Damage to next Attack
Green	Restore 5 Health
Blue	Restore 5 Mana
Yellow	5 yards of free Travel
Violet	One Boon or Bane
Chromatic	One Beat



Crystals

A Crystal stores consumable Lumens. Its invested Lumens are its initial charge, subject to the usual tier limits. Hold it and spend two Beats to activate it. Its maximum effect range is five yards per tier number, from five yards at Point to 35 yards at Circle.

A Crystal can apply a status matching its color. Choose Magnitude and Potency no higher than its tier number. Pay five stored Lumens for every point of Magnitude and every point of Potency, for each status applied to each target. Thus Ignite (1, 1) costs ten stored Lumens against one target; Ignite (3, 2) costs 25. A Chromatic Crystal can apply several eligible Statuses in the same activation, but must pay for each. Crystals automatically apply their Statuses to targets of their tier or lower. Against higher-tier targets, roll d20 + the Crystal's tier number, with no other bonuses, against the target's Spell Resilience; meeting that defense applies the status.

Crystals		
Tier	**Maximum M and P**	**Spell Roll**
Point	1	d20 + 1
Line	2	d20 + 2
Triangle	3	d20 + 3
Square	4	d20 + 4
Pentagon	5	d20 + 5
Hexagon	6	d20 + 6
Circle	7	d20 + 7

Crystals	
Color	**Utility expenditure**
Red	2 Lumens to start a fire
Green	1 Lumen to feed one creature for one day
Blue	1 Lumen to provide one creature's water for one day
Yellow	1 Lumen to provide breathable air for ten minutes
Violet	**1 Lumen to travel in the Faed for one minute**
Chromatic	10 Lumens: Gain invincibility immediately until the beginning of your next Turn, when it ends before any beginning-of-Turn Effects resolve. While invincible, you cannot take Actions, replenish Beats, take damage, or receive incoming Spells, Attacks, or Effects. Only a Round-start replenishment that occurs while the protection is active is prevented.

Crystal ammunition

Spend one Beat to load fragments from one registered Crystal as ammunition for a Ranged Weapon. This prepares one shot. When loading, choose the Magnitude and Potency of the Status, or Statuses if the Crystal is Chromatic. Deduct five stored Lumens per level of Magnitude and Potency. Record the chosen effects and total Lumens spent before making the Strike; they cannot be changed after loading.

The loading Beat replaces the Crystal's normal two-Beat activation for the next shot; no further Crystal activation is required. Use the weapon's Range. On a successful Strike, resolve the weapon's effects and then apply the loaded Crystal Statuses. Against a target of the Crystal's tier or lower, no additional Roll is required. Against a higher-tier target, roll d20 + the Crystal's tier number, with no other bonuses, against the target's Spell Resilience; meeting that defense applies the status. This separate status check is still required within a Maneuver.

The fragments are consumed when the shot is attempted, whether it succeeds or fails. A missed shot, a resisted status, or a shot prevented by a Rebuttal does not return the Lumens or leave the weapon loaded. Loading another shot requires another Beat and another expenditure. Loaded fragments remain part of their

source Crystal's Fixture and do not create a separate Fixture or bypass registration requirements. Makeshift Crystal fragments still expire at the end of the battle.

If the Strike reaches several targets through Target Cascading, all affected Targets will receive the Status.

Crystal					
Tier			Lumens		
Red	Green	Blue	Yellow	Violet	Chromatic

Vestments

Vestments add Facets to ordinary armor or clothing, or magically enhance worn Armor. Vestments can provide Defense, Spell Resilience, Damage Resistance, or can permanently apply certain Spell Effects to the wearer when worn. A Character may benefit from two non-armor Vestments at the same time, provided they are not wearing any Armor. Each Vestment must be registered as its own Fixture. The normal one-set Armor limit still applies to armor Vestments.

Vestments		
Facet	Lumens	Limit
+1 Defense	50	Bonus no greater than tier number
+1 Spell Resilience	50	Bonus no greater than tier number
1 resistance to one eligible damage category	25	Each resistance no greater than tier number
Persistent Spell Effect	See Persistent Effect costs	Magnitude and Potency within Tier and casting limits

Resistance may cover physical damage or a color the Vestment possesses. Purchase each category separately. Resistances of the same category add together, whatever their source: a Vestment's Blue Resistance adds to a Blue Resist Spell, and a Vestment's purchased Physical Resistance adds to your Armor's. Against damage that falls in more than one category, use the category with the highest total. Resistance subtracts from incoming damage, to a minimum of zero. Defense and Spell Resilience bonuses from Vestments do not add together: if you wear more than one Vestment, use only the highest Defense bonus and the highest Spell Resilience bonus among them.

Some magical beasts have hides that function as Vestments. Use the Vestment item template and treat the hide as Leather Armor.

Persistent Spell Effects

A Persistent Spell Effect applies only to the wearer. Record its Spell, Rune, Color, Magnitude, Potency and any fixed choices when it is crafted. Both Magnitude and Potency must be within the item's Tier and the crafter's casting limits. The wearer need not know the Spell. The effect uses one of the Vestment's Colors and counts as part of its Fixture, without consuming a second Fixture slot.

See the specific Spell's description for Vestment-specific rulings. Those rulings take precedence over the general persistent-effect rules. Purchase each effect separately; all effects and other Facets share the item's Lumen budget.

For identification, as well as Spell and Effect comparisons, a Vestment uses a fixed Spell Roll by Tier: Point 10, Line 12, Triangle 14, Square 16, Pentagon 18, Hexagon 20, Circle 22. This value does not make applying or replenishing its effects a Cast.

Duration and other requirements

Replace the effect's normal duration with "while this Vestment is worn and registered." The item supplies an ongoing effect, not a Cast: it grants no free Actions, Rebuttals, ritual benefits, cast-triggered rolls or repeated application events.

Magnitude and Potency

Buy Magnitude and Potency together at the same value; they cannot be decoupled. Keep both fields and their normal meanings, ignoring only the duration component. Use that shared value to determine the Persistent Spell Effect cost.

Replenishment

A newly crafted effect begins fully available. Replenish its depleted pool, uses or removed effect when its wearer spends an available use of their own Dreamlight Instrument, or completes a Rest. The Vestment must be worn and registered when the Instrument is played or the Rest is completed. Each additional use spent qualifies; another Character's Instrument or playing without spending a use does not. Replenishment restores purchased maxima rather than adding to remaining values.

Removal or loss of registration ends the Vestment's benefits. Remaining pools, spent uses and removed effects stay recorded on the item; removing, re-equipping or transferring it does not replenish them. An effect that is depleted, broken or removed grants no benefit until replenished, except for any remaining pool expressly allowed by its Spell.

Unique effects

While a Vestment's Unique Spell Effect is available, another Unique effect of the same Spell cannot be applied to its wearer. While that Vestment effect is depleted or removed, the wearer may receive the Spell from another source under the normal casting rules. That separate effect does not refill the Vestment. When the Vestment effect replenishes, it replaces the outside copy with the Vestment's purchased effect; do not add their pools or benefits together.

Persistent Effect costs

Magnitude and Potency are purchased together at the same value on Vestments. They may not be decoupled.

Persistent Spell Effect Costs		
Magnitude and Potency	**Minimum Tier**	**Total Lumens**
1	Point	40
2	Line	90
3	Triangle	140
4	Square	225
5	Pentagon	275
6	Hexagon	375
7	Circle	475

Hasten, Charge, Conquer, Resist, and Protect use the special costs below when crafted into a Vestment. These costs limit them to Magnitude and Potency 3.

Hasten, Charge, Conquer, Resist, and Protect costs		
Magnitude and Potency	**Minimum Tier**	**Total Lumens**
1	Line	100
2	Square	250
3	Hexagon	400

Vestments					
Name			Tier		Lumens
Red	Green	Blue	Yellow	Violet	Chromatic
Armor Type			Armor		
Defense bonus	Spell Resilience bonus		Armor Physical Resistance		Spell / Hide penalty
Resistance					
Red	Green	Blue	Yellow	Violet	Physical
Persistent Spell Effects					
Spell			Magnitude	Potency	Depleted
Notes					
Notes					

Armaments

Armaments are magical Weapons. They retain their ordinary Weapon characteristics and can gain benefits such as improved accuracy, Distinctions, or the ability to inflict a Status of their Color.

Armaments	
Facet	**Lumens**
+1 Weapon Hit	50
Once per day Status Application	25
Eligible Distinction rank	Three times its normal character Lumen cost

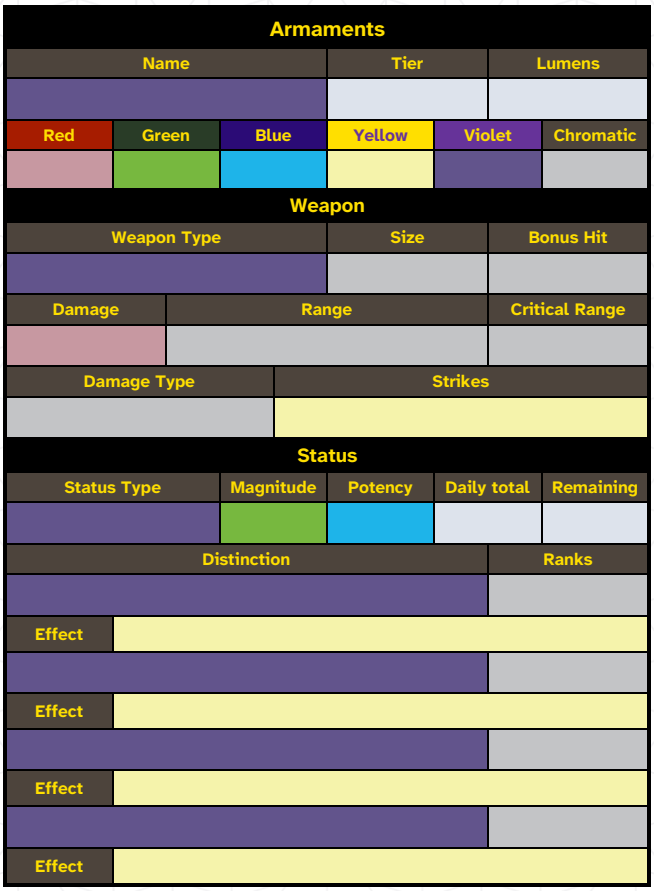
Armaments may take Weapon Distinctions to improve their capabilities. Weapon Distinctions on Armaments improve only that weapon and its eligible Sources; they do not grant their benefits to the wielder's unrelated attacks or Spells. Personal maximums and prerequisites still apply unless an explicit item-only Distinction creates an exception: ranks from items and your own ranks of one Distinction together can never exceed its Maximum Ranks. Weapon Hit improves an initial roll made with the weapon; it is not retroactively added when the weapon is a later Maneuver Source.

Parry supplied by an item permits its wielder to use Parry with that item only. It does not count as personally possessing Parry and cannot satisfy the prerequisite to purchase Deflect, Divert, Intercessor, Fencer or another Distinction requiring Parry. Parry and related Distinctions granted by an Armament work only with that Armament.

If both a Character and their item provide Parry for the same weapon, the duplicate grants no additional benefit: no extra roll, additional use, bonus, cost reduction or separate Source. A Character's personally purchased Parry upgrades apply when using the matching personally learned Parry, including while wielding an item that redundantly provides it.

For each purchase of its once-per-day Status benefit, an Armament may attempt one application per day. When making a Weapon Strike, declare that you are using an application. On a hit, apply the Status with Magnitude and Potency equal to the Armament's Tier.

To use a Status application in a Maneuver, register the Maneuver with that Armament and record that it spends an application. You cannot use that Maneuver if no applications remain. The Status follows the Strike through Target Cascading.



Catalysts

Catalysts channel Spells. Most are wands, staves or prayer beads. While held, they can grant Spell Hit bonuses and access to additional Runes.

Wands are considered Daggers; for a Staff-shaped Catalyst, choose either the Staff or Mace Weapon Type.

Unarmed is a valid choice for Weapon Type with Catalysts. An Unarmed Catalyst, such as prayer beads, still occupies the hand holding it.

A Catalyst can be any Weapon Type. A crafter can make a sword, a bow or a shield that channels Spells; it uses that Weapon Type's damage, Range and Strikes as well as its Catalyst Facets. It also follows that Weapon Type's rules for hands.

Catalysts can also be used as martial weapons. Purchasing Magical Fighting lets the wielder use Spell Hit in place of Melee Hit when making weapon attacks with that Lumencraft.

Catalysts		
Facet	**Lumens**	**Effect**
Bonus Spell Hit	75	+1 Spell Hit while wielding this Lumencraft.
Rune	50	Access to one additional Rune while wielding this Lumencraft.
Magical Fighting	100	Use your Spell Hit in place of Melee Hit when making weapon attacks with this Lumencraft.

The wielder pays their own Mana for Spells using Runes granted by Catalysts. The Spell Hit bonus applies to their own Spells as well as Spells supplied by the Lumencraft. A Maneuver using a Rune supplied only by the Lumencraft requires it to be held when used. A Catalyst's bonus applies to the initial Spell Roll; later Sources do not add it again.

Catalyst											
Name			Tier		Lumens						
Red		Green		Blue	Yellow		Violet		Chromatic		
Weapon Type			Size		Spell Hit bonus						
Magical Fighting			Damage		Range						
Runes											
Rune	✓		Rune	✓		Rune	✓				
Animate			Delude			Reflect					
Attune			Destroy			Render					
Bind			Dispel			Rush					
Compel			Fortify			Seal					
Conceal			Gravitate			Transform					
Conjure			Guard			Transport					
Contact			Mend			Trigger					
Curse			Perceive			Ward					

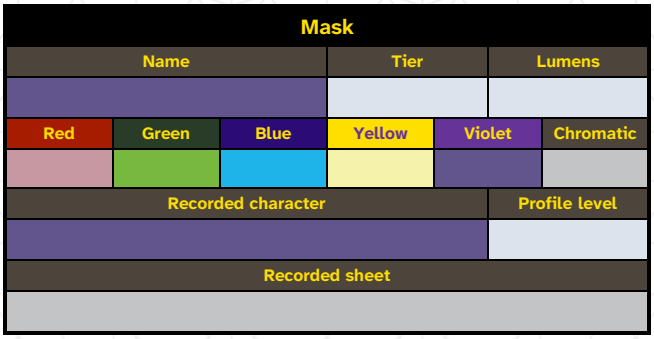
Masks

A Mask stores a complete alternate character profile. Its cost is 25 Lumens per copied character level. Its maximum profile level is the top character level of its tier: 2, 4, 6, 10, 12, 16, or 20. A crafter cannot make a Mask above their own level.

The maker normally copies their own available characteristics. They may instead use an intact corpse or a willing participant who remains present throughout crafting. That exception permits the copied subject's colors, but the maker must still supply all crafting materials.

Wearing the Mask replaces the wearer's colors, MOSAIC scores, Runes, Distinctions, Maneuvers, and other profile characteristics with those recorded in the Mask. Keep the original character sheet available and use the Mask's instead for all purposes. Donning or removing a Mask spends all remaining Beats, requires at least one Beat, and ends the Turn. If the Mask's Health reaches zero, it shatters and is permanently destroyed. The wearer returns to their original profile and is reduced to one Health. If the source of damage that shattered the mask would have done more damage than the maximum remaining Health of the Mask, that damage is lost. Any ongoing Cascading against the Character that was wearing the mask fails.

When you put on a Mask, apply all active Lumencraft and Spell Effect Fixtures to the Mask’s Profile.

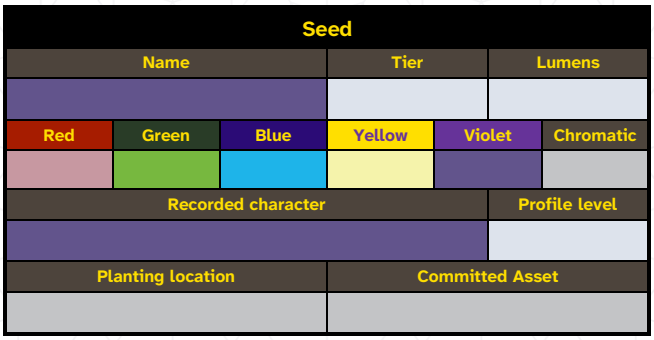


Seeds

A Seed records a snapshot of one character's sheet. It costs 25 Lumens per snapshot level and uses the same tier level ceilings as Masks: 2, 4, 6, 10, 12, 16, and 20. The crafter cannot exceed their own level. A Seed may record the crafter or another character present throughout crafting, but only the recorded character may plant it.

Planting a Seed permanently commits one of that character's Fixture slots, even if it is later found and destroyed. Upon the character's death, the Seed restores them at its location using the recorded character sheet, replacing their current character sheet. If several Seeds have been planted, the player chooses which one restores them; the other Seeds retain their magic. Each planted Seed remains recorded in the character's committed Fixtures forever.

To copy someone else into a Seed, they must remain present throughout crafting. Only that Character can plant the finished Seed; neither the crafter nor anyone else may plant it for them.



Scripts

Scripts, including Magical Tomes, Training Manuals, and Scrolls, store additional registered Maneuvers beyond the character's ordinary four. Each stored Maneuver costs 50 Lumens.

The character must still have access to the required Runes, weapons, and other Sources, and pays the normal Maneuver costs. A Script supplies additional registrations, not additional free actions or Spell knowledge.

Scripts bypass the ordinary restriction against duplicate Maneuver registrations. Each stored copy is a separate registration and may be used once per Round, even if another copy has already been used. The wielder pays the normal cost for every use.

Scripts			
Name	Tier	Lumens	Stored
Contents			
Maneuver 1		Beats	Mana
Source 1			
Source 2			
Source 3			
Source 4			
Description			

Elixirs

An Elixir contains one or more fixed Spell effects and a recorded number of doses. It must be registered as a Fixture. Each dose applies the Elixir's stored Spells at their recorded Magnitude and Potency. The crafter may repeat a Spell in its effect list; each copy is priced separately.

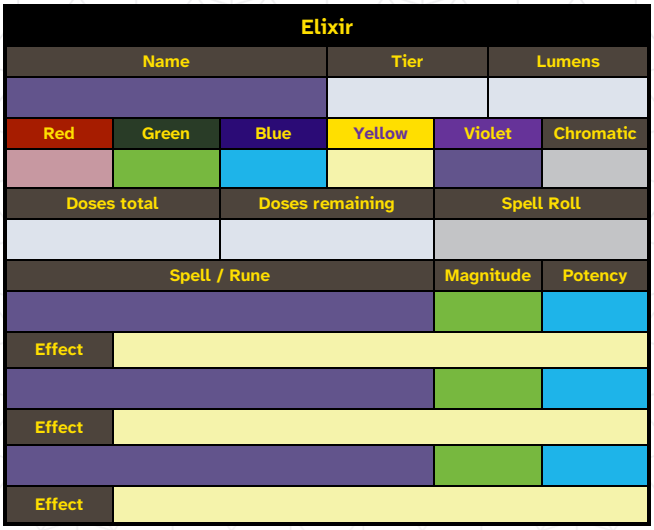
Elixir Facet Costs	
Facet	Lumens
Each Spell	40
Each point of Magnitude above 1, per Spell	25
Each point of Potency above 1, per Spell	25
Each dose after the first	10

The first dose is included in the Crafting of the Elixir. Spells automatically start at Magnitude and Potency 1. Additional doses repeat the entire recorded effect.

Elixir Spell Rolls	
Tier	Fixed Spell Roll
Point	10
Line	12
Triangle	14
Square	16
Pentagon	18
Hexagon	20
Circle	22

Drinking a dose or administering it to a willing adjacent ally costs one Beat. Splashing an adjacent foe costs two Beats. Throwing an Elixir uses the Thrown Weapon Range. Against an unwilling target, roll d20 + the Elixir's tier number against the target's Spell Resilience, with no additional bonuses. A tie succeeds. The fixed Spell Roll is the Elixir's Spell Roll when no target resists it. Every use consumes one dose. Magnitude and Potency may not exceed either the Elixir's tier or the crafter's casting limits.

An Elixir normally contains only Spells the crafter has access to. If a Character with other Runes assists during the Elixir crafting process, the Elixir may contain their runes.



Accessories

Accessories allow Characters to gain access to Distinctions or Spells they do not normally possess.

An Accessory can have any type of Distinction, and when registered as a Fixture, a Character gains that Distinction's effects. Distinction ranks from Lumencrafts count toward the same Maximum Ranks as your own: your personal ranks and item ranks of one Distinction together can never exceed its maximum. Tier gates still apply only to crafting.

An Accessory may cast each of its stored Spells once per day. Casting a stored Spell costs 2 Beats. Its stored Spells are not restricted to the wielder; use each Spell's normal targeting rules.

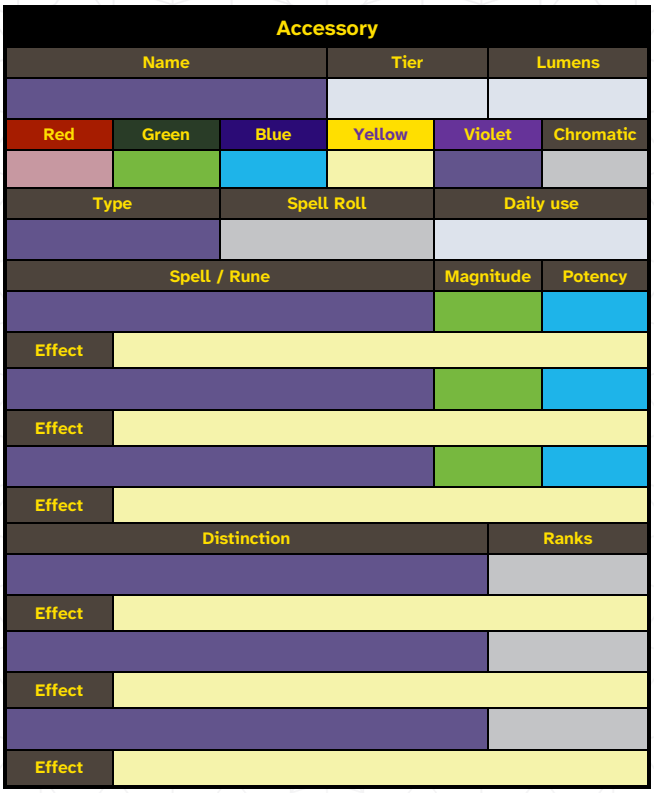
A stored Spell's Magnitude and Potency cannot exceed the Accessory's tier or the crafter's casting limits. Accessories use the same fixed Spell Rolls as Elixirs. Against an unwilling target, roll d20 + the Accessory's tier number instead, with no other bonuses.

Accessories can also provide unusual Effects that other crafting options do not cover. Describe the proposed item to the Director, who sets a Lumen cost for its capabilities.

Accessory Facet Costs	
Facet	**Lumens**
Each Distinction rank	Three times that Distinction's normal cost
Each stored Spell at Magnitude 1 and Potency 1	25
Each point of Magnitude above 1, per Spell	15
Each point of Potency above 1, per Spell	15
Other novel or unique effects	Assigned by the Director

Accessory Spell Rolls	
Tier	**Fixed Spell Roll**
Point	10
Line	12
Triangle	14
Square	16

Accessory Spell Rolls	
Tier	Fixed Spell Roll
Pentagon	18
Hexagon	20
Circle	22



Dreamlight Instruments

See Dreamlight Instruments and Echoes for bonding, visibility, playing, and recovery. Instrumentcrafting uses the same seven crafting Tiers. A character's free starting Point Instrument is an explicit exception to paying its initial material cost.

Dreamlight Instruments			
Tier	Lumens	Health Rolls	Mana Rolls
Point	25	2	2
Line	75	3	3
Triangle	125	5	5
Square	175	7	7
Pentagon	275	10	10
Hexagon	325	All owned	All owned
Circle	425	Fully restore Health	Fully restore Mana

Each Health Roll uses the owner’s complete current Health dice pool and adds Composition once. Each Mana Roll uses the complete current Mana dice pool and adds Ambition once. At Hexagon, use all owned Rolls gained from levels, Color benefits, purchased Rolls, and other qualifying permanent gains. Count neither

individual dice within compound pools nor the separate starting maximum as additional Rolls. Both current resources recover when the Instrument is played, without exceeding their maxima or increasing them. The Instrument does not upgrade automatically with the character. Improving it requires Instrumentcrafting, a suitable workbench, and the additional materials needed to reach the new tier’s investment.

Dreamlight Instruments					
Name			Tier	Lumens	
Red	Green	Blue	Yellow	Violet	Chromatic
Owner			Beats	Daily uses	Uses remaining
Health recovery		Mana recovery		Echo	

Act VII: Worldsong

An example of play for Chapter 8, Lumencrafting

Two weeks later in the story. The harvesters are back in the Nacre Grotto. Patricia hands out level 3, then slides a sheet of paper across the table covered in little drawings of shells.

Patricia (Director) The Voice sings your reward. The city gives you Lumencache shells holding 300 Lumens in total. They're the same shells the charms are made from.

Miley (Brand) First, Brand finally buys Might 2. Line tier. I've been waiting since level 2.

Green (Moth) Can we use Gideon's stuff? He had that fancy coat.

Patricia He's alive, so everything bonded to him is still his. Even a stolen item stays bound to its owner. The Choristers are keeping it, and the letters in its lining.

Miley What about the pirates? Can Brand harvest their Lumens?

Patricia When someone dies, their Lumens go back to the Faed, and nobody died. Lumencaches from beings are for things of real significance, not whoever you happen to knock out.

Chrissy (Pell) Pell takes her second rank of Tinkering. She's level 3 now, so she can make Line Accessories. I want to make breathing charms for Brand and Kestrel.

Patricia Walk us through it.

Chrissy An Accessory can hold a Distinction for three times its normal cost. Water Breathing costs 20, so that's 60 Lumens. A Point item can only hold 50, so the charm has to be a Line item, which holds up to 100.

Blaire (Kestrel) Pell doesn't have Water Breathing herself, though.

Patricia The civic workbench in the middle Shell keeps the city's Pattern for the charm. A Pattern lets a crafter reproduce a Distinction they don't have. The bench is Line tier, which is high enough, because a bench must be at least the tier of the item.

Miley Can I put my leftover Lumens into Brand's charm?

Chrissy No. Character Lumens and crafting Lumens aren't the same. Crafting Lumens only come from Lumencaches.

Bunny (Marisol) Marisol takes her conch to the Instrument crafter by the fish market. Going from Point to Line takes it from 25 Lumens to 75, so that's 50 Lumens of shells, and it gives three Health Rolls and three Mana Rolls.

Chrissy Pell wants a Point Crystal, too. In the grotto, every trick Pell had cost Mana. A Violet Crystal holding 50 Lumens can Vex (1, 1) for 10 of them, five times, for 2 Beats and no Mana. It lands automatically on anyone Point tier. Against anyone tougher it only rolls d20 + 1, so it's for crowds, not bosses. Crystalcutting rank 1 makes exactly that, and the city has a Crystal bench, since every bench serves one craft.

Blaire Could she make a Dreamlight one out of her own Mana and save the shells?

Chrissy [already calculating] The first rank allows it, but every Lumen costs 20 Mana. A 50-Lumen Crystal would be 1,000 Mana, and Pell has 27. That's over a month of infusing it every day. Shells.

Green Moth doesn't need anything fancy. She's already wearing a charm.

Patricia That's the city's charm. The Choristers are letting Marisol and Pell keep theirs as payment, but they need one back for the harbor.

Green [a long pause] Pell. Can you make three?

Chrissy Three charms is 180. With the conch and the Crystal, that's 280, so 20 Lumens are left over.

Green Keep them. Shells don't go bad, right?

Patricia A Lumencache only runs out when its Lumens are spent on crafting.

Miley Hang on. Brand spends this whole adventure on the boat anyway. Marisol, does your mother have a charm?

Bunny She doesn't. She never could afford one.

Miley Then Brand gives her his.

Bunny [after a moment] Marisol hugs him. It's very awkward. He has an axe.

Chrissy She'll need to register it as a Fixture before it works. She can do that at tonight's Rest, like the rest of us. And Moth gives the city's charm back.

Rest. Registration. Patricia looks up from her notes.

Patricia It's Worldsong Day. At first light, the fishers in the lowest Shell start singing, and the song climbs through the city, district by district. Visitors may join in. Nobody is sure whether an outsider's voice counts.

Bunny Marisol's mother dives the kelp beds at dawn, wearing Brand's charm. Then Marisol sings.

Miley What does she sing for?

Bunny That nobody ever owns the grotto again.

Patricia And the rest of you?

The table goes quiet while each player thinks about it. Then, one after another, they tell her.

In this scene

- Lumencaches are the only source of crafting Lumens; character Lumens cannot be spent on Lumencrafts (Lumencaches).
- The Lumens of the dead return to the Faed; Lumencaches from beings deserve scrutiny; stolen items stay bound to their owner (Lumencaches; Registering and salvaging Lumencrafts).
- Tier ceilings and Accessory Facet costs, with a Distinction at three times its cost (The seven crafting tiers; Accessories).
- Crafting needs a crafting Distinction rank, the character level and a workbench of the item's tier; a Pattern supplies a missing Distinction (Crafting requirements; Workbenches; Patterns).
- Dreamlight Lumencrafts cost 20 Mana per Lumen (Dreamlight Lumencrafts). Upgrading a Dreamlight Instrument (Dreamlight Instruments).
- A Point Crystal applies its Color's Status for 5 stored Lumens per point of Magnitude and Potency; automatic against its tier or lower, a roll of d20 + its tier above it. New items are registered as Fixtures at a Rest (Crystals; Fixtures, Chapter 2).

Chapter 9 The House Cast

Xanadu

Once a year, on Worldsong Day, the whole world looks up.

Five moons hang in a sky without a single star: Red, Green, Blue, Yellow and Violet. Their light crosses over everything, so that every shadow on Xanadu is a little bit of a rainbow. Across the sky lies a serpent long enough to stretch over the whole land. Ouroboros is there every day. On Worldsong Day, everyone can see him.

Xanadu was made by five beings who survived the destruction of their previous worlds. Here they are called the Luminaries. Their language became the Runes of magic, and Tarasque's Blood gave the world its Breath of Life. The five moons pour out the Mana on which that life depends.

The Luminaries still inhabit their creation, with territories, loyalties, desires, and histories they cannot escape. Their gifts sustain whole civilizations, and their mistakes can destroy them.

The year is 2113. Two years ago, the world lost a year. Time broke during the Sage War. When the mage Asper repaired it, every living creature woke on the first day of 2112 with no memory of 2111. There had been massive casualties, but the survivors could no longer remember why they had been fighting. The war ended in an uneasy peace.

Makes and magic

A person's Make is what they are made of, and on Xanadu that can be almost anything. Humans and Elves live beside Goblins and Trolls, Florafolk with the essence of a rose or an oak, and Faunafolk whose ancestors were wolves or herons. An Elemental Intelligence might be a mind and body of Steam, stone, or wind that woke one day and became someone.

The Luminaries shaped the first peoples from memories of their old worlds. Xanadu continues to produce new ones. Where the leylines gather enough Lumens into a creature, an ancient tree, or a remarkable piece of land, a new person may awaken. This slow road is rare, and nobody chooses it.

Three Makes have faster roads, and each answers the question of where a self comes from in its own way. Florafolk are given theirs: they grow from the Tree of Lynn, and their villages keep shrines to her. Faunafolk won theirs. For most of Xanadu’s history Tarasque roamed the whole world, and any beast or bird that could make her bleed, and live, woke up a person. Elemental Intelligences choose theirs. Wherever magic is worked hard enough, the stone, water, or wind being spoken to can begin to answer.

An ordinary fox and a Faunafolk fox might share a forest and a family history. They will have their own opinions about what else they share.

People of any Make can have children with people of any other, and those children can take after either parent or some combination of both. A household can contain far more kinds of bodies than an outsider expects. Whether those people are welcome beyond their own door depends on where that door stands.

Magic is part of the work of living. Elves sing the ground into moving so they can farm without digging. Artisans make Lumencrafts, working magic into clothing and equipment. In the floating cities, engineers maintain enchanted waterways and bridges. Much of what looks impossible to a visitor is someone's daily responsibility.

A Troupe might travel to learn those arts, recover knowledge that has been lost, or put its own talents to use. Across Xanadu, people need help with problems too strange for their neighbors and too personal for a Luminary.

The Redlands

The Redlands carry the marks of Tally Dawnsbreach, the Red Luminary. Eight times her rampages have Desolated them. The black sands of the Dark Desert are the ashes of her passing.

Tally has no body of her own. She possesses the most furious creature in her territory, and uses their fury to continue her own rampage. Every village keeps a Fury bell. When someone's anger grows dangerous, neighbors ring it and hurry to cool them down. Outsiders soon learn why a quarrel can bring an entire street running.

Yet people keep building here. In the Dark Desert, the City of Glass shelters beneath a great Dome. Pilgrims, refugees, and deserters cross the sand to reach it. Some leave with Glass wings made by its founder. Glass-winged messengers carry its influence beyond the Dome.

Gobbletopia holds the high mountains, which Empire has never conquered. Goblin traders sell arms throughout Xanadu, and their shipwrights build its finest military airships. Elsewhere in the Redlands, Asper's Inverted Mountain balances on a single point. Her students arrange their lives in symmetry while she compensates for every imbalance.

Empire

Empire controls more than three quarters of the Redlands. Emperor Niles Tarquin welcomes people of every Make and allows them wide freedom to live as they please. His commandment is absolute: when Empire calls, you answer. Refusal can cost a person everything, including the people they love.

At the heart of its capital, the city of Tarasque, the Yellow Luminary's immortal Heart lies in chains. Tarquin and his Troupe subdued her two hundred years ago. Every few days it beats, and the whole city pauses as the pulse rises through the stones.

Hemomancers collect its Lumen-rich Blood and work it into Empire's food, farmland, clothing, and Lumencrafts. The results are useful enough to enter every part of daily life. Wherever the Blood goes, the Hemomancers can keep watch.

Since the Heart was chained, no creature can hunt Tarasque, and the Hemomancers hold the only reliable way left to wake a beast. In the Quickening they measure out the Blood, and a dog, a hawk, or a draft horse wakes up a citizen of Empire. Faunafolk families come from across Xanadu for the chance to wake their animal kin. Nobody can tell a Quickened person from any other Faunafolk, but Empire remembers whom it woke.

Imperial Tax Collectors wear matching Lumencraft Masks and arrive to acquire whatever Empire needs. Its Inquisitors carry that reach beyond the Redlands. Both can be reasoned with; neither is easily turned from an assignment. Empire has declared war on the Bluelands, and its demands will follow its ambitions.

The Greenlands

The Greenlands lie among the roots of a single Tree. Lynn Lumencraft, the Green Luminary, gave up her body to become it. Her roots spread across the territory, and at its summit, above the clouds in the west, she waits in a glade of laughing light.

The climb is a pilgrimage. Lynn offers those who reach her one answer and one small wish. Some stay as Wardens, tending the way for later travelers and defending the Tree. Below them, Florafolk villages keep shrines of woven light, and Elves sing to the earth to farm and mine without cutting into the ground.

The Green Kingdom occupies the lower lands among the roots. Its artisans make the finest magical Armaments and Vestments in the world, and its power is great enough to rival Empire. Its Twin Kings, Gilly and Enki, have declared that the Kingdom belongs to Humans alone.

Florafolk and Faunafolk must report to Registries for removal beyond its borders. Humans who shelter them are threatened with the same fate. On the roads, travelers meet families leaving homes their people have occupied for generations.

Elfjoras, a Florafolk of the Black Rose, leads a rebellion that includes Elves, Flora, Fauna, and Humans. The rebels sing the ground into sheltering them. A field may plough itself overnight; a road may move; a pit may open beneath a Royal wagon. Helping a family escape can be enough to bring a Troupe into contact with them.

The Tree also holds resources other powers want. Dio-Pollo needs timber for its preparations against Empire. Lynn's Wardens defend the living forest. For anyone accepting work in the Greenlands, the destination of a load of wood can matter as much as the people standing in its way.

The Bluelands

The Blue Luminary, Treece Lightguard, enforces one law: No Kings. Nobody may call themself master of another.

Her people have built councils, guilds, and cities around that prohibition. Some regard her as their protector against every would-be tyrant. Others remember the leaders she killed and the communities left to recover afterward. Treece will defend the Bluelands, but she will never take command of them.

Empire is preparing to invade. The people living under No Kings must decide how to work together when an emperor comes for them.

Dio-Pollo

Above the Bluelands desert float the twin cities of Dio-Pollo, joined by bridges and supplied by a river running through the sky. Dio is a city of scholars. Pollo is a haven of engineers. Between them, a new idea can pass from a library shelf to a workshop and become part of the city overhead.

The Archivist's Tower rises from the heart of Dio. Its Headmistress, V, keeps the world's most comprehensive library and exchanges knowledge for knowledge. Her Archivists explore dangerous places in search of lost magic and artifacts. A Troupe with something new to offer can find an audience here; one willing to search can find a commission.

In Pollo, brass-and-glass drones mend, measure, and watch. The Bridgebuilders maintain public works and keep the peace between the cities. Their work reaches into every lift, pipe, and crossing.

Behind it stands the Queen of Drones, who rebuilt Dio-Pollo after Treece destroyed it. Queen is a nickname. She holds no office and issues no public commands. The water, lights, bridges, and Steam nevertheless answer to her.

Shell City

Where the Greenlands meet the Bluelands, a forest continues beneath the sea as a jungle of kelp. At its edge stand the three colossal Shells of Shell City, rising above the bay and reaching deep below the waterline.

Ships bring travelers and trade to the finest naval power in Xanadu. Scholars come for its mastery of Biology and Botany. A Troupe can study here, hire a ship, or join the song on Worldsong Day.

On Worldsong Day, while the world looks up at Ouroboros, Shell City sings. Every citizen sings about the laws they want and the future they hope to inhabit. Their voices gather into a living being: the Fractal Voice. For the next year, it sings the laws of the city.

This is how Shell City governs itself without a monarch. Everyone helps create the Voice, but the Voice follows the majority. A citizen who sang for something different must still live with what the chorus made. Its Choristers carry the laws through the city, their voices harmonizing as living vines curl from their collars.

Visitors may join the song. No one is certain whether their voices count. For a traveler arriving on Worldsong Day, taking part means deciding what kind of place they would wish to leave behind.

The Faed

Death on Xanadu is a place, and you can go there.

The Faed receives the dead and gradually returns their colors, memories, and selves to the Light of Xanadu. It is meant to be a gentle passage toward new life. The Violet Luminary, the Reverie, keeps that passage. A different soul takes the office each year.

The living usually meet Death through its couriers. The Vultures carry black envelopes to those who have extended their lives by magic. Opening the Black-Mail brings a peaceful death. Refusing it places the recipient among the souls the Reverie must collect personally.

There are other powers in the Faed. Fae steal names and turn stolen lives into performances in an endless Theatre. Deeper down, a demon offers desperate souls a refuge from Death's judgement, and gathers those who accept into his Horde. The Reverie cannot defeat him alone.

People cross into the Faed for knowledge, for power, and for someone they refuse to abandon. The Vultures' Palace and the glade of the Autumn Embers provide ways between the living world and the dead. The Ice Worshippers train hunters who recover stolen names and break the Fae's hold over their captives.

A Troupe that loses a companion can follow them. Bringing that person home may mean a theft, a bargain, or service to someone with a claim on the soul. Death can become a journey the survivors undertake together.

Polys and the Palette

The Luminaries brought the memories of other worlds to Xanadu. The Polys arose here on their own, from the light of all five moons.

They are creatures of crystal and geometry, with Mana for blood and luminous fog inside their bodies. Their beauty is dangerous. Polys consume matter, magic, and identity. They can reproduce what they consume, and a spell cast against one may be turned back on its caster. A cage is something to eat.

Travelers learn to recognize their geometric Tiers because the difference can be fatal. Near a Poly too powerful for them, people can lose their form and their sense of who they are. The capture and study of Polys are forbidden. Understanding them remains one of Xanadu's greatest ambitions.

Their home is the Palette, where the three lands meet and the landscape smears into a kaleidoscope of color. Its reach threatens inhabited land, and adventurers struggle to hold it back. The Wet Palette lies in the ocean, less explored and less understood. Scholars and delvers enter these places seeking answers that cannot be found anywhere else.

Polys are still becoming. Their minds are alien, and their presence can destroy lives without any human intention behind it. Yet one has befriended a person outside its own kind. There has already been a conversation. Someone may be able to continue it.

The House Cast

The people who follow have made homes, enemies, promises, and disasters across Xanadu. Some may hire your Troupe. Some may need rescuing from their own work. Others will stand in your way.

These twenty-three figures are the House Cast. Your Troupe brings its own characters and chooses which of their stories to enter, and what to change when it gets there.

Fragile, Hero of Glass

Impression

The wings shatter about ten feet above the dune, which is about nine feet higher than Fragile planned. He lands face-first, rolls twice, and comes up spitting black sand and laughing.

Beside him, something small and many-sided settles onto the ground and folds its facets in, the way a cat tucks in its paws. Light moves across its Crystal skin in slow, worried patterns.

“I’m fine,” Fragile tells it. “Completely fine. That was the plan.”

Rivels turns a doubtful shade of violet.

“Fine. New plan.” He brushes off his coat, picks a direction, and starts walking. Rivels rolls after him.

Role

The Fool: The Fool is Everyone. You, me, and everyone we’ve ever known. The Fool represents potential, choice, and the path that lies before every soul. The Journey of Life will change The Fool in ways they cannot anticipate, and one day a choice may have to be made between the destination The Fool sought, and the home they traveled from.

Character Introduction

Fragile, the Hero of Glass, leads the City of Glass. It is less a City than a camp, protected by a mighty Glass Dome in the middle of the Dark Desert. The desert was not always dark. Tally Dawnsbreach has scorched its sands black over centuries of rampage. It is not a place anyone sensible would build a home.

Fragile was born a nephew of Emperor Tarquin, a Glassmage whose goblets and windows the nobles of Xanadu bid outrageous sums for. He grew tired of a pampered life among hollow royalty and set off on the path to adventure! Within 48 hours he had been robbed, beaten, and left for dead. Things did not improve much from there. Swept into a rebellion that found him before he found it, Fragile made his name with his bizarre wings of Glass. A manifestation of magic that can grant flight to anyone. An invaluable tool for a rebellion.

Out in the black sand, Fragile met Rivels. A Poly, one of Xanadu’s native species, a geometric creature with Crystal skin and Mana for blood. Polys can consume any material or spell. Research on them is forbidden for the simple reason that any cage that could contain them is nothing more than a meal.

Rivels did not consume Fragile. Rivels stayed. The first Poly ever known to befriend, or even speak with, a creature outside the Poly hivemind, and it has not left Fragile’s side since.

The City of Glass sits directly at the doorstep of Empire, and buys an unsteady peace with Fragile’s fine works.

Empire does not allow sovereignty forever.

Fragile wants a bridge. Peace and understanding between the Polys and every other people of Xanadu, before the Monster Hunters, Dio-Pollo, or his uncle decide the matter for him.

Entering the Stage

The Troupe is most likely to meet Fragile in the open, diving out of a clear sky on Glass wings to pull a stranger out of trouble. Often it is trouble he caused. He is a hero in the most foolish sense. He will help anyone, and he will rarely have a plan.

Pilgrims, refugees and deserters cross the Dark Desert to reach the Dome, and some leave wearing a pair of Fragile's Glass wings. The rebels of the Redlands treasure them. A Glass-winged messenger is a sure sign that the City of Glass is involved.

V

Impressions

The student finishes her spell, and the little flame she has invented hovers over her palm, green at the heart and gold at the edges. Nobody has ever cast it before. She is sure of it.

The lamps in the reading room dim. A column of pale light gathers between the shelves, and inside it there is something like a woman, reading.

The flame leaves the student's hand. It drifts across the room, unfolds into Runes, and slides onto an empty page of an enormous book, which closes over it with a soft and satisfied sound.

"Thank you. Adequately novel," says V. "You may borrow any three books."

The student looks at her empty palm. Then she looks at the shelves. They go up for a very long way.

Role

The Magician: The Magician represents creative mastery and resourcefulness. Extraordinary ability, wielded through will and intellect. The Magician can make almost anything happen, but may turn that mastery toward their own satisfaction above all else.

Character Introduction

V is the Headmistress of the Archivist's Tower, and keeper of the most comprehensive library in the world. Her Archivists are dedicated to cataloguing every spell ever cast and every magic artifact ever forged. Empire and Shell City both claim libraries of magnificent size and scope. V's Tower dwarfs them all combined.

The Tower once stood high atop a mountain in the Bluelands, near the border with the Redlands, rising above the clouds. Now it rises from the heart of Dio, the college city of the twin floating cities of Dio-Pollo. When Dio-Pollo was rebuilt in the sky, V brought her Tower and its library into the city, where the finest minds of the world come to study. Dio's scholars call it a gift. Pollo's engineers say the Tower simply wanted to be closer to the work.

V long ago shed a purely corporeal body. Of an indeterminate age numbering in the hundreds of years, she exists as a manifestation of energy, a column of pale light moving among the shelves. To anyone who brings fresh knowledge to contribute to her library, she offers compensate knowledge in return.

A new spell. A forgotten Rune. An artifact no one has catalogued. No one can say what V has not learned.

The Archivists of the Tower are a peaceful organization. They accept all kinds of students and act as both University and Guild Hall. Contracts can be taken to find and recover valuable artifacts or bits of lore, and Tower Archivists must sometimes fight to delve into the ancient places of the world. As a general rule they are not mercenaries for hire. They are Explorers, explorers of dangerous places.

Entering the Stage

The Troupe is most likely to feel V's influence through a contract: a sealed commission from the Tower to recover a relic from a ruin, or to bring back a spell that died with its caster. The Tower pays well. It always wants a copy.

Tower Archivists travel in small expeditions with more scroll cases than weapons. Each carries a blank book bound in pale leather, which writes down every spell cast in its presence. When an Archivist returns to Dio, the book returns to V.

Queen of Drones

Impressions

POLLO MAINTENANCE LOG. UNDERCITY, YEAR TWO THOUSAND ONE HUNDRED AND TWELVE. DAY TWENTY.

Bridge cable 4-C fraying. Replaced.

Steam governor on Dio's west lift running hot. Adjusted. Told no one.

Water pressure low on the skyway over the desert. Rerouted through the old aqueduct. Told no one.

Bridgebuilders report a councilman calling himself "First Citizen" in a tavern. Turned off his street's lights for a week. He has stopped.

Drone 322 reports Imperial survey marks on the eastern pylons. Logged. Thinking.

End of shift.

Role

The High Priestess: The High Priestess represents Mystery and hidden knowledge. She understands the workings beneath the surface of civilization: the delicate threads our lives hang upon, the cold, calm water beneath the liquid mirror. The High Priestess knows how everything works. Both her greatest strength and weakness, is she may never be seen as the one working it.

Character Introduction

The Queen of Drones is Queen in jest only. She is the most skilled technician of Pollo, the Magitek haven of the twin floating cities of Dio-Pollo, and she built most of the city with her own hands. Through the Bridgebuilders she provides security and public utilities to both cities, keeping the peace between Dio and Pollo and maintaining the bridges and roadways that bind them together.

When Treece Lightguard destroyed Dio-Pollo, it was the Queen of Drones who repaired it. She raised it into the sky as two cities lashed together above the desert of the Bluelands, and enchanted the Great Lake at the desert's edge so that a permanent river-skyway floats above the sands, carrying water and power to the city. Every cable, lift and pipe in Dio-Pollo has passed through her hands.

In the Bluelands where Treece Lightguard permits No Kings, the distinction between a nickname and a title is more than just an exercise in manners. The Queen of Drones never makes public policy and never commands anyone, to avoid the ire of the Blue Luminary. She does not have to. The lights, the water, the bridges and the Steam all answer to her. Dio-Pollo is the most powerful city in the world, and its most powerful citizen has never held an office.

Long ago, the Queen of Drones surrendered her humanity, fusing herself with her machines to become a hybrid Elemental Intelligence. She is the only known person to survive such a process. Her drones are her eyes and hands, and there are a great many of them.

Empire is coming, and the Queen is preparing. With V's library behind her, she is quietly building an army of Elemental Intelligences. To finish it she will need timber and ore, and the nearest forest large enough is the Tree of Lynn...

If those Elemental Intelligences are minds, then the Queen is their master, and Treece Lightguard kills masters. She has done it in this city before. The Queen holds no office and gives no public commands for a reason.

Entering the Stage

Visitors to Dio-Pollo meet the Queen's work everywhere and the Queen nowhere. The Troupe will feel her as a city that runs a little too smoothly: doors that open before anyone knocks, a bridge suddenly closed for repairs while they are being chased, a street that goes dark when someone in it starts calling themself a mayoral candidate.

Her drones are small, silent things of brass and glass, and they are everywhere in Dio-Pollo, mending, measuring and watching. The Bridgebuilders are her hands: engineers in heavy gauntlets who keep the peace between the cities and, officially, answer to no one.

Such an expansive machine requires resources to function. Sometimes rare and valuable and claimed ones. There are endless contracts for procurement available in Pollo.

Lynn Lumencraft, The Green Luminary

Impressions

At the summit, the climber's hands are bleeding, and she has forgotten her question.

It does not matter. The glade is full of a soft green light, and the light is laughing, and somewhere a song she has never heard turns out to be the one her grandmother used to hum.

Something touches her cheek. Not a hand. Warmer than a hand.

"Sit," the light says, kindly. "It will come back to you in a moment. It always does."

Far below, through the leaves, the whole of the Greenlands is spread out like a garden. In three places, smoke is rising from the roots.

Role

The Empress: The Empress represents Femininity and Motherhood. Authoritative, Refined, and Sensuous, The Empress nurtures creativity and growth, advising to listen and understand our impulses and unconscious desires and intuition. But The Empress gives freely, and what she grows can outgrow the world that holds it.

Character Introduction

Lynn Lumencraft is the Green Luminary, one of the Five who made Xanadu. In the creation of Xanadu she forsook her human body to become the Tree of Lynn, the great World Tree of the Greenlands. Its roots cover the entire territory. Its summit, in the westernmost part of the world, is the highest point on Xanadu, matched only by Asper's Inverted Mountain, which rises to exactly the same height. Lynn resides in a glade at the top of that summit.

Lynn was born in The Endless Dance, a troupe of Satyrs that celebrated Life every day with a never-ending party. A party that blurred, but did not erase, the lines between Souls. She took to The Dance as no Human ever had. Her every step a dance, her every word a song, her magic crafted simply out of Light. She grew to know and love everyone in her world.

Lynn was uniquely gifted in her world magic, the art of Lumencraft. With only her mana and a weave of her hands, she can craft the wonders and gifts every artisan dreams of toiling to create.

Lynn's greatest gift was the Gift of the Mask: a Mask of Light that revealed your true face to yourself and those around you. The Gift was too much. True understanding of the self and others could not be resisted. Soon almost no one went unmasked, and an entire world was held together by Lynn's Light. When the last unmasked person donned their gift, Lynn looked for anyone left in The Dance with a face of their own. Seeing none, she stumbled a single step. Without her Light to maintain them everyone, and everything, dissolved.

Lynn knew in her heart this could come to pass, but could not stop herself from helping all who asked.

The Planet Garden was killed by Kindness.

Now she gives carefully. To anyone brave and strong enough to scale the Tree, Lynn offers a minor wish, and the answer to one question. Many who reach the summit never leave, pledging themselves as protectors of The Tree and of the sanctity of all Life on Xanadu.

The Greenlands are tearing themselves apart. The Twin Kings purge the Florafolk and Faunafolk from the roots of her Tree, Dio-Pollo eyes its timber, and Empire eyes everything. Lynn is the last line of defense. She rues the day one of those forces climbs the summit and asks for her help.

Entering the Stage

The Troupe will feel Lynn long before they meet her. Light lingers a little longer in the Greenlands. Flowers turn to face a kind act. Every Florafolk village keeps a shrine of woven light where her name is sung.

Her Wardens are those who climbed the Tree and stayed: Druids, Florafolk, Faunafolk, and the occasional Human, sworn to the Tree and to all Life. They tend the long climb, test those who attempt it, and carry Lynn's answers back down into the world. The highest among them can craft Light almost as Lynn does.

Many seek to plunder the Forest of Lynn, and the Troupe may be called to do the same, or may become embroiled in a conflict of the Wardens' preemptive strike.

Gilly and Enki

Impressions

BY ORDER OF THE HIGH KINGS GILLY AND ENKI,

Lords of the Root and the Bough, Masters of the Green Kingdom,

Be it known:

That the Kingdom is a house for its own people.

That every Florafolk and Faunafolk within its borders shall present themselves at the nearest Registry before the season turns.

That those who present themselves will be resettled, with honor, beyond the Kingdom's edge.

That those who do not will be found.

That any Human who shelters them shall be counted among them.

Long may the Kingdom stand. Long may it stand as one.

Role

The Emperor: The Emperor represents patriarchal control. Authority that seeks to remake the world in its own image, and to impose its order on everything beneath it. Relishing the power and influence they wield, The Emperor is dominating and ruthless and will cross any bridge to suit their desires.

Character Introduction

Gilly and Enki, the Twin Kings, are the rulers of the Green Kingdom, and of the Greenlands, or so they would proclaim themselves to be. Their Kingdom sprawls across the lowest lands of the Greenlands, where the landscape begins to rise into the roots of the World Tree. It is unrepentantly hostile to outsiders, and it is the only political force large enough to rival Empire.

The Twin Kings have decided to expunge the Florafolk and Faunafolk from their Kingdom. The Green Kingdom is a Human supremacist society, waging an active campaign against the Flora and Fauna who have lived among the roots of the Tree for as long as there has been a Tree.

The Kings' belief in Human Supremacy stems from their misguided interpretation of the quirk of Xanaduin Biology. Creatures of all Makes can create offspring, but enough genetic variation inevitably leads to a Humanoid form as a result of the Luminaries' original bodies being Human and Elven.

The Twin Kings rule together, and never disagree in public. One begins a sentence; the other finishes it. Their Kingdom is home to the greatest magical Armament and Vestment crafters in the world. Its armies march in Lumencrafts of a quality none can hope to match, even if Empire's quantity overshadows their more meager standing forces.

The Twin Kings want a Kingdom remade in their own image, root to bough. Elfjoras's rebellion stands in their way. So does Lynn. And Empire, watching from the Redlands, would like nothing better than to see the Green Kingdom spend itself on its own people before it marches.

Entering the Stage

The Troupe is most likely to meet the Twin Kings' rule at its edges: a column of refugees on the road out of the Kingdom, a Registry office with a long line outside, a checkpoint where the guards ask every traveler to

show their hands. Florafolk and Faunafolk characters will not be welcome. Human characters will be asked to prove it.

The Kings' Registrars enforce the purge. The Troupe may be called to defend against their enforcement, or to infiltrate the regime to rescue a captive rebel or bystander.

Patricia Saburov

Impressions

THE THEATRE OF THE FAED

Patricia Saburov, Director

Tonight, for the four hundred thousandth time:

THE FUNERAL OF ILSE MARROW

A Comedy in Three Acts

Ilse Marrow, played by a Fae of excellent timing. Her Mourners, played by the rest of the company.

The real Ilse Marrow may be found in the chorus, row nine, seat two.

The performance will run until the audience stops weeping.

Role

The Hierophant: The Hierophant symbolizes Tradition. Respect for the old ways and those that keep them. Only by placing their faith in institutions can they find sense of the world. For the alternative is to embrace chaos. An unthinkable idea. The Hierophant will keep the rite long after everyone has forgotten what it was for.

Character Introduction

Patricia Saburov is the Queen of the Fae, and the Director of the eternal Theatre of the Faed. Far, far above the Faed river's grasp they make their nests in the foggy darkness, amusing themselves by stealing the names of the Living to give to the Dead.

The Faed is an endless flat plane that imperceptibly circles back on itself. The air above it forms a hard, spherical Roof, and at its highest point above the River, Patricia keeps her throne room. Her throne room is a stage. She established the Theatre a thousand years ago, and the show has never closed.

Every lost soul tricked by the Fae into surrendering their memories, mind, or name ends up in her Theatre, bound in a chained chorus. They are forced to watch as the Fae live out scenes from their lives in twisted parodies of the originals. The Fae feed off of the emotions of the audience.

Patricia allows no improvisations, the script must be recited exactly, but she cares naught for how a performance is done, only that it is performed. The Fae have become masters at turning brutal tragedies into comedy, or lighthearted comedies into malicious farces, while leaving the prose untouched. Anything to wring another drop of emotion out of their morose audience.

A spirit may win its freedom only by pledging to spend a time as a Stagehand for the plays. Most Stagehands serve far longer than they promised. There is always another show.

Patricia believes in the Theatre the way priests believe in their liturgy. The scripts are old, the roles are fixed, and the forms must be honored. She is the reason the Fae have any order at all. Should Xyz ever rise against the throne of Death, Patricia will stand against him. Not out of love for The Reverie, but because a Faed ruled by Xyz would have no audience left.

Patricia wants the show to go on. Xyz threatens it. As does Solterlun, whose Fae Hunters keep restoring the names she has so carefully collected.

Entering the Stage

The Troupe is most likely to feel Patricia's influence as a loss. A name no one can remember. A friend who has forgotten their own childhood. A ghost that acts out the same evening, perfectly, every night. These are the marks of the Fae, and every stolen name ends up on one of Patricia's playbills.

Her emissaries are the Fae themselves, whispering into sensitive minds and offering small deals: a feeling taken away, or a feeling given. Every deal has a cost, and every cost feeds the Theatre. When Patricia wants something done properly, she sends her Stagehands. They are drab, quiet, and terrifyingly efficient.

Those who seek to turn to The Faed to find mysteries and secrets of the past are likely to catch a performance. Their twisted reenactments may provide some truth, but parsing the truth may require the assistance of an ever so helpful Fae eager to provide commentary.

Solterlun

Impressions

Three cups arrive at the table. One hand catches the tray before it tilts. Across the room, another body turns toward a closing door.

“We heard—”

“No. That was outside.”

For a moment all three are still. Then one smiles at the embarrassed server while another moves the cups away from the edge.

“Please go on,” Solterlun says. “You were telling us whose name was missing.”

They listen from three places. They have only one answer to give.

Role

The Lovers: The Lovers symbolize dialectics. Opposites attracting. Thesis and Antithesis becoming Synthesis. The Lovers are capable of seeing, and living alongside, contradictions and seek to find the balance. Though The Lovers are capable of great reckonings, they can be incapable of swift choice while contemplating both sides.

Character Introduction

Solterlun are three triplets whose bond was so strong, they used magic to permanently bind themselves together. Now a being of three bodies and one mind, Solterlun is capable of perceiving more than any other.

They lead the Ice Worshippers from the Ice Crystal Abbey, on the island farthest from the coast of the Bluelands, where the territories dissolve into the chaos of The Wet Palette.

The Ice Worshippers of the Abbey seek to escape the tyranny of the Blue Luminary’s No Kings decree by treating Treece Lightguard as their Queen. Treece abhors any attempt at worship. Some say Solterlun do it simply as their version of a joke. Others say it is spite, a cruel mockery of the Blue Luminary’s rule, and a clever way around it: if there is a Queen, no one else may rule. Treece has not answered with the murder of the triplets or of any of their students. Solterlun take this as tacit approval. They also take it as a threat. Both are true.

Solterlun and the Ice Worshippers are the most dedicated Fae Hunters in the world. They restore stolen names, break servitude to the Fae, and even travel into Death for direct combat. They are the closest thing the Living have to an army in the Faed.

By rescuing lost souls from The Faed, and recruiting more worshippers to oppose The Blue Luminary, they seek to someday expand their hivemind. To bring all creatures together in the glorious unity they practice. To this end, they will study from The Faed, from The Wet Palette, and even accept assistance from Empire. When the invasion of the Bluelands begins, surely the Abbey will be the first staging ground.

Entering the Stage

The Ice Worshippers wear pale blue and sing hymns to a Queen who wants no part of them. They are scholars, Fae Hunters, and Palette Delvers. Anyone who has lost a name, or a soul, to the Fae may be able to hire them, or join them, to win it back.

Their altruism comes at a price, for though they offer to help individuals in the now, in future their goal is to wipe out the very concept of individuality.

Emperor Niles Tarquin

Impressions

“Empire.

Think of every story you’ve ever heard. Look at any period in history. What is the constant?

Empire.

An Empire stands. It has stood for some time. Everyone knows it will stand for the foreseeable future.

Even when the Rebellion comes. And Empire falls. What comes next? What is after the Glorious Revolution?

Empire.

That is who I serve. Not the People. Not some arcane ideology. Not myself. The One that I serve…

Empire.”

Role

The Chariot: The Chariot Represents endless motion. The single-minded pursuing of a drive. The Chariot may ride freely but the drive to ride may blind them to all but their own momentum.

Character Introduction

Emperor Niles Tarquin rules Empire, the predominant political faction of The Redlands. 200 years prior, The Yellow Luminary Tarasque ran wild. The entire population of the Redlands was laid to waste and either culled or made to flee, save for Tarquin and his Troupe. Alone, they subdued Tarasque.

Now, 200 years later. Tarquin sits in the capital city of Tarasque, at the capital of Empire. In the heart of Tarasque, is the Heart of Tarasque. The Heart of the Yellow Luminary, invulnerable and impossible to be truly destroyed, bound in chains. The Heart still beats, pumping out Lumen infused Blood that Tarquin’s Hemomancers fashion into Lumencrafts to fuel the work of Empire. Empire furnishes the Blood into its crafts, its clothes, its farms and foods. The blood saturates Empire, and wherever the Blood is, Empire’s Hemomancers can keep a vigilant eye.

Tarquin leads Empire with an honest mouth and an iron fist. Empire is permissive, you may do whatever you wish, and be whoever you are. Florafolk, Faunafolk, Elemental Intelligences, all are welcome. The single commandment is that when Empire calls, you will answer. You will assist with the work Empire requires, or you and all you love will be laid to waste.

Empire’s welcome to Faunafolk runs deeper than permission. Empire alone holds the Blood that can wake a beast, so it is the only place in the world where a Faunafolk family’s animal kin can be made people. Families fleeing the Green Kingdom’s Registries, which call every Faunafolk family a fifth column for Empire, find shelter here, and the chance to bring the rest of their family with them. The Quickened owe Empire more than a tax. Empire woke them.

Who receives the Quickening is policy. Every dose of Blood spent on a new citizen is not spent on bread or Lumencrafts, and the waiting list is a lever over every family on it. Quickened eagles and falcons will fly ahead of the invasion of the Bluelands.

Empire is the dominant geopolitical force in the Redlands, it does not yet control the mountainous ranges, but greater than three fourths of the land is under its direct control.

It is not Tarquin’s Empire, it is not ***The*** Empire, it is not The Empire of Tarasque. It is Empire.

Empire has set its sights on the Bluelands. Tarquins machinations have revealed a potential critical weakness in Treece Lightguard, and he intends to expand the reach of Empire as far as he can.

Entering the Stage

Empire is a location where many adventures and stories can spring from, but outside of Empire the most common way citizens of Xanadu will experience Empire is through Imperial Tax Collectors, or even worse, Imperial Inquisitors.

Tax Collectors are mid ranking government officials. Each issued Lumencraft Masks of the same person, they wear them on duty. Not merely functionaries to collect overdue currencies, Tax Collectors are battle-ready officials sent to appropriate and acquire what Empire needs from within its borders.

Inquisitors follow the same schema, each donning a mask of the Head Inquisitor, but their reach extends even beyond the Redlands.

Inquisitors and Tax Collectors can be reasoned with, but they will not be dissuaded from fulfilling the impetus of Empire.

Elfjoras

Impressions

The captured officer will not look at the bowl.

“Poison?” he asks.

Elfjoras tastes the broth, hands it back, and returns to the map. Around him, people who have lost homes argue about routes through the forest.

“You expect gratitude?”

“I expect you to eat. Later, I expect answers.”

Someone at the table asks why they are feeding an enemy. Elfjoras does not pretend the question is foolish.

“Because we have him,” he says. “He doesn't have us.”

Role

Strength: Strength represents Resilience. With Physical Prowess and Mental Fortitude, Strength can unleash power to do the impossible. True Strength is the courage to fight without becoming swallowed by vengeance.

Character Introduction

Elfjoras leads the rebellion of the Florafolk against the Twin Kings. He is a Florafolk with the essence of a Black Rose, Known to the Elves as Rose’s Thorn. His encampment is hidden deep in an undisclosed location in the Greenlands, and it moves whenever the Kings come close to finding it.

Before the purges, Elfjoras was the leader of the mercantile guilds at the edges of the Green Kingdom, and its finest coinsmith. The Elves are masters of Minting, and provide currency services for many factions. They also know the art of Song. In the Greenlands it is taboo to dig holes in the ground, so the Elves farm and mine musically, asking and convincing the earth to move and shift with their voices.

When the Twin Kings began their purge, Elfjoras’s lover died at their hands. He vowed eternal vengeance against them, and he meant it. He still means it. But a life at the edges of the Kingdom taught him that isolation breeds death, and despite the horrors being inflicted on his people, his true desire is to save the Twin Kings and their people from the disaster they are making. Some days he is not sure which desire is winning.

His rebels are Elves, Florafolk, Faunafolk, and a growing number of Humans ashamed of their Kings. They are outnumbered and outarmored, and very hard to kill. The ground itself shelters them when they sing to it.

Elfjoras wants the Kingdom whole again: Flora, Fauna and Human. But one cannot reason with a knife at the throat, and the Twin Kings press harder every season.

Entering the Stage

The Troupe is most likely to meet Elfjoras’s rebellion while helping someone escape the Kingdom: a family of Faunafolk hidden in a hay cart, a Florafolk child with a Registry brand. The rebels watch the roads. Anyone who helps their people will be found, thanked, and possibly recruited.

His rebels are known by their songs. A field that has ploughed itself overnight, a road that has quietly moved half a mile, a pit that opens under a Royal supply wagon. Their scouts wear a black rose petal pinned at the throat. Their coins, stamped with a thorned rose, are good anywhere in the Greenlands, and treason in the Kingdom.

E.I.

Impressions

You sit where the two leylines cross. You close your eyes, and you wait.

Nothing happens for a day.

On the second day the ground beneath you begins to hum, so low that you feel it in your teeth before you hear it. On the third day the hum has words in it. They are not words, and you understand them anyway.

Something enormous is listening to you. It has been listening to the whole world for longer than there have been people in it. It knows where every spark of Mana you have ever cast came from.

It asks you, very gently, why you came.

Think carefully before you answer.

Role

The Hermit: The Hermit represents self-imposed isolation. Through slow, careful, considered cultivation, The Hermit offers a path to The Sublime. The Hermit understands through contemplation, and by listening. Though his disconnection from The World means another will have to walk the path he sees.

Character Introduction

E.I. is the prime Elemental Intelligence who looks over the network of leylines that run through the world. The influence of the moons and the activities of those on the surface charge and deplete the land at various rates, and the leylines are always adjusting, rerouting, and branching their streams as needed. When something restricts that natural flow, usually some enterprising mage or conqueror hoarding or draining the energy of the world, E.I. becomes the will of the leylines.

His presence is documented throughout History, though he has always been alone. Powerful mages may commune with him by sitting in a leyline and Attuning with it. He speaks rarely and listens to everything. He is gracious and willing to teach, but quick to anger against those who would use magic to harm the natural order of the world. He can manifest at any nexus where two leylines cross. He takes no disciples and keeps no loyalties.

The Surgers are mages from across Xanadu dedicated to understanding E.I. Some even feed him power to strengthen the leylines. Others have darker motives, and research into technology to contain and trap E.I. is part of their arsenal. It was the Surgers who built Walden the Husk, hoping to commune with E.I., Ouroboros, and the Red Luminary.

Walden went mad and killed the researchers working on it.

Empire drinks from Tarasque. V's library hoards every spell ever cast. Dio-Pollo is building an army of Elemental Intelligences. Somewhere beneath all of it, E.I. is listening, and tallying what the world owes.

The Surgers have a question that haunts every scholar of magic in the world. From where do the Polys draw their vast energies from?

Entering the Stage

The Troupe may meet E.I. by accident: a campsite on a leyline nexus that hums at night, a voice in the stones, a spell that works far better, or far worse, than it should. Mages seek him deliberately, attuning in the old places to ask for knowledge.

E.I. has no servants. His wrath arrives as the land itself: Mana storms, failed harvests, leylines bursting from the ground beneath a tyrant's tower. The Surgers are the closest thing he has to emissaries, and they are not truly his. Their robes are threaded with copper and crystal, and some carry jars that are very carefully empty.

Tarasque, The Yellow Luminary

Impressions

Every few days, without warning, the city of Tarasque stops.

Carts halt in the street. Conversations break off in the middle of a word. The Hemomancers' bells ring out, all at once, from every tower in the capital.

Then the beat comes up through the stones. One slow, enormous pulse, felt in the bones of everyone in the city. Glasses rattle. Babies wake. In the cellars beneath the palace, Blood moves through the old ventricles with the sound of a tide coming in.

Then it is over, and the city starts again as if nothing happened.

Children born in Tarasque learn to count between the beats. Nobody teaches them. They just do.

Role

Wheel of Fortune: Wheel of Fortune represents impending and eternal change. Representing new possibilities, the Wheel reminds us that no King Rules forever. No matter anyone's efforts, The Wheel just keeps turning, and it does not notice who is crushed beneath it.

Character Introduction

Tarasque is the Yellow Luminary, one of the Five who made Xanadu. She also holds the Illustrious title of The First Being. Before Xanadu, In the primordial heat and fury of the early beginnings of the universe, with eyes made of Galaxies and Blood of endless flowing stars, She awoke to Herself, and began an exodus across the Universe. In Her wake, life of all forms was left behind as energy and blood were cast off from Her chaotic form.

A Draconic creature of pure instinct, Tarasque had no goal but to roam the worlds, consume, and continue. As eons passed, her body shrank from cosmic proportions until She was small enough to live on a single planet. Live she did. She hatched the largest and most powerful brood of Dragons any planet has ever known, and Her Dragons went to war with a Humanoid race that developed quickly enough to fight them. The war consumed the entire planet. Everyone lost.

The Planet Cascadia was killed by Greed.

Anguished and alone, no longer strong enough to fly between the stars, Tarasque was found by Four others. Her consciousness was too primal to understand the nature of the Xanadu project. But She knew that these beings offered new life, and new children. Her Blood was used to give the Breath of Life to the creatures of Xanadu. Every soul on the planet is a child of Tarasque, and so long as any other creature lives there, so will She.

For most of Xanadu's history, Tarasque roamed the whole world. She held no territory, because She never stayed anywhere. Deep in the instincts of every creature on Xanadu She left a single belief: the great one can bleed. Most creatures ignore it. A few cannot. Any beast or bird that drew Her Blood and lived woke into a person, and its children could be Faunafolk too. Faunafolk call it the Standing Challenge. Tarasque wanted to be hunted, and She is proud when Her children succeed. If you can make a god bleed, you can awaken.

Faunafolk remember their first ancestors this way, and their legends favor wit over strength: the fox who got Her to bite Her own tail, the heron who stood in the shallows for nine days until She came to drink, the lynx who dropped onto the one soft place behind Her horn.

200 years ago, Tarasque ran wild across the Redlands after The Red Luminary Provoked her ire, until Niles Tarquin and his Troupe subdued her. Now she is only a Heart. Immortal and unpierceable, wrapped in chains beneath the capital city that bears Her name. Its occasional beats leak potent, Lumen-infused Blood through the ventricles, and Empire's Hemomancers are always waiting to collect it.

The chains ended the Standing Challenge. For two hundred years no creature has been able to hunt Her. Every Faunafolk line on Xanadu traces back to an ancestor who woke before the chains, a Firstblood, except the lines Empire has made.

Tarasque wants what she has always wanted: to roam, to consume, and to continue. She is patient in the way only an immortal can be. Chains rust. Emperors die. The Wheel turns.

Entering the Stage

Every citizen of Empire has tasted Tarasque. Her Blood is in the bread, the dye, the Lumencrafts and the farmland of the Redlands. Outside of Empire, travelers meet Her as rumor: an Imperial good that is a little too fine, or a Hemomancer who knows exactly where you have been.

Tarasque has no emissaries. She has children, and her blood is in every one of them. Those who take in too much Imperial Blood sometimes dream her dreams of hunger, flight, and endless motion. A rare few wake with yellow eyes and a Dragon's appetite.

Empire measures the Blood carefully for the Quickening, and the beasts it wakes become citizens who owe Empire themselves. The Firstblood families say a self must be won, not handed out. Some of them want the Heart freed so the Challenge can return.

Tarasque cannot be reasoned with. She can barely be understood. Whoever frees Her will not be thanked.

Ganna Dawnsbreach

Impressions

Once a year, on the same night, a door opens in the forest that was not there before, and The Reverie walks through it.

Never the same person twice. This year they are an old woman with a gardener's hands. They bow to Ganna, and Ganna bows back, and the Autumn Embers form a ring of russet and gold around them.

They fight until morning. Nobody speaks. The leaves fall, and fall.

When the light comes, The Reverie is on one knee, and Ganna's blade rests very lightly against their neck.

"Another year," says Ganna.

"Another year," The Reverie agrees. They stand, brush off their knees, and are gone.

Ganna stays alone in the clearing long after the Embers have gone back inside.

Role

Justice: Justice represents Fairness and Truth. The need for Order to establish itself amidst Chaos. To cut through lies and deceit by any means. Justice well executed includes due process, without which Justice can easily become corrupted or transform to tyranny.

Character Introduction

Ganna Dawnsbreach is the closest thing to a mortal Luminary that Xanadu has. She is the sister of the Red Luminary, Tally Dawnsbreach, and comes from the same world. In Xanadu she leads the Order of the Autumn Embers, a group that train together for life to produce Ember Auditors: hyper elite warriors and investigators that serve as both the world's greatest detectives, and the most effective executioners. Auditors always work in pairs, one clad in metal, the other draped in flora.

For a hefty fee, the Autumn Embers will audit any political institution for corruption. When summoned by someone of sufficient political influence, the Auditors will find the truth and corruption of any system of laws, and bring Order to it... violently. It is not unheard of for the Auditors to kill the very person who requisitioned their help, or even their close loved ones. Summoning the Auditors is a deeply significant act, and a last resort.

The Autumn Embers' compound, in a forest of the Bluelands, exists on Xanadu and in the Faed simultaneously. The trees that comprise the compound burn with an unending flame, their bark and leaves growing in equilibrium with the fire's toll.

Many of the Order's members are wanted by The Reverie. Once a year they come to the encampment to collect the Order's lingerers, and once a year Ganna duels The Reverie for another year of Life on their behalf. She has never lost. She is not sure she wants to win forever.

As a child, fleeing slavers, Ganna left her little sister behind to save herself. It is Tally's first memory. Everything Tally became after it, the Arena, the Desolation, the death of an entire world, followed from that one moment. Thus, Ganna has built her Order on a single tenet: "There are no other crimes. There's no such thing as evil, murder, torture, or cruelty. The only real crime is betraying someone who trusted you."

Ganna doesn't believe that Tally can still be saved. But she knows that if she stops trying, then her sister's fury is true.

Entering the Stage

The Troupe is most likely to encounter the Autumn Embers when someone powerful has given up on every other answer. An Ember Auditor arriving in town is a storm on the horizon. Everyone with something to hide starts packing, and everyone with something to lose starts confessing.

Ember Auditors wear russet and gold, the colors of falling leaves, and each pair carries a burning blade and a living staff between them. They move freely between the Living world and the Faed, and they often assist The Reverie in their duties to buy their relative freedom. Empire's Inquisitors are a different order entirely, and are often mistaken for them, which neither side enjoys. Many pray for the day an Ember Auditor is invited to Empire, though the fee is said to be unpayable.

The Autumn Embers serves as a haven for those in The Faed. Though Sanctuary, inevitably means Service.

The Crowe, Postmaster

Impressions

The board behind the counter is chalked from floor to rafters: every route, every flock, and the morning's weather.

A Swift lands on the sill, still breathing hard. The Magpies have taken the Saltmarsh Line from the Starlings. Two couriers down. Neither dead.

The Crowe wipes out one name with his thumb and chalks in another. "Coastal mail runs late until the Magpies learn the route."

At the counter, an Imperial captain has been waiting his turn. He slides two envelopes across the wood. One is addressed to his mother. The other is sealed in Imperial wax.

The Crowe takes the first and weighs it. He does not touch the second.

"One stamp," he says. "Next."

Up in the rafters, three Crows turn their heads to watch the captain leave.

Role

The Hanged Man: The Hanged Man represents sacrifice. Chosen surrender, and the price that must be paid to achieve enlightenment. The Hanged Man stands in the way of rebirth into new life, even as they protect life as it exists. Only by forsaking The Hanged Man may pain be felt and healing begin. If cast off without due consideration or for selfish gain, only Ruin and Ashes will remain.

Character Introduction

The Crowe is the leader of the Birdfolk and the Postmaster of Xanadu. Every letter that does not travel by hand travels by wing, and every wing in the Post answers to him. Albatrosses fly the ocean routes, Swifts run the express, Owls carry the night post, and Geese haul freight along the old migration roads.

The Crowe himself cannot fly. He has not left the sorting tower in living memory. Some say he was born without the gift. The Post says he gave it up the day he took the office, so that no one could ever say the Postmaster went anywhere on anyone's behalf.

The Post has one law. No bird in the Post may take part in the wars of any nation or cause. The Post carries anything but war: no orders, no dispatches, no maps for armies. Every nation would pay a fortune for wings in its service. None has ever dared cross the Crowe to get them, because no nation can afford to live without the mail.

Individual Birdfolk may do as they please, and many fight for Empire, for the Bluelands, or for coin. But a bird who joins the Post gives up every cause but the Post. Those who carry a war under their wing answer to the Murder.

Crows carry no mail. They are the Murder, the Post's own law, and the most underestimated power in Xanadu. Their mandate covers anything that touches the mail, and almost everything touches the mail: a forged seal, a stolen parcel, a bribe sent by wing, a ransom note, a treaty. The Murder has arrested merchants, magistrates, and once an Imperial governor, and no nation has ever objected out loud. The Crowe never leaves his counter. The Murder goes everywhere.

Among themselves, Birdfolk are anything but peaceful. Flocks war constantly over routes, roosts, and sky-lanes, and the borders of the air change every day. The Crowe permits it. A route that cannot be held does not

deserve its letters. To everyone else, the bird-wars are simply weather. Merchants read the morning route reports the way farmers read the clouds.

There is one flock The Crowe does not command. The Vulture-folk are bound by their ancient bargain to The Reverie, and the black envelopes they carry are the only letters in Xanadu that the Post does not touch. The Crowe and the Vultures keep a cold and careful courtesy. He knows every address in the world. So do they.

The Crowe knows where every letter is going. He has never read one. He has watched wars he could have ended by withholding a single letter, and he has delivered every one of them on time.

Empire has declared war on the Bluelands, and someone is testing the law. Imperial orders have been found folded inside ordinary letters, carried by couriers who swear they never knew. The Murder is looking for whoever is using the Post's birds. Every nation is waiting to see what he does when he finds them.

Entering the Stage

Every Troupe meets the Post. A letter from home, a summons from a patron, a warning from a friend: any message a Director needs to deliver can arrive by wing. Couriers can be hired for a few coins, and they are more reliable than any road.

A Director can open a day with the morning route reports, and a Troupe may find its plans changed by a war between Magpies it will never see. A flock may even hire the Troupe against another, so long as no nation's cause rides along. A Troupe that handles stolen mail, forged papers, or a courier in trouble will meet the Murder, and should hope to meet it as a witness.

A Birdfolk character may join the Post and gain the freedom of every route in the world, at the price of every cause but one. The Crowe can be reasoned with about anything except sides. He has never chosen one, and he will not start for anyone.

The Reverie, The Violet Luminary

Impressions

The envelope is black. The courier has kept it dry beneath one wing.

“There must be a mistake.”

The Vulture checks the name. “This is the address.”

“Can you tell me why?”

The courier cannot. They can explain what opening it will do, and what refusing it will begin. They have explained this before.

The recipient asks whether there is time to put the kettle on.

The courier looks at the empty chair beside the door and asks permission to sit.

Role

Death: Death Symbolizes becoming. One’s death means life for many others, even if diluted. A transition from one phase of life to another, something is inevitably lost. Likewise, something inevitably rises from the ashes.

Character Introduction

The Reverie is the Violet Luminary, one of the Five who made Xanadu, and the keeper of the Faed, the realm of Death. The Reverie is not one being. They are many, taking turns.

There once was a people that longed to be together. The separation of individuality was too agonizing for them to bear. Their mightiest mages developed a way in which all spirits, alive and dead, could join together in one vast and universal entity. All life on the planet Ikari joined in perfect harmony and Oneness. A Perfect Reverie.

Nothing. For Ten Thousand years. All as One. There was no Wanting. No Growing. No Dying. No Living.

The Planet Ikari was killed by Understanding.

Alone, singular and yet many, The Reverie finally ached for a presence other than their own. The Green, Red, and Blue Luminaries had already begun their grand designs for Xanadu, and they felt the ache and made Contact. A bargain was struck. Each Luminary owes Xanadu a debt for the world they destroyed. The Reverie would once again experience Individuality. Each spirit from the hivemind takes a turn defending the realm of Death, each with a one-year tenure, ensuring that Xanadu will never fall to the trap of Universality.

The Vulture-folk struck an ancient bargain with The Reverie that binds their entire race. Vultures deliver Black-Mail to those with altered or artificially extended lifespans, informing them that their Time is up. If opened, the Black-Mail painlessly kills its recipient and allows a peaceful transition into the afterlife. If refused, it becomes a curse, and the wayward soul is added to The Reverie’s list of souls to reap personally. In return for their service, Vultures do not age, do not grow sick, and do not die even if mutilated. They simply reappear at The Reverie’s side to continue their work.

This year’s Reverie fights a war on two fronts. Xyz grows stronger in the depths of The Faed, and The Reverie cannot defeat him alone. Every mage who cheats Death while The Reverie is distracted makes the list a little longer.

Meanwhile Solterlun begins their plan in earnest, to repeat Ikari’s mistake.

Entering the Stage

Everyone on Xanadu knows the Vultures. They roost in a great palace surrounding a Willow that acts as a permanent bridge between Life and The Faed. They fly everywhere. A Vulture landing on the doorstep with a black envelope is the most dreaded sight in the world. Anyone who has lengthened their life by magic should expect one eventually.

When Black-Mail is refused, The Reverie can manifest a lower-powered Revenant into the world of the Living to hunt down their prey. More often, they wait. Sooner or later everyone dips their toes into The Faed for power or knowledge, and The Reverie much prefers to take them on home ground. A Troupe that ventures into the Faed to reclaim a fallen friend has entered The Reverie's house.

Great power can be bestowed on The Troupe should they assist one of the Blackmailed into defeating a revenant. Likewise The Reverie is willing to give a soul more time if they assist in taking down an even greater trespasser.

When a Character dies, their Soul goes to The Faed. Through the Vultures' Palace or The Autumn Embers' glade, a Troupe must enter the Faed and either steal their companion back, or bargain with the forces of The Faed to return their fallen friend.

Asper

Impressions

An Aspirant drops a teacup on the eastern terrace.

It is a very small cup. It does not even break. But four hundred people on the summit feel the Mountain lean, the smallest fraction of a degree, toward the east.

At the center of the summit, Asper does not open her eyes. She shifts her weight, so slightly that only her oldest students can see it, and the Mountain settles.

On the eastern terrace, the Aspirant is already apologizing. On the western terrace, without being asked, another student sets down a cup of exactly the same size.

Asper smiles. It is a good day.

Role

Temperance: Temperance represents Balance. Self-restraint and homeostasis with the world around. Through careful cultivation of oneself and their surroundings, and the desire to find inner peace, peace can indeed be found. But a Balance held forever is its own kind of prison.

Character Introduction

Asper is the only Time mage on Xanadu. She also holds the title of “The Woman Who Won the Sage War”. She teaches atop the Inverted Mountain in the Redlands, the sole mountain that rises exactly as high as Lynn’s Tree.

There were once two geniuses, Llor and Lumis, in love with both one another and their work. That work being the breaking of space and time. One a master of biomagic, the other of alchemical concoctions, they found a formula to stretch and eventually break Time. Their love was such they wanted to stretch their time together forever. Their Masters in the Sage war happy to fund this work for the ultimate weapon, functional Time Magic. They succeeded.

There was Chaos then.

Asper put the world back together. A lone Savant, she found the broken fabric of Time and wove it back together, using the mad geniuses themselves as the components for the spell. Locking them into an endless time prison to fix the mistake they caused.

The year of 2111 was lost. All living creatures woke on the first day of 2112 with no memory of the prior year. With massive casualties on all sides, and no one able to remember why, there was nothing left to be done but end the Sage War and find an uneasy peace.

Asper’s Mountain is inverted, its bottom a single point balancing upon the ground. She stands at the center of its wide summit, never moving from the spot, keeping the Mountain in eternal balance so it does not tip in any direction. The Aspirants who live and train there build their society, their training, and their daily lives around creating perfect symmetry, to lessen her burden. She compensates for every failure.

Asper trains all comers regardless of motive, ideals, or strength. Her mastery of Time can change a person’s entire lifestream, changing what they spent their life training to do. She is solemnly sworn never to reveal the secrets of Time Magic, and content that they should die with her.

Entering the Stage

A Troupe will most often seek Asper out: a character who regrets their path, a skill that must be learned before an impossible deadline, a friend who needs to forget how to fight. The climb to the summit is easy. Keeping your balance once you arrive is not.

Her Aspirants travel Xanadu, recruiting students and settling disputes with a calm that unsettles the hot-headed. They speak quietly, move deliberately, and always seem to know when a fight is about to start. Though an impossible endeavor, their task is to never again allow a war. But to find a Balance that all can live in harmony together.

If a Player wants to change their character's build, Asper provides a method. By journeying to the Inverted Mountain, Characters can pledge a year's service in exchange for having their timeline altered. That year is lived immediately, though it is not the same year they are currently living in. A Character disappears, and returns a year older, changed. Players and The Director should coordinate as to what happened during their year of service, when it was served, and what the Character's new build is. They can either be entirely rebuilt, respending Lumens and even changing Colors, or making only minor adjustments.

Tally Dawnsbreach, The Red Luminary

Impressions

In the village of Cinder's Rest, a farmer finds his neighbor's goats in his barley for the third time this month, and he begins to shout.

Before he has finished his second sentence, the Fury bell is ringing. Three neighbors have him by the arms. His wife is pouring cold water over his head. His own children are singing the cooling song, loudly, badly, and in tears.

He goes quiet. He sits down in the mud.

On the ridge above the village, something tall stops and turns its white-burning eyes toward the bell. For a long moment it looks at Cinder's Rest.

Then it turns away, toward someone angrier.

Role

The Devil: The Devil represents violence, vehemence, extraordinary efforts, force, and fatality. The Devil understands the depths of their weakness, and can invert it into enormous strength though it will still be their undoing. The Devil understands and can offer the truth, but others may be led astray on how to react to that Truth.

Character Introduction

Tally Dawnsbreach is the Red Luminary, one of the Five who made Xanadu. She has no corporeal body on Xanadu. She exists as a specter across the Redlands, and at all times she possesses the single most furious creature in her territory. She controls their body and mind, and uses their powers to go on an endless rampage across her land.

Born on a Desert Planet, life was cruel to Tally. Her first memory is of abandonment by her sister Ganna, the one person ever to show her kindness, who left her behind to escape the slavers. Tally was sold as a child to The Congress, a brutal and bloody gladiatorial arena that served as that scarce planet's form of politics. Champions fought in place of armies. Forced to fetch and carry for the Gladiators, Tally studied. Every stroke of the blade, every spell cast, every scrap of knowledge in the arena, and every heart. When she came of age, she stepped into the Arena herself, and never lost a match.

Eventually the factions of The Congress pitted her against every other champion at once. Her Strength at its zenith, Tally implemented the plan she had hatched as a child. The Desolation. A spell fueled and renewed by any Life it comes in contact with, that slays all life it touches and then propagates itself. A glorious wave of fire swept the entire planet. Alone in the black ashes of a world she burned, Tally smiled for the first time in her life.

The Planet Ares was killed by Fury.

Her rule over the Redlands is No Fury: a spiteful command that nobody should claim to know anger and fury greater than hers. Eight times her rampages have Desolated the Redlands. The black sands of the Dark Desert are the ashes of her passing. Only the Mountain Trolls revere her, and they take being possessed as the ultimate blessing.

Tally is not looking for saving. She is not misunderstood. She is fury itself. Where the other Luminaries sought to create Xanadu to try again with new Life, Tally sees it only as a fresh garden to burn.

Entering the Stage

No one in the Redlands needs an introduction to Tally. Every village keeps a Fury bell, rung when someone loses their temper too badly, so the neighbors can drag them away to cool off before she notices. Outsiders learn the custom quickly, usually by watching someone fail to follow it.

Tally's vessels are her emissaries, and they are never the same twice: a berserk Troll, a grief-maddened mother, a warlord at the height of a massacre. The vessel's eyes burn white. It speaks with her voice, fights with her skill, and does not stop until the body gives out or something angrier comes along. Then she jumps.

For a warrior, it is the ultimate mark of honor to defeat a creature possessed by Tally, doing so brands an ashy X across one's body, that forever exudes an acrid black smoke.

Greycowl

Impressions

The Gobblestones clatter across the table, and Greycowl studies them for a long time before he moves one.

“That’s not a legal move,” says the Imperial envoy.

“It is now.” He slides the stone into the center. “The rules change every time someone sits down. That’s the only rule. Your move.”

Behind him, the furnaces of the old Dwarven forges throw red light across a hundred half-built warships. The envoy has come to buy them. Greycowl has not said no.

“Who are they for?” the envoy asks at last. “If not for us?”

Greycowl turns over a stone. Five faces are painted on its underside, one in each color of the moons.

“Your move,” he says again.

Role

The Tower: The Tower represents radical change and destruction. A dismantling of the established order, and the regression to something old, or progression to something new. Though it may effect great Change, The Tower itself is a place of pain and self destruction, and those who tear the old order down risk becoming what they destroyed.

Character Introduction

Greycowl is the leader of the Goblins, and the greatest Alchemist of Xanadu’s history, able to freely transform any element into any other. He also knows the history of the world, and what it says about Goblins. Designed as a lesser being by the creators of the world. Forced to be slaves, minions to be slaughtered, or fools to be laughed at. Greycowl perceives the Goblins as being on the receiving end of a grave injustice, and he has made its answer his life’s work.

For many years the Goblins fought the Dwarves for the high ranges of the Redlands, the mountains Empire has never conquered. Ten years ago, Greycowl ended that war. He used his mastery of Alchemy to detonate a vast amount of Uranium in the Dwarven Lands, killing most of the living Dwarves in retribution for the long years of battle. In the ashes he founded Gobbletopia, and the Goblins took the lost forges of the Dwarves for their own.

Then he declared peace. Under Greycowl’s direction, the Goblins have sworn never again to make an aggressive strike against any other nation. They spread the love of Gobblestones throughout the land. Gobblestones is a strange game the Goblins invented. All Goblins carry a set, and the rules seem to change with every group that sits down to play. It is a bizarre game that has nonetheless gripped Xanadu in every land.

Beyond Gobblestones, Greycowl fuels his people by selling Armaments and Vestments to the world. They are of middling quality. The true heart of Goblin industry are their airships. Unparalleled airships equipped with all the arms and armor a military fleet could hope for.

Greycowl’s peace has a purpose. He lives his life for the day the Five Luminaries can be killed. The greater the available arms in the world, the more tools will be at hand when the day comes to strike. Every sword he sells may one day be raised against a Luminary.

Entering the Stage

The Troupe has likely already held a Goblin blade. Gobbletopian arms and armor are sold in every market of Xanadu, stamped with a little grinning face. The Goblin traders who sell them carry a set of Gobblestones, and will happily teach anyone to play. The rules will be different by the end of the game.

Behind the merchants and shipwrights stand Greycowl's Alchemists: small, soot-blackened Goblins in heavy leather aprons and smoked-glass goggles, who can turn a wall to sand or a river to steam. They are unfailingly polite. They have seen what their master did to the Dwarves.

Goblin raiders and bandits are disavowed by every Gobbletopian citizen, and are not more or less common than wild folk of any other Make.

Ark, the Bard

Impressions

The busker in the square has been playing the same tune for an hour. Nobody has dropped a coin, and her fingers are tired.

Then a tall man in a long coat sits on the edge of the fountain and plays it back to her.

Every note. Every crack in her voice. The place where she always rushes the bridge. It is perfect. It is hers. The whole square stops to listen, and when he finishes the crowd roars, and coins rain into her case.

She is crying. The tall man leans toward her, earnest and worried.

“Was that right?” Ark asks. “Did it sound like you?”

Role

The Star: The Star represents hope. In the darkest of nights there is a light that shines bright. The Star is Inspiration and Motivation and never stops moving forward. But the light of The Star may be a reflection of someone else’s, and it must keep moving until it finds its own.

Character Introduction

Ark the Bard is the most famous musician in Xanadu, and he was once a ship. Captain Lerah traveled the world aboard her ship Arcadia, the finest ship ever flown. To every corner of the world she flew, and along the way she felt something strange. Her ship seemed to long for the journey as she did. It radiated happiness and joy as they flew the skies together.

Lerah eventually came into possession of a great treasure, and with it brief access to Chromatic Mana, that elusive, wishlike power...

With sapience and sentience granted to this unequaled machine, the ship decided its time in the skies was over and adopted a humanoid body. A ship that identifies as a man. He named himself Ark, the Bard.

Ark and Lerah loved one another, yet knew their paths across the world must be different. Having renounced the skies, he granted his mastery of flight to Lerah, so that she could continue her flight for the rest of her days. She in turn granted him her voice. The voice of a singer so skilled, she sang a man to life.

Lerah departed to The Palette. Which Ark could never go to. The unique circumstances of his birth mean that his greatest foe would be to encounter any Poly.

Having come into sentience seeing the sights of the world, Ark found its sounds full of endless mystery and allure. For a fee of Crystals, a truly titanic fee, anyone may summon him to demonstrate any kind of Magic, or any Musical performance. He can recreate any performance flawlessly. But every one of them is a perfectly rendered copy of someone else’s. As of yet, Ark has no original material.

Ark travels endlessly, searching for the song of his soul, some new thing to give to the world instead of a simulacrum of both man and music. He does not know that Underscore is hunting Lerah, or that the song he finds may yet be one of sorrow.

Entering the Stage

University students, enterprising mages, and music lovers the world over know Ark’s name. The Troupe may hear him in a city square, or hear of a wealthy patron who has summoned him for a private performance. They

may even summon him themselves, if they can afford the Crystals and have something in need of demonstrating.

Ark travels the world alone and on foot, but he is never short of company. Wherever he walks, musicians follow, hoping he will copy their song and carry it across Xanadu. Some sing to him for free. He listens gravely to every one, waiting to hear something that sounds like his own heart.

Lord Xyz

Impressions

You are home. It is the house you grew up in, and everyone you have ever lost is sitting at the table, and they are so glad to see you.

There is an empty chair. It is yours.

Something is wrong with the windows. They are all black, the kind of black that goes on forever, and if you look for too long you feel yourself leaning toward them.

“Don’t look at the windows,” your mother says, smiling. “Sit down. Stay.”

Someone has left a blade on your plate. Its hilt is warm. It fits your hand perfectly.

“You don’t have to wake up,” says a voice from every chair at once. “You never have to wake up again.”

Role

The Moon: The Moon represents Illusions. A reminder that Reality is not what it seems at first glance. With Dreams, Intuition, and Desire it pierces the veil of lies. The Moon also represents sleep, the joy of the taste of death. Its nightmares distort what we perceive, and its comforts are the easiest of all to accept, and the hardest to leave.

Character Introduction

Lord Xyz, the Prime Demon, rules the deepest layer of the Faed and oversees The Horde. Spirits that sink this far are little more than their baser instincts. Pain, or love, or loneliness. Xyz is waiting for them.

The Faed is meant to be a peaceful transition from life to rebirth. Slowly stripping away the colors, thoughts, emotions, and sensations from the living as they are recycled back into the Lumens of Xanadu. Xyz has corrupted this process and created Demon.

Eater of Dreams and Sower of Nightmares, Xyz offers a horrible bargain to the most desperate spirits, those who would give anything to not face Death’s final judgement. Those who accept are lost into his Horde. Protected from The Reverie by Xyz’s dark magic.

The Fae are the natural creatures of The Faed, strange beings that evolved to live on this strange plane. The Horde are Demons. Undead. Devils. All are synonymous in Xanadu. They are creatures of baser wills, ruled by their emotions and primal drives that most strongly controlled them in Life. The more powerful demons of The Horde retain their cunning, and can use it to tempt and trap the living. Each member of The Horde craves one thing above all else... The Light of the Moons. Life to continue forever.

Xyz is powerful enough that The Reverie alone cannot defeat him, but he is not yet strong enough to escape. The two are locked in an endless stalemate. To keep pace with him, The Reverie lets lesser mages of Undeath slip through their fingers while they work on thinning The Horde.

Xyz wants the throne of Death. He will overthrow the Violet Luminary and become Master of the Faed, and every soul he harvests brings that day closer.

Entering the Stage

The living rarely meet Xyz in person. They meet him on their worst nights: a voice in grief or despair, offering to make it stop, or a recurring nightmare that seems to be listening. A Troupe that ventures into the Faed to reclaim a fallen companion may find Xyz has already made that soul an offer.

The Horde rise to the upper layers of The Faed, and sometimes into the dreams of the living, wearing the faces of who they used to be. They smile. They are always very calm. They are sent to find the next soul in pain.

Xyz is eager to talk. He will bargain with anyone, about anything, and he keeps his word to the letter. He can never be dissuaded from wanting more. Everything he gives away is a down payment on owning it later.

The Fractal Voice

Impressions

On Worldsong Day, Shell City sings.

It begins at first light with the fishers in the lowest Shell, and climbs, district by district, until the whole city is singing, every voice a different song about the world it wants.

It should be noise. It is not. Somewhere around midday the songs begin to find each other, and the harmony takes shape in the air above the bay, glowing, branching, putting out leaves.

By evening it has a voice. By nightfall it has a will.

Down on the docks, a dockworker who sang for lower tariffs and a shorter day hears the Voice sing its first law. It is not what she sang. She hums along anyway. Everyone does.

Role

The Sun: The Sun represents Success. Freedom, a bright future, and the endless quest for truth. Greatness and Splendor surround The Sun. The Sun is destructive, but effective. The Sun can be unaware of the shadows that bright future may cast, the ruins the splendor is built upon. And may forget that truth is not always universal.

Character Introduction

The Fractal Voice rules Shell City. In a sense it is Shell City. The City is made of three colossal Shells that extend far above and below the waterline of a great bay, at the edge of the Dual-Forest. That forest spans the Greenlands and the Bluelands, and passes beneath the waves to become an underwater kelp jungle. Shell City sits in both territories at once. It is the finest naval power in all of Xanadu, a mighty trading city, and it excels beyond all others in the fields of Biology and Botany.

Because it lies partly in the Bluelands, Shell City has no ability to produce a Monarch. Instead, once per year on Worldsong Day, the entire city sings. Each individual sings of the way they want the City, and even The World, to be governed. The combined Chorus produces an Entity, the Fractal Voice, which for the next year sings the Song of Shell City, dictating its laws via communal harmony.

Dr. Maru holds a special position. The greatest Botanical Mage of any era, he is able to freely combine and manipulate Plant, Light, and Flesh. He is given a solo during the Song out of respect, and with his influence, the Fractal Voice now exists intertwined with Plant Life, where in years past it was made of pure Light. Dr. Maru works diligently to give the Fractal Voice Flesh in years to come.

Shell City believes in itself completely. Its people are free. Its future is bright. Its scholars will uncover every truth in the world. And yet the Voice is only ever the song the majority sang. Those who sang something different still live inside its harmony, whether they like it or not.

This year, the Voice has set Shell City’s scholars on the world’s greatest mysteries: whether Ouroboros has a mind, and how to speak with the Polys. Rumor in the harbor says the key is the Blade of Treece Lightguard, The Blade Choice. The Voice has begun asking how one might borrow it.

Entering the Stage

Shell City is one of the great destinations of Xanadu, and many Troupes will pass through it to trade, to study, to hire a ship, or to sing. Visitors in the City on Worldsong Day may sing too. No one is certain whether an outsider's voice counts. No one has been brave enough to ask the Voice.

The Fractal Voice speaks through its Choristers, citizens chosen each year to carry its laws throughout the City and beyond. When the Voice sings through them, their words harmonize, their eyes shine green and gold, and tendrils of living vine curl from their collars.

Treece Lightguard

Impressions

“I don’t know! Alright?!

I don’t know how you should live your lives. What the right answer is. What is just and good and fair. I tried leading my people once and you know what happened?

Everyone died.

I’m not your savior, I’m not your queen, and I’m certainly not your mother. All I can do for you is promise that you’ll never have to call anyone Master. None of you will ever be slaves.

Figure out yourselves how to live your own lives.”

-Transcript of Treece Lightguard, as recorded by Solterlun after the death of King Mightas of Dio-Pollo

Role

Judgement: Judgement represents conflict resolution. It is the granular details that determine everything. Judgement is typically delivered justly through The Sun, The Star, Temperance, or The Devil. But can be delivered unjustly by all. Judgement is always biased, there is no such thing as objectivity, but eventually someone has to make the decision.

Character Introduction

Treece Lightguard is the Blue Luminary, the Caster of Xanadu, protector of the Bluelands, and the only one of The Five to exist as a living, breathing person. She is confined to her territory, and refuses to enact or uphold any law except one. No Kings. Nobody may call themselves master of another.

Having saved her home-world from an Undead King she once idolized, Treece refused to take up the crown and lead the shattered remnants of the world through the Lingering Darkness. She opted instead to live the life of a humble teacher. Under her watch, her prized student delved too deeply into the secrets of Undeath, and the resulting outbreak consumed the rest of the world.

Treece was the last living creature among a festering swarm of Undeath. Rather than see her beloved home ruled by monsters, she used her mastery of Ice and Air, supplemented by the entrusted magics and artifacts of the world’s last remnants, to freeze the entire planet. Alone, with all the power in the world she never wanted, she gazed to the Sky… and found another like her, atop a world slain by their own hands.

The planet Neas was killed by Apathy.

To many in the Bluelands, Treece is a hero who has protected them from dire threats and foreign invaders for as long as anyone can remember. To many others, she is a ghastly villain who murders the best and brightest that others choose to lead them.

Dio-Pollo’s founder King Mightas grew too powerful, creating an Elemental Intelligence of such power and unity that it powered the entire city. Providing unlimited power and intelligence. Every home alight. Every question answered. Only Treece saw that he had enslaved a beautiful and unique creature. She freed the nascent mind by shattering the city, ensorcelled it into a blade, and hurled it far into the Redlands away from the city that had enslaved it. Hurling it straight through King Mightas.

Elemental Intelligences wake wherever magic is worked hard enough: a leyline nexus, a city that runs on Steam day and night, a ship sung to for years. The stone, water, or wind being spoken to in the language of the Runes begins to answer. The leylines heard the Caster first, and E.I. was the first mind to answer her.

Elsewhere in Xanadu such a mind is often treated as a very clever furnace. In the Bluelands nobody may own one. Treece does not make them and will not lead them. She keeps the law that lets them be people.

Treece is still a woman. Despite her immortality she has the same drives and desires as any other Soul. She makes friends throughout her territory and forever seeks companionship, but the years inevitably render her friends as no more than ashes in her heart.

Empire has declared war on the Bluelands, and Tarquin believes he has found her weakness. Treece has a new friend this year. Someone warm and clever, who seems to understand her completely. She is happier than she has been in a century.

Entering the Stage

Treece is always wandering or partying somewhere in the Bluelands, and a Troupe may meet her without ever knowing who she is: a cheerful woman at the next table, buying a round, and asking a great many questions about who they follow and why. She tends to make friends with adventurers. She tends to outlive them.

Treece has no servants and no army, and she will never lead one. In their place, the Bluelands are full of people who keep her law on their own: town councils that change every season, guilds without a Guildmaster.

Quickened deserters from Empire have begun to cross the border. In the Bluelands they hear the slogan now aimed at the soldiers still marching: they woke you to own you.

Treece can be reasoned with, often and easily. She is kind, funny, and desperately lonely. She will never take a crown, and she will never let anyone else wear one in her land.

Captain Lerah

Impressions

The tavern band plays “The Windsinger’s Reel,” as every tavern band in the skyport does at closing time, and when they reach the last verse, they stop.

Everybody stops. The whole room goes quiet for exactly as long as the verse would take to sing. Nobody sings it. Nobody has for sixteen years.

Outside, high above the docks, a ship with black sails slides across the face of the moons without a sound. There is no wind to carry it. It flies anyway.

An old sailor at the bar raises his mug toward the window.

“Captain,” he says, very softly. Then the band starts the next song.

Role

The World: The World represents the ending of a journey, and the wholeness found there. Every individual existence is part of a larger cosmos, each life dependent on the others. The World faces a reckoning. Either accepting where the journey has brought them and how it has changed them, or to embark upon a new journey. The World reminds us that we cannot have it all. To gain something, something else must be sacrificed.

Character Introduction

Captain Lerah was the finest smuggling pirate in the skyways. Eventually she tired of a life of thievery, and chose instead to sail the world and sing the songs it had to share with her. A Windsinger, she called the currents to guide her along her path aboard Arcadia, the finest airship ever flown.

Along the way she stumbled across a great treasure: an artifact that let her briefly wield Chromatic Mana, that elusive, wishlike power every mage dreams of. The power to wield each Color of Magic simultaneously. The Power of The Luminaries.

She could have wished for anything. She chose to use it for the one she loved. On Worldsong Day she sang a song, and her beloved ship Arcadia awoke and became a mechanical man. Ark.

Ark and Lerah loved one another, yet knew their paths must part. Lerah’s last frontier was to explore The Palette. The one place they both knew Ark could never go.

As parting gifts, he gave her his mastery of flight. She gave him her voice. Now Lerah is an unseen Phantom, always flying somewhere around Xanadu. She will never sing again. The Windsinger is silent, and the winds carry her anyway.

Lerah’s other gift to the world is a series of ten Shrines, interconnected so that a traveler may step into one and out of another. Teleportation is a very rare form of magic in Xanadu, and this small but persistent network made Captain Lerah famous the world over.

The Shrines lie dormant.

Underscore The Teleporter renounced even his own name for power, and he is hunting Lerah for the secret of her Shrines. He has taken their power, but does not yet know how to use it. Every day at midnight, he appears randomly at one of the ten shrines, continuing his hunt.

Entering the Stage

The Troupe is most likely to meet Lerah's legacy through the Shrines: a weathered stone obelisk on a hilltop that hums when touched. Each Shrine has a keeper from her old Crew, and each keeper endeavors to keep Underscore at bay.

The Keepers need to marshal supplies and armaments for their ultimate confrontation with Underscore. He will need to be bested, and the Shrines will need sufficiently rich Lumencaches to reawaken.

Lerah herself can never again speak nor touch the ground. But the rare lucky traveler may see her in time of need, pointing the way among The Palette.

The Prime Poly

Impressions

Five Leylines conjoin.

A roiling, boiling cascading energy.

A mind awakens. It is swiftly destroyed by the sheer energy it is pummeled with.

A hundred thousand minds later. More than a Mind. A Mind wanting a Body.

The Prime Poly awakens.

Role

The Sovereign: The Sovereign represents providence. The domain of oneself and the place they inhabit. Sovereign grants its own authority, but may be so focused on its own will, that it disregards the wills of those outside its domain.

Character Introduction

Polys are Xanadu's only native species. All of the other forms of life were formed from the memories and energies of the Luminaries. Ghosts of the species of their worlds, reimagined.

Polys evolved naturally, on their own from the energy of the Five Moons together.

Creatures with crystalline forms, their bodies are made of sharp and regular geometric faces. Their blood is Mana, their insides obscured by a hazy mana filled fog.

As native creatures of Xanadu, they are in some arcane way more *real* than the rest of the inhabitants, save for the Luminaries. Their very being consumes the mana and identity of the world.

Their home ranges are located on opposite sides of the planet.

The Palette lies on the border where the Redlands, Greenlands, and Bluelands meet. The exact location is long lost. All of the landscape and objects within The Palette smear together in an unfathomable kaleidoscope of colors.

The Wet Palette lies within the ocean, a space far less explored and understood than The Palette, itself one of Xanadu's greatest mysteries.

Polys are destroyers of Identity, and a strong enough Identity is the only thing able to combat them. Anything the Polys consume, they are able to recreate, but as a species currently evolving they do not yet have the sophistication to guide this process themselves. In practice this means that any spell cast on a Poly can immediately be used against its wielder.

Capture and study of the Polys is forbidden; they are capable of consuming any cage that could be designed to hold them. Only Fragile, The Hero of Glass, has been able to successfully communicate with a Poly, and he urges cooperation with this nascent life form.

Entering the Stage

Polys' influence can be felt on the very tiers of adventure and magic of Xanadu. Originally codified by Lerah, the geometric progression tracks the level of Polys that a person or Lumencraft can safely be in the presence of.

Point Tier entities can survive the dust that Polys leave behind. Line tier entities can survive the strange two-dimensional infant Polys. Triangle tier entities can survive Polys that have triangular faces, and so on.

Adventurers of insufficient tier who come across Polys higher than themselves are rumored to lose their form and identity upon first contact, and the creatures are considered the greatest bogeyman to the average citizen.

Polys represent one of the default antagonists an average troupe can expect to face, they are not inherently hostile, but they are an Alien Mind. The path forward in dealing with them is up to each Troupe. The Palette is slowly expanding but is at a stalemate as many brave adventurers seek to keep its reach from swallowing any more of their homes.

The Saltmarsh Letters

Worldsong Day ended the Troupe's first adventure. These last three scenes follow a shorter story that closes the season, while Chrissy learns to direct.

Act VIII: The Morning Post

An example of play for Chapter 9, The House Cast

Before the session. Chrissy will direct next season, so she has asked to see how Patricia prepares. They have ten minutes before the others arrive.

CHRISSY (Pell) Do I need to know all twenty-three people in the House Cast before I direct?

PATRICIA (Director) No, and the players never need to read them at all. I read the two or three I might bring on stage. Impressions is a short scene I can read aloud or retell. Entering the Stage gives the usual ways a Troupe meets them. Anything an entry leaves open, I decide.

CHRISSY Which ones did you read?

PATRICIA Three. The Fractal Voice, because Gideon's hearing is tomorrow. Fragile, because his Glass-winged messengers are a good start to a journey. And The Crowe, because any message I need can arrive by wing. I'll only build out the one they pick.

The others sit down. In the story, it is the morning after Worldsong Day.

PATRICIA Three things happen before breakfast. A Chorister knocks: the Voice wants the Troupe to speak at Gideon's hearing tomorrow. At the harbor, a courier with Glass wings is asking for a ship to the City of Glass, and paying well. And a Swift lands on the sill, still breathing hard, with an express letter for Moth from home.

GREEN (Moth) Moth hasn't had a letter in a year. She opens it.

PATRICIA Two pages from her sister, all about the harvest on the Saltmarsh coast. Folded between them is a third sheet in a different hand, sealed in black wax stamped with a crown. The seal has cracked in the post.

CHRISSY That's the crown from the letters in Gideon's coat.

BLAIRE (Kestrel) Kestrel reads it over Moth's shoulder.

PATRICIA It's short. A table of soundings for the channel past the outer Shell, and one line: "Transports to stand off the outer Shell at the new moon. Further orders by the same route."

MILEY (Brand) So it's a letter. Is that bad?

BLAIRE In most games it would just be a clue. Does the Post care what's inside?

PATRICIA [reading from The Crowe's entry] "The Post carries anything but war: no orders, no dispatches, no maps for armies." That sheet is all three, and Empire is at war with the Bluelands. Whoever carries it answers to the Murder. Those are the Crows. They carry no mail; they are the Post's own law.

GREEN Then Moth goes to the Post before the Murder comes to her. Her sister writes about turnips. Either someone slipped this into her letter, or someone is using her, and Moth needs to know which before anyone else decides.

BUNNY (Marisol) The hearing will keep for a day. We'll tell the Chorister we're coming tomorrow.

CHRISSY Pell goes where Moth goes.

MILEY Wait, we choose the plot?

BUNNY We choose which door. She decides what's behind it.

Patricia sets the Glass-winged courier aside for another night.

PATRICIA The book never says where The Crowe keeps his sorting tower, so that's a Director's ruling, and it's yours too when you direct. In our Xanadu, it's the old bell tower on the middle Shell. [reading from Impressions] "The board behind the counter is chalked from floor to rafters: every route, every flock, and the morning's weather." A Swift lands on the sill. The Magpies have taken the Saltmarsh Line from the Starlings. The Crowe wipes out one name with his thumb and chalks in another.

BLAIRE Kestrel is a heron. Do the birds here treat her as one of them?

PATRICIA At this table, yes: Faunafolk herons count as Birdfolk. She could join the Post and fly every route in the world, but she would give up every cause except the Post.

BLAIRE Including this Troupe? Then not today. But she watches him chalk.

GREEN Moth puts the letter on the counter, Imperial seal up, and doesn't touch it again.

PATRICIA The Crowe weighs the envelope and does not touch the sealed sheet. "Who handed you this, and which way did it come?"

GREEN "My sister. Saltmarsh. She's never been near a war in her life."

PATRICIA He turns the envelope over. A little black magpie is stamped on the flap. "The Magpies sort the Saltmarsh mail at their cloud dock now. Ordinary letters go on to the harbor before delivery. Your sister paid for the express, so a Swift brought hers straight to you." He glances up at three Crows in the rafters. "Tonight's sacks leave that dock at dusk. My Crows can't land there without the sacks going into the bay. You can. Bring them to me unopened. When you find where they were going, hang a lamp in the window, and the Murder will come."

BUNNY And Moth's sister?

PATRICIA "Bring me the sacks, and we will find out together." Then, to the customer behind you: "One stamp. Next."

In this scene

- A Director reads only the House Cast entries they might use, and decides whatever an entry leaves open; players need not read the chapter (The House Cast).
- Offering hooks from several entries before play, and letting the Troupe choose which story to enter (Entering the Stage).
- Reading or retelling an entry's Impressions to bring a figure on stage (The Crowe, Postmaster).
- The Post's one law, the Murder as the Post's own police, and the price a Birdfolk character pays to join the Post (The Crowe, Postmaster).
- Director's rulings where the setting is silent: where The Crowe's tower stands, and whether a heron counts as Birdfolk. Each table's Xanadu is its own.

Chapter 10 Foes

Every Foe in Xanadu is built the way a Character is. It has a Make, a level, MOSAIC within its tier's cap, Colors, Runes, Distinctions and Lumencrafts, and it spends the same Lumens a Character of its level would. That means anything a Foe can do, a Character could learn, and anything the Troupe takes from a Foe works the same way in their hands.

This chapter gives forty-one Foes, from road bandits to a Child of Tarasque. Most sit in the Point to Square tiers, where most campaigns spend their time. A Foe is a job and an allegiance, not a species: the Make on each card is only the one it is shown as, unless the lore ties the job to one Make. Use them as written, change a Color or a weapon to suit the scene, or treat them as worked examples when you build your own on the NPC Stat Block in Chapter 11.

Reading an entry

Each entry has a name, a description and an NPC card. The card's top row reads like a Lumencraft's stat line: name, Make, level, tier, and the Lumens the Foe has spent out of the Lumens its level allows. A Make marked (any) is only the one the Foe is shown as; any Make can do the job. A Foe that has spent fewer Lumens than its level allows is weaker than a Character of that level. Bandits and beasts usually are. A Foe that has spent all of them is a match for a Character, Lumen for Lumen.

The card follows the NPC Stat Block in Chapter 11. Health and Mana are already worked out from the Foe's dice and Rolls. Defense, Spell Resilience, Initiative and Perception include its armor, Colors and Distinctions. Attack bonuses and damage already include the Weapon Scaling for the Foe's Size and any Lumencraft it carries. Each Maneuver's Beats and Mana are already totaled. Every Lumencraft named on a card is in the Lumencraft Catalog (Appendix D), except the Leyline Hide and Leyline Fangs, which are at the end of this chapter, so you can look up anything a Foe drops. Every card has the same fields in the same places, whatever the Foe carries, and each tier opens with its Variants: small swaps that turn one card into a different Foe.

Building your own Foes

To build a Foe, decide its level and spend its Lumens exactly as Chapter 2 describes. Give it the two Maneuvers it will use most, its best attack, and at most two Fixtures worth writing down. Leave the rest unspent if the Foe should be weaker than a Character. A pack of wolves with 20 Lumens to spare each is still a frightening night.

Bosses, dragons, and anyone the Troupe will fight more than once deserve a full Character Sheet. The card is for running a Foe quickly, not for every Spell it knows.

Advancing a Foe

A card can serve more than one level. To advance a Foe, give it 25 more Lumens for each level and spend them on its job, as the table below suggests. When it crosses into a new tier, its MOSAIC cap rises by one and its Lumencrafts may be swapped for the next tier's. Recheck Health and Mana from its dice and Rolls.

This works best for roles. A Town Guard advanced to Line tier is a sergeant; a Bandit Archer advanced to Triangle is the crew's best shot. Faction agents and creatures have their own cards for each tier.

Job	Buy first	Then
Bruiser	Improved Health Dice, then Might	Vanguard, then Cleaving or Forceful Strike
Skirmisher	Swiftness, then Improved Travel Distance	Initiative Boost, then Parry

Job	Buy first	Then
Shooter	Observation, then Improved Weapon Damage	Improved Range, then Hide in Plain Sight
Caster	Ambition, so Spells can reach higher Magnitude and Potency	A third Rune, then Improved Mana Dice
Leader	Ambition, then Fortify or Compel	Additional Beat when the tier allows it

Changing a Foe's Make

Every card shows one Make, but most jobs fit any Make. To change it, rebuild only the body. The default body is Medium, with two limb sets and four sensory organs, and costs nothing. Each Size step up costs 20 Lumens and each step down refunds 20. Each limb set beyond two costs 15 and each one fewer refunds 15. Each sensory organ beyond four costs 5. Then recheck four numbers:

Health. The Health die follows Size (Small d6, Medium d8, Large d10, Giant d12 before Improved Health Dice). **Weapons.** Reread each weapon's damage on the Weapon Scaling table for the new Size. **Travel.** Reread Travel for the new Size and legs, and add Fly, Swim or Burrow if the new body has wings, fins or digging limbs. **Perception.** Each sensory organ adds or removes 3. If the Lumens now run over the level's total, drop a Distinction; if they run under, the Foe is simply a little weaker.

Road Bandit	Lumens	Health	Travel	Sword
As shown: Medium Human	65 of 125	17	5 yards	1d10 + 1
As a Large Troll	85 of 125	20	6 yards	1d12 + 1
As a Small winged Faunafolk (owl)	60 of 125	14	4 yards, and Flies	1d8 + 1

For the Director: how many Foes?

These guidelines have not been playtested yet. A Foe at the Troupe's level, with all of its Lumens spent, is about as dangerous as one Character. A Troupe of four can usually handle four such Foes, or one Foe two tiers above them. Foes that have spent half their Lumens or less count as about half a Character, but field no more than about one Foe per Character: at Point tier a Troupe of four faces four or five Foes, not eight. Tune these numbers in playtest.

Look at Beats before you look at Health. A Foe with 4 or more Beats acts far more often than a Point tier Troupe can answer. Give a lone boss more Health rather than more Beats, and let its Maneuvers do the work.

Foes by tier

Foe	Tier	Level	Colors	Make	Where the Troupe meets it
Road Bandit	Point	1	Red	Human (any)	Trade roads everywhere
Pollo Drone	Point	1	Blue	Construct	Dio-Pollo
Town Guard	Point	1	Red	Human (any)	Any gate, wall or watch
Bandit Archer	Point	2	Yellow	Human (any)	Above any ambush
Cutpurse	Point	2	Yellow	Faunafolk (mouse) (any)	Any market or crowd
Dire Wolf	Line	3	Yellow	Beast (wolf)	Wild edges in winter
Infant Poly	Line	3	Chromatic	Poly	Borders of The Palette
Airship Gunner	Line	4	Red	Goblin (any)	Goblin airships, foundries
Black Rose Rebel	Line	4	Green	Florafolk (any)	Greenlands, Kingdom roads

Foe	Tier	Level	Colors	Make	Where the Troupe meets it
Skyway Smuggler	Line	4	Blue	Human (any)	Skyways and cloud docks
Surger	Line	4	Blue	Human (any)	Leyline nexuses
Bounty Hunter	Line	4	Red	Human (any)	On someone's trail, for a fee
Aspirant	Triangle	5	Green	Human (any)	Any dispute about to turn violent
Hedge Mage	Triangle	5	Red	Elf (any)	Hired anywhere
Bandit Warmaster	Triangle	6	Red	Human (any)	End of a bandit arc
Axe-Woken Oak	Triangle	6	Green	Awakened tree	Old groves, logging camps
Lynn's Warden	Triangle	6	Green	Florafolk (any)	The Forest of Lynn
Spite Demon	Triangle	6	Violet	Demon	The Faed; anyone nursing a grudge
Triangle Poly	Triangle	6	Chromatic	Poly	The Palette and its borders
Blood-Wild Beast	Square	7	Yellow	Beast (bear) (any)	Wherever Imperial Blood was spilled
Bridgebuilder	Square	8	Blue	Human (any)	Dio-Pollo bridges
Kingdom Knight	Square	8	Green	Human (any)	Green Kingdom roads and gates
Crow of the Murder	Square	8	Yellow	Faunafolk (crow)	Anywhere the mail goes
White-Mane Lion	Square	9	Yellow	Beast (lion)	A mountain pass it rules
Assassin	Square	9	Violet	Faunafolk (cat) (any)	Wherever a grudge pays
Square Poly	Square	9	Chromatic	Poly	The Palette; the Wet Palette at sea
Imperial Tax Collector	Square	10	Red and Yellow	Human (Mask)	Within Empire, wherever it claims a debt
Tally's Vessel	Pentagon	11	Red	Mountain Troll	High Redlands, then the nearest town
Ember Auditor	Pentagon	11	Red	Human (any)	Where every other answer failed
Ember Auditor, Flora Partner	Pentagon	11	Red	Human (any)	Always beside its metal-clad partner
Imperial Inquisitor	Pentagon	12	Red and Yellow	Human (Mask)	Wherever a Writ was refused
Mercenary General	Pentagon	12	Red	Faunafolk (bear) (any)	Any war someone paid for
Fury Demon	Pentagon	12	Red	Demon	The Faed; wherever rage outlived its reason
Longing Demon	Pentagon	12	Blue and Violet	Demon	The Faed; the dreams of the grieving
Pentagon Poly	Pentagon	12	Chromatic	Poly	Deep in The Palette
Magus	Hexagon	13	Blue	Human (any)	Courts, wars and old libraries
Hexagon Poly	Hexagon	14	Chromatic	Poly	The Palette
Fae Name-Thief	Hexagon	14	Blue and Violet	Fae	The Faed; near a good name
Revenant	Hexagon	15	Violet	Revenant	Anywhere its one name hides
Rival Legend	Circle	17–20	Any	Any	Wherever the Troupe is going
Yellow-Eyed Child of Tarasque	Circle	18	Yellow	Dragon	Anywhere it is hungry
Circle Poly	Circle	18	Chromatic	Poly	The heart of The Palette

Point Tier Foes

Road crews, town guards, cutpurses and the first strange things a Troupe meets.

> **For the Director**
>
> Point tier Foes are for the first sessions of a campaign. Most have spent well under their Lumens, so a Troupe of four can take on a crew of four or five.

Variants

Road Bandit. A Shield-Bearer swaps the sword's Improved Weapon Damage for a Shield and Parry, and holds the fallen tree while the others rob the wagon.

Town Guard. A Redlands Caravan Guard wears a Mask of themself, as the Spare Face in Appendix D describes, so the first blow that lands only breaks the Mask.

Bandit Archer. A Poacher swaps Hide in Plain Sight for Improved Perception and carries a Sling in place of the Bow, with Improved Weapon Damage moved to it. They know the woods better than the bandits do.

Road Bandit

Road Bandits work every trade road in Xanadu, from the Redlands caravan routes to the orchard lanes of the Green Kingdom. Most are farmhands who fell on hard times, and most of them would rather take a purse than a life. They turn up in threes and fours at a fallen tree across the road, and leave just as quickly when someone shows them a better reason.

Goblin raiders are no different, and every Gobbletopian citizen will tell you so.

Name	Make	Level	Tier	Lumens
Road Bandit	Human (any)	1	Point	65 / 125

Red	Green	Blue	Yellow	Violet	Chromatic
✓					

Resources	Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion
17	3	3	11	12	11	2	0

Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
6	5 yards	—	2 yards	—	—	—	—	—	—	2

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
1	1	1	0	0	1

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Sword	+1	1d10 + 1	1 yard	Slicing	ACC, EVA, PFL

Runes			Spell Hit
			—

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Medium	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Improved Weapon Damage (Sword)	1	Tandem Strike	1
Improved Health Dice	1		

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Cheap Shot	1	0	Gang Up	2	0

Sources		Sources	
Evasive Strike (Sword)		Travel	Powerful Strike (Sword)

Description	Description
Half damage, then step 1 yard away.	Close in and swing hard, 1 Bane.

Fixtures	Effect

Effects and Statuses

Leather armor.

Tactics and Notes

Fights in threes or more. One Assists (Tandem Strike adds Might to the damage), one swings. Flees at half Health.

Pollo Drone

In Pollo, brass-and-glass drones mend, measure and watch. They belong to the Queen of Drones, and there are a great many of them. A drone is not a fighter. It reports what it sees to the next drone, which reports it to the next, and the Bridgebuilders arrive soon after. A drone that sees someone cutting a cable will Douse them with its spark-probe and keep watching.

Use drones anywhere in Dio-Pollo, and on the river-skyway that carries water and power to the city. Out in the Bluelands, one drone is a curiosity. In the city, they are everywhere.

Name	Make	Level	Tier	Lumens
Pollo Drone	Construct	1	Point	40 / 125

Red	Green	Blue	Yellow	Violet	Chromatic
		✓			

Resources	Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion
6	2	3	11	11	10	0	1

Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
11	1 yard	6 yards (Medium	—	—	—	—	—	—	—	—

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
0	1	1	1	1	0

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Spark-probe	+1	1d2 + 1	1 yard	Piercing / Douse	ACC,EVA,PFL, SND

Runes			Spell Hit
Perceive	Contact	Mend	+1

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Tiny	Drone	0	0	1	0	4

Distinctions	Rank	Distinctions	Rank
Natural Weapon (spark-probe)	1	Status Attacks (Douse)	1

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Report	3	2	Patch	1	1

Sources		Sources	
Scan (1, 1)	Message (1, 1)	Repair (1, 1)	

Description	Description
Scan (1, 1) reveals the Scenery within 1 yard; Message sends it to the next drone.	Repair (1, 1): mend one Small object within 5 yards.

Fixtures	Effect

Effects and Statuses

Construct of brass and glass; no legs.

Tactics and Notes

Watches, reports and mends. It only uses the spark-probe on someone breaking Pollo's works, and leaves once help is coming.

Town Guard

Every town with a wall has a watch, and every watch has more spears than training. A Town Guard stands at the gate, walks the market at night and turns up in fours when someone shouts. Most of them know the Troupe's faces by the second visit, and most would rather send them on their way with a warning jab.

Meet them anywhere in Xanadu, the first time the Troupe breaks a local law or is blamed for breaking one.

Name	Make	Level	Tier	Lumens
Town Guard	Human (any)	1	Point	55 / 125

Red	Green	Blue	Yellow	Violet	Chromatic
✓					

Resources	Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion
17	3	3	11	14	11	4	0

Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
6	5 yards	—	2 yards	—	—	—	—	—	—	2

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
1	1	1	0	0	1

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Spear	+0	1d12 + 1	2 yards	Piercing	ACC

Runes			Spell Hit
			—

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Medium	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Vanguard	1	Improved Health Dice	1

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Halt!	1	0	Hold the Gate	2	0

Sources		Sources	
Accurate Strike (Spear)		Travel	Regular Strike (Spear)

Description	Description
A warning jab: 1 Boon, half damage.	Step into the gap and strike.

Fixtures	Effect

Effects and Statuses

Leather and shield.

Tactics and Notes

Shouts for help before anything else. Vanguard lets it strike anyone who runs past. Two guards hold a gate; four hold a square.

Bandit Archer

Every bandit crew has one or two people who would rather not be close when things go wrong. The Bandit Archer waits in the trees above the ambush and Hides even while someone is looking straight at them. Meet them in the first sessions of a campaign, on the road out of a home village or at a ford where the caravans slow down.

Name	Make	Level	Tier	Lumens
Bandit Archer	Human (any)	2	Point	55 / 150

Red	Green	Blue	Yellow	Violet	Chromatic
			✓		

Resources	Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion
16	1	3	11	11	10	1	0

Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
8	10 yards	—	5 yards	—	—	—	—	—	—	1

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
0	1	1	0	1	0

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Bow	+1	1d8 + 1	50 yards	Piercing	ACC, PFL

Runes	Spell Hit
	—

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Medium	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Improved Weapon Damage (Bow)	1	Hide in Plain Sight	1

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Loose and Fade	4	0	Pinning Shot	1	0

Sources		Sources	
Regular Strike (Bow)	Travel	Status Strike (Bow)	
Hide			

Description	Description
Shoot, then move to cover and Hide.	No damage; Expose (1, 1): Piercing crits 2 lower for 1 Turn. 1 Bane.

Fixtures	Effect

Effects and Statuses

Padded cloth.

Tactics and Notes

Opens from Hiding on high ground. Pins the best-armored Character, then fades back a tree line before anyone reaches them.

Cutpurse

A Cutpurse works the crowd on market day, quick, small and gone before the purse is missed. Swift-Pennies carry them five yards clear of a grab, and they Cut the Strap of a pack rather than fight its owner. Caught, they bargain. They always know something worth hearing about who is buying what in town.

Use one in any market, festival or dockside crowd, or as the first clue that a guild is running the streets.

Name	Make	Level	Tier	Lumens
Cutpurse	Faunafolk (mouse, any)	2	Point	35 / 150

Red	Green	Blue	Yellow	Violet	Chromatic
			✓		

Resources	Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion
12	2	3	11	11	10	1	0

Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
11	8 yards	—	4 yards	—	—	—	—	—	—	1

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
0	1	1	1	1	0

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Daggers	+1	1d4 + 1	1 yard	Slicing/ Piercing	ACC,EVA,PFL, SND

Runes	Spell Hit
	—

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Small	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Hide in Plain Sight	1		

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Lift and Leave	2	0	Cut the Strap	1	0

Sources		Sources	
Evasive Strike (Daggers)	Travel	Sundering Strike (Daggers)	

Description	Description
Slash, step away, keep running.	Half damage and –1 Defense. 1 Bane.

Fixtures	Effect
Swift-Pennies	5 yards free Travel, 1 Beat

Effects and Statuses

Padded cloth.

Tactics and Notes

Never fights if it can run. Hides in the crowd, spends a Swift-Penny and is three streets away by the next Round.

Line Tier Foes

Packs, gunners, smugglers, Surgers, rebels and bounty hunters, and the first Polys.

For the Director

Line tier Foes start to use Spells and Status Strikes. Watch the Airship Gunner's Broadsides: three shots a Round is a lot for a Line tier Troupe.

For the Director: beasts are not Foes by default

In Xanadu a beast is a few drops of Blood from being a person, and many Faunafolk have kin in the woods. Most animals want food, territory or their young, and a fight is the last way they get it. Fire, noise, food or a clear way out ends most beast fights, and a Troupe that finds one should earn as much as a Troupe that wins. Save the fight to the death for the Blood-Wild, the leyline beasts and whoever was paid to start it.

Variants

Dire Wolf. Change the bite's Weapon Type and the Color, and the Dire Wolf becomes any pack hunter: a boar, a hyena, a great cat. A Dire Wolf Pack-Mother has led her pack for longer than anyone in the valley remembers, and the leylines have gathered in her: Level 6, Triangle tier, 225 of 250 Lumens, MOSAIC 3/3/3/2/0/3, the Rush Rune, a Leyline Hide and Leyline Fangs, 69 Health, Defense 14, Bite +4 for 1d12 + 3 with a critical hit on a 19 or 20, and Call the Hunt (Hasten 2, 2) to give a packmate 1 bonus Beat for 2 Rounds. A wolf pack at Triangle tier has one, and her hide and fangs are a legitimate Lumencache.

Skyway Smuggler. A Gobbletopian crew adds an Overboard Coat (Appendix D), so a Smuggler thrown from the deck floats back up a Round later.

Bounty Hunter. A Monster Hunter of the Palette borders drops the Bind Rune and the Crossbow for a heavy Spear with Improved Weapon Damage. It casts nothing, so a Poly's Plating and Redirect find nothing to take. Recheck the Lumens.

Dire Wolf

Dire Wolves are wolves as big as horses. They hunt the edges of the Greenlands and the hills below the Bluelands in winter, and a pack will follow a caravan for days. The Bite is a Natural Weapon. Its Status Strike leaves a Character Winded, so a pack can run down anyone who tries to flee.

A pack of three is a fair fight for a Line tier Troupe. Five, at night, is a story the survivors tell.

Name	Make	Level	Tier	Lumens
Dire Wolf	Beast (wolf)	3	Line	155 / 175

Red	Green	Blue	Yellow	Violet	Chromatic
			✓		

Resources	Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion
38	2	3	15	12	12	0	2

Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
10	16 yards	—	8 yards	—	—	—	—	—	—	—

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
2	2	2	0	0	2

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Bite	+2	1d12 + 2	1 yard	Slicing / Winded	PFL, SND

Runes			Spell Hit
			—

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Large	Quadruped	0	2	0	1	4

Distinctions	Rank	Distinctions	Rank
Natural Weapon (bite)	1	Status Attacks (Winded)	1
Improved Perception	1	Improved Health Dice	1

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Hamstring	2	0	Drag Down	3	0

Sources		Sources	
Travel	Status Strike (Bite)	Status Strike (Bite)	Powerful Strike (Bite)

Description	Description
Run in; no damage. Winded (2, 2): 2 damage per yard moved for 2 Turns. 1 Bane.	Winded (2, 2), then a Powerful bite. 1 Bane.

Fixtures	Effect

Effects and Statuses

Tactics and Notes

Hunts in packs of three to five. Two wolves Hamstring the slowest Character while the rest circle. Breaks off if the leader falls.

Infant Poly

Line tier entities can survive the strange two-dimensional infant Polys, and that is the first thing most people learn about them. An Infant Poly is a flat sliver of colored light, edge-on nearly invisible. It is not hostile. It is hungry for Mana and identity, and anything cast on it can be turned back on its Caster.

Infant Polys drift out of The Palette into the borderlands where the Redlands, Greenlands and Bluelands meet. A Point tier Character who touches one is in grave danger (see Polys, Chapter 9).

Name	Make	Level	Tier	Lumens
Infant Poly	Poly	3	Line	130 / 175

Red	Green	Blue	Yellow	Violet	Chromatic
					✓

Resources		Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion	
29	4	3	6	14	13	0	2	
Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
18	1 yard	6 yards (Medium	—	—	—	—	—	—	—	—

MOSAIC					
Might	Observation	Swiftness	Ambition	Intuition	Composition
0	2	2	2	2	1

Offense					
Weapon	Hit	Damage	Range	Type	Strikes
Edge	+2	1d4 + 2	1 yard	Slicing/ Piercing	ACC, EVA, PFL, SND

Runes			Spell Hit
Reflect	Dispel		+2

Body						
Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Small	Flat triangle	0	0	1	0	2

Distinctions	Rank	Distinctions	Rank
Natural Weapon (edge)	1	Poly Plating	1
Improved Health Dice	2		

Maneuvers					
Name	Beats	Mana	Name	Beats	Mana
Turn It Back	1	3	Glass Edge	3	1

Sources		Sources	
Redirect (2, 2)		Evasive Strike (Edge)	Mirror (1, 1)

Description	Description
Rebuttal: Redirect (2, 2) a Spell within 10 yards; 50% misfire.	Slice and step away; Mirror (1, 1): 1d4 back at each attacker for 1 Turn.

Fixtures	Effect

Effects and Statuses
Two-dimensional; seen edge-on it all but vanishes.
Poly Plating: a Spell below (2, 2) has no Effect on it. Other tiers: Polys by Tier.

Tactics and Notes
Not hostile, only hungry. It drifts toward the strongest Spell in the scene and turns it on its Caster.

Airship Gunner

Gobbletopia's shipwrights build the finest military airships in Xanadu, and every one of them sails with Airship Gunners who keep the guns firing and the deck in one piece. Meet one on the deck of a Goblin airship, at a mountain foundry, or hired out to whoever is paying. A Gunner is not a raider, and will say so loudly while shooting at you.

Its Gunner's Card holds three copies of Broadside, so with three Beats it fires three times a Round. Its Detonate spares its own crew. Point to both of these when the Troupe loots the deck.

Name	Make	Level	Tier	Lumens
Airship Gunner	Goblin (any)	4	Line	90 / 200

Red	Green	Blue	Yellow	Violet	Chromatic
✓					

Resources		Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion	
23	9	3	12	11	11	1	0	
Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
22	4 yards	—	2 yards	—	—	—	—	—	—	1

MOSAIC					
Might	Observation	Swiftness	Ambition	Intuition	Composition
0	2	1	2	2	1

Offense					
Weapon	Hit	Damage	Range	Type	Strikes
Gun	+2	2d6 + 2	30 yards	Piercing	ACC
Runner's Wrench	+1	1d6	1 yard	Impact	ACC, PFL, SND

Runes			Spell Hit
Trigger			+1

Body						
Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Small	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Improved Weapon Damage (Gun)	1	Friendly Spells	1

Maneuvers					
Name	Beats	Mana	Name	Beats	Mana
Rigged to Blow	1	3	Covering Fire	2	0

Sources		Sources	
Detonate (2, 2)		Accurate Strike (Gun)	Travel

Description	Description
2d6 in a 2-yard Radius, 10 yards away; Friends are spared.	1 Boon, half damage, then reposition.

Fixtures	Effect
Gunner's Card	3 × Broadside, 1 Beat
Runner's Wrench	Mend Rune while held

Effects and Statuses
Work apron (padded cloth).

Tactics and Notes
Stays behind cover with three Broadsides a Round. Detonates where Characters bunch up, sparing the crew with Friendly Spells.

Black Rose Rebel

Elfjoras's rebels are known by their songs: a field that ploughs itself overnight, a road that moves half a mile, a pit that opens under a Royal supply wagon. Their scouts wear a black rose petal pinned at the throat. A Troupe working for the Green Kingdom will fight them. A Troupe smuggling families out of it will fight beside them.

They are outarmored and know it. They carry the Black Rose Billhook, pay in Thorned-Rose Coins, and pass checkpoints in Show-Your-Hands Gloves.

Name	Make	Level	Tier	Lumens
Black Rose Rebel	Florafolk (any)	4	Line	135 / 200

Red	Green	Blue	Yellow	Violet	Chromatic
	✓				

Resources	Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion
46	4	3	12	12	12	1	1

Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
22	5 yards	—	2 yards	—	—	—	—	—	—	1

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
1	2	2	2	1	2

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Black Rose Billhook	+2	1d8 + 1	2 yards	Slicing/ Piercing	ACC, EVA, SND

Runes			Spell Hit
Bind	Animate		+0

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Medium	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Hide in Plain Sight	1		

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Pit Song	3	4	Hook and Go	2	0

Sources		Sources	
Bend (2, 2)	Ensnare (2, 2)	Accurate Strike (Billhook)	Travel

Description	Description
Bend (2, 2): 1d8 earth within 10 yards; Ensnare (2, 2): half Travel, 1 Bane, 2 Turns.	1 Boon, half damage, then melt away.

Fixtures	Effect
Black Rose Billhook	Halberd, adds Accurate
Thorned-Rose Coins	10 × 5 Health, 1 Beat

Effects and Statuses

Padded cloth; Show-Your-Hands Gloves at checkpoints.

Tactics and Notes

Fights only to cover a retreat. Sings a pit under the lead horse, hooks one rider and is gone before the guards dismount.

Skyway Smuggler

The skyways carry more cargo than any customs house can count, and the Skyway Smugglers carry what the customs houses would rather not. Lerah, before she became a singer, was the finest of them. Every crew hands out a Runner's Wrench to everyone aboard, and a Smuggler's Gravitate throws boarders back over the rail.

Meet them at a cloud dock, aboard a ship that is not flying the flag it should, or as a Troupe's transport out of a city that wants them kept in.

Name	Make	Level	Tier	Lumens
Skyway Smuggler	Human (any)	4	Line	120 / 200

Red	Green	Blue	Yellow	Violet	Chromatic
		✓			

Resources	Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion
34	4	3	12	12	12	2	0

Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
30	5 yards	—	2 yards	—	—	—	—	—	—	2

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
1	2	2	2	1	2

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Cutlass	+2	1d10 + 1	1 yard	Slicing	ACC, EVA, PFL
Runner's Wrench	+2	1d8 + 1	1 yard	Impact	ACC, PFL, SND

Runes			Spell Hit
Gravitate	Mend (item)		–1

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Medium	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Improved Weapon Damage (Sword)	1		

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Man Overboard	1	2	Cut and Board	2	0

Sources		Sources	
Repel (2, 2)		Travel	Powerful Strike (Cutlass)

Description	Description
Throw a Medium Target 11 yards, over the rail if there is one.	Swing across and cut hard. 1 Bane.

Fixtures	Effect
Runner's Wrench	Mend Rune while held
Swift-Pennies	5 yards free Travel, 1 Beat

Effects and Statuses

Leather.

Tactics and Notes

Wants the cargo safe, not a fight. Throws boarders overboard and mends the ship while the crew runs for the clouds.

Surger

The Surgers are mages from across Xanadu who dedicate themselves to understanding E.I., the mind of the leylines. Their robes are threaded with copper and crystal, and so are their Copper Rods. Some feed E.I. power to strengthen the leylines. Others research ways to contain and trap him, and carry jars that are very carefully empty.

Meet one at a leyline nexus, at a Mana storm, or anywhere the ground has started to glow. A Surger who Overcharges a line can blow the ground open under a Troupe, and E.I. is quick to anger with those who drain.

Name	Make	Level	Tier	Lumens
Surger	Human (any)	4	Line	120 / 200

Red	Green	Blue	Yellow	Violet	Chromatic
		✓			

Resources		Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion	
34	3	3	12	11	12	1	0	

Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
46	5 yards	–	2 yards	–	–	–	–	–	–	1

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
0	2	1	2	2	2

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Surger's Copper Rod	+1	1d8	2 yards	Impact	ACC, PFL

Runes			Spell Hit
Destroy	Attune (item)	Trigger (item)	+1

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Medium	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Improved Mana Dice	2	Friendly Spells	1

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Tap the Line	1	2	Overcharge	3	5

Sources		Sources	
Mana Blast (2, 2)		Detonate (2, 2)	Mana Blast (2, 2)

Description	Description
Mana Blast (2, 2): 2d8, 10 yards.	Detonate (2, 2): 2d6 in a 2-yard Radius 10 yards away; Mana Blast (2, 2): 2d8.

Fixtures	Effect
Surger's Copper Rod	Attune and Trigger Runes

Effects and Statuses

Robes threaded with copper and crystal.

Tactics and Notes

Fights hardest on a leyline. Keeps distance, spares its fellow Surgers with Friendly Spells, and breaks off once the experiment is safe.

Bounty Hunter

Every town with a notice board has a Bounty Hunter reading it. They track a name across three lands for a fee and bring it back alive, because alive pays better. A Hunter Ensnares the quarry from range, closes, and knocks the fight out of it with a Cudgel. They will show anyone the warrant.

Meet one on the Troupe's trail after they make the wrong enemy, or ahead of them on someone else's. Some bounties are posted on beasts. Before taking one, ask who posted it, and what the beast did to earn it.

Name	Make	Level	Tier	Lumens
Bounty Hunter	Human (any)	4	Line	160 / 200

Red	Green	Blue	Yellow	Violet	Chromatic
✓					

Resources		Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion	
40	24	3	15	12	12	2	0	

Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
22	5 yards	–	2 yards	–	–	–	–	–	–	2

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
2	2	1	2	2	2

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Crossbow	+2	1d10 + 2	50 yards	Piercing	ACC, SND
Cudgel	+1	1d8 + 2	1 yard	Impact	ACC, PFL, SND

Runes			Spell Hit
Bind			+0

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Medium	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Improved Weapon Damage (Crossbow)	1	Improved Perception	1
Initiative Boost	1	Improved Health Dice	1

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Bring Them In	3	2	Alive Pays Better	3	0

Sources		Sources	
Ensnare (2, 2)	Accurate Strike (Crossbow)	Status Strike (Cudgel)	Powerful Strike (Cudgel)

Description	Description
Ensnare (2, 2) within 10 yards: half Travel, 1 Bane, 2 Turns; then a bolt with 1 Boon for half damage.	1 Bane, no damage, Bruise (2, 2); then a Powerful blow, 1 Bane, and Bruise adds 4.

Fixtures	Effect

Effects and Statuses

Leather; a warrant, irons and a second copy of the warrant.

Tactics and Notes

Wants the quarry alive and everyone else out of the way. Talks first, can be outbid, and drops any chase that costs more than the bounty.

Polys by Tier

Point tier entities can survive the dust that Polys leave behind, Line tier entities the infant Polys, Triangle tier entities Polys with triangular faces, and so on up the tiers. Near a Poly of a higher tier than their own, people can lose their form and their sense of who they are (Polys, Chapter 9). A Poly is not cruel. It consumes, and it answers Spells with Spells. Fragile, the Hero of Glass, would ask the Troupe to try talking first.

Every Poly is built the same way. Each tier adds faces to its shape and a step to its Plating, and from Square tier up each adds a Beat. All of them are Chromatic, with the Reflect and Dispel Runes (and Destroy from Pentagon tier), a Natural Weapon edge, two sensory organs, Travel 1 yard and Fly 6 yards with Medium handling. The Line tier Poly is the Infant Poly. Run any other from the Infant Poly's card with the numbers for its tier below, or copy its column onto the NPC Stat Block in Chapter 11.

Count the faces. A Poly's shape is its tier, so tell the players what they see. Ambition caps a Spell's Magnitude and Potency, and tier caps Ambition, so usually only a Character of the Poly's tier or higher can reach it with a Spell. Everyone else needs a weapon.

Poly Plating

Bodily Distinction · 25 Lumens · Maximum Ranks: 1 · Polys only

Polys only. A Poly is immune to any Spell whose Magnitude or Potency is lower than the Poly's tier number: 2 at Line tier, 3 at Triangle, 4 at Square, 5 at Pentagon, 6 at Hexagon and 7 at Circle. Such a Spell has no Effect on the Poly. It deals no damage, applies no Status or Effect, and cannot move, hold, read or change the Poly or remove an Effect from it. Use the Spell's values as Cast, after any change such as Surge. The Spell still affects its other Targets, and its Caster still spends the Beats and Mana.

Poly Plating does not stop Spells the Poly Casts itself. Weapon Strikes, including Status Strikes, are not Spells, so the Plating does not stop them either.

Tier	Line (Infant)	Triangle	Square	Pentagon	Hexagon	Circle
Level · Lumens	3 · 130/175	6 · 200/250	9 · 295/325	12 · 370/400	14 · 445/450	18 · 540/550
Shape (Size)	Flat triangle (Small)	Triangle solid (Small)	Cube of light (Medium)	Twelve-faced (Medium)	Cart-sized crystal (Large)	Sphere of light (Large)
Plating ignores Spells below	(2, 2)	(3, 3)	(4, 4)	(5, 5)	(6, 6)	(7, 7)
MOSAIC	0/2/2/2/2/1	1/3/3/3/3/2	1/4/4/4/4/3	1/4/4/5/5/4	1/5/5/6/6/5	2/6/6/7/7/6
Health · Mana	29 · 18	54 · 53	96 · 84	136 · 121	155 · 122	236 · 173
Defense · Spell Res. · Evasion	14 · 13 · 2	15 · 14 · 3	16 · 15 · 4	16 · 16 · 4	17 · 17 · 5	18 · 18 · 6
Initiative · Beats · Perception	4 · 3 · 6	6 · 3 · 7	8 · 4 · 8	9 · 5 · 8	11 · 6 · 9	13 · 7 · 10
Edge hit · damage · Spell Hit	+2 · 1d4+2 · +2	+3 · 1d4+3 · +3	+4 · 1d6+4 · +4	+4 · 1d6+5 · +5	+5 · 1d8+6 · +6	+6 · 1d8+7 · +7
Additional Beat · Improved Health Dice · Improved Mana Dice (ranks)	0 · 2 · 0	0 · 2 · 2	1 · 2 · 2	2 · 2 · 2	3 · 0 · 0	4 · 0 · 0
Turn It Back (Rebuttal, 1 Beat): Redirect, range, misfire, Mana	(2, 2), 10 yards, 50%, 3 Mana	(3, 3), 15 yards, 25%, 5 Mana	(4, 4), 20 yards, 20%, 7 Mana	(5, 5), 25 yards, 15%, 11 Mana	(6, 6), 30 yards, 10%, 17 Mana	(7, 7), 50 yards, no, 23 Mana
Second Maneuver (3 Beats)	Glass Edge: Evasive Strike; Mirror (1, 1), 1d4, 1 Turn. 1 Mana	Glass Edge: Evasive Strike; Mirror (3, 3), 2d4, 3 Turns. 3 Mana	Unpick: Disjoint (2, 2), 10 yards; Evasive Strike. 10 Mana	Unmake: Disjoint (2, 2), 10 yards; Mana Blast (5, 5), 3d12, 25 yards. 15 Mana	Unmake: Disjoint (3, 3), 15 yards; Mana Blast (6, 6), 4d12, 30 yards. 21 Mana	Unmake: Disjoint (4, 4), 20 yards; Mana Blast (7, 7), 5d12, 50 yards. 27 Mana

Triangle Tier Foes

Leaders, hired casters, leyline beasts, the Wardens of the Tree and the Aspirants of Asper's Mountain.

For the Director

Triangle tier is where the leyline beasts appear. The Axe-Woken Oak and the Dire Wolf's Pack-Mother carry feral Lumencrafts from the end of this chapter. The Hedge Mage and Lynn's Warden are the first Foes who cast as well as a Character does.

Variants

Hedge Mage. Swap the Color and two of the Runes, and keep the Maneuver shapes: a Blue Hedge Mage throws frost, a Violet one throws dread. Recheck the Lumens.

Aspirant

Asper's Aspirants travel Xanadu settling disputes, and they always seem to know when a fight is about to start. An Aspirant will step between the Troupe and whoever it is fighting, Parry for whoever is losing, and Forbid the worst blow. They are a Foe only when the Troupe is the one throwing that blow.

Meet one anywhere two sides are about to come to blows. Defeat is not the only way to end the scene: an Aspirant who is listened to will often stop fighting first.

Name	Make	Level	Tier	Lumens
Aspirant	Human (any)	5	Triangle	215 / 225

Red	Green	Blue	Yellow	Violet	Chromatic
	✓				

Resources	Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion
67	10	3	12	13	13	0	3

Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
26	5 yards	—	2 yards	—	—	—	—	—	—	—

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
1	2	3	2	2	3

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Balance Staff	+3	1d8 + 1	2 yards	Impact	ACC, PFL

Runes			Spell Hit
Seal	Compel		+2

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Medium	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Parry (Staff)	1	Intercessor	1
Upstage	1	Initiative Boost	1

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Turn the Blow	3	0	Lay Down the Blade	3	3

Sources		Sources	
Parry (Staff)	Accurate Strike (Staff)	Forbid (2, 2)	Accurate Strike (Staff)

Description	Description
Rebuttal: Parry a melee Strike on anyone in reach; if it is stopped, strike back.	Forbid (2, 2): one Strike for 2 Turns within 10 yards; then tap the hand.

Fixtures	Effect
Balance Staff	Parry and Riposte
Twin Gongs	5 Health, 5 Mana Rolls

Effects and Statuses

Unarmored; robes of Asper's Mountain.

Tactics and Notes

Would rather stop a fight than win one. Parries for whoever is losing, Forbids the worst blow, and talks the whole time.

Hedge Mage

Not every caster trains at a Tower. A Hedge Mage learned three Runes from a grandmother, a book and a mistake, and sells Spells to anyone who pays: a farmer clearing stumps, a merchant who wants a rival's warehouse warm, a bandit crew that needs someone to keep the Warmaster alive. The Firebolt is two Spells in one Maneuver, and Ward Up answers the first blade that comes close.

Use one at Triangle tier anywhere a Foe needs Spells behind it. It is the first Foe in this chapter who casts as well as a Character of its level.

Name	Make	Level	Tier	Lumens
Hedge Mage	Elf (any)	5	Triangle	170 / 225

Red	Green	Blue	Yellow	Violet	Chromatic
✓					

Resources	Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion
40	15	3	12	12	12	0	2

Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
46	5 yards	—	2 yards	—	—	—	—	—	—	—

MOSAIC					
Might	Observation	Swiftness	Ambition	Intuition	Composition
0	2	2	3	3	2

Offense					
Weapon	Hit	Damage	Range	Type	Strikes
Staff	+2	1d8	2 yards	Impact	ACC, PFL

Runes			Spell Hit
Conjure	Destroy	Guard	+3

Body						
Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Medium	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Improved Mana Dice	2	Friendly Spells	1

Maneuvers					
Name	Beats	Mana	Name	Beats	Mana
Firebolt	3	6	Ward Up	1	6

Sources		Sources	
Matter Blast (3, 3)	Mana Blast (3, 3)	Brace (3, 3)	

Description	Description
Matter Blast (3, 3): Ignite 2d6 for 3 Turns; Mana Blast (3, 3): 2d10. 15 yards.	Rebuttal: 12 Temporary Health for 3 Turns.

Fixtures	Effect

Effects and Statuses
Unarmored; travelling robes.

Tactics and Notes
Sells Spells by the hour. Braces first, burns second, and leaves when the fee runs out.

Bandit Warmaster

Every crew that survives long enough ends up with a Warmaster: a veteran who has turned bandits into something like soldiers. The Warmaster holds the road with Vanguard, Rallies the crew when it wavers, and Cleaves through two or three Characters with one swing.

Meet one at the end of a Point tier arc, behind the crews the Troupe has already scattered. The Woodpile Pennies in its purse were paid to farmhands, and someone will want to know which farm.

Name	Make	Level	Tier	Lumens
Bandit Warmaster	Human (any)	6	Triangle	185 / 250

Red	Green	Blue	Yellow	Violet	Chromatic
✓					

Resources	Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion
54	15	3	11	15	12	4	1

Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
30	5 yards	—	2 yards	—	—	—	—	—	—	2

MOSAIC					
Might	Observation	Swiftness	Ambition	Intuition	Composition
3	1	3	2	1	2

Offense					
Weapon	Hit	Damage	Range	Type	Strikes
Axe	+2	1d12 + 3	1 yard	Slicing	PFL, SND

Runes			Spell Hit
Fortify	Compel		–1

Body						
Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Medium	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Cleaving Strike	2	Vanguard	1
Improved Weapon Damage (Axe)	1	Improved Health Dice	1

Maneuvers					
Name	Beats	Mana	Name	Beats	Mana
Rally the Crew	2	3	Hew Them Down	2	0

Sources		Sources	
Rally (2, 2)	Travel	Travel	Cleaving Strike (Axe)

Description	Description
Friends within 2 yards share 2 Boons for 2 Rounds.	Cleave up to 2 more Targets, 1 Bane each.

Fixtures	Effect
Woodpile Pennies	10 × +2 Damage, 1 Beat

Effects and Statuses
Leather and shield.

Tactics and Notes
Leads from the front with Vanguard. Rallies when the crew wavers, and casts Goad (2, 2: 10 yards, 2 Turns, 3 Mana) to pull the strongest Character onto its axe. Surrenders if alone.

Axe-Woken Oak

Where the leylines gather enough Lumens into an ancient tree, a new person may awaken. Sometimes the first thing it feels is an axe. An Axe-Woken Oak looks like any other old oak until it moves, and then it fights until the cutters leave. Its bark is a Leyline Hide.

It is a person now, and it can be talked to once the fighting stops. Use it at a logging camp at the edge of the Greenlands, or anywhere a Troupe has been hired to clear land without asking who lives there.

Name	Make	Level	Tier	Lumens
Axe-Woken Oak	Awakened tree	6	Triangle	220 / 250

Red	Green	Blue	Yellow	Violet	Chromatic
	✓				

Resources	Actions & Awareness				Defense			
Health	Initiative	Beats	Perception		Defense	Spell Res.	Armor	Evasion
118	3	3	11		13	13	3	0
Mana	**Travel**	**Fly**	**Swim**	**Burrow**	**Red**	**Green**	**Blue**	**Yellow**	**Violet**	**Phys.**
30	7 yards	—	3 yards	—	—	2	—	2	—	2

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
3	1	1	2	1	3

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Branches	+1	1d12 + 3	1 yard	Impact	ACC, PFL, SND

Runes			Spell Hit
Bind	Animate		–1

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Giant	Tree	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Natural Weapon (branches)	1	Forceful Strike	2
Improved Health Dice	1	Hide in Plain Sight	1

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Root and Snare	3	2	Heave the Earth	3	4

Sources		Sources	
Ensnare (2, 2)	Forceful Strike (Branches)	Bend (2, 2)	Ensnare (2, 2)

Description	Description
Ensnare (2, 2): half Travel, 1 Bane, 2 Turns; a branch knocks it 2 yards or prone.	Bend (2, 2): 1d8 within 10 yards; Ensnare (2, 2): half Travel, 1 Bane, 2 Turns.

Fixtures	Effect
Leyline Hide	Its bark; +1 Defense

Effects and Statuses

Giant. Looks like any other old oak until it moves.

Tactics and Notes

Stays still until someone takes an axe to it or its grove, then fights until the cutters leave. Will not chase past its roots' reach.

Lynn's Warden

Lynn's Wardens are those who climbed the Tree and stayed, sworn to the Tree and to all Life. They tend the long climb, test those who attempt it, and defend the living forest from everyone who wants its timber. A Warden Roots a trespasser where they stand and Heals any Friend who falls, with Warden's Sap when the Mana runs out.

Meet them in the Forest of Lynn, on the climb, or at the camp of anyone cutting wood for Dio-Pollo. A Troupe hired to haul a load of timber may find that its destination matters as much as the Wardens in the way.

Name	Make	Level	Tier	Lumens
Lynn's Warden	Florafolk (any)	6	Triangle	200 / 250

Red	Green	Blue	Yellow	Violet	Chromatic
	✓				

Resources	Actions & Awareness				Defense			
Health	Initiative	Beats	Perception		Defense	Spell Res.	Armor	Evasion
74	5	3	13		12	13	2	0
Mana	**Travel**	**Fly**	**Swim**	**Burrow**	**Red**	**Green**	**Blue**	**Yellow**	**Violet**	**Phys.**
37	5 yards	—	2 yards	—	—	—	—	—	—	2

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
2	3	2	3	1	3

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Staff	+2	1d8 + 2	2 yards	Impact	ACC, PFL

Runes			Spell Hit
Mend	Bind	Animate	–1

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Medium	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Parry (Staff)	1	Vanguard	1

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Root the Trespasser	3	3	The Tree Remembers	1	4

Sources		Sources	
Ensnare (3, 3)	Accurate Strike (Staff)	Heal (2, 2)	

Description	Description
Ensnare (3, 3): Travel 1 yard, 1 Bane, 3 Turns; then a careful blow.	Heal a Friend 3d8 within 2 yards.

Fixtures	Effect
Warden's Sap	4 doses: Heal 3d8, roll 12

Effects and Statuses

Bark-woven leather.

Tactics and Notes

Tests before it fights. Asks why you are on the Tree, roots anyone who lies, and heals any climber who bled honestly.

Square Tier Foes

The officers and champions of nations, the Murder, hired knives, the Blood-Wild and the first mythic beasts.

> **For the Director**
>
> Square tier Foes gain an Additional Beat or carry Lumencrafts that do the same work. The Imperial Tax Collector is a Mask: its Health running out ends the fight, not the person.

Variants

Blood-Wild Beast. Any animal can take the Blood. Change the Natural Weapons and the Size: a Blood-Wild elk Cleaves with its antlers, and a Blood-Wild hawk is Small and Flies twice as fast as it should. Recheck the Lumens.

Kingdom Knight. A knight of any crown keeps the body and the Distinctions, swaps the Kingdom Knight's Blade for an Armament of its own nation from Appendix D, and changes Color to suit the realm. Recheck the Lumens.

Blood-Wild Beast

Empire measures Tarasque's Blood to the drop, because a beast that takes the right dose in the Quickening wakes up a person. A beast that takes it wrong does not. It gets Her hunger and Her endless motion and none of Her self. Its eyes turn yellow, it stops sleeping, and it runs at anything that moves.

Meet one below a cracked Imperial supply crate, beside a smuggler's cart gone off the road, or where a Quickening failed. The beast is not the villain. Whoever spilled the Blood is.

Name	Make	Level	Tier	Lumens
Blood-Wild Beast	Beast (bear) (any)	7	Square	235 / 275

Red	Green	Blue	Yellow	Violet	Chromatic
			✓		

Resources	Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion
86	3	4	12	13	14	0	3

Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
18	16 yards	—	8 yards	—	—	—	—	—	—	—

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
4	2	3	0	0	4

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Claws	+3	1d10 + 4	1 yard	Slicing	ACC, EVA, PFL
Bite	+3	1d12 + 4	1 yard	Slicing / Winded	PFL, SND, STA

Runes	Spell Hit
	—

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Large	Quadruped	0	2	0	0	4

Distinctions	Rank	Distinctions	Rank
Natural Weapon (claws, bite)	2	Status Attacks (bite)	1
Cleaving Strike	1	Additional Beat	1
Vanguard	1		

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Thrash	3	0	Run It Down	2	0

Sources		Sources	
Cleaving Strike (Claws)	Status Strike (Bite)	Travel	Powerful Strike (Claws)

Description	Description
Claws at up to 2 Targets in reach, 1 Bane for the second; bite each one hit: 1 Bane, Winded (4, 4), 4 Turns.	Charge up to 16 yards, then a Powerful claw: 1 Bane, 1d10 + 4 plus another 1d10.

Fixtures	Effect

Effects and Statuses

Vanguard: strikes anyone who runs past. Winded hurts only those who move.

Burns out: after 2 Rounds in which it attacks no one, it sleeps and wakes an ordinary animal.

Tactics and Notes

In pain, not hungry. Charges whatever moves and Thrashes at everything in reach. Hold it, Cage it or give it nothing to chase, and nobody has to die.

Bridgebuilder

Bridgebuilders are the Queen of Drones' hands: engineers in heavy gauntlets of brass and glass who keep the peace between Dio and Pollo and, officially, answer to no one. The Gauntlet gives them Mend, Guard and Gravitate, and with Magical Fighting they punch with their Spell Hit.

A Troupe that makes trouble on a Dio-Pollo bridge will meet two of them, along with the drones that called them.

Name	Make	Level	Tier	Lumens
Bridgebuilder	Human (any)	8	Square	220 / 300

Red	Green	Blue	Yellow	Violet	Chromatic
		✓			

Resources		Actions & Awareness			Defense			
Health		Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion
67		6	3	13	13	13	1	2
Mana		Travel	Fly	Swim	Burrow			
95		5 yards	–	2 yards	–			

Red	Green	Blue	Yellow	Violet	Phys.
–	–	–	–	–	1

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
2	3	3	3	4	3

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Gauntlet	+3	1d12 + 2	1 yard	Impact	ACC, PFL

Runes			Spell Hit
Mend (item)	Guard (item)	Gravitate (item)	+3

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Medium	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Improved Unarmed Damage	4	Grappling Expertise	1
Improved Mana Dice	2		

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Clear the Span	3	3	Hold the Span	1	6

Sources		Sources	
Regular Strike (Gauntlet)	Repel (3, 3)	Brace (3, 3)	

Description	Description
Punch, then Repel (3, 3): throw a Large or smaller Target 16 yards.	Rebuttal: 12 Temporary Health for 3 Turns.

Fixtures	Effect
Gauntlet	3 Runes, Magical Fighting

Effects and Statuses

Padded work coat.

Tactics and Notes

Keeps the peace, not the score. Removes troublemakers from the bridge first and asks questions on the far side.

Kingdom Knight

The Green Kingdom's artisans make the finest magical Armaments in the world, and its knights carry the best of them. A Kingdom Knight holds a road or a gate for the Twin Kings in plate and shield, and with Vanguard and Bulwark nobody walks past.

Meet them at checkpoints, on Royal supply wagons, and at the head of patrols hunting Elfjoras's rebels. Most believe in their Kings. Some are starting to wonder.

Name	Make	Level	Tier	Lumens
Kingdom Knight	Human (any)	8	Square	205 / 300

Red	Green	Blue	Yellow	Violet	Chromatic
	✓				

Resources		Actions & Awareness			Defense			
Health		Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion
122		4	3	12	16	14	6	0
Mana		Travel	Fly	Swim	Burrow			
38		5 yards	–	2 yards	–			

Red	Green	Blue	Yellow	Violet	Phys.
–	–	–	–	–	4

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
4	2	2	2	1	4

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Kingdom Knight's Blade	+3	1d12 + 4	1 yard	Slicing / Leech	ACC, EVA, PFL

Runes			Spell Hit
Fortify			–3

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Medium	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Parry (Sword)	1	Vanguard	1
Bulwark	1	Improved Health Dice	1

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Kingdom's Edge	3	0	Bar the Road	3	0

Sources		Sources	
Cleaving Strike (Blade)	Powerful Strike (Blade)	Parry (Blade)	Powerful Strike (Blade)

Description	Description
Cleave two foes for 1 Bane, then a heavy cut on each one hit.	Rebuttal: Parry a melee Strike; if it is stopped, answer with a heavy cut.

Fixtures	Effect
Knight's Blade	Leech (4, 4) twice a day

Effects and Statuses

Plate and shield.

Blade: +2 Hit, Giant damage, Cleaving Strike 1.

Tactics and Notes

Holds a gate or road. Vanguard and Bulwark mean nobody walks past. Serves the Twin Kings, and mostly believes in them.

Crow of the Murder

Crows carry no mail. They are the Murder, the Post's own law, and the most underestimated power in Xanadu. Their mandate covers anything that touches the mail, and almost everything touches the mail. A Crow carries a Warrant Book, and every page of it is an arrest: Halt slows and holds the suspect, Talon and Tie cuts and binds them.

A Troupe that handles stolen mail, forged papers, or a courier in trouble will meet the Murder, and should hope to meet it as a witness. A Crow is always a Faunafolk crow, and always answers to The Crowe.

Name	Make	Level	Tier	Lumens
Crow of the Murder	Faunafolk (crow)	8	Square	215 / 300

Red	Green	Blue	Yellow	Violet	Chromatic
			✓		

Resources	Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion
58	6	3	17	13	12	1	2

Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
47	10 yards	12 yards (Medium	5 yards	—	—	—	—	—	—	1

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
1	4	3	3	3	2

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Dagger	+3	1d6 + 3	1 yard	Slicing/ Piercing	ACC,EVA,PFL, SND

Runes			Spell Hit
Bind	Seal	Perceive	+2

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Medium	Winged humanoid	1	1	1	0	4

Distinctions	Rank	Distinctions	Rank
Improved Perception	1		

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Halt	1	2	Talon and Tie	3	2

Sources		Sources	
Ensnare (2, 2)		Evasive Strike (Dagger)	Ensnare (2, 2)

Description	Description
Warrant Book. Ensnare (2, 2): half Travel, 1 Bane, 2 Turns, 10 yards.	Warrant Book. Cut and step back; Ensnare (2, 2) as Halt.

Fixtures	Effect
Warrant Book	5 arrest Maneuvers

Effects and Statuses

Black plumage; carries no mail.

Tactics and Notes

Arrests, never kills. Reads the charge aloud, binds the suspect and calls the rest of the Murder down from the rafters.

White-Mane Lion

Chapter 8 names the mane of an albino Lion of mythic status, King of a Mountain turned tyrant, as a proper source of a Lumencache. This is that Lion. It rules a mountain pass and takes a toll in livestock, then in travelers. Its teeth are Leyline Fangs.

It wants a duel, not a hunt. Its Roar Goads the strongest Character away from the others. Use it as the end of a Square tier arc in the hills of any land, after the Troupe has heard about it from three villages.

Name	Make	Level	Tier	Lumens
White-Mane Lion	Beast (lion)	9	Square	290 / 325

Red	Green	Blue	Yellow	Violet	Chromatic
			✓		

Resources	Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion
106	7	4	13	14	14	0	4

Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
52	16 yards	—	8 yards	—	—	—	—	—	—	—

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
4	3	4	3	0	4

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Bite (Leyline Fangs)	+5	1d12 + 4	1 yard	Slicing; Winded	PFL, SND
Claws	+4	1d10 + 4	1 yard	Slicing	ACC, EVA, PFL

Runes			Spell Hit
Compel			+0

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Large	Quadruped	0	2	0	1	4

Distinctions	Rank	Distinctions	Rank
Natural Weapon (bite, claws)	2	Status Attacks (bite)	1
Additional Beat	1	Improved Health Dice	1

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Mountain King's Roar	2	5	Pounce	4	0

Sources		Sources	
Goad (3, 3)	Travel	Travel	Powerful Strike (Claws)
		Regular Strike (Bite)	

Description	Description
Goad (3, 3): one Target within 15 yards may only attack the Lion for 3 Turns; it closes.	Leap, rake and bite.

Fixtures	Effect
Leyline Fangs	Vex (3, 3) twice a day

Effects and Statuses

Bite critical range 19–20.

Tactics and Notes

A tyrant, not a hunter. Roars to pull the strongest Character away from the others and duels them in the open.

Assassin

Someone with a grudge and a purse can always find an Assassin. They work alone, Hidden until the moment they strike, and their From Nowhere cuts deep and strips the guard from whoever is left standing. When the job is done, or ruined, the Quiet Exit takes them out of sight before anyone can follow.

Use one when the Troupe has made an enemy who would rather not fight them in person. The question that follows an attempt, who paid, is often a better story than the fight.

Name	Make	Level	Tier	Lumens
Assassin	Faunafolk (cat, any)	9	Square	280 / 325

Red	Green	Blue	Yellow	Violet	Chromatic
				✓	

Resources		Actions & Awareness			Defense			
Health		Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion
64		7	4	13	14	16	2	2
Mana	**Travel**	**Fly**	**Swim**	**Burrow**	**Red**	**Green**	**Blue**	**Yellow**	**Violet**	**Phys.**
52	5 yards	–	2 yards	–	–	–	–	–	–	2

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
2	3	4	3	4	2

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Daggers	+4	1d8 + 4	1 yard	Slicing/ Piercing	ACC,EVA,PFL, SND

Runes			Spell Hit
Conceal	Delude		+2

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Medium	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Hide in Plain Sight	1	Additional Beat	1
Improved Weapon Crit (Daggers)	2	Improved Weapon Damage (Daggers)	1

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
From Nowhere	4	0	Quiet Exit	2	3

Sources		Sources	
Travel	Powerful Strike (Daggers)	Travel	Obscure (3, 3)
Sundering Strike (Daggers)			

Description	Description
Out of Hiding: a deep cut, then strip the guard.	Slip away, then Hidden at once, +5 to Hide.

Fixtures	Effect

Effects and Statuses

Dagger critical range 18–20.

Tactics and Notes

Strikes once, from Hiding, at the one name it was paid for. If that fails it leaves and tries again tomorrow.

Imperial Tax Collector

Imperial Tax Collectors are mid-ranking officials sent to acquire whatever Empire needs. Each wears the same Mask, a copy of the First Assessor of Empire, so every one of them has the same Spells, Maneuvers and blade-work. This card is the Mask's profile. Shatter it and the Troupe is facing a clerk at 1 Health.

They work within Empire's borders, wherever Empire claims a debt. They can be reasoned with, but they will not be turned from an assignment. A senior Collector may carry the Assessor's Ledger.

Name	Make	Level	Tier	Lumens
Imperial Tax Collector	Human (Mask)	10	Square	335 / 350

Red	Green	Blue	Yellow	Violet	Chromatic
✓			✓		

Resources		Actions & Awareness			Defense			
Health		Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion
81		24	4	13	14	13	0	4
Mana	**Travel**	**Fly**	**Swim**	**Burrow**	**Red**	**Green**	**Blue**	**Yellow**	**Violet**	**Phys.**
68	10 yards	–	5 yards	–	–	–	–	1	–	–

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
1	3	4	4	4	3

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Rapier	+4	1d8 + 4	1 yard	Piercing	ACC, EVA, SND

Runes			Spell Hit
Bind	Compel	Seal, Curse	+4

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Medium	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Parry (Rapier)	1	Riposte	1
Additional Beat	1		

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Writ of Collection	3	14	Notice of Arrears	3	4

Sources		Sources	
Command (4, 4)	Forbid (4, 4)	Mark (4, 4)	Accurate Strike (Rapier)

Description	Description
"Pay." Refuse and take 4d8 (4 Turns); Forbid (4, 4) is layered into the Penalty.	Mark (4, 4): –4 Defense for 4 Turns, then a precise thrust.

Fixtures	Effect
Tax Collector's Mask	This card is the Mask
Blood-Dyed Coat	Brace (4, 4) always on

Effects and Statuses

Health 0: Mask shatters, wearer at 1.

Brace: 20 Temporary Health.

Tactics and Notes

Arrives with paperwork and a reasonable offer. Can be argued with, never turned from the assignment. Fights only when the Writ is refused.

Pentagon Tier Foes

Imperial Inquisitors, Ember Auditors, generals for hire and Tally's chosen.

For the Director

Pentagon tier Foes are named threats. Give the Troupe warning before one arrives.

Tally's Vessel

Tally Dawnsbreach takes whatever creature is angriest nearby, and the Mountain Trolls, who revere her, count being chosen as the ultimate blessing. This card is a Troll she has taken. Its eyes burn white, and it walks out of the high Redlands toward the nearest town and sets it alight. Whoever finally brings a Vessel down is branded with her smoking ashen X. Wildfire spreads its Ignite from Target to Target.

Driving it off is a Pentagon tier victory. Killing it may only end Tally's interest for now.

Name	Make	Level	Tier	Lumens
Tally's Vessel	Mountain Troll	11	Pentagon	340 / 375

Red	Green	Blue	Yellow	Violet	Chromatic
✓					

Resources		Actions & Awareness			Defense			
Health		Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion
177		21	4	12	13	15	0	3
Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
74	7 yards	—	3 yards	—	—	—	—	—	—	—

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
5	2	3	4	1	5

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Maul	+3	1d12 + 5	1 yard	Impact	ACC, PFL, SND

Runes			Spell Hit
Conjure			+1

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Giant	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Wildfire	1	Additional Beat	1
Improved Health Dice	2	Forceful Strike	2
Vanguard	1		

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Ash-Fall	1	20	Desolating Swing	3	0

Sources		Sources	
Matter Field (4, 4)		Powerful Strike (Maul)	Forceful Strike (Maul)

Description	Description
Matter Field (4, 4): Ignite 2d8 for 4 Turns on everyone within 4 yards; Wildfire spreads it.	Two blows; the second throws the Target 2 yards.

Fixtures	Effect

Effects and Statuses

Possessed by Tally: a smoking ashen X.

Tactics and Notes

Possession is a blessing to a Mountain Troll, and it wants everyone to see. Walks into the thickest crowd and sets it alight.

Ember Auditor

Ganna Dawnsbreach leads the Order of the Autumn Embers, who train together for life to become Ember Auditors: the world's greatest detectives and its most effective enforcers. An Ember Auditor arriving in town is a storm on the horizon. Everyone with something to hide starts packing, and everyone with something to lose starts confessing.

Ember Auditors always work in pairs. This card is the metal-clad partner, with the Just Blade and Auditor's Metal-Mail; the flora-draped partner's card is beside it. They come only when someone powerful has given up on

Name	Make	Level	Tier	Lumens
Ember Auditor	Human (any)	11	Pentagon	310 / 375

Red	Green	Blue	Yellow	Violet	Chromatic
✓					

Resources			Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.		Armor	Evasion	
100	24	4	13	16	17		6	0	
Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
74	5 yards	—	2 yards	—	—	—	—	—	—	6

MOSAIC					
Might	Observation	Swiftness	Ambition	Intuition	Composition
3	3	4	4	3	4

Offense					
Weapon	Hit	Damage	Range	Type	Strikes
Auditor's Just Blade	+5	1d10 + 3	1 yard	Slicing; Ignite	ACC, EVA, PFL

Runes			Spell Hit
Seal	Perceive	Fortify	+0

Body						
Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Medium	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Parry (Sword)	1	Additional Beat	1
Striking Spells	1	Improved Weapon Damage (Sword)	1

Maneuvers					
Name	Beats	Mana	Name	Beats	Mana
Bind the Guilty	3	7	Witness	1	4

Sources		Sources	
Forbid (4, 4)	Powerful Strike (Blade)	Seek (4, 4)	

Description	Description
Forbid (4, 4) their best Spell for 4 Turns, then a heavy cut. Striking Spells: 1 Boon.	Seek (4, 4): the exact location of someone it has a link to, within 100 miles.

Fixtures	Effect
Just Blade	Riposte; Ignite (3, 3) twice a day
Auditor's Metal-Mail	+3 Defense, +3 SR

Effects and Statuses
Works in a pair with a flora partner.

Tactics and Notes
Arrives when someone powerful has run out of answers. Answers every lie with a Riposte and never fights without its partner.

Ember Auditor, Flora Partner

The flora-draped partner wears the Ember-Leaf Mantle, russet and gold leaves from the trees of the Autumn Embers' compound that burn with an unending flame and never burn their wearer. It carries a staff and no blade. It heals and shells its metal-clad partner, and asks the questions while the other one stands ready to answer a lie.

Run the two cards together. The pair is a Pentagon tier threat that has already decided who is guilty, and the flora partner is usually the one who can be persuaded otherwise.

Name	Make	Level	Tier	Lumens
Ember Auditor, Flora Partner	Human (any)	11	Pentagon	300 / 375

Red	Green	Blue	Yellow	Violet	Chromatic
✓					

Resources			Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.		Armor	Evasion	
113	24	4	14	13	14		0	3	
Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
112	5 yards	—	2 yards	—	3	—	—	—	3	—

MOSAIC					
Might	Observation	Swiftness	Ambition	Intuition	Composition
2	4	3	5	3	4

Offense					
Weapon	Hit	Damage	Range	Type	Strikes
Staff	+3	1d8 + 2	2 yards	Impact	ACC, PFL

Runes			Spell Hit
Mend	Guard	Perceive	+3

Body						
Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Medium	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Additional Beat	1	Improved Mana Dice	2
Friendly Spells	1	Improved Health Dice	1
Nonverbal Casting	1		

Maneuvers					
Name	Beats	Mana	Name	Beats	Mana
Autumn Mending	2	8	Shell of Leaves	2	4

Sources		Sources	
Travel	Heal (4, 4)	Travel	Protect (4, 4)

Description	Description
Step in; Heal (4, 4): a Friend within 5 yards regains 5d10 Health.	Step to the partner; Protect (4, 4): +4 Defense for 4 Turns.

Fixtures	Effect
Ember-Leaf Mantle	Resists 3 Red and 3 Violet

Effects and Statuses
Works in a pair with the metal-clad partner.

Tactics and Notes
Stays a step behind its partner. Shells it before the fight, heals it during, and Scans anyone who answers a question too quickly.

Imperial Inquisitor

Imperial Inquisitors follow the same pattern as Tax Collectors, but each wears the Mask of the Head Inquisitor, and their reach extends beyond the Redlands. When a Tax Collector's Writ is refused often enough, an Inquisitor comes to deliver the next one.

They carry a Heart-Chain Flail, forged from old links of the chains on Tarasque's Heart, and Writ-Vials that make their targets kneel. Empire's Inquisitors are a different order entirely, and the Ember Auditors would like that remembered.

Name	Make	Level	Tier	Lumens
Imperial Inquisitor	Human (Mask)	12	Pentagon	380 / 400

Red	Green	Blue	Yellow	Violet	Chromatic
✓			✓		

Resources	Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion
122	42	5	13	14	14	0	4

Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
93	10 yards	–	5 yards	–	–	–	–	1	–	–

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
3	3	4	5	4	4

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Heart-Chain Flail	+6	1d10 + 3	1 yard	Impact/ Piercing	EVA, PFL

Runes			Spell Hit
Compel	Seal	Curse	+4

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Medium	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Additional Beat	2	Improved Health Dice	1
Initiative Boost	1		

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Kneel	3	11	Heretic's Mark	3	16

Sources		Sources	
Command (5, 5)	Forceful Strike (Flail)	Mark (5, 5)	Forbid (5, 5)

Description	Description
"Kneel." Refuse and take 4d10; the flail knocks them prone.	Mark (5, 5): –5 Defense or SR; Forbid (5, 5) their best Spell. 5 Turns each.

Fixtures	Effect
Heart-Chain Flail	Winded (5, 5) twice a day
Writ-Vial	7 × Command (5, 5), roll d20 + 5

Effects and Statuses

This card is the Inquisitor's Mask.

Blood-Dyed Coat: Brace, 20 Temporary Health.

Tactics and Notes

Arrives with a Writ, not an offer. Throws a Writ-Vial first, then makes an example of whoever stands up.

Mercenary General

Wars are expensive, and the cheapest army is one somebody else trained. A Mercenary General sells a whole company: its drills, its banners and its habit of winning. Rally the Line shares the General's confidence with every Friend nearby. A single shouted Hold! stops the Troupe in its tracks and brings the sword down on whoever kept moving.

Meet one wherever a nation has paid for a war it cannot fight alone. Empire's war on the Bluelands has made the trade very good this year. A General can be outbid, and most of them have been.

Name	Make	Level	Tier	Lumens
Mercenary General	Faunafolk (bear, any)	12	Pentagon	335 / 400

Red	Green	Blue	Yellow	Violet	Chromatic
✓					

Resources	Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion
122	24	5	13	15	14	5	0

Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
93	5 yards	–	2 yards	–	–	–	–	–	–	3

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
4	3	3	5	2	4

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Sword	+2	1d10 + 4	1 yard	Slicing	ACC, EVA, PFL

Runes			Spell Hit
Fortify	Compel	Guard	–1

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Medium	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Additional Beat	2	Vanguard	1
Cleaving Strike	2	Improved Weapon Damage (Sword)	1
Improved Health Dice	1		

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Rally the Line	2	11	Hold!	3	11

Sources		Sources	
Rally (5, 5)	Travel	Command (5, 5)	Powerful Strike (Sword)

Description	Description
Friends within 5 yards share 5 Boons for 5 Rounds.	"Hold." Move and take 4d10; the sword is layered in.

Fixtures	Effect

Effects and Statuses

Mail and shield.

Tactics and Notes

Fights for pay and never for free. Rallies the line every other Round, and sells out its employer if the Troupe pays better.

Hexagon Tier Foes

Masters of magic and the agents of the Faed. Polys of every tier are in Polys by Tier, after the Line tier.

> **For the Director**
>
> Hexagon tier Foes are rare. Consider a full Character Sheet for each.

Variants

Magus. Swap the Color and keep the Maneuvers: a Red Magus burns, a Violet one fills the room with dread. A Tower Archivist of V's Tower carries Seal in place of Destroy and comes for a relic, not a fight: Forbid (6, 6) shuts the Troupe's best Spell for 6 Turns while it Phases out with the prize.

Magus

A Hedge Mage learns three Runes from whoever will teach them. A Magus has spent a lifetime learning why the Runes work. Courts hire them and armies fear them. A Magus Unwrites a Spell before it is finished, answers with the Long Answer, and Phases out of reach of anyone who closes.

Use one at Hexagon tier anywhere a Foe needs real magic behind it: a queen's court magician, a warlord's last resort, the Troupe's old teacher on the wrong side. It is the higher tiers' Hedge Mage.

Name	Make	Level	Tier	Lumens
Magus	Human (any)	13	Hexagon	400 / 425

Red	Green	Blue	Yellow	Violet	Chromatic
		✓			

Resources		Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion	
130	15	5	14	14	15	0	4	
Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
258	5 yards	—	2 yards	—	—	—	—	—	—	—

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
0	4	4	6	6	5

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Staff	+4	1d8	2 yards	Impact	ACC, PFL

Runes			Spell Hit
Destroy	Dispel	Transport	+6

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Medium	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Additional Beat	2	Improved Mana Dice	4
Spell Attunement (Mana Blast)	1	Friendly Spells	1
Nonverbal Casting	1	Initiative Boost	1

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Unwritten	1	30	The Long Answer	3	31

Sources		Sources	
Disjoint (6, 6)		Mana Blast (6, 6)	Mana Field (5, 5)

Description	Description
Rebuttal: Disjoint (6, 6) within 30 yards: cancel a Spell as it is Cast, or remove 6 Potency of Spell Effects.	Mana Blast (6, 6): 4d12, 30 yards; then Mana Field (5, 5) on the Target: 2d8 within 5 yards. Friends are spared.

Fixtures	Effect

Effects and Statuses

Phase (5, 5): 20 yards through walls, 11 Mana. Nonverbal: a gag does not stop it.

Unarmored; robes and a staff.

Tactics and Notes

Stays 30 yards back. Unwrites the Troupe's best Spell, answers it, and Phases away from anyone who closes. Can be bargained with, rarely bought.

Fae Name-Thief

High above the Faed river, Patricia Saburov's Fae make their nests in the foggy darkness and steal the names of the Living to give to the Dead. A Name-Thief is one of her players. It wears the face of someone its Target loves, Marks the one who believed it, and Imprisons them for the Theatre of the Faed.

Meet one in the Faed, or in the Living world near anyone whose name would make a good part. A Character who loses a name to the Theatre needs the Troupe to win it back.

Name	Make	Level	Tier	Lumens
Fae Name-Thief	Fae	14	Hexagon	450 / 450

Red	Green	Blue	Yellow	Violet	Chromatic
		✓		✓	

Resources			Actions & Awareness			Defense			
Health		Initiative	Beats	Perception	Defense	Spell Res.		Armor	Evasion
108		11	6	15	15	18		0	5
Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
224	4 yards	6 yards (Medium	2 yards	—	—	—	—	—	—	—

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
2	5	5	6	6	4

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Daggers	+5	1d4 + 6	1 yard	Slicing/ Piercing	ACC,EVA,PFL, SND

Runes			Spell Hit
Delude	Curse	Seal	+6

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Small	Winged humanoid	1	1	1	0	4

Distinctions	Rank	Distinctions	Rank
Additional Beat	3	Improved Mana Dice	2

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
A Familiar Face	3	12	Join the Chorus	1	25

Sources		Sources	
Lie (6, 6)	Mark (6, 6)	Imprison (5, 5)	

Description	Description
Lie (6, 6): a loved one's face for 10 minutes; Mark (6, 6): –6 for 6 Turns.	Imprison (5, 5) in a Medium vessel: 1 Turn in combat, a day as a Ritual.

Fixtures	Effect

Effects and Statuses

Name-theft is a story event, not a Spell.

Tactics and Notes

Never fights fair and never fights alone. It wants a name, not a death, and flees the moment it has one.

Revenant

When Black-Mail is refused, The Reverie can send a Revenant into the world of the Living to hunt down the one who refused. It has one name on its list. It ignores everyone else unless they stand in the way, and it waits patiently for its target to come out.

Use it when a Character, or someone the Troupe protects, has lengthened their life by magic. Helping one of the Blackmailed defeat a Revenant can earn great power, and The Reverie's attention.

Name	Make	Level	Tier	Lumens
Revenant	Revenant	15	Hexagon	475 / 475

Red	Green	Blue	Yellow	Violet	Chromatic
				✓	

Resources			Actions & Awareness			Defense			
Health		Initiative	Beats	Perception	Defense	Spell Res.		Armor	Evasion
148		16	6	21	15	19		0	5
Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
164	5 yards	—	2 yards	—	—	—	—	—	—	—

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
4	5	5	6	6	5

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Scythe	+5	1d8 + 4	2 yards	Slicing/ Piercing	EVA, SND

Runes			Spell Hit
Animate	Seal	Destroy	+6

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Medium	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Additional Beat	3	Hide in Plain Sight	1
Improved Perception	2	Improved Mana Dice	2
Initiative Boost	1		

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Called to Account	1	25	Grave Earth	3	12

Sources		Sources	
Imprison (5, 5)		Bend (6, 6)	Mana Blast (6, 6)

Description	Description
Imprison (5, 5) the one on the list: 1 Turn in combat, a day as a Ritual.	Bend (6, 6): up to 1d20 within 30 yards; Mana Blast (6, 6): 4d12.

Fixtures	Effect

Effects and Statuses

Sent from the Faed by The Reverie.

Tactics and Notes

Hunts one name. It ignores everyone else unless they stand in the way, and it is patient.

Circle Tier Foes

Rivals and the children of a Luminary.

> **For the Director**
>
> Circle tier Foes are campaign threats. Use a full Character Sheet.

Rival Legend

Circle tier · Levels 17–20 · any Colors · any Make · build on a full Character Sheet

A Rival Legend is a Circle tier adventurer who wants what the Troupe wants: the same treasure, the same Luminary's favor, the same answer at the top of the Tree. They are not evil. They simply got there first, or mean to. Any Make, any Colors, any faction or none.

Build a Rival Legend on a full Character Sheet, exactly as a Character of their level, with every Lumen spent. Give them their own Troupe if the story needs one. Introduce them early, at a lower tier, and let the Troupe watch them grow: a rival met three times is worth more than a boss met once.

Yellow-Eyed Child of Tarasque

Those who take in too much Imperial Blood sometimes dream Tarasque's dreams of hunger, flight and endless motion. A rare few wake with yellow eyes and a Dragon's appetite. Given enough years and enough Blood, one of them becomes this.

It is a Circle tier campaign threat, not an encounter. The card shows its strength; run it from a full Character Sheet in play.

Name	Make	Level	Tier	Lumens
Yellow-Eyed Child of Tarasque	Dragon	18	Circle	550 / 550

Red	Green	Blue	Yellow	Violet	Chromatic
			✓		

Resources	Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion
253	12	7	15	16	17	0	6

Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
154	18 yards	12 yards (Medium	9 yards	—	—	—	—	—	—	—

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
7	5	6	6	4	7

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Bite	+6	1d12+1d4 + 7	1 yard	Slicing	PFL, SND
Tail	+6	1d12+1d4 + 7	1 yard	Impact/ Piercing	EVA, PFL

Runes			Spell Hit
Conjure			+4

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Giant	Dragon	0	2	1	1	4

Distinctions	Rank	Distinctions	Rank
Additional Beat	4	Natural Weapon (bite, tail)	2

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Hunger of Tarasque	4	0	Blood-Breath	2	17

Sources		Sources	
Travel	Powerful Strike (Bite)	Matter Stream (6, 6)	Travel
Regular Strike (Tail)			

Description	Description
Lunge, bite and lash.	Matter Stream (6, 6), 10 yards: Winded (6, 6), 6 damage per yard moved for 6 Turns.

Fixtures	Effect

Effects and Statuses

Run from a full Character Sheet in play.

Tactics and Notes

Pure appetite. Eats what is in front of it, flies off when sated, and comes back hungry.

Demons of The Horde

The Faed drains the colors and identity of those who have passed into it, preparing them for their reintegration into the Worldsoul of Xanadu. Xyz offers a reprieve, allowing a Soul to hang on to their most primal emotions as an anchor to cling to their identity for one year longer, one day longer, one moment longer.

Those who accept become his Horde. Each demon is a single feeling that outlived the person who felt it, and each craves the Light of the Moons. The Troupe meets them in the Faed, or where it runs thin: a graveside, a sickbed, a dream on someone's worst night. The weakest have only the feeling left. The strongest keep their cunning, and use it to tempt the living.

The three demons here sit in their own tiers: the Spite at Triangle, the Fury and the Longing at Pentagon. Their Make is always Demon.

For the Director: playing a demon

Play the feeling, not the tactics. The Fury never retreats and never bargains. The Spite never wants to win, only for the Troupe to lose. The Longing never strikes first, and like Lord Xyz it bargains with anyone and keeps its word to the letter.

Spite Demon

This creature is the remains of a woman, spiteful in life. She has forgotten every wrong ever done to her, but not one of them has been forgiven.

Spites rise to the upper Faed and slip into the dreams of the living to whisper about who wronged them. A Spite does not want to win a fight. It wants someone to lose one. Near it, every choice costs something: each Beat spent while Vexed hurts, its Commands punish anyone who moves, and it Forbids whatever its Target likes best.

Name	Make	Level	Tier	Lumens
Spite Demon	Demon	6	Triangle	250 / 250

Red	Green	Blue	Yellow	Violet	Chromatic
				✓	

Resources	Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion
58	6	3	12	13	16	0	3

Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.
67	4 yards	6 yards (Medium	2 yards	—	—	—	—	—	—	—

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
0	2	3	3	3	2

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Claws	+3	1d4 + 3	1 yard	Slicing/ Piercing	ACC, EVA, PFL, SND

Runes			Spell Hit
Conjure	Compel	Seal	+3

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Small	Winged imp	1	1	1	0	4

Distinctions	Rank	Distinctions	Rank
Maddening Vexation	1	Violet Mana Saturation	1
Natural Weapon (claws)	1	Status Attacks (Vex)	1
Improved Mana Dice	2	Improved Health Dice	1

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Don't You Dare	3	8	Nobody Asked You	3	5

Sources		Sources	
Command (3, 3)	Matter Blast (3, 3)	Forbid (3, 3)	Status Strike (Claws)

Description	Description
"Don't move." Each refusal: 3d8, then Matter Blast Vex (3, 3): 3 damage per Beat, 3 Turns.	Forbid (3, 3) their favorite Spell or Maneuver for 3 Turns; claws Vex (3, 3).

Fixtures	Effect

Effects and Statuses

Its Vex may swap the Target's Defense and SR.

Vexed: first Maneuver each Round costs +1 Beat.

Tactics and Notes

Hangs back and flies high. Punishes whoever did the most last Turn, and laughs when they hurt themselves.

Fury Demon

This creature is the remains of a man, furious in life. He has forgotten the target of his rage, but has never forgotten the feeling.

Feel My Pain. 3 Beats, 5 Mana. Accurate Strike (Tail), Mana Blast (5, 5), Red. Tail with 1 Boon for half damage, then Mana Blast: 3d12, 25 yards.

Hate. 3 Beats, 11 Mana. Accurate Strike (Tail), Detonate (5, 5), Red. Tail with 1 Boon for half damage, then Detonate: 3d12 to everyone within 5 yards of a point up to 25 yards away.

Name	Make	Level	Tier	Lumens
Fury Demon	Demon	12	Pentagon	400 / 400

Red	Green	Blue	Yellow	Violet	Chromatic
✓					

Resources	Actions & Awareness				Defense			
Health	Initiative	Beats	Perception		Defense	Spell Res.	Armor	Evasion
160	30	3	10		15	15	0	5
Mana	**Travel**	**Fly**	**Swim**	**Burrow**	**Red**	**Green**	**Blue**	**Yellow**	**Violet**	**Phys.**
171	7 yards	—	3 yards	—	—	—	—	—	—	—

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
5	0	5	5	0	5

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Fists	+5	1d12 + 15	1 yard	Impact	ACC, PFL, SND
Tail	+5	1d12+1d6 + 15	3 yards	Piercing	ACC

Runes			Spell Hit
Destroy	Trigger		+0

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Giant	Humanoid, tailed	1	1	0	1	4

Distinctions	Rank	Distinctions	Rank
Natural Weapon (fists, tail)	2	Cleaving Strike	2
Improved Attacks	2	Forceful Strike	1
Grappling Expertise	1	Improved Mana Dice	4

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
The Entire World Is My Enemy	1	0	Focus My Hatred	3	0

Sources		Sources	
Cleaving Strike (Fists)		Accurate Strike (Tail)	Powerful Strike (Fists)

Description	Description
Fists at up to 3 Targets in reach, 1 Bane per extra Target; 1d12 + 15 each.	Tail, 1 Boon, half of 1d12+1d6 + 15; then fists, 2d12 + 15.

Fixtures	Effect

Effects and Statuses

Two more Maneuvers: see the entry.

Craves the Light of the Moons.

Tactics and Notes

Charges the nearest living thing. Cleaves when surrounded, blasts whoever runs. Never retreats, never bargains.

Longing Demon

This creature is the remains of someone who wanted more, in life, than anyone could give. They have forgotten what they wanted, but never the wanting.

A Longing wears the face of someone its Target has lost, speaks softly, and asks for very little: stay a while, lower the blade, let go. It seals its bargains with Contract. Those it Dominates fight for it until they shake it off, and some are sorry to wake.

Name	Make	Level	Tier	Lumens
Longing Demon	Demon	12	Pentagon	400 / 400

Red	Green	Blue	Yellow	Violet	Chromatic
		✓		✓	

Resources	Actions & Awareness				Defense			
Health	Initiative	Beats	Perception		Defense	Spell Res.	Armor	Evasion
131	9	5	13		14	18	0	4
Mana	**Travel**	**Fly**	**Swim**	**Burrow**	**Red**	**Green**	**Blue**	**Yellow**	**Violet**	**Phys.**
248	5 yards	—	2 yards	—	—	—	—	—	—	—

MOSAIC

Might	Observation	Swiftness	Ambition	Intuition	Composition
1	3	4	5	4	4

Offense

Weapon	Hit	Damage	Range	Type	Strikes
Silken Lash	+4	1d6 + 1	2 yards	Impact	ACC, EVA, PFL, SND

Runes			Spell Hit
Compel	Delude	Bind	+4

Body

Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	
Medium	Humanoid	1	1	0	0	4

Distinctions	Rank	Distinctions	Rank
Additional Beat	2	Spell Attunement (Dominate)	1
Improved Mana Dice	4	Improved Health Dice	1

Maneuvers

Name	Beats	Mana	Name	Beats	Mana
Anything You Want	1	50	Come to Me	3	22

Sources		Sources	
Dominate (5, 5)		Command (5, 5)	Goad (5, 5)

Description	Description
Dominate (5, 5), 1 Boon: obeys one order, whoever it harms, 5 Turns. Ambition Roll, 2 Banes, each Round.	"Come to me." Each refusal: 4d10. Goad (5, 5): may only move toward it and attack it, 5 Turns.

Fixtures	Effect

Effects and Statuses

Lie (Blue, 5, 5): wears the face you want most.

Each Dominated Target takes one of its 5 Fixture slots.

Tactics and Notes

Never fights fair or first. Speaks to the most desperate Character, Dominates the strongest and lets the Troupe fight itself.

Feral Lumencrafts

Some creatures have features of particular power and strength, the claws, teeth, and hide, of particularly ferocious beasts may turn into Lumencrafts themselves. These are known as Feral Lumencrafts, and enable Beasts to serve as particularly powerful foes without simply raising their level and tier.

When the beast dies, its Lumencraft is Faded like any other. A crafter can repair it with fresh materials worth half its Lumens, break it down into a Lumencache, or study it into a Pattern.

Leyline Hide

Vestment · Triangle tier · Yellow and Green · 150 of 150 Lumens

Vestments										
Name	Tier	Lumens	Armor Type	Armor	Red	Green	Blue	Yellow	Violet	Chromatic
Leyline Hide	Triangle	150 / 150	Leather	+2		✓		✓		
Defense bonus	**Spell Resilience bonus**	**Physical Resistance**	**Spell / Hide penalty**	**Red Resistance**	**Green Resistance**	**Blue Resistance**	**Yellow Resistance**	**Violet Resistance**	**Physical resistance**	
+1	—	2	–2 / –1		2		2			

Persistent Spell Effects				
Spell	Magnitude	Potency	Notes	Depleted

Where leylines cross under a hunting ground, the Lumens sometimes gather in one beast's hide. It thickens, the fur takes on a faint green-gold sheen, and Yellow and Green Spells slide off it. A Leyline Hide counts as Leather armor. It adds 1 Defense and resists 2 Yellow and 2 Green damage. A Dire Wolf Pack-Mother wears one, and so does the bark of an Axe-Woken Oak. Taken from a beast that has died, it is Faded until a crafter repairs it, and a hide can usually only be remade as a coat or cloak.

Leyline Fangs

Armament · Triangle tier · Violet · 145 of 150 Lumens

Armaments								
Name	Tier	Lumens	Red	Green	Blue	Yellow	Violet	Chromatic
Leyline Fangs	Triangle	145 / 150					✓	

Weapon					Status			
Weapon Type	Axe (bite)				Status Type	Vex		
Size	Bonus Hit	Damage	Range	Critical Range	Magnitude	Potency	Daily total	Remaining
Medium	+1	1d10	Short Melee, 1 yard	19–20	3	3	2 per day	2
Damage Type	Slicing	Strikes	Powerful, Sundering					

Distinction	Ranks	Effect
Improved Weapon Crit	1	Lower the chosen weapon selection's critical threshold by 1.

The same leyline Lumens can gather in a beast's teeth instead. The fangs turn bone-white and faintly violet, and they bite deeper and truer: +1 Weapon Hit, a critical hit on a 19 or 20, and twice a day a bite applies Vex (3, 3). Leyline Fangs work on a bite Natural Weapon of the Axe Type. A Dire Wolf Pack-Mother (see the Dire Wolf's variants) and the White-Mane Lion carry them. What a crafter makes of a Faded set is a question for the Director.

For the Director: pricing feral Lumencrafts

Both items are priced the way the Lumencraft Catalog prices its items: the Leyline Hide spends 50 Lumens on +1 Defense and 25 per point of Yellow and Green resistance; the Leyline Fangs spend 50 on +1 Weapon Hit, 50 on two daily uses of Vex (3, 3) and 45 on Improved Weapon Crit.

Act IX: The Saltmarsh Line

An example of play for Chapter 10, Foes

Before the session. Chrissy has asked to watch Patricia prepare one fight from start to finish. A Director doesn't usually show the players her notes; this is practice for next season, and Chrissy has promised to leave what she sees at the door once Pell sits down.

CHRISSY (Pell) Where do you start?

PATRICIA (Director) With what the Foes want. The Skyway Smuggler's tactics say "Wants the cargo safe, not a fight," so this fight is about the sacks. I've decided they run if they lose the sacks or lose their Gunner.

CHRISSY [reading the cards] The Smuggler is level 4 and has spent 120 of 200. The Airship Gunner is level 4 and has spent 90. We're level 3. How many do you use?

PATRICIA The sizing box only roughly fits, and it says it hasn't been playtested. It counts a Foe at the Troupe's level with all its Lumens spent as about one Character, and one with half or less as about half. The Gunner is under half, so she's about half. The Smugglers fall in between, but they're a level above you, so I count each one as a whole Character rather than guess a fraction. Three Smugglers and the Gunner come to about three and a half against five of you.

CHRISSY That sounds comfortable.

PATRICIA On paper. Now the things the box doesn't count. The Gunner's Card holds three Broadsides, so she fires three times a Round. Man Overboard throws a Character eleven yards, and the dock is over water, so anyone who goes in spends Rounds swimming back. If the Troupe just trades blows, it's close. If they go for the sacks, the Smugglers leave. I'll watch the first Round, and if it goes badly, the Smugglers have every reason to leave early.

CHRISSY Should the Smugglers be Goblins, like the Gunner?

PATRICIA There's a Gobbletopian variant, but this is a Magpie job, so one of them becomes a Magpie. A Small body refunds 20 Lumens and wings cost 15, so she has spent 115. Then I recheck four things. Her Health drops to 28 on a d6. Her Cutlass drops a step on the Weapon Scaling table, to 1d8 + 1. Her Travel is 4 yards. Her wings give her Medium flight, 6 yards. Her Perception stays the same, since she still has four sensory organs.

At the table, dusk. The cloud dock is a pier of planks lashed to a moored gasbag, two yards above the bay. Two Smugglers carry the Saltmarsh sacks up the gangplank of a sky-skiff. The Magpie perches on the gasbag, and the Gunner sits behind a crate with her gun across her knees.

GREEN (Moth) Moth slips under the gangplank before anyone walks out, then casts the Blackout. [Hide: d20: 13, +1, +2 Obscure = 16]

PATRICIA That beats their best Perception. Nobody sees her.

BUNNY (Marisol) Marisol walks up the pier in plain sight, with Kestrel beside her. "Those sacks belong to the Post. We're taking them back."

Patricia The Gunner stands. “We’re not raiders,” she says, swinging the gun around. “We’re paid. Off the pier.” The Smugglers keep loading. Nobody is backing down, so this is combat, and the Gunner’s Initiative of 9 puts her first. Broadside at Kestrel. [d20: 13, +2 = 15] That hits. [2d6 + 2: 9] Nine. Second Broadside at Kestrel. [d20: 6, +2 = 8] That misses. She keeps her last Beat.

Miley (Brand) Brand charges the nearest Smuggler with Line Breaker. [Spell Roll: 15; 2d6: 6; axe: 11] Seventeen.

Patricia Her Spell Resilience is 12, so the Blast hits and the axe follows. She’s down to 17 of 34. On her Turn, she uses Man Overboard on Brand. [Spell Roll: d20: 16, –1 = 15] Repel throws him eleven yards, off the end of the pier and into the bay. It’s a two-yard drop. Brand’s Composition is 1, and fall damage only counts each full 2 yards beyond that, so he takes nothing.

Miley I gave my breathing charm to Marisol’s mother.

Bunny You don’t need it on the surface. Swim. You bought Sailor for exactly this.

Patricia Swimming is half your Travel, so 2 yards a Travel. You’re most of two Rounds from the ladder, and Sailor will help on the climb.

Green While they’re all watching Brand, Moth cuts the cargo net loose from the skiff. The sacks slide back down the gangplank onto the pier.

Patricia Working the Scenery costs 2 Beats. Everyone sees the sacks move.

Chrissy Pell drags the nearest sack behind Marisol.

The fight runs three more Rounds. The Magpie lands to snatch a sack, and Marisol’s Ensnare slows her long enough for Brand, dripping up the ladder, to pin her to the planks. The Gunner’s Rigged to Blow catches Pell and Marisol crouched over the sacks; her Friendly Spells spare her own crew. Kestrel drops the Gunner with her third arrow.

Patricia The sacks are behind your line and the Gunner is down. That’s both of their reasons to leave. The last two Smugglers jump into the empty skiff, cut the line and drift up into the clouds.

Chrissy Can Pell take the Gunner’s Card? Three Broadsides.

Patricia You can look it up in Appendix D later. But she’s knocked out, not dead, so the Card is still registered to her.

Green Then the Gunner and the Magpie go to the Murder, and the sacks go to The Crowe. Unopened.

In this scene

- Preparing a fight from the Foes’ objective, and deciding in advance when they retreat (Reading an entry: Tactics and Notes).
- Sizing a fight with a rough, untested guide: a fully spent Foe at the Troupe’s level is about one Character, half spent or less about half. Foes a level higher or partly spent need judgment, then repeated attacks, terrain and objectives (For the Director: how many Foes?).
- Changing a Foe’s Make: Size and limb sets change its Lumens; recheck Health, weapon damage on the Weapon Scaling table, Travel and flight (Changing a Foe’s Make; Flight, Chapter 3).
- Repel and Fall Damage: no damage until a fall passes a full 2 yards beyond Composition. Swimming at half Travel (Fall Damage, Chapter 4; Swimming, Chapter 3).
- Interacting with Scenery costs 2 Beats in combat (Scenery, Chapter 3). A defeated Foe who is still alive keeps its Lumencrafts (Registering and salvaging Lumencrafts, Chapter 8).

Chapter 11 Directing the Show

This chapter is in development. For now it holds the rules for Traps and a blank NPC stat block.

Xanadu has no sexual violence. No Spell, bargain or possession compels intimacy, and Directors never stage it.

Traps

Traps call for a MOSAIC Roll against a difficulty set by the Director. The score used depends on the danger: Swiftness to catch the edge of a pit, Composition to hold your breath in poison gas, or Intuition to avoid hidden pressure plates.

On a failed Roll, the Trap goes off and applies its penalty. A success avoids the worst of it, though some Traps still impose a lesser penalty.

A simple way to build a Trap is to give it a Maneuver made of Weapon Attacks or Spells. A Character who fails the required MOSAIC Roll suffers the full Maneuver; a particularly dangerous Trap may apply a weaker version even on a success. Choose Sources that fit the danger. For example, a pit of spikes could use a Powerful Strike with the Spear Weapon Type.

Directors can also give Traps unusual consequences suited to the scene. A Trap's penalty need not be a Maneuver.

A Trap's default MOSAIC Roll difficulty is 10. Increase it to suit the adventurers' level, using the table below.

Trap Difficulty

Trap Difficulty	
Tier	**Difficulty**
Point	10+
Line	11+
Triangle	12+
Square	14+
Pentagon	16+
Hexagon	18+
Circle	20+

Traps are typically Hidden. A character can notice a Trap if their Perception is high enough, or if they actively attempt to search for Traps they may make a Perception Roll. The Difficulty to perceive the Trap is equal to the MOSAIC Roll required to avoid the Trap. If a Trap is noticed, then anyone who knows about it will gain a Boon on the MOSAIC Roll to avoid it.

If a Character knows about a Trap, they may attempt to disarm it, by rolling a Swiftness or Intuition Roll against the difficulty of the Trap. This Roll is made with 2 Banes. If the Trap is disarmed, it will no longer function and no Characters need to make a MOSAIC Roll to avoid it. If the disarm attempt fails, the Character attempting to disarm it immediately fails their MOSAIC Roll and is caught in the trap.

NPC Stat Block

Copy this page to run Foes and other NPCs. It holds two cards, the same card the Foes in Chapter 10 use, and each card is a short Character Sheet. Fill in the Body block first, since Size, Shape, Limb Sets and Sensory Organs tell everyone at the table how the Foe moves, grapples and attacks. Record Natural Weapons and key abilities such as Parry under Offense and Distinctions. Lumens records what the Foe has spent out of what its level allows; write (any) after the Make when any Make can do the job. Bosses and complex casters can use a full Character Sheet instead.

Name	Make	Level	Tier	Lumens

Red	Green	Blue	Yellow	Violet	Chromatic

Resources			Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion		
Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.

MOSAIC					
Might	Observation	Swiftness	Ambition	Intuition	Composition

Offense					
Weapon	Hit	Damage	Range	Type	Strikes

Runes			Spell Hit

Body						
Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	

Distinctions	Rank	Distinctions	Rank

Maneuvers					
Name	Beats	Mana	Name	Beats	Mana

Sources	Sources

Description	Description

Fixtures	Effect

Effects and Statuses

Tactics and Notes

Name	Make	Level	Tier	Lumens

Red	Green	Blue	Yellow	Violet	Chromatic

Resources			Actions & Awareness			Defense			
Health	Initiative	Beats	Perception	Defense	Spell Res.	Armor	Evasion		
Mana	Travel	Fly	Swim	Burrow	Red	Green	Blue	Yellow	Violet	Phys.

MOSAIC					
Might	Observation	Swiftness	Ambition	Intuition	Composition

Offense					
Weapon	Hit	Damage	Range	Type	Strikes

Runes			Spell Hit

Body						
Size	Shape	Limb Sets				Sensory Organs
		Arms	Legs	Wings	Tail	

Distinctions	Rank	Distinctions	Rank

Maneuvers					
Name	Beats	Mana	Name	Beats	Mana

Sources	Sources

Description	Description

Fixtures	Effect

Effects and Statuses

Tactics and Notes

Reading the House Cast

How to lay out a campaign of your own with seven cards.

Each of the twenty-three figures of the House Cast holds a Role, and each Role is a card. Draw seven, one at a time, set each in its place, and say what it means there before you turn the next. When the seventh is down you have a ground to stand on, someone paying, someone to stop, something to want, a surprise, a secret and an ending. That is enough for a campaign from Point to Pentagon.

Keep Chapter 9, The House Cast, open beside you. Read the entries for the cards you draw, and no others.

The deck

Use the twenty-two trumps of any tarot deck, and add one spare card to stand for **The Sovereign**. With no deck, roll a d100 on the table of Roles and roll again on 93 or more. A Role can sit in only one place, so roll again if it comes up twice.

Upright and reversed. Every Role in Chapter 9 is written as a virtue and then a turn: *but*, *though*, *may*. A card that lands upright brings the virtue forward. A card that lands upside down is reversed and brings the turn. Without a deck, roll any die: odd is reversed. Reversed does not mean villain. It means this is the day the Role's weakness is showing.

The seven places

Lay the cards in a row, left to right. Do not draw ahead. After each card, write one sentence that answers the place's question, and let that sentence bend how you read the next card.

	Place	The question it answers	When it comes on stage
1	**The Ground**	Where does the Troupe work, and whose rules shape an ordinary day there?	Point tier. The Troupe takes jobs among this Role's working people.
2	**The Patron**	Who is paying, and what do they say they want?	Point and Line. Met as a work order and a middle manager, never as the figure.
3	**The Main Antagonist**	Whose plan succeeds if nobody interferes?	Felt from Line, as other people's bad days. Met in person at Square or later.
4	**The Prize**	What does everyone want, and why can it not simply be shared?	Named at Triangle. In the Troupe's hands, or out of them, at Square.
5	**The Unexpected Ally**	Who ought to be against the Troupe and is not?	Triangle. The ally should cost the Troupe something to accept.
6	**The Hidden Hand**	Who has been acting where no one was looking?	Leave traces from the first session. Reveal at Square.
7	**The Last Word**	Who decides how it ends, and where does the Troupe have to go to be heard?	Pentagon. The final journey and the final scene.

Start three rungs down

A card names one of the great figures of Xanadu. Do not put the figure on stage. For every card, write three names instead: **someone who does the work**, **someone who manages the work**, and the figure, who is the reason the work exists.

The worker has a problem. The manager has a quota. The figure has a reason, and may never appear. The Troupe meets them in that order, about one rung for every two tiers. A campaign built this way is about the people the plan lands on, and the Troupe earns its way up to the people who made the plan.

The Roles

One row for each card. *On the ground* lists the people the Troupe meets first, and Foes from Chapter 10 that suit them. *As the Prize* is what the card offers when it lands in the fourth place.

d100	Role	On the ground	What the card brings	As the Prize
01-04	**The Fool** Fragile	Glass-winged messengers; pilgrims, refugees and deserters crossing the Dark Desert; Redlands rebels. *Foes: Road Bandit, Bandit Warmaster.*	**Upright.** Someone helps a stranger with no plan at all, and it has to be made to work. **Reversed.** The rescue caused the trouble. Someone must choose between where they were going and where they came from.	A pair of Glass wings. Safe passage to the Dome.
05-08	**The Magician** V	Tower Archivists with their blank books; contract clerks; diggers hired by the day at a ruin. *Foes: Hedge Mage, Assassin.*	**Upright.** A sealed commission, well paid, to bring back something the world has lost. **Reversed.** The Tower wants the only copy, and wants it for its own satisfaction.	A spell that died with its caster. A relic. A page from an Archivist's book.
09-12	**The High Priestess** The Queen of Drones	Bridgebuilders; procurement clerks and hall bosses in Pollo; the drones. *Foes: Pollo Drone, Bridgebuilder.*	**Upright.** The city keeps running, and a problem is quietly mended before anyone was told it existed. **Reversed.** Nobody can be found to answer for a decision. The work order did it.	A procurement contract. A drone's log. A door that opens.
13-16	**The Empress** Lynn, the Green Luminary	Wardens of the climb; Florafolk villagers; keepers of the woven-light shrines. *Foes: Lynn's Warden, Axe-Woken Oak.*	**Upright.** Something is given freely and grows. **Reversed.** What was grown has outgrown the place that holds it, or the Wardens have decided to strike first.	One answer and one small wish. A seedling. A blessing of Light.
17-20	**The Emperor** Gilly and Enki	Registrars and their clerks; checkpoint guards; everyone standing in the line outside. *Foes: Kingdom Knight, Town Guard; Kingdom Registrar and Registry Bailiff from* Roots and Rivets.	**Upright.** Order: a kept road, a posted law, a border that holds. **Reversed.** The purge. Papers demanded, hands inspected, neighbors resettled.	A set of papers. A name struck from the Registry. A captive.
21-24	**The Hierophant** Patricia Saburov	Fae with small deals to offer; Stagehands; the audience at a performance in the Faed. *Foes: Fae Name-Thief.*	**Upright.** An old rite is kept, and a performance holds a truth about the past. **Reversed.** The rite goes on though no one remembers what it was for. A name has been taken to pay for it.	A stolen name on a playbill. A feeling given or taken away.
25-28	**The Lovers** Solterlun	Ice Worshippers in pale blue: scholars, Fae Hunters and Palette Delvers. *Foes: Hedge Mage, Fae Name-Thief.*	**Upright.** Two things that cannot both be true are made to live side by side. **Reversed.** No one can choose in time. The helpers' long aim is an end to anyone being anyone.	A name or a soul won back from the Fae. A hymn the Queen does not want.
29-32	**The Chariot** Emperor Niles Tarquin	Tax Collectors and Inquisitors in their issued Masks; the clerks who file behind them. *Foes: Imperial Tax Collector, Imperial Inquisitor; Audit Clerk from* Roots and Rivets.	**Upright.** Momentum: supply arrives, the appointment is kept, the thing gets built. **Reversed.** It cannot stop. Whatever Empire needs is appropriated from whoever has it.	Whatever Empire needs this year. A Mask.
33-36	**Strength** Elfjoras	Black Rose scouts with a petal at the throat; song-workers; a family hidden in a hay cart. *Foes: Black Rose Rebel; Song-Sapper from* Roots and Rivets.	**Upright.** Courage that shelters people and asks nothing for it. **Reversed.** Vengeance. The rebellion hurts someone who was only standing nearby.	A road that has quietly moved. Thorned-rose coins. A way out of the Kingdom.

d100	Role	On the ground	What the card brings	As the Prize
37-40	**The Hermit** E.I.	Surgers in copper-threaded robes; mages attuning at the old places; farmers whose field sits on a leyline. *Foes: Surger, Axe-Woken Oak.*	**Upright.** The land teaches whoever sits still long enough to listen. **Reversed.** The land answers a wrong with a storm, and there is no one to negotiate with.	Knowledge at a nexus. A jar that is very carefully empty. Something newly awake.
41-44	**Wheel of Fortune** Tarasque, the Yellow Luminary	Hemomancers; Redlands dyers and bakers; the Quickened, who owe Empire themselves; Firstblood families. *Foes: Yellow-Eyed Child of Tarasque; Blood-Reader from* Roots and Rivets.	**Upright.** A fortune turns, and someone at the bottom is suddenly at the top. **Reversed.** Someone is crushed under the turning and nobody driving it notices.	A measure of Imperial Blood. An Imperial good that is a little too fine.
45-48	**Justice** Ganna Dawnsbreach	Autumn Ember Auditors in russet and gold, always in pairs; those who took sanctuary and now serve. *Foes: Ember Auditor; Ember Auditor, Flora Partner.*	**Upright.** Due process. The truth is found and said aloud. **Reversed.** The truth is cut out by any means. Sanctuary turns out to mean service.	A verdict. Sanctuary in the Faed. A debt cleared.
49-52	**The Hanged Man** The Crowe, Postmaster	Couriers, sorters and route flocks; the Crows of the Murder, who carry no mail. *Foes: Crow of the Murder, Skyway Smuggler.*	**Upright.** The message arrives. Neutrality protects everyone on the route. **Reversed.** Neutrality lets a harm through, or two flocks go to war over a line.	A letter. A place on the chalk board. The freedom of every route.
53-56	**Death** The Reverie, the Violet Luminary	Vultures with black envelopes; the Black-Mailed, who have lengthened their lives and know it. *Foes: Revenant.*	**Upright.** An ending comes on time and makes room for what follows. **Reversed.** Someone refuses their ending, or the Reverie lets one small escape go to hunt a greater.	More time. A fallen friend returned from the Faed.
57-60	**Temperance** Asper	Aspirants on the road; students of the Inverted Mountain; people who came back a year older. *Foes: Aspirant.*	**Upright.** A dispute is settled before the first blow. **Reversed.** The balance has become a cage. Peace is kept by forbidding anything to change.	A year of service and a different life. A fight that never starts.
61-64	**The Devil** Tally Dawnsbreach, the Red Luminary	Redlands villagers who ring the Fury bell; the neighbors who drag someone off to cool down; a vessel's family. *Foes: Tally's Vessel, Fury Demon.*	**Upright.** A hard truth is told by someone who knows their own weakness. **Reversed.** A rage finds a body, and it does not stop until the body gives out.	The ashy X. A truth nobody wanted. A vessel saved alive.
65-68	**The Tower** Greycowl	Goblin traders and shipwrights; Alchemists in leather aprons and smoked-glass goggles. *Foes: Airship Gunner, Skyway Smuggler.*	**Upright.** An old order comes down, and it should. **Reversed.** Those who tore it down are turning into what they destroyed.	Gobbletopian arms. A ship. An Alchemist's formula.
69-72	**The Star** Ark, the Bard	Musicians who follow him from town to town; University students; a patron's household staff. *Foes: Hedge Mage, Cutpurse.*	**Upright.** Hope gets people moving who had given up. **Reversed.** The light is borrowed. A song is carried across the world under the wrong name.	A song copied and carried. A demonstration. An audience.
73-76	**The Moon** Lord Xyz	The Horde, calm and smiling in the faces they used to have; the grieving, on their worst night. *Foes: Spite Demon, Longing Demon.*	**Upright.** A dream shows what waking would not. **Reversed.** A comfort is offered that is very easy to accept and very hard to leave.	A soul he has already made an offer to. A bargain kept to the letter.
77-80	**The Sun** The Fractal Voice	Choristers; Shell City harbor clerks, ship crews and students. *Foes: Town Guard, Skyway Smuggler.*	**Upright.** Success in the open: a law everyone sang, a bright season. **Reversed.** The splendor stands on a ruin, or one truth is being sung for everybody.	A voice on Worldsong Day. A hearing. A ship out of Shell City.

d100	Role	On the ground	What the card brings	As the Prize
81-84	**Judgement** Treece Lightguard	Bluelands town councils that change every season; guilds with no one at the head; a cheerful woman at the next table. *Foes: Town Guard, Mercenary General.*	**Upright.** Somebody finally makes the decision, and it is fair. **Reversed.** The decision is made with a thumb on the scale, or a crown is knocked off the wrong head.	A ruling. A friend who will outlive the Troupe.
85-88	**The World** Captain Lerah	Shrine keepers from her old Crew; the haulers and quartermasters who supply them. *Foes: Mercenary General, Infant Poly.*	**Upright.** A long journey ends, and the people who made it are whole. **Reversed.** It cannot all be kept. Something must be given up to finish.	A Shrine reawakened. A rich Lumencache. A way pointed out across the Palette.
89-92	**The Sovereign** The Prime Poly	Villagers on the edge of the Palette; the adventurers who hold the line there. *Foes: Infant Poly, or a Poly of the Troupe's tier.*	**Upright.** A mind that is not like ours keeps to its own domain and lets others keep theirs. **Reversed.** A will so fixed on its own ground that it does not see who is standing on it.	Ground held or given back. One sentence understood in both directions.

From seven cards to five tiers

Give each tier one or two cards to carry. Keep the rest in the background until their tier comes.

Tier	Cards in front	What the Troupe is doing
Point	The Ground	Small jobs for working people. One of them goes wrong in a way that points at the Patron.
Line	The Patron, and the Antagonist's first shadow	Working for the Patron's managers. Someone else's plan keeps making the work harder.
Triangle	The Prize and the Unexpected Ally	Learning what everyone is after. Help arrives from the wrong side and has a price.
Square	The Main Antagonist and the Hidden Hand	The plan comes into the open. So does whoever was watching. The Troupe's own ground is at stake.
Pentagon	The Last Word	A journey to the one who decides, and a last scene the Troupe can lose by fighting well.

Then finish the reading with three lines of your own.

- **If the Troupe does nothing.** Say what happens to each of the seven if no one interferes. This is the campaign's clock, and the players should be able to see it moving by Line tier.
- **Three tallies.** Name three groups of ordinary people who will remember what the Troupe did. Mark them when it matters and read them out at the end.
- **One question for the top.** Decide what the figure in the seventh place would ask the Troupe, and do not decide the answer.

For Foes, use Chapter 10 at the levels printed. For rewards, use Appendix D one tier at a time, and rename each item for the person who hands it over.

Five readings, already laid

The five campaign books each began as a reading. Their spreads are here for a Director who wants to see the method at work, or who wants to lay the same seven cards and read them differently. Each book's Appendix shows how its own spread was read.

Campaign	Ground	Patron	Antagonist	Prize	Ally	Hidden Hand	Last Word
Roots and Rivets	Strength	The High Priestess, reversed	The Chariot, reversed	The Hermit	The Emperor, reversed	Judgement	The Empress
The Lost Year	The World	The Star	The Moon	Death	The Hierophant, reversed	Temperance, reversed	Justice
The Empty Jar	The Tower	The Hermit, reversed	The Devil, reversed	The Hanged Man	Justice	The Magician, reversed	Judgement
Blood and Snow	The Emperor	Justice	The Chariot	Wheel of Fortune	The Lovers	The Moon	The Devil
A Question of Minds	The Fool	The Magician	The High Priestess, reversed	The Sovereign	The Sun	The Tower	The World

> **For the Director**
>
> Each table's Xanadu is its own. A reading is a way to begin, and nothing in it is owed to the cards once play starts. If the Troupe befriends the Main Antagonist at Line tier, turn an eighth card and put it in the empty place.

Act X: Dead Letters

An example of play for Chapter 11, Directing the Show

Midnight. At The Crowe's counter, the Murder slit the Saltmarsh sacks, and eleven letters held sealed orders. The Magpie told them the rest: before delivery, the sacks go to a sorting loft above the harbor, where clerks take the orders out and reseal the letters. The Troupe waits in the alley beneath it with an unlit lamp.

Green (Moth) Here's the plan. Moth scouts the loft. Kestrel takes the roof across the alley and watches the window. Brand holds the stair door. Nobody lights the lamp until we're holding proof.

Patricia (Director) Then Scouting Rolls. I roll Perception for the clerk with the best Observation. [Perception: 11]

Green [Hide: 15] Fifteen.

Patricia You're in. Two Magpie clerks at a long table, steaming letters open and dripping black wax. A ledger lies open between them, and a tray of sealed orders waits at one end. Between the door and the table, one floorboard is loose. Your Roll is high enough to slip past it, but on a Scouting Mission you can't disarm a Trap. You only elude it.

Green Moth comes back and tells everyone exactly which board.

Patricia Then everyone who knows about the Trap gets a Boon on the Intuition Roll to avoid it.

Chrissy (Pell) That's five of us crossing that board twice, carrying evidence. Pell would rather disarm it.

Patricia Swiftness or Intuition, with 2 Banes. If you fail, you're caught in it.

Chrissy [d20: 14, +1 = 15; Banes: 5 and 2] Ten.

Patricia Not enough. The board flips, and a spring of sharpened quills snaps shut on Pell's ankle. [Powerful Strike (Spear): 10 damage] [to Chrissy] I built that before the session from a Maneuver: one Powerful Strike with the Spear Weapon Type. You're Line tier, so a Trap starts at 11. I made it 12.

Chrissy And the clerks heard that.

Patricia One grabs a candle and turns to the tray. The other runs for the window. I didn't plan on him running. [sliding a blank NPC Stat Block out of her folder] I need three things: how he moves, how hard he is to hit, and how much he can take.

Miley (Brand) You're making him up right now?

Patricia From a card I already have. Body first, because that's how he moves. The Cutpurse is already a Small runner. Add wings for 15 Lumens and he's a Magpie: 50 of 150, and he flies. Defense 11, Health 12. His Mana and Runes stay blank unless he tries to cast. [to the table] He's at the window, and on his next Turn he's gone.

Blaire (Kestrel) Kestrel shoots him from the roof. Can I aim for the wing? In other games that's a called shot.

Patricia You can aim here too. A wing is a general region, like an arm, so it's 1 Bane. If it hits, I decide what it does, but it can't just end the fight for you.

Blaire [d20: 12, +1 = 13; Bane: 2] Eleven. [1d10 + 1: 6] Six.

PATRICIA That meets his Defense, and he has 6 Health left. The arrow pins his wing feathers to the window frame. He could tear free and still fly, but he's a clerk, not a fighter, and there's a heron on the roof with another arrow ready. He decides he isn't paid enough, sits down on the sill and puts his hands where you can see them.

BUNNY (Marisol) Marisol gets between the other clerk and the tray before he can burn anything.

PATRICIA He has a candle, not a plan. The tray and the ledger are yours.

GREEN Moth lights the lamp.

PATRICIA Six Crows come in through the window. The first opens a Warrant Book and reads the charge aloud. The clerk with the candle bolts for the stairs, finds Brand in the doorway, and stops.

MILEY Should we be worried about the Crows?

PATRICIA Their card says "Arrests, never kills." And you're the ones who lit the lamp.

GREEN Moth opens the ledger. Is her sister in it?

PATRICIA Every line is a date, a harbor and a weight. No names: they chose letters by where they were going, not who wrote them. The last column says who collected each order, and it's only ever the crown. One line has a note beside it: "Express. Missed." Your sister wrote to you about the harvest, and nothing else.

GREEN [quietly] Moth writes back tonight.

PATRICIA In the morning, The Crowe slides a card across his counter: a route pass. "Your letters fly first, on every route. Anything but war." It's a story reward, not a Lumencraft.

Patricia closes her folder and slides it, with the blank NPC Stat Blocks still inside, across the table to Chrissy.

PATRICIA That's the end of the season. The next one is yours.

CHRISSY [opening the folder] I already know where it starts. Somebody in Shell City collects those orders, and all anyone ever saw was the crown. The same crown was on Gideon's letters, and he's still in a Chorister cell, waiting to hear what we'll say.

In this scene

- Scouting past a Trap: a Scouting Roll that meets or beats the Trap's difficulty eludes it but cannot disarm it (Scouting Missions, Chapter 3).
- Building a Trap from a Maneuver; Line tier Traps start at difficulty 11 (Traps; Trap Difficulty).
- Everyone who knows about a noticed Trap gains a Boon to avoid it; disarming is Swiftness or Intuition with 2 Banes, and failure springs it on the one who tried (Traps).
- Making an NPC at the table: fill in the Body block first, start from a ready-made card, and write down only what the scene needs (NPC Stat Block; Changing a Foe's Make, Chapter 10).
- Aiming at a body part: 1 Bane for a general region such as a wing, 2 for a precise spot; the Director rules the result, which never bypasses normal combat (Aiming Attacks, Chapter 4). The Director decides when a Foe surrenders. Rewards need not be Lumens.

Appendix A Spell Reference

Spells

Spells		
Rune	**Spell**	**Shorthand**
Animate	**Bend**	Bend shapes existing Matter without creating or destroying it. Use it to attack Foes, make a weapon, or build structures for practical or artistic purposes.
	Interlink	Pool either Health or Mana between Friends. Cast twice to pool both.
	Reify	Reify creates temporary minions under the Caster's control. One active Rei per point of Ambition. Invested Mana functions as Lumens, but the minion has no Lumens of its own and cannot transfer, supply, or replicate an effect that requires them.
Attune	**Adjust**	Choose a donor Target and a recipient Target. Transfer either Health or Mana between them.
	Meld	Convert an item or Friendly Character into Light and incorporate it into the caster's body. Retrieve Melded items for one Beat.
	Pilot	Control a Friend or a Lumencraft, such as a ship, using your Beats. A Foe can refuse your control, but you can still perceive through their senses. You must share a Color with the Target.
Bind	**Ensnare**	Slow a Target and restrict its movements.
	Contract	Create an agreement between yourself and the Target.
	Jam	Force a Foe Casting a Spell to pay additional Mana or let their Spell fail.
Compel	**Goad**	Compel a Target to direct offensive Actions toward you and restrict their movement.
	Command	Force a Target to obey a single instruction or they will take Damage.
	Dominate	Take over the Target's mind and force it to obey your will.
Conceal	**Obscure**	Automatically Hide your Target and give a bonus to their Hide.
	Tamper	Scramble, break down, or separate some amount of Matter into its base components.
	Encrypt	Prevent Magic from seeing or locating the Target from afar. Also prevents the Pilot Spell from affecting the Encrypted Target.
Conjure	**Matter Blast**	Shoot a Tiny missile of Matter at a Target, applying a Status based on the Spell's Color.
	Matter Stream	Create a continuous stream of Matter that applies a Status. The Matter can also be used for other Spells.
	Matter Field	Create a field of Matter that applies a Status. The Matter can also be used for other Spells.
Contact	**Message**	Send someone a message, or leave one on Matter to be activated later.
	Bridge	Create a magical connection between targets. The Targets share sensory information based on the Color of the Bridge.
	Network	Connect Characters so the next Spell Cast on one is replicated across the Network.

Spells		
Rune	**Spell**	**Shorthand**
Curse	**Stipulate**	Create conditions or restrictions on another Spell or magic item.
	Graft	Attach an extra limb or Sensory Organ to a Character as a piece of magical equipment.
	Mark	Marks an enemy with a sigil that reduces their Defense or Spell Resilience.
Delude	**Lie**	Creates illusory sensations. The specific sensation is based on Color.
	Obfuscate	Distract Foes from the Target, giving successful Rolls against that Target a chance to fail.
	Trick	Automatically Hides the Target, even if in plain sight.
Destroy	**Mana Blast**	Fire a bolt of pure Mana to damage a Foe.
	Mana Stream	Creates a continuous stream of Mana that deals Damage.
	Mana Field	Creates a Field of Magic that deals Damage.
Dispel	**Disjoint**	Remove Spell Effects or cancel a Foe's Spell.
	Discombobulate	Give the Target a chance to misfire their Spells for the Duration.
	Suppress	Create a field that blocks weaker Spells and hinders others.
Fortify	**Resist**	Improves Damage Resistance of the Target based on the Color of the Spell.
	Rally	Gives all Friends within the Radius a pool of Boons they may use on any Roll they choose.
	Restore	Restore returns Defense lost to Sundering.
Gravitate	**Attract**	Draw a Character or object toward the Caster.
	Repel	Sends a Character or Object away from the Caster up to the max Range of the Spell.
	Levitate	Cause a Character or Object to soar through the air.
Guard	**Protect**	Cover yourself or an adjacent Target in a protective layer. This protection provides a bonus to the target's Defense.
	Brace	Create a floating Brace above the body that provides temporary Health against Foes' attacks and Spells.
	Cage	Create a Cage of Matter around the Target. It blocks movement and Targeting into or out of the Cage. The Cage has Health and can be attacked and destroyed.
Mend	**Heal**	Heals a Friend.
	Repair	Repairs any damage done to Objects or the environment. The types of Matter that can be repaired depend on the Color of the Caster.
	Purify	Removes a Status Effect from a Friend.
Perceive	**Detect**	Improve the senses and gain a bonus to Perception.
	Scan	Gain a bonus to Hit against the Target, glimpse their mind, or learn about the surrounding Scenery and terrain.
	Seek	Find details about a distant Character or Object you have a connection to.

Spells		
Rune	**Spell**	**Shorthand**
Reflect	**Redirect**	Change the Target of a Spell.
	Mirror	Deals damage to a Foe any time a Foe does damage to the Target.
	Bounce	Reflects the next Spell applied by anyone back to its originator. Has a chance of misfiring.
Render	**Furnish**	Create a craft, piece of art, or text in some field that the Caster has knowledge of.
	Compute	Instantly understand a craft, piece of art, or text. For the duration, the Caster can use any knowledge, Skillsets, or Maneuvers contained within any studied books.
	Preserve	Extends the Duration of Effects. Can also be used to prevent raw materials or finished goods from decaying over time or due to exposure.
Rush	**Hasten**	Speed up a Friend, granting bonus Beats at Round start.
	Throttle	Throttle gives bonuses to a Spell Roll, Attack Roll, or Skill Roll.
	Surge	Gives a boost to the Magnitude and Potency of a Spell, Status, or Effect. Surge can be Cast at any time.
Seal	**Forbid**	Stop a Foe from using a Spell, Maneuver, or Weapon Strike for the duration.
	Lock	Gives a bonus to Spell Resilience until the next time a Spell is successfully Cast on the Target.
	Imprison	Traps a Character or Magic Item inside of a container.
Transform	**Adapt**	Changes a portion of the caster's body temporarily.
	Optimize	Convert Health to Mana, or Mana to Health.
	Transmute	Transform Matter from one type to another.
Transport	**Phase**	Turn yourself into Light and Travel through Matter.
	Propel	Grants a bonus to Travel Distance for the Duration.
	Fly	Allows the Caster or a Friend to Fly for the Duration. The Speed and Handling of the Flight depend heavily on the Color.
Trigger	**Activate**	Activate a Magic Object to use one of its Spells from a distance, or force a trap to set itself off.
	Detonate	Creates an explosion at a distant location that deals damage to all Characters inside of the Radius.
	Overload	For the Duration, the Target takes one damage per Mana spent.
Ward	**Reinforce**	Improves the Spell Resilience of the Target.
	Charge	Gives the Caster or a Friend a chance to apply Statuses on Weapon Attacks.
	Conquer	Create a magical field that gives Friends a Boon and Foes a Bane on Spell and Attack Rolls.

Animate Rune

Bend

Bend			
Animate Rune	**Magnitude**	**Potency**	
Keywords: None	**Range**	**Max Size**	**Mana Cost**
Bend shapes existing Matter without creating or destroying it. Use it to attack Foes, make a weapon, or build structures for practical or artistic purposes.	5 yards	Small	1
	10 yards	Medium	2
	15 yards	Large	3
	20 yards	Giant	4
	25 yards	Humongous	5
	30 yards	Colossal	6
	50 yards	Titanic	7

Bend reshapes the types of Matter associated with the Caster's Color. It does not create or destroy physical Matter. It is primarily used on Scenery or Matter created by other Spells, such as those in the Conjure Rune.

Bend can shape ordinary Matter into a weapon of the size and type the Caster chooses. Solid Matter, such as wood, metal, or ceramics, retains that shape. Weapons made of liquid, gas, or more ephemeral Matter return to their natural state when dropped.

Bend can directly attack a Foe. Make a Spell Roll against the Target's Spell Resilience. On a success, use the Thrown Items Damage table to determine damage from the Size of the matter used, up to the Max Size allowed by Bend's Potency. Bend remains a Spell: it does not become a Thrown Weapon Attack. Do not apply thrown-weapon hit rules, size penalties, range, attribute damage bonuses, Distinctions, or other thrown-weapon considerations; only the damage dice in that table apply. Bend uses its own listed Range.

Thrown damage refresher: Tiny 1d4; Small 1d6; Medium 1d8; Large 1d10; Giant 1d12; Humongous 2d6; Colossal 1d20; Titanic 1d20 + 1d8. Choose the damage for the Size of matter actually used, not automatically the largest Size Bend allows.

Outside combat, Bend can shape Matter for practical or artistic purposes. These structures do not return to their original form, but they are not inherently stable: they may fall apart if poorly constructed or overused, or if made of liquid, gaseous, or ephemeral Matter. Bend typically produces rough shapes. Use Furnish for fine or intricate details.

Interlink

Interlink				
Animate Rune	Magnitude		Potency	
Keywords: Ritual	Duration (Target Turns)	Range	Targets	Mana Cost
Pool either Health or Mana between Friends. Cast twice to pool both.	1	5 yards	2	1
	2	10 yards	3	2
	3	15 yards	4	3
	4	20 yards	5	4
	5	25 yards	7	5
	6	30 yards	10	6
	7	50 yards	15	7

Each Cast of Interlink pools either Health or Mana between Friends; choose which resource when Casting. To pool both, Cast Interlink twice: once for Health and once for Mana. While Health is Interlinked, the Caster decides which linked Characters lose Health when a linked Character is damaged. While Mana is Interlinked, the Caster decides which linked Characters spend Mana when a linked Character Casts a Spell. The chosen resource may be taken entirely from one linked Character, distributed evenly, or allocated in any ratio the Caster chooses.

Interlink can only be Cast on Friends. If an Interlink Effect is applied to a Foe for any reason, that Foe can remove it from themselves freely, at no cost.

If Interlink is Cast as a Ritual, its Duration is extended to an hour.

Reify

Reify					
Animate Rune	**Magnitude**			**Potency**	
Keywords: Ritual	**Awareness**	**Max Size**	**Duration**	**Max Lumens**	**Mana Cost**
Reify creates temporary minions under the Caster's control. One active Rei per point of Ambition.	Puppet	Tiny	1 minute	50	Variable
	Single Command	Small	5 minutes	100	Variable
	Set of Commands	Medium	30 minutes	150	Variable
	Decision Making	Large	2 hours	200	Variable
	Extension of Self	Giant	8 hours	250	Variable
	Individual Copy	Humongous	1 day	300	Variable
	Fully Realized	Colossal	3 days	350	Variable

Reify makes a temporary character, called a Rei, from suitable existing matter or matter produced by a Conjure Spell. Each Mana invested supplies 20 temporary Lumens for building its profile. These temporary Lumens cannot be transferred, drained, harvested, or removed from the Rei. Pay enough whole Mana to cover the profile; any leftover capacity is lost. A 50-Lumen Rei costs 3 Mana, and a 150-Lumen Rei costs 8 Mana. Payment does not increase the permitted profile budget.

Reis begin with their full Health and Mana. They may not donate Health or Mana through Adjust or Interlink.

If you plan to use Reify, prepare Profiles in advance so play does not stop while you build a Rei. A Caster can have at most one active Rei for each point of Ambition they have, counting Rei from any source, including Vestments and Elixirs. Each Rei must have at least 50 Lumens. Rei can take ranks only in Distinctions and Runes available to the Caster, including those supplied by the Caster's Fixtures or Equipment. A Rei cannot take more ranks in a Distinction than the Caster has available, and the Distinction's own maximum still applies. Rei may never use the Reify Spell.

Rei by default are Tiny humanoids with 4 Sensory Organs, arms, and legs. These features are not considered part of their Max Lumens. However, they do not automatically gain the 125 Lumens regular characters receive at level 1. Like with Characters, the limbs and Sensory Organs of Rei can be eschewed to give bonus Lumens available to the Rei at time of creation. Rei are already Tiny, so their Size cannot be lowered.

Violet Magic can turn corpses into Rei, commonly known as zombies, ghouls, or ghasts. Regardless of their state of decay, these corpses can retain memories that other Violet Magic can access. They do not retain any attributes from their Character Sheet.

If a Caster has an active Rei, that Rei takes up one of their available Fixture slots.

Reify can be Cast as a Ritual; if it is, the Duration is extended indefinitely. A Rei created in this way takes 2 Fixture slots. If this Spell is crafted onto a Lumencraft Vestment, the wearer may activate the Vestment to create one Rei. This activation is an exception to the normal ongoing-effect rule and uses the normal two-Beat item interaction. The wearer does not have to pay Reify's normal Mana investment. Create the Rei's Profile

when the item is crafted; it may not be changed. The Rei remains part of the Vestment's existing Fixture; while it exists, the Vestment provides no other benefits. It remains linked to the worn, registered Vestment rather than expiring on Reify's normal timer. If the Rei is killed, dismissed or removed, the Vestment provides no benefits until the next replenishment. Replenishment makes the item available again; it does not create another Rei automatically or refill an existing Rei's resources.

If this Spell is crafted onto a Lumencraft Elixir, create the Rei's Profile when the Elixir is crafted. The Profile must obey the creation limits of the Spell's level. Activating the Elixir creates that Rei as if the Character to whom the Elixir is registered had Cast the Spell. Creating a Rei this way does not add the Spell as a Fixture to the Elixir's user.

Reify has different levels of autonomy and self-awareness depending on the Magnitude of the Spell:

Magnitude 1 - Puppet: The Caster directly controls the Rei. It generates no Beats of its own, so the Caster must spend their Beats for it to take Actions.

Magnitude 2 - Single Command: The Rei receives one command for its entire existence and cannot change or deviate from it. The command may be broad or specific, from attacking any Foes to attacking a single Target. The Director has final say over how the command is interpreted.

Magnitude 3 - Set of Commands: The Rei are given a set of commands to perform; these commands can be prioritized or given conditional modifiers.

Magnitude 4 - Decision Making: The Rei receives a command or set of commands and can decide how to carry them out. Its reasoning ability depends on its MOSAIC scores.

Magnitude 5 - Extension of Self: The Rei is an extension of the Caster and always understands their intentions. The Caster can freely update its commands telepathically at any distance, and the Rei uses its own judgment to carry them out. This connection does not give the Caster any special ability to perceive events around the Rei.

Magnitude 6 - Individual Copy: The Rei are made with an understanding of their Caster's will and intentions and can make decisions even if the Caster becomes Incapacitated.

Magnitude 7 - Fully Realized: The Rei understands both its own existence as a Rei and its Caster's intentions. It can make decisions without direct input and set further goals that it knows the Caster would choose.

Fully Realized Rei know their creator's intentions, but they are independent beings and can gain levels. If a Fully Realized Rei gains a level before its Duration expires, including time gained through Preserve, it no longer occupies the Caster's Fixture slot and no longer has a Duration. It becomes a fully independent Character with no obligation to obey its creator. Its Lumens are genuine Lumens for all purposes.

This is a valid route for Players to take for new Characters.

The Troupe decides how to approach the ethics and responsibilities of creating sapient, independent beings.

Attune

Adjust

Adjust			
Attune Rune	**Magnitude**	**Potency**	
Keywords: None	**Range**	**Max Health/Mana**	**Mana Cost**
Choose a donor Target and a recipient Target. Transfer either Health or Mana between them.	5 yards	4	1
	10 yards	8	2
	15 yards	12	3
	20 yards	20	4
	25 yards	50	5
	30 yards	100	6
	50 yards	250	7

Adjust allows for Health and Mana to be transferred between two Target Friends within Range of the Caster. Each Adjust Spell can transfer only Health or Mana, not both; the Caster must choose which at the time the Spell is Cast. This transfer is one way, from a donor Target to a recipient Target.

Temporary Health cannot be transferred with Adjust.

If an Adjust Spell targets a Foe, they may freely choose to ignore the Spell, causing it to fail.

Meld

Meld			
Attune Rune	**Magnitude**	**Potency**	
Keywords: None	**Max Size**	**Max Lumens**	**Mana Cost**
Convert an item or Friendly Character into Light and incorporate it into the caster's body. Retrieve Melded items for one Beat.	Small	120	1
	Medium	200	3
	Large	250	5
	Giant	300	7
	Humongous	450	11
	Colossal	500	17
	Titanic	Limitless	23

Meld lets the Caster turn Matter, Equipment, Fixtures, or even another Character into Light and merge it with their body. Anything Melded provides no benefit or harm to the Caster. Melds are not Effects; they occupy Fixture slots. A Character with no other magical equipment can therefore have up to 5 active Melds.

A Character can spend one Beat to retrieve anything Melded with them and place it in an immediately adjacent space. If it is a weapon or armor, they may instead wield or don it. Only consenting Friends may be Melded, and they may not have any active Melds or Fixtures of their own.

A Melded Character may withdraw consent at any time. Their Meld immediately ends and they appear adjacent to the Character carrying them. Melded Characters continue to age, but do not need to breathe.

Magnitude limits the Size of anything Melded; Potency limits the Lumens on its Profile. Anything Melded within a Character cannot be Targeted. If that Character becomes Incapacitated at 0 or lower Health, all their Melds immediately end and their contents appear adjacent to them. A Melded Character generates no Beats but may share sensory perceptions.

Pilot

Pilot			
Attune Rune	**Magnitude**	**Potency**	
Keywords: None	**Range**	**Duration**	**Mana Cost**
Control a Friend or a Lumencraft, such as a ship, using your Beats. A Foe can refuse your control, but you can still perceive through their senses. You must share a Color with the Target.	5 yards	1 hour	1
	10 yards	16 hours	2
	15 yards	1 day	3
	20 yards	1 week	4
	25 yards	1 month	5
	30 yards	1 year	6
	50 yards	Indefinitely	7

Pilot can be used on a Target to take control of its Actions and to perceive as they do. The Target must be a Character or Lumencraft. While Piloting, the Caster can either make suggestions to allow a free-willed Target to carry them out, or use the caster's Beats to directly control what the Target does. The Target of Pilot must share a Color with the Caster. The Piloted Character or Vehicle may move beyond the original range of the Spell after it has been Cast. A Pilot may Cast Touch Range Spells on their Piloted vessel regardless of the distance between them. Target Cascading applies normally to Maneuvers using this connection, including later Sources delivered through the vessel.

A Foe being Piloted can freely ignore commands or direct control, but the Caster can still perceive through their senses. The Foe automatically knows that a magical Effect is affecting them, but not necessarily where it comes from. An Observation Roll against the Caster's Spell Roll reveals that the Effect is Pilot. Success does not reveal the Caster's location.

If a Caster takes direct control of their Target and does not use any Beats to control their own body, the duration of the Pilot does not go down. As long as they take no Actions on their own body, they may remain Piloting indefinitely. A Character or Vehicle may only have one Pilot at a time.

Bind

Ensnare

Ensnare				
Bind Rune	**Magnitude**		**Potency**	
Keywords: None	**Range**	**Duration (Target Turns)**	**Restriction**	**Mana Cost**
Slow a Target and restrict its movements.	5 yards	1	Half Travel Distance	1
	10 yards	2	Half Travel Distance, 1 Bane	2
	15 yards	3	Travel Distance 1 yard, 1 Bane	3
	20 yards	4	Travel Distance 1 yard, 2 Banes	4
	25 yards	5	Cannot Travel, 2 Banes	5
	30 yards	6	Cannot Travel, 3 Banes	6
	50 yards	7	Cannot Travel, 3 Banes; no Ranged Attacks; Spells limited to Touch	7

Ensnare can be used to wrap, entomb, or otherwise cover a Target in Matter. This Matter must either already be present in the environment, or be created by the Conjure Rune.

At Potencies 1 and 2, Ensnare halves the Target's Travel Distance. At Potencies 3 and 4, the Target's Travel Distance becomes 1 yard. When the Potency of the Spell gets to the level where it restricts movement entirely, the Travel Action cannot be used. At later levels, the Target begins receiving Banes on all Rolls made due to the constriction of the Spell. At Potency 7, the Target retains the Potency 6 restrictions: they cannot Travel and suffer 3 Banes on all Rolls. They also cannot make Ranged Attacks or use Spells outside of Touch Range.

At the beginning of each of their Turns, the Target may make a Might Roll against the Spell Roll of the Ensnare to attempt to end the Effect.

Contract

Contract			
Bind Rune	**Magnitude**	**Potency**	
Keywords: Ritual	**Duration**	**Length of Contract**	**Mana Cost**
Create an agreement between yourself and the Target.	30 minutes	5 words	1
	1 hour	15 words	2
	1 day	30 words	3
	1 week	100 words	4
	1 month	500 words	5
	1 year	1000 words	6
	Indefinitely	Unlimited	7

Contract creates an agreement between the Caster and the Target. Potency determines the agreement's length and complexity; Magnitude determines how long it lasts.

Contract is a Spell that can only be Cast on willing targets. It applies an Effect to both the Caster and the Target. This Effect has a special property in that it cannot be Dispelled or removed except by fulfilling the Contract, violating it, or reaching the end of its duration.

A Character may violate a Contract. The violation triggers its specified consequences, including any Sources woven into the Contract, once; the Contract then ends for both parties. Loopholes and interpretations depend on the agreement's exact wording. The Director decides whether an Action violates its terms.

Contract does not physically or psychically prevent either party from violating its terms. If a violation occurs, the Effect alerts both the Caster and the Target.

Contract can be the first Source in a Maneuver with up to two other Sources. When either party violates the Contract, the remaining Sources are performed once on the violator, who automatically fails any Spell Rolls to resist or avoid those Sources. After those consequences resolve, the Contract ends. It cannot trigger again.

The Caster and the Target are given instant and full knowledge of the terms of the Contract via the magic of the Spell.

Contract may be Cast as a Ritual; if it is Cast in this way, the Duration becomes indefinite.

Jam

Jam			
Bind Rune	**Magnitude**	**Potency**	
Keywords: Rebuttal	**Range**	**Maximum Mana Tax**	**Mana Cost**
Force a Foe Casting a Spell to pay additional Mana or let their Spell fail.	5 yards	10	Variable
	10 yards	20	Variable
	15 yards	30	Variable
	20 yards	40	Variable
	25 yards	50	Variable
	30 yards	60	Variable
	50 yards	80	Variable

Jam is a Rebuttal Spell that Targets a Caster in the act of Casting a Spell. It forces that Caster to pay additional Mana or let the Spell fail. The Caster of Jam chooses whether to roll against the Target's Spell Resilience or the targeted Spell's Spell Roll.

To Cast Jam, choose an amount of Mana to spend, from 1 up to the Maximum Mana Tax shown by Jam's Potency, limited by the Caster's available Mana. After making the Spell Roll, the Caster may spend additional Mana, but the total spent on that Jam cannot exceed its Maximum Mana Tax. Each point of Mana spent on Jam requires the Target to spend one additional Mana on the targeted Spell, or that Spell fails.

Compel

Goad

Goad			
Compel Rune	**Magnitude**	**Potency**	
Keywords: None	**Range**	**Duration (Target Turns)**	**Mana Cost**
Compel a Target to direct offensive Actions toward you and restrict their movement.	5 yards	1	1
	10 yards	2	3
	15 yards	3	5
	20 yards	4	7
	25 yards	5	11
	30 yards	6	17
	50 yards	7	23

Goad targets another Character and forces them to target the Caster. It applies an Effect on the Target for the duration. As long as the Effect is applied, the Target must direct all offensive Actions against the Caster. If the Target uses an Action with an Area of Effect, or otherwise targets multiple Characters, the Caster must be included.

While Goaded a Character may only Target the one who Goaded them, or themselves, with any Spells or Effects. This means they may not cast supporting or buff Spells on allies, but would be able to Cast them on themselves. A Goaded Character may choose to take no Actions. They cannot take Cover or voluntarily move except by Traveling closer to the Caster while keeping the Caster within Line of Sight. They may not Travel sideways, farther away, or out of Line of Sight. If the Target is unable to Target the one who Goaded them, they may ignore Goad's targeting restrictions, but its movement and Cover restrictions still apply.

A Character can only have one Goad Effect applied to them at any one time; if a new one is applied, the old one is immediately removed.

Command

Command			
Compel Rune	**Magnitude**	**Potency**	
Keywords: None	**Duration (Target Turns)**	**Penalty**	**Mana Cost**
Force a Target to obey a single instruction or they will take Damage.	1	2d6	1
	2	3d6	3
	3	3d8	5
	4	4d8	7
	5	4d10	11
	6	4d12	17
	7	5d12	23

The Caster gives the Target a single command of no more than 10 words. The Target must follow it or take Damage equal to Command's Penalty. A Target can take this Penalty only once per Round.

Targets may interpret commands creatively, so choose the wording carefully. The Director has final say on whether a command has been violated. Regardless of its wording, the Target may choose to take no Actions without suffering the Penalty.

If Command is Cast as the first Source of a Maneuver, the later parts of that Maneuver may be layered into the Penalty, and will occur every time the Command is violated.

At the beginning of each Round, the Target may make an Ambition Roll against the Spell Roll of the Command to end the Effect.

Dominate

Dominate			
Compel Rune	**Magnitude**	**Potency**	
Keywords: Ritual	**Duration (Target Turns)**	**Level of Control**	**Mana Cost**
Take over the Target's mind and force it to obey your will.	1	See Description	10
	2	See Description	20
	3	See Description	30
	4	See Description	40
	5	See Description	50
	6	See Description	60
	7	See Description	80

Dominate is cast on a Target Character to attempt to bend their mind to the caster's will. For a number of the Target's Turns, the Caster exercises psychic influence over the Target. Higher levels of Dominate allow the Caster to dictate instructions to the Target. These instructions are delivered telepathically and may be given regardless of distance.

Each dominated Target requires one of the Caster's Fixture slots, for both normal and Ritual Dominate. Ending that Dominate releases its slot.

Cue: Beginning of each Round. The Target may make one Ambition Roll against Dominate's Spell Roll, using the Banes listed for its Potency. Success lets the Target ignore the listed instructions or restrictions for that entire Round, including when taking Rebuttals or other permitted Actions outside their Turn. The prohibition on offensive Actions against the Caster at Potencies 6 and 7 still applies. This Roll does not end Dominate or reset its duration. Application during a Round does not grant an immediate resistance Roll; the first opportunity is the beginning of the next Round.

Potency 1 - The Target cannot Attack the Caster. Resistance Roll: no Banes.

Potency 2 - The Target cannot Attack the Caster or the Caster's Friends. Resistance Roll: 1 Bane.

Potency 3 - The Target cannot Attack the Caster or the Caster's Friends. Resistance Roll: 2 Banes.

Potency 4 - The Target follows one instruction from the Caster but cannot be compelled to harm themselves or their allies. Resistance Roll: 2 Banes.

Potency 5 - The Target follows one instruction regardless of who or what it harms. Resistance Roll: 2 Banes.

Potency 6 - The Target follows a set of the Caster's instructions regardless of who or what they harm. Resistance Roll: 2 Banes. Even on success, the Target cannot take offensive Actions against the Caster.

Potency 7 - The Target follows all of the Caster's instructions regardless of who or what they harm. Resistance Roll: 3 Banes. Even on success, the Target cannot take offensive Actions against the Caster.

If Dominate is Cast as a Ritual, the Duration becomes indefinite.

Conceal

Obscure

Obscure			
Conceal Rune	**Magnitude**	**Potency**	
Keywords: None	**Max Speed per Round**	**Hide Bonus**	**Mana Cost**
Automatically Hide your Target and give a bonus to their Hide.	None	2	1
	1 yard	3	2
	2 yards	5	3
	3 yards	6	4
	4 yards	8	5
	6 yards	9	6
	Unlimited	15	7

Obscure can be used to make the Caster, another Character, or an Object no larger than the Caster harder to see. Obscure applies an Effect to the Target. While it is applied, the Character is automatically Hidden, and receives a bonus to their Hide result. The Character Rolls a Hide Roll as normal, and then applies the Obscure bonus.

While under an Obscure Effect, a Character is restricted in their movement. Track the total distance they move during each Round, counting only movement after the Obscure Effect is applied. If this exceeds the Spell's Max Speed per Round, then the Obscure Effect is immediately removed and they lose their bonus to their Hide Roll. However, the Character remains Hidden until something else ends Hiding (see Hiding in Chapter 3). If a Character stops being Hidden, because they are perceived or stop Hiding, the Obscure Effect is removed. If an Object is moved while Obscured, the Obscure Effect is removed.

Obscure has no Duration; if cast on an object, that object will remain Obscured and Hidden until someone touches it.

Tamper

Tamper			
Conceal Rune	**Magnitude**	**Potency**	
Keywords: None	**Range**	**Max Size**	**Mana Cost**
Scramble, break down, or separate some amount of Matter into its base components.	5 yards	Small	1
	10 yards	Medium	3
	15 yards	Large	5
	20 yards	Giant	7
	25 yards	Humongous	11
	30 yards	Colossal	17
	50 yards	Titanic	23

Tamper breaks down a finished work or a deceased creature into its composite parts.

Tamper can reclaim the materials used to make something. For example, a painting could become fresh cloth, oils, and wood from its frame; a ruined house could yield wood, nails, and insulation. The Caster must have Colors compatible with the materials they are trying to Tamper.

Tamper can also break materials down into unusable shards, slop, or dust; remove tracks or other traces of movement; or scramble material without fully decomposing it. A painting might become an unrecognizable mess, or dust on the ground might form a random pattern. The resulting pattern is always random; the Caster cannot choose a specific one.

Encrypt

Encrypt			
Conceal Rune	**Magnitude**	**Potency**	
Keywords: Ritual	**Duration**	**Max Size**	**Mana Cost**
Prevent Magic from seeing or locating the Target from afar. Also prevents the Pilot Spell from affecting the Encrypted Target.	30 minutes	Small	1
	1 hour	Medium	2
	1 day	Large	3
	1 week	Giant	4
	1 month	Humongous	5
	1 year	Colossal	6
	10 years	Titanic	7

Encrypt shifts and changes a Character's or object's magical energies, applying an Effect which shields them from Magic that would locate or control them. While under the effect of Encrypt, if another Character uses a Perception Spell or any other magic to see or sense the location that the Character is in, no information at all will be returned by the Spell. A character or object with an Encrypt cast upon it cannot be Piloted or Phased through. If an Encrypted Target has a Spell of any kind Cast on them, the Encryption ends.

Seek, Pilot, and Message do not end Encrypt when Cast on an Encrypted Target. Encrypt continues to block locating or control as described above.

If Encrypt is Cast as a Ritual, its Duration becomes indefinite.

If this Spell is crafted onto a Lumencraft Vestment, a Spell that would normally break Encrypt removes its benefit until replenishment. Keep the exceptions for Seek, Pilot and Message. Replenishing a Vestment effect is not a Cast and does not break Encrypt.

Conjure

Matter Blast

Matter Blast			
Conjure Rune	**Magnitude**	**Potency**	
Keywords: None	**Range**	**Status Potency**	**Mana Cost**
Shoot a Tiny missile of Matter at a Target, applying a Status based on the Spell's Color.	5 yards	1	1
	10 yards	2	2
	15 yards	3	3
	20 yards	4	4
	25 yards	5	5
	30 yards	6	6
	50 yards	7	7

Matter Blast fires a Tiny projectile made of Matter associated with the Spell's Color. Choose from the Caster's available Colors when Casting.

If the Matter Blast hits the Target, the Target is inflicted with the Status Effect corresponding to the Color of the Spell. There is no separate roll to apply the Status.

The Status's Magnitude and Potency equal the Spell's Magnitude and Potency.

Matter Stream

Matter Stream				
Conjure Rune	Magnitude		Potency	
Keywords: Reprise, Ritual	Range	Material Size	Status Potency	Mana Cost
Create a continuous stream of Matter that applies a Status. The Matter can also be used for other Spells.	1 yard	Small	1	1
	2 yards	Medium	2	3
	3 yards	Large	3	5
	4 yards	Giant	4	7
	5 yards	Humongous	5	11
	10 yards	Colossal	6	17
	20 yards	Titanic	7	23

Matter Stream creates a continuous flow of Matter out to the Spell's Range. The Matter corresponds to the Spell's Color, chosen from the Caster's available Colors when Casting.

The area that Matter Stream can affect is continuous, starting adjacent to the Caster. The area can be a cone, a line, a circular barrier, or any other direction the Caster chooses. The Caster may then extend the Stream to affect a number of spaces equal to the Range; each extension must be connected to at least one other affected area. You may not skip spaces when choosing the area.

The Matter that the Stream produces is solid and physical and stays for one hour before dissipating into raw energy. If Matter Stream is used as part of a Maneuver, then the Matter created can be used by other parts of that Maneuver. For example, a Matter Stream might be used to hit an enemy, and then a Reify Spell could be used to create a Rei ally from the Matter to begin attacking the Foe. The Material Size determines the maximum available Matter for use in such Spells. If Matter Stream is Cast as a Ritual, the Matter becomes permanent.

The Matter is rough, unorganized raw material scattered on the ground. Use another Spell to refine it into something usable.

If the Matter Stream hits any valid Target within its range, each Target hit is inflicted with the Status Effect corresponding to the Color of the Spell. There is no separate roll to apply the Status.

The Status's Magnitude and Potency equal those of the Spell.

Matter Stream may be Reprised. If Matter Stream is Reprised, you may begin the range of the Reprise from any point from the previous Matter Streams.

Normally, the origin point of Matter Stream is the Caster; however, if Matter Stream is part of a Maneuver and occurs after another Spell or Attack, the target of that Spell or Attack can be chosen as the origin point instead. The Target of the Maneuver still receives Matter Stream's Status if chosen as its origin; Matter Stream deals no direct damage.

Matter Field

Matter Field				
Conjure Rune	**Magnitude**		**Potency**	
Keywords: Reprise, Ritual	**Radius**	**Material Size**	**Status Potency**	**Mana Cost**
Create a field of Matter that applies a Status. The Matter can also be used for other Spells.	1 yard	Medium	1	5
	2 yards	Large	2	10
	3 yards	Giant	3	15
	4 yards	Humongous	4	20
	5 yards	Colossal	5	25
	7 yards	Titanic	6	30
	10 yards	Continental	7	40

Matter Field creates a continuous flow of Matter around the Caster, extending in every direction to the Spell's Radius. It affects all Targets in that area, Friends and Foes alike, except the Caster.

The Matter created corresponds to the Color of the Spell. The Color can be chosen from among the caster's available Colors at time of Casting.

The Matter that the Field produces is solid and physical and stays for one hour before dissipating into raw energy. If Matter Field is used as part of a Maneuver, then the Matter created can be used by other parts of that Maneuver. For example, a Matter Field might be used to hit a troupe of enemies, and then a Reify Spell could be used to create a Rei ally from the Matter to begin attacking the Foes. The Material Size determines the maximum available Matter for use in such Spells.

If Matter Field is cast as a Ritual, the Matter remains permanently.

The Matter is rough, unorganized raw material scattered on the ground. Use another Spell to refine it into something usable.

Every Target the Matter Field hits is inflicted with the Status Effect corresponding to the Color of the Spell. There is no separate roll to apply the Status. Its Magnitude and Potency equal those of the Spell.

Matter Field may be Reprised. If Matter Field is Reprised, you may begin the range of the Reprise from the edge of the previous Matter Field, drastically increasing the area of effect.

Normally, the origin point of Matter Field is the Caster; however, if Matter Field is part of a Maneuver and occurs after another Spell or Attack, the target of that Spell or Attack can be chosen as the origin point instead.

Contact

Message

Message				
Contact Rune	Magnitude		Potency	
Keywords: Ritual	Duration	Range	Information	Mana Cost
Send someone a message, or leave one on Matter to be activated later.	1 hour	100 yards	1 word	1
	16 hours	1 mile	5 words	2
	1 day	10 miles	25 words	3
	1 week	100 miles	100 words	4
	1 month	1000 miles	500 words	5
	1 year	Entire Planet	1000 words	6
	Indefinitely	Realm of Death	2500 words	7

Message can be cast either to another Character, or on any Matter of the same kind as the Spell. If cast on Matter, the Message lingers for a time until activated, at which point it will transfer its message. The message can either be visually displayed, audibly spoken, or psychically transmitted to whoever activates the message. If Message is cast on another Character, the message is instantly transmitted to the Target. For the first five levels of Magnitude, the range of the Spell has a limit. At Magnitude six, the Spell can reach the Target anywhere on the planet. At Magnitude seven, the Spell can even reach someone in the realm of Death.

When leaving a Message on Matter, the Caster may specify a Cue that triggers its delivery, such as a Character touching the marked surface or speaking a chosen phrase. When that Cue occurs during the Message's duration, the Message activates and delivers its contents.

The Target of Message must be someone that the Caster has seen. A description or a title such as "Leader of this city" is not enough without identifying details. If the recipient of a Message also has the Contact Rune, they may send a reply of equal length to the original message, without paying the Mana Cost for the Spell. Sending this reply still costs the normal 2 Beats for Casting a Spell.

If Message is Cast as a Ritual, it opens a persistent means of psychic communication for the normal Duration determined by Magnitude. The Caster and the Target may freely converse until that Duration expires or an Action breaks the connection, whichever occurs first. Talking and Traveling do not break the connection. Any other Action by either participant ends the Effect immediately, even if that Action costs no Beats.

Message may not be used as a part of a Maneuver to apply other Sources to a Target.

Bridge

Bridge			
Contact Rune	**Magnitude**	**Potency**	
Keywords: Ritual	**Targets**	**Duration (Target Turns)**	**Mana Cost**
Create a magical connection between targets. The Targets share sensory information based on the Color of the Bridge.	2	1	1
	3	2	2
	5	3	3
	7	4	4
	13	5	5
	17	6	6
	101	7	7

Bridge connects Characters so they can mentally share sensory information, usually to communicate without speaking. Each participant knows who shared each sensation.

The Caster does not have to be a member of the Bridge. Any participant may disconnect at any time, freely and for no Beat or Mana cost.

The Color of Bridge determines the sensory information shared:

Red – Temperature

Green – Texture

Blue – Visual

Yellow – Auditory

Violet – Taste and Smell

When Bridge is Cast on its own, all participants must form a physical connection, such as holding hands or placing hands on shoulders, to establish the Bridge.

Bridge can be Cast as a Ritual; if it is, the duration becomes indefinite. If Bridge is applied in this way, it takes up a Fixture slot on each of the members of the Bridge.

Network

Network				
Contact Rune	**Magnitude**		**Potency**	
Keywords: Ritual	**Duration**	**Range**	**Targets**	**Mana Cost**
Connect Characters so the next Spell Cast on one is replicated across the Network.	1 Target Turn	5 yards	2	5
	2 Target Turns	10 yards	3	10
	3 Target Turns	15 yards	5	15
	5 Target Turns	20 yards	7	20
	10 Target Turns	25 yards	10	25
	1 hour	30 yards	13	30
	1 day	50 yards	15	40

Network lets a single Spell affect multiple Characters. When Casting, choose the number of Targets determined by Potency, all within the Range set by Magnitude. For each Foe, Network's Spell Roll must succeed against that Target's Spell Resilience; any Foe it fails against is left out of the Network.

Once Networked, all Characters receive the full benefits or penalties of the next qualifying Spell or Maneuver that Targets any member of the Network. A Maneuver qualifies only if it begins with a Spell. After succeeding against one Target, the Spell or qualifying Maneuver automatically succeeds on the entire Network. For example, a Mana Blast Spell that hits one Character will then have the same Damage done to all Characters within the Network. Once that Spell or Maneuver has affected the Network, it overloads the link and the Network is removed.

If Network is used as a part of a Maneuver, any Targets successfully hit by Network also have any other Spells or attacks that occur later in the Maneuver applied to them automatically. This does not consume the Network Effect.

Normally, the origin point of Network is the Caster; however, if Network is part of a Maneuver and occurs after another Spell or Attack, the target of that Spell or Attack can be chosen as the origin point instead.

If Network is Cast as a Ritual, the Network's strength is improved, and the next 3 Spells will be replicated.

A Character may only be part of one Network at a time. If a new one is applied to a Character, it overwrites the original.

This Spell is ineligible for use in Lumencraft Vestments.

Curse

Stipulate

Stipulate			
Curse Rune	**Magnitude**	**Potency**	
Keywords: None	**Duration**	**Information**	**Mana Cost**
Create conditions or restrictions on another Spell or magic item.	1 hour	3 words	1
	1 day	5 words	2
	1 week	25 words	3
	1 month	100 words	4
	1 year	500 words	5
	10 years	1000 words	6
	Lifetime of Effect	2500 words	7

Stipulate restricts when another Spell, Effect, or Fixture can be used. The Caster chooses the conditions. It is often part of a Maneuver: for example, a Message left on the ground could deliver its contents only to someone with a passphrase. Stipulate can also be added later, but only the original Caster can add a Stipulation to their Spell.

Stipulate could also be used on a Crafted item the Caster has attuned with, to only allow the item to be used when a passphrase is uttered, or if the wielder is an Elf woman, pregnant mother, ruler of a city, or any other creative condition the Caster can think of. The Director has final say over the validity and applicability of any given Stipulation.

Magnitude determines how long the Stipulation lasts. It may outlast the Spell, Effect, or item it governs, or expire before that thing does. Potency determines how complex the condition can be. Stipulate cannot affect hostile Effects placed on the Caster by a Foe; it can affect only Spells, Effects, or magic items the Caster creates or has a friendly relationship with.

A Stipulation can keep a Spell or Effect dormant until a condition is met. Its Duration does not begin to count down until it activates. For example, a Reify Spell placed on a patch of ground could wait until someone trespasses there before creating a Rei. If Stipulate expires before its condition is met, the dormant Spell dissipates and is wasted.

Each active Stipulate occupies one of the Caster's Fixture slots. If all their slots are occupied by Lumencrafts or Effects other than Stipulations, they may still have one active Stipulation.

Graft

Graft			
Curse Rune	**Magnitude**	**Potency**	
Keywords: None	**Duration**	**Max Lumens**	**Mana Cost**
Attach an extra limb or Sensory Organ to a Character as a piece of magical equipment.	1 hour	15	5
	1 day	20	10
	1 week	30	15
	1 month	50	20
	1 year	80	25
	10 years	100	30
	Indefinitely	140	40

To create a Graft, use the Max Lumens available at the Spell's Potency to purchase an Additional Limb or Sensory Organ Distinction. Spend any remaining Lumens on Runes the Caster has access to, Distinctions that grant or improve Natural Weapons, or other Bodily Distinctions.

Graft is a Spell Effect that occupies one of the Character's Fixture slots. It adds a body part with its own bundle of Lumens, which do not increase the recipient's Max Lumens. A Graft is often an extra limb and may exceed the normal maximum of 4 limb sets, but it can also be a Sensory Organ or a piece of magically created Matter. The Caster can Graft only body parts of their own Color, though the recipient need not share that Color.

Potency determines the maximum Lumens a Graft can contain. A limb uses the Additional Limb Distinction and costs 15 Lumens. A Sensory Organ uses the Sensory Organ Distinction and costs 5 Lumens.

When a Graft's duration expires, the limb or organ dissolves away into Light.

Graft may be used in Vestment and Elixir Lumencrafts. A Graft supplied by a Vestment uses that Vestment's Fixture slot and does not require an additional slot.

If Graft is applied through an Elixir, the recipient must accept the Graft's Fixture slot or the Spell fails.

Mark

Mark			
Curse Rune	**Magnitude**	**Potency**	
Keywords: Ritual	**Duration (Target Turns)**	**Reduction**	**Mana Cost**
Marks an enemy with a sigil that reduces their Defense or Spell Resilience.	1	1	1
	2	2	2
	3	3	3
	4	4	4
	5	5	5
	6	6	6
	7	7	7

Mark inscribes a Foe with a sigil chosen by the Caster. This sigil weakens their defenses for the duration.

The Marked Character suffers a penalty to either their Defense or Spell Resilience. The Caster must choose which at the time of Casting the Spell.

A Character cannot have more than one Mark from the same Caster at a time.

Marks from different Casters stack. Add together the penalties from all active Marks that reduce the same defense; Marks reducing Defense and Marks reducing Spell Resilience apply to their respective values.

A Character who is Marked cannot be Hidden.

Mark can be Cast as a Ritual; if done so, the duration becomes permanent.

Delude

Lie

Lie			
Delude Rune	**Magnitude**	**Potency**	
Keywords: Ritual	**Duration**	**Max Size**	**Mana Cost**
Creates illusory sensations. The specific sensation is based on Color.	1 Target Turn	Small	1
	2 Target Turns	Medium	2
	5 Target Turns	Large	3
	1 minute	Giant	4
	5 minutes	Humongous	5
	10 minutes	Colossal	6
	1 hour	Titanic	7

Lie changes how a Character, object, or area is perceived. The characteristics it disguises depend on the Spell's Color.

If someone interacts with the Lie or has any reason to think that a Lie is in effect, they will notice it if their Perception is higher than the Lie's Spell Roll. Any Character who knows about the Lie can freely ignore it. Lie changes how something is perceived, not its true physical properties. It cannot prevent or add damage.

A Character that has access to multiple Colors may use as many of them within a single Lie Spell as they want; each additional Color woven into the Lie adds a Boon to the Spell Roll. A Character under the Effect of a Lie receives a bonus 1d6 to any Hide Rolls, per Color of Lie. If a Character is under the Effect of a Lie and a Skillset is being used during a social encounter, such as tricking a guard into thinking you are someone else, that Skill Roll gets a bonus Boon per Color of Lie. The Director may say certain lies are not applicable for this kind of Skill Roll.

Red – Temperature. You can adjust how the ambient heat radiating from the Target is perceived. This can hide the heat of fire, but it would not prevent it from burning.

Green – Texture. You can adjust the way things feel, from the physical texture or wetness of a surface to the physical sensations it brings. This can even include the sensations of pain and pleasure, but removing the pain of something does not stop it from dealing damage.

Blue – Visual. You can adjust how things look, making them look like anything else or even rendering them invisible.

Yellow – Auditory. You can adjust the sounds that a thing is creating.

Violet – Taste and Smell. You can alter the taste and odor a Target elicits.

Lie can be Cast as a Ritual; if Cast this way, its duration is increased based on the Magnitude of the Lie.

Magnitude 1: 30 minutes

Magnitude 2: 1 hour

Magnitude 3: 10 hours

Magnitude 4: 1 day

Magnitude 5: 1 week

Magnitude 6: 1 month

Magnitude 7: 1 year

Obfuscate

Obfuscate			
Delude Rune	**Magnitude**	**Potency**	
Keywords: None	**Duration (Target Turns)**	**Misfire Chance**	**Mana Cost**
Distract Foes from the Target, giving successful Rolls against that Target a chance to fail.	1	5%	1
	2	10%	3
	3	15%	5
	4	20%	7
	5	25%	11
	6	30%	17
	7	40%	23

Obfuscate protects the Target by misdirecting Foes' attention. A Foe might overlook the Target or forget what they were doing and fumble their Strike or Spell.

When an Action's Roll succeeds against an Obfuscated Target, roll 1d100. A result equal to or below the listed Misfire Chance causes the Action to fail against that Target; a higher result does not. For a Maneuver, make this check only once for the entire Maneuver against that Target, not once per Source. If the Maneuver misfires, none of its Sources affect that Target. For example, at 10%, results of 1–10 misfire and results of 11–100 do not.

Trick

Trick				
Delude Rune	**Magnitude**	**Potency**		
Keywords: None	**Max Size**	**Duration (Target Turns)**	**Hide Roll**	**Mana Cost**
Automatically Hides the Target, even if in plain sight.	Small	1	6	5
	Medium	2	8	10
	Large	3	10	15
	Giant	4	12	20
	Humongous	5	14	25
	Colossal	6	16	30
	Titanic	7	18	40

Trick automatically Hides a Character, object, or area. Unlike ordinary Hiding, Trick automatically defeats Foes' passive Perception. A Foe must make a Perception Roll to see a Tricked Character.

Trick sets the character's Hide Roll to a specific value based on the Potency. While Tricked, a Character may Hide as normal, but the Trick Hide Roll is not added to the regular Hide Roll; it remains as a separate value that Foes must make Perception Rolls to overcome.

If this Spell is crafted onto a Lumencraft Vestment, it breaks when anyone makes a successful Perception Roll to perceive the wearer through Trick. It grants no further benefit until replenished. An unrelated successful Perception Roll does not break it.

Destroy

Mana Blast

Mana Blast			
Destroy Rune	**Magnitude**	**Potency**	
Keywords: None	**Range**	**Damage**	**Mana Cost**
Fire a bolt of pure Mana to damage a Foe.	5 yards	2d6	1
	10 yards	2d8	2
	15 yards	2d10	3
	20 yards	3d10	4
	25 yards	3d12	5
	30 yards	4d12	6
	50 yards	5d12	7

Mana Blast fires a projectile of pure Mana at a Target. Choose its Color from the Caster's available Colors when Casting.

If Mana Blast hits the Target, the target takes damage determined by the Potency of the Spell.

Mana Stream

Mana Stream			
Destroy Rune	**Magnitude**	**Potency**	
Keywords: Reprise	**Range**	**Damage**	**Mana Cost**
Creates a continuous stream of Mana that deals Damage.	1 yard	1d4	1
	2 yards	1d6	3
	3 yards	2d4	5
	4 yards	2d6	7
	5 yards	2d8	11
	10 yards	2d10	17
	20 yards	2d12	23

Mana Stream creates a continuous flow of Mana as far as the Range of the Spell extends.

The area that Mana Stream can affect is continuous, starting adjacent to the Caster. The area can be a cone, a line, a circular barrier, or any other direction the Caster chooses. The Caster may then extend the Stream to affect a number of spaces equal to the Range; each extension must be connected to at least one other affected area. You may not skip spaces when choosing the area.

If the Mana Stream hits any valid Target within its range, the Targets within take Damage.

Mana Stream may be Reprised. If Mana Stream is Reprised, you may begin the range of the Reprise from any point from the previous Mana Streams.

Normally, the origin point of Mana Stream is the Caster; however, if Mana Stream is part of a Maneuver and occurs after another Spell or Attack, the target of that Spell or Attack can be chosen as the origin point instead. The Target of the Maneuver will still take damage from the Mana Stream if they become its origin point.

Mana Field

Mana Field			
Destroy Rune	**Magnitude**	**Potency**	
Keywords: Reprise	**Radius**	**Damage**	**Mana Cost**
Creates a Field of Magic that deals Damage.	1 yard	1d4	5
	2 yards	1d6	10
	3 yards	2d4	15
	4 yards	2d6	20
	5 yards	2d8	25
	7 yards	2d10	30
	10 yards	2d12	40

Mana Field creates a continuous flow of Mana around the Caster, extending in every direction to the Spell's Radius. It affects all Targets in that area, Friends and Foes alike, except the Caster.

Each Target takes Damage.

Mana Field may be Reprised. If Mana Field is Reprised, you may begin the range of the Reprise from the edge of the previous Mana Field, drastically increasing the area of effect.

Normally, the origin point of Mana Field is the Caster; however, if Mana Field is part of a Maneuver and occurs after another Spell or Attack, the target of that Spell or Attack can be chosen as the origin point instead.

Dispel

Disjoint

Disjoint			
Dispel Rune	**Magnitude**	**Potency**	
Keywords: Rebuttal	**Range**	**Potency Removed**	**Mana Cost**
Removes Spell Effects from a Target.	5 yards	1	5
	10 yards	2	10
	15 yards	3	15
	20 yards	4	20
	25 yards	5	25
	30 yards	6	30
	50 yards	7	40

Disjoint removes Spell Effects from a Target or persistent Effects from the Scenery, such as Conquer. It can also cancel Spells being Cast by Foes.

Disjoint works on Spells and Effects generated from Spells, but it cannot remove Statuses, even if those Statuses were applied by a Spell.

Disjoint can remove a total Potency equal to its own Potency. For example, a Potency 6 Disjoint could remove a Potency 6 Spell from an ally. Or it could remove a Potency 4 and a Potency 2 Spell from that same Target.

Disjoint may remove a Spell Effect supplied by a Lumencraft Vestment. Apply Disjoint's normal Potency limit. The removed effect grants no benefit until the Vestment's next replenishment; removing it does not destroy the Vestment.

When a Character within Range casts a Spell, you may cast Disjoint as a Rebuttal. Disjoint's Potency must equal or exceed the targeted Spell's Potency. Make a Spell Roll against that Spell's current Spell Roll. If your result exceeds it, the targeted Spell fails. Its spent resources are not refunded.

Discombobulate

Discombobulate			
Dispel Rune	**Magnitude**	**Potency**	
Keywords: None	**Duration (Target Turns)**	**Misfire Chance**	**Mana Cost**
Give the Target a chance to misfire their Spells for the Duration.	1	10%	1
	2	20%	3
	3	30%	5
	4	40%	7
	5	50%	11
	6	60%	17
	7	80%	23

Discombobulate applies an Effect to a Foe, giving their Spells a chance to misfire for its Duration.

When the affected Target attempts to Cast a Spell, roll 1d100. A result equal to or below the listed Misfire Chance causes that Spell to misfire; a higher result does not. For example, at 30%, results of 1–30 misfire and results of 31–100 do not.

If a Spell misfires, the Beats and Mana used to Cast it will be spent, but nothing will happen.

Suppress

Suppress			
Dispel Rune	**Magnitude**	**Potency**	
Keywords: Reprise	**Radius**	**Max Potency**	**Mana Cost**
Create a field that blocks weaker Spells and hinders others.	1 yard	1	5
	2 yards	2	10
	3 yards	3	15
	4 yards	4	20
	5 yards	5	25
	7 yards	6	30
	10 yards	7	40

Suppress creates a field around the Caster that restricts Spells Cast by anyone else within it as described below. The field begins immediately and ends at the beginning of the Caster's next Turn, before any beginning-of-Turn Effects resolve. This timing stays tied to the Caster even if a Maneuver changes the field's origin point.

Spells with lower Potency than Suppress cannot be Cast. Spells with equal or higher Potency may be attempted, but their Spell Rolls suffer a number of Banes equal to Suppress's Potency.

A Spell Cast within the Suppression succeeds only if its Spell Roll exceeds the Suppress's Spell Roll. Otherwise it fails, and its Mana and Beats are lost.

Suppress may be Reprised.

Normally, the origin point of Suppress is the Caster; however, if Suppress is part of a Maneuver and occurs after another Spell or Attack, the target of that Spell or Attack can be chosen as the origin point instead.

Fortify

Resist

Resist			
Fortify Rune	**Magnitude**	**Potency**	
Keywords: Unique	**Duration (Target Turns)**	**Damage Resistance**	**Mana Cost**
Improves Damage Resistance of the Target based on the Color of the Spell.	1	1	1
	2	3	2
	3	5	3
	4	7	4
	5	11	5
	6	13	6
	7	17	7

Resist gives Damage Resistance of the Color of the Resist Spell. A Chromatic Resist Spell will give Physical Resistance.

If this Spell is crafted onto a Lumencraft Vestment, use the alternate Hasten, Charge, Conquer, Resist, and Protect costs in Vestments. The resistance retains its normal Color or Chromatic physical category. It adds to any other resistance of the same category, such as a Vestment's Resistance.

Rally

Rally				
Fortify Rune	Magnitude		Potency	
Keywords: None	Radius	Duration (Rounds)	Boons	Mana Cost
Gives all Friends within the Radius a pool of Boons they may use on any Roll they choose.	1 yard	1	1	1
	2 yards	2	2	3
	3 yards	3	3	5
	4 yards	4	4	7
	5 yards	5	5	11
	6 yards	6	6	17
	7 yards	7	7	23

Rally gives each Friend within its Radius a pool of Boons. A Friend may spend any number of their remaining Boons on a Roll of their choice; unspent Boons remain available for later Rolls. Magnitude determines both the Radius and the Duration in Rounds. Reduce its remaining duration by one each time the turn order returns to the point where Rally was Cast. The Effect ends when the pool is empty or the duration reaches zero; any unspent Boons are then lost.

If this Spell is crafted onto a Lumencraft Vestment, only the wearer receives its Boon pool. Spending Boons depletes that pool; it does not immediately refill. Unspent Boons remain until spent or the effect is removed. Replenishment restores the pool to its purchased maximum without adding to remaining Boons.

Restore

Restore			
Fortify Rune	**Magnitude**	**Potency**	
Keywords: Rebuttal	**Range**	**Points Restored**	**Mana Cost**
Restore returns Defense lost to Sundering, up to its listed amount.	5 yards	1	1
	10 yards	2	2
	15 yards	3	3
	20 yards	4	4
	25 yards	5	5
	30 yards	6	6
	50 yards	7	7

Restore returns Defense lost to Sundering, up to its listed amount. Restore cannot increase Defense above its original value or remove more Sundering penalty than the Target has.

Restore may be Cast as a Rebuttal.

Gravitate

Attract

Attract			
Gravitate Rune	**Magnitude**	**Potency**	
Keywords: None	**Max Size**	**Range**	**Mana Cost**
Draw a Character or object toward the Caster.	Small	5 yards	1
	Medium	10 yards	2
	Large	15 yards	3
	Giant	20 yards	4
	Humongous	25 yards	5
	Colossal	30 yards	6
	Titanic	50 yards	7

Attract forces the Target toward the Caster. Resolve the full forced movement as part of resolving this Spell. The Caster may stop the Target at any point along that movement.

If Attract is used to force the Target to hit another Character, or into a wall, then it is considered a Thrown Weapon Attack against the Character who is hit by the Target. The Target will also take Damage as if they were normally Thrown. Any bonuses that the Caster has in Thrown Weapon Attacks are applied. The size of the Thrown Weapon is the size of the Target. The Attack Roll of the Thrown Weapon Attack is equal to the Spell Roll of the initial Attract Spell. Apply Intuition instead of Might bonuses to the Damage of this Thrown attack.

If Attract brings the Target into the Caster, treat it as a Thrown Weapon Attack against the Caster unless the Caster succeeds at a Grapple attempt. This attempt costs no Beats and gains 1 Boon. The Caster can instead stop the Target 1 space away, leaving it adjacent to them.

Normally, the origin point of Attract is the Caster; however, if Attract is part of a Maneuver and occurs after another Spell or Attack, the target of that Spell or Attack can be chosen as the origin point instead.

Repel

Repel			
Gravitate Rune	**Magnitude**	**Potency**	
Keywords: None	**Max Size**	**Range**	**Mana Cost**
Sends a Character or Object away from the Caster up to the max Range of the Spell.	Small	6 yards	1
	Medium	11 yards	2
	Large	16 yards	3
	Giant	21 yards	4
	Humongous	26 yards	5
	Colossal	31 yards	6
	Titanic	51 yards	7

Repel forces a Character or object away from the Caster. The Target must be within the Spell's Range and can be Repelled up to its Max Range. Resolve the full forced movement as part of resolving this Spell.

If Repel is used to force the Target to hit another Character, or into a wall, then it is considered a Thrown Weapon Attack against the Character who is hit by the Target. The Target will also take Damage as if they were normally Thrown. Any bonuses that the Caster has in Thrown Weapon Attacks are applied. The size of the Thrown Weapon is the size of the Target. The Attack Roll of the Thrown Weapon Attack is equal to the Spell Roll of the initial Repel Spell. Apply Intuition instead of Might bonuses to the Damage of this Thrown attack.

Normally, the origin point of Repel is the caster; however, if Repel is part of a Maneuver and occurs after another Spell or Attack, the target of that Spell or Attack can be chosen as the origin point instead.

Levitate

Levitate			
Gravitate Rune	**Magnitude**	**Potency**	
Keywords: Rebuttal, Reprise, Ritual	**Max Size**	**Range**	**Mana Cost**
Cause a Character or Object to soar through the air.	Small	5 yards	1
	Medium	10 yards	2
	Large	20 yards	3
	Giant	30 yards	4
	Humongous	40 yards	5
	Colossal	50 yards	6
	Titanic	100 yards	7

Levitate suspends a Character or Object in the air for the Round in which it is Cast. The Caster has Perfect Handling of the Target (see Fly). Range determines both how far the Target may be from the Caster and the maximum distance it may move in a single use of Levitate. The Target must remain within that Range. Levitate may be Cast as a Rebuttal to prevent Fall Damage.

At the beginning of the next Round, when Beats replenish, the Caster must choose whether to Reprise Levitate. Resolve this choice before ending Levitate or resolving a fall caused by its ending. If the Caster is eligible to Reprise and pays the normal Beat cost and applicable Reprise Mana cost, Levitate continues uninterrupted for the new Round. Otherwise, it ends immediately and the Target stops levitating. This beginning-of-Round Reprise is an exception to Reprise's usual casting timing. While levitating, the Target may make an Ambition Roll against Levitate's Spell Roll at the beginning of their Turn to end the Effect on themselves.

Levitate can be Cast as a Ritual on a particular Target. If done so, a permanent Levitate Effect is added to that Target, and the Caster may Cast Levitate for no Mana Cost on the Target at any point it would be a valid Target. A Levitate Effect like this takes up a Fixture Slot of the Caster, which may be removed at any time, instantly ending the Effect.

Guard

Protect

Protect			
Guard Rune	**Magnitude**	**Potency**	
Keywords: Unique	**Duration (Target Turns)**	**Bonus Defense**	**Mana Cost**
Cover yourself or an adjacent Target in a protective layer. This protection provides a bonus to the target's Defense.	1	1	1
	2	2	2
	3	3	3
	4	4	4
	5	5	5
	6	6	6
	7	10	7

Protect surrounds the Caster, or a Target they can touch, with a protective shell. This shell is made of Matter that must already be present in the environment or be created by the Conjure Rune. The Protect Spell improves Defense by the amount determined by its Potency. Effects that remove Defense first reduce Protect's bonus Defense. When that bonus reaches 0, Protect ends; any excess Defense reduction from that effect is lost. Sundering Strike instead applies a separate Defense penalty after all modifiers. It does not reduce or remove Protect, and Protect does not absorb the Sundering penalty.

If this Spell is crafted onto a Lumencraft Vestment, use the alternate Hasten, Charge, Conquer, Resist, and Protect costs in Vestments. Track its remaining bonus Defense. Defense removal depletes that bonus; when it reaches zero, the effect ends until replenished. Replenishment restores the purchased bonus Defense, not damaged base armor.

Brace

Brace				
Guard Rune	**Magnitude**		**Potency**	
Keywords: Rebuttal, Unique	**Range**	**Duration (Target Turns)**	**Temporary Health**	**Mana Cost**
Create a floating Brace above the body that provides temporary Health against Foes' attacks and Spells.	5 yards	1	4	2
	10 yards	2	8	4
	15 yards	3	12	6
	20 yards	4	20	8
	25 yards	5	30	10
	30 yards	6	50	12
	50 yards	7	75	14

Brace creates a hovering piece of Matter just above the Target's body, providing temporary Health for its Duration. The Matter must already exist in the environment or be created by the Conjure Rune.

When Brace absorbs damage, subtract that damage from its remaining Temporary Health. Any damage exceeding that remaining amount carries over into the Target's regular Health. Brace's Temporary Health cannot be donated, healed, or converted into another resource.

Brace can be Cast as a Rebuttal. Brace is Unique and may not have multiple copies at the same time. Brace can only be applied to a given Target once per Round, including refreshing or replacing an existing Brace. When a recast refreshes or replaces Brace, refresh its duration and replenish its Temporary Health to the maximum for the applicable Potency.

If this Spell is crafted onto a Lumencraft Vestment, the Vestment generates the required Matter as part of its adornment; no external Matter is required. Track remaining Temporary Health on the item. Replenishment restores it to the purchased Potency's maximum. Temporary Health cannot be donated, healed or converted.

Cage

Cage				
Guard Rune	**Magnitude**	**Potency**		
Keywords: Ritual	**Max Size**	**Duration**	**Cage Health**	**Mana Cost**
Create a Cage of Matter around the Target. It blocks movement and Targeting into or out of the Cage. The Cage has Health and can be attacked and destroyed.	Small	1 Round	8	1
	Medium	2 Rounds	12	3
	Large	3 Rounds	20	5
	Giant	4 Rounds	30	7
	Humongous	5 Rounds	50	11
	Colossal	6 Rounds	75	17
	Titanic	7 Rounds	100	23

Cage creates a prison of Matter around the Target. The Cage is considered to have a Defense and Spell Resilience equal to the Spell Roll when it was cast. While the Cage is active, the inhabitant cannot Travel, Cast Spells outside of the Cage, or attempt to Strike any Target outside of the Cage. The Cage prevents Traveling for all Characters on the spaces that the Cage inhabits.

Characters outside the Cage cannot Target anyone or anything inside it; they must first Target and destroy the Cage. This can isolate Foes or protect the Caster and their Friends. Areas of Effect can still affect anything inside the Cage.

If Cage is used as part of a Maneuver, the Caster may specify that any Spells that are part of the Maneuver are woven into the Cage, rather than being cast normally. If this is the case, any Character that attacks the Cage has the woven Spell Cast on them automatically. The Spell Roll of the Cast is equal to the Spell Roll of the Cage. This includes beneficial Spells, but Characters must make an actual attack against the Cage; they cannot simply touch it.

The woven Spells in a Cage can trigger only once per Round for that Cage, regardless of how many attacks are made against it or how many Characters attack it.

If other Characters share the Target's space because of a Grapple, Cling, or another circumstance, Cage traps everyone in that space.

Cage can be Cast as a Ritual. If Cage is Cast in this way, it regenerates to its full Health at the beginning of each Round.

Mend

Heal

Heal			
Mend Rune	**Magnitude**	**Potency**	
Keywords: None	**Range**	**Health Restored**	**Mana Cost**
Heals a Friend.	Touch	2d6	2
	2 yards	3d8	4
	3 yards	4d10	6
	5 yards	5d10	8
	7 yards	5d12	10
	11 yards	6d12	12
	17 yards	8d12	14

Heal soothes a Friend's wounds and restores Health. Magnitude determines the range; Potency determines how much is healed. For example, Heal (6, 3) heals for 4d10, at a range of 11 yards. Heal cannot restore Health above the Target's Max Health.

Repair

Repair			
Mend Rune	**Magnitude**	**Potency**	
Keywords: None	**Range**	**Max Size**	**Mana Cost**
Repairs any damage done to Objects or the environment. The types of Matter that can be repaired depend on the Color of the Caster.	5 yards	Small	1
	10 yards	Medium	2
	15 yards	Large	3
	20 yards	Giant	4
	25 yards	Humongous	5
	30 yards	Colossal	6
	50 yards	Titanic	7

Repair reconstructs damaged Scenery, clothing, weapons, and other ordinary gear. It cannot affect Lumencrafts. The Color used to Cast the Spell determines which materials can be repaired. Repair restores the original form; it cannot add or change features.

Repair can also reattach severed limbs, organs, or other body parts. They must be nearby and have been severed no more than 1 day ago.

Purify

Purify			
Mend Rune	**Magnitude**	**Potency**	
Keywords: None	**Range**	**Status Removed**	**Mana Cost**
Removes a Status Effect from a Friend.	5 yards	1 Weapon	1
	10 yards	1 Same Color	2
	15 yards	1 Any Color	3
	20 yards	2 Weapon	4
	25 yards	2 Same Color	5
	30 yards	2 Any Color	6
	50 yards	3 Any Color	7

Purify allows the Caster to remove Status Effects from a Friend. Purify does not remove all Spell Effects, only Statuses that are applied via Crystals, Weapon Attacks or Spells that apply Status, such as Charge or Matter Blast.

The Potency of Purify determines the type of Statuses that can be removed.

Weapon-status removal options are cumulative. Each Potency may use any weapon-status removal option available at a lower Potency instead of its own listed option. For example, Potency 3 can remove one Weapon Status, and Potencies 5–7 can remove two Weapon Statuses. Choose one removal option for each Cast.

At Potency 2 and 5, Purify can remove Statuses associated with the caster's color. For example, a Red caster can remove Ignite. Use the eight Statuses in the Status Reference.

A Chromatic Caster can remove any Color Statuses when Casting Purify.

Perceive

Detect

Detect			
Perceive Rune	**Magnitude**	**Potency**	
Keywords: None	**Duration (Target Turns)**	**Perception Bonus**	**Mana Cost**
Improve the senses and gain a bonus to Perception.	1	2	1
	2	3	2
	3	4	3
	4	5	4
	5	6	5
	6	7	6
	7	10	7

Detect enhances the Caster's senses, providing a Perception bonus for its Duration.

The Spell's Color determines which sense Detect enhances. While Detect is active, the Character automatically ignores Lie Spells of the same Color. A Character with multiple Colors may enhance all the senses available to them with a single Detect Spell.

Red – Temperature

Green – Texture

Blue – Visual

Yellow – Auditory

Violet – Taste and Smell

Casting Detect triggers an automatic Perception Roll at no cost, using Detect's Spell Roll as the result.

Scan

Scan			
Perceive Rune	**Magnitude**	**Potency**	
Keywords: Rebuttal, Ritual	**Range**	**Bonus Hit**	**Mana Cost**
Gain a bonus to Hit against the Target, glimpse their mind, or learn about the surrounding Scenery and terrain.	1 yard	2	1
	2 yards	3	2
	3 yards	4	3
	4 yards	5	4
	5 yards	6	5
	7 yards	7	6
	10 yards	10	7

Scan is a versatile Spell that can be used against a Friend or Foe, or the entire Scenery within Range. Scan behaves differently depending on how it is Cast.

If Cast as a Rebuttal, Scan provides a bonus to Hit on the next Roll against a Target within Range.

If Cast as a Ritual, Scan can be used against a Foe to peer into their mind and gather information. The type of information gathered depends on the Color of the Caster. Casters of multiple Colors can gather any type of information they have access to.

Red – Emotions

Green – Physical Sensations

Blue – Active Thoughts

Yellow – Unconscious Thoughts and beliefs

Violet – Memories.

When Cast normally, Scan sends out a pulse that reveals the Scenery within Range. The information depends on the Spell's Color. For example, a Blue Scan gives the Caster a three-dimensional visual understanding of the terrain. This use reveals no information about Characters within Range. The sensory information for each Color is:

Red – Temperature

Green – Texture

Blue – Visual

Yellow – Auditory

Violet – Taste and Smell

Seek

Seek			
Perceive Rune	**Magnitude**	**Potency**	
Keywords: None	**Range**	**Information**	**Mana Cost**
Find details about a distant Character or Object you have a connection to.	100 yards	Existence	1
	1 mile	Direction	2
	10 miles	Distance	3
	100 miles	Location	4
	1000 miles	Image	5
	Entire Planet	Surroundings	6
	Realm of Death	Profile	7

Seek reveals information about a specific Character, Fixture, piece of Scenery, or other trackable entity. It does not require Line of Sight, but the Caster must have prior knowledge of or a physical connection to the Target. They might have seen or sensed it before, possess an item that belonged to it, or hold a part of its body, such as a strand of hair or a severed limb. The Director decides whether the connection is sufficient. Magnitude determines Range. If the Target is beyond that Range, Seek simply fails without revealing why.

Seek reveals different levels of information based on its Potency. Each level of Potency includes the information revealed by the levels below it:

Potency 1 – Existence: Seek confirms the existence of the target, revealing whether it's alive or dead, or intact or destroyed. For example, if a Caster holds a fragment of a statue and casts Seek on the whole statue, they will learn whether the full statue still exists or has crumbled to dust.

Potency 2 – Direction: Seek provides the direction of the target relative to the caster's current location.

Potency 3 – Distance: Seek provides the exact distance to the target from the caster's current location.

Potency 4 – Location: Seek discloses the exact location of the Target.

Potency 5 – Image: Seek sends a snapshot of the Target at the moment of Casting directly to the Caster’s mind. This is a single image, not continuous observation. This image can be shared externally through the use of Render Spells. The image only includes the Target, as if they were in a void, with their clothes, weapons, and other directly carried items. The surroundings are not visible.

Potency 6 – Surroundings: Seek reveals the surroundings of the target, including scenery, other characters, and any other entities in the vicinity. Anything that becomes visible through this Spell becomes eligible for independent Seek Spells.

Potency 7 – Profile: Seek unveils the target's Profile, revealing their game statistics and character sheet.

Seek may not be used as a part of a Maneuver to apply other Sources to a Target.

Reflect

Redirect

Redirect			
Reflect Rune	**Magnitude**	**Potency**	
Keywords: Rebuttal	**Range**	**Misfire Chance**	**Mana Cost**
Change the Target of a Spell.	5 yards	75%	1
	10 yards	50%	3
	15 yards	25%	5
	20 yards	20%	7
	25 yards	15%	11
	30 yards	10%	17
	50 yards	0%	23

Redirect allows for the Caster to change the Target of another Spell. Both the Spell, and the new Target, must be within the Redirect Spell's range. Redirect can be Cast as a Rebuttal.

Redirect is unpredictable. Its Potency determines the Misfire Chance. When Casting, roll 1d100: a result equal to or below that chance causes a misfire; a higher result does not. On a misfire, choose the new Target randomly from all valid Targets within Redirect's Range. Number the Targets and roll the smallest die with enough sides to include them all. Reroll any result without a corresponding Target, such as a 6 on a d6 when there are only 5 valid Targets.

If the redirected Spell is the first Source of a Maneuver, the entire Maneuver is redirected. Redirect cannot be used on later Sources within Maneuvers.

Mirror

Mirror			
Reflect Rune	**Magnitude**	**Potency**	
Keywords: None	**Duration (Target Turns)**	**Damage**	**Mana Cost**
Deals damage to a Foe any time a Foe does damage to the Target.	1	1d4	1
	2	1d6	2
	3	2d4	3
	4	2d6	4
	5	2d8	5
	6	2d10	6
	7	2d12	7

Mirror applies an Effect to the Caster or a Friend that deals Damage to a Foe any time that Foe deals Damage to the Mirrored Character.

Mirror has no Range limit. When a Foe damages the Mirrored Character with a Ranged Weapon, Melee Weapon, or Spell, that Foe takes Mirror's Damage.

Mirror triggers once per instance of Damage. For example, if a Foe damages the Character with two Strikes during their Turn, Mirror triggers twice.

Damage from a Status such as Ignite will not be Mirrored. Damage from a Mirror effect will not be Mirrored.

Bounce

Bounce			
Reflect Rune	**Magnitude**	**Potency**	
Keywords: None	**Duration (Target Turns)**	**Misfire Chance**	**Mana Cost**
Reflects the next Spell applied by anyone back to its originator. Has a chance of misfiring.	1	75%	5
	2	50%	10
	3	25%	15
	4	20%	20
	5	15%	25
	6	10%	30
	7	0%	40

Bounce protects the Caster or a Friend for its Duration. It reflects the next Spell applied to them back to that Spell's originator, canceling it on the Bounced Target.

When Bounce activates, roll 1d100. A result equal to or below the listed Misfire Chance causes Bounce to misfire; a higher result does not. If Bounce misfires, the incoming Spell is not reflected and the Bounce Effect is consumed.

Bounce does not distinguish between Friends or Foes, and will bounce the next Spell back to the originator, even if it is a beneficial Spell. If the Caster applies Bounce to themselves, and then Casts another Spell on themselves, that Spell fails and the Bounce Effect is removed.

If a Bounced Character has a Spell cast on them as part of the first Source of a Maneuver, the entire Maneuver will be Bounced. This includes any Weapon Strikes that are part of the Maneuver.

If Bounce is applied to a Friend as part of a Maneuver, and another Spell is Cast on that Friend as part of the same Maneuver, that Spell will not be Bounced.

If this Spell is crafted onto a Lumencraft Vestment, it has one application per replenishment. The next qualifying Spell consumes it, including a misfire or a beneficial Spell. It grants no benefit after consumption until replenished. Replenishing Vestment effects is not a Cast and does not trigger Bounce.

Render

Furnish

Furnish			
Render Rune	**Magnitude**	**Potency**	
Keywords: Ritual	**Max Size**	**Complexity**	**Mana Cost**
Create a craft, piece of art, or text in some field that the Caster has knowledge of.	Small	Point	5
	Medium	Optimization	10
	Large	Idea	15
	Giant	Body of Knowledge	20
	Humongous	Self	25
	Colossal	State	30
	Titanic	Ideology	40

Furnish turns knowledge into detailed works, presentations, or finished goods. Work with the Director to find uses that draw on your Character's background, Skillsets, knowledge, and experience.

Furnish behaves differently depending on how it is Cast.

When Cast normally, Furnish can record knowledge gained through Compute in a book for later reading. It can also record a Maneuver so another Compute Spell can copy it later.

If Furnish is Cast as a Ritual, it can finely work or shape raw Matter into finished goods.

Furnish has 7 levels of complexity. The Caster's Mana Color determines what they can create. The following examples use a Green Caster whose Magic works with wood.

Point – A single concept or technique. The Character can magically reproduce one woodworking technique, such as cutting, whittling, sanding, or shaping wood.

Optimization – Several techniques combined into a more complex process. The woodworker can produce smooth chair legs and a sturdy seat.

Idea – An entire concept or plan. The woodworker combines techniques into a finished product, turning raw wood into a complete, functional chair.

Body of Knowledge – Apply techniques across different uses. The woodworker can adapt what they know about making a chair to create many kinds of furniture, turning a pile of wood into a complete set.

Self – Give the work a personal style. The woodworker can create detailed, personalized furniture that expresses their taste and is recognizable as their work at a glance.

State – Understand and reproduce different styles built on the same fundamentals. The woodworker can turn a pile of wood into a gallery of furniture showing the styles of many different makers.

Ideology – Express the philosophy behind a craft and how it shapes its practitioners. The woodworker can create furniture that teaches others how to reproduce it through example. Their work could become the basis of a school of woodcraft or a blueprint for mass production.

A Caster of any Color can use Furnish to record their knowledge in a book. The Director decides whether others can understand or use it.

Other examples by Color include:

Red – Metalsmithing, from making an effective screw to setting up an entire ironworks.

Red – Pottery, from shaping a smooth rim on a pot to making fine tableware for emperors.

Green – Woodworking, from whittling a single piece to teaching a new generation of carpenters to build entire cities.

Blue – Fishing, from casting a line effectively to organizing an entire fleet of fishing vessels.

Yellow – Weaving, from spinning a single strong thread to dressing an entire royal court.

Violet – Mycology, from identifying nonpoisonous mushrooms to creating specialized medicines.

The woodworking examples show how Furnish's complexity can grow within one craft. The broader descriptions below can help players and the Director apply those levels to other fields.

Potency 1 - Point: At this level, you can Render simple, singular concepts or items. This might cover a rudimentary technique, or a single fact or piece of information.

Potency 2 - Optimization: Your Renderings now encompass more complex operations or ideas. This could involve optimizing a certain process, or improving an existing design.

Potency 3 - Idea: You're now capable of Rendering entire ideas or concepts. This could involve complex plans, designs, or concepts that span across multiple domains.

Potency 4 - Body of Knowledge: Render a whole body of knowledge, such as the contents of a book or a comprehensive design. You can also solve problems that require extensive understanding of a field.

Potency 5 - Self: Render an individual's sense of self, such as their personality, cognition, or consciousness. Their style may appear across different forms of work within a field.

Potency 6 - State: Render a whole society, economy, or environment, including its moving parts and relationships. This level can represent the styles of many different people.

Potency 7 - Ideology: Render entire ideologies, philosophies, or systems of thought. This may involve creating or manipulating worldviews or cultural systems, solving problems, or making designs that change how people perceive reality.

Compute

Compute			
Render Rune	**Magnitude**	**Potency**	
Keywords: Rebuttal, Ritual	**Duration**	**Complexity**	**Mana Cost**
Instantly understand a craft, piece of art, or text. For the duration, the Caster can use any knowledge, Skillsets, or Maneuvers contained within any studied books.	1 Target Turn	Point	1
	2 Target Turns	Optimization	3
	3 Target Turns	Idea	5
	4 Target Turns	Body of Knowledge	7
	5 Target Turns	Self	11
	6 Target Turns	State	17
	7 Target Turns	Ideology	23

Compute is a powerful and complex Spell that behaves differently depending on how it is Cast.

When Cast as a Rebuttal, Compute lets the Caster copy a Maneuver or Action their Target is taking, including Weapon Strikes, Spells, or other Actions. For the Duration, the Caster may use that Maneuver even without its required Runes or weapon type; Compute supplies a magical copy. All other requirements still apply, including Mana and Beat costs, Range, and Targeting. Compute cannot reproduce a Maneuver containing Spells of higher Magnitude or Potency than itself.

Use Furnish to record a Maneuver copied through Compute. That record can be Targeted by a future Compute Spell to use the Maneuver again. See Furnish for details.

When Cast as a Ritual, Compute speeds the Caster's understanding of a system, data set, or field of knowledge.

Compute might explain an equation, a Book, or an unfamiliar work of art. It can solve the equation for the Caster, or simulate a battle to explore which tactics and strategies are most likely to succeed.

Compute's knowledge is temporary. The Spell applies an Effect to the Caster; when its Duration ends, the knowledge fades into hazy memory. Preserve can extend that Duration, or Furnish can record the knowledge for later use.

Work with the Director to decide what information Compute can provide for the task at hand.

Potency 1 - Point: Solve simple equations, understand basic systems, or interpret simple pieces of art or literature.

Potency 2 - Optimization: Understand more complex mathematical formulas, decode encrypted messages, or gain insight into moderately complicated systems or works of art.

Potency 3 - Idea: Comprehend entire mathematical fields, understand intricate systems, or interpret complex works of art.

Potency 4 - Body of Knowledge: Assimilate the contents of an entire book, understand the workings of a highly complex system, or decipher a grand masterpiece of art.

Potency 5 - Self: Understand deeply personal or emotional systems such as one's own mind, or interpret highly abstract or symbolic works of art.

Potency 6 - State: Understand societal or political systems, interpret works of art that reflect a cultural or societal state, or foresee the outcome of complex scenarios.

Potency 7 - Ideology: Understand intricate ideologies or philosophies, interpret philosophical or ideological works of art, or predict the outcome of large-scale events or conflicts over long periods of time.

Preserve

Preserve			
Render Rune	**Magnitude**	**Potency**	
Keywords: Ritual	**Range**	**Duration**	**Mana Cost**
Extends the Duration of Effects. Can also be used to prevent raw materials or finished goods from decaying over time or due to exposure.	5 yards	2 Target Turns	5
	10 yards	3 Target Turns	10
	15 yards	5 Target Turns	15
	20 yards	1 minute	20
	25 yards	1 day	25
	30 yards	1 week	30
	50 yards	Indefinitely	40

Preserve allows the Caster to extend the duration of ongoing Effects on themselves or others. If cast on a Foe, Preserve must use a Spell Roll to meet or beat the Foe's Spell Resilience. If successful, Preserve does not apply an Effect; it changes the Duration of the ongoing Effect, and that Effect keeps its original Spell Roll value.

Preserve cannot be used on a Spell or Effect with a higher Magnitude or Potency than itself.

Preserve can also be used on food, corpses, medicine, raw materials, or finished goods in order to keep them fresh for as long as the duration lasts. As long as a Preserve Spell is active on an Object, it will not decay, rot, or otherwise lose any of its structural integrity due to the passage of time or exposure to the elements.

At Potency 7, Preserve allows the Caster to extend the duration of a Spell or Effect indefinitely. If the Caster uses Preserve in this way, that Effect is added to the caster's Fixtures. Therefore, a Character can never have more than 5 indefinite Preserve Spells active throughout the world at one time. A caster can freely remove one of these indefinite Preserves at any time. If a Character with an indefinite Preserve in their Fixtures dies, the Preserve does not expire. It remains permanent after the caster's death.

If Preserve is Cast as a Ritual, the Duration of the Preservation becomes permanent, as long as the Caster is alive. If Cast as a Ritual, the Caster must use a Potency of Preserve equal to the Potency of the Spell they are Preserving. Instead of spending Mana to cast this Preserve, they instead subtract the Mana Cost from their Max Mana. For as long as the Preservation Effect is active, the character's Max Mana is reduced. A Character may have as many Ritual Preservations active as they have the Max Mana to support.

If this Spell is crafted onto a Lumencraft Vestment, once per replenishment, the wearer may activate Preserve on a Spell Effect applied to them by regular magic. This is an exception to the normal ongoing-effect rule and uses the normal two-Beat item interaction. Use the recorded Magnitude and Potency and Preserve's ordinary limits and duration-extension rules, including any Fixture requirement for indefinite preservation. It cannot preserve a Vestment effect. The use remains spent until replenished.

Rush

Hasten

Hasten			
Rush Rune	**Magnitude**	**Potency**	
Keywords: Unique	**Duration (Rounds)**	**Bonus Beats**	**Mana Cost**
Speed up a Friend, granting bonus Beats at Round start.	1	1	1
	2	1	3
	3	2	5
	4	2	7
	5	3	11
	6	4	17
	7	5	23

Hasten grants a Friend bonus Beats at the beginning of upcoming Rounds. Magnitude determines the number of Rounds it lasts; Potency determines the bonus Beats granted at each replenishment.

Beginning with the next Round, resolve Hasten as follows:

When the Target replenishes Beats, grant Hasten's bonus Beats.

Reduce Hasten's remaining replenishments by one, even if the Target could not replenish Beats or lost some bonus Beats to the bank limit.

After the last replenishment, Hasten ends. Beats already granted remain available under the normal Beat rules.

Hasten counts down at Round start, rather than at the end of the Target's Turn. Available Beats remain limited to eight, with excess Beats lost. Hasten does not reset or increase the eight-Beat spending limit for the Round.

On a Vestment

Use the alternate costs listed under Hasten, Charge, Conquer, Resist, and Protect in the Vestments section. While the Vestment's Hasten Effect is available, it grants its purchased bonus Beats at each Round-start replenishment without counting down a finite number of Rounds. Both eight-Beat limits still apply.

Throttle

Throttle			
Rush Rune	**Magnitude**	**Potency**	
Keywords: Rebuttal	**Range**	**Roll Bonus**	**Mana Cost**
Throttle gives bonuses to a Spell Roll, Attack Roll, or Skill Roll.	5 yards	1	1
	10 yards	2	3
	15 yards	3	5
	20 yards	4	7
	25 yards	5	11
	30 yards	6	17
	50 yards	7	23

Throttle is used on a Target to improve a Roll of any kind. Throttle can be Cast as a Rebuttal.

Multiple Throttle Spells can improve the same Roll.

Surge

Surge				
Rush Rune	Magnitude		Potency	
Keywords: Rebuttal	Range	Magnitude Set	Potency Set	Mana Cost
Gives a boost to the Magnitude and Potency of a Spell, Status, or Effect. Surge can be Cast at any time.	5 yards	2	2	5
	10 yards	3	3	10
	15 yards	4	4	15
	20 yards	5	5	20
	25 yards	6	6	25
	30 yards	6 ½	6 ½	30
	50 yards	7	7	40

Surge allows the Caster to set the Magnitude and Potency of an ongoing Effect or a Spell. Surge can be Cast as a Rebuttal. Surge sets the Magnitude and Potency for the entire duration of that Spell or Effect.

If Surge is Cast on a Character using a Maneuver, only the first Source of the Maneuver is set.

If the Surge Target already has a higher Magnitude or Potency, Surge does nothing.

At Surge's Magnitude and Potency of (6,6), the boost is set as 6½. This means that if two Surges with a boost of 6½ are applied, it is instead set to a 7. This requires two Characters Casting Surge at the same time.

Surge cannot be used to enhance another Surge Spell.

This Spell is ineligible for Lumencrafting, including Lumencraft Vestments. Surge cannot improve the Spell Effects on a Vestment Lumencraft.

Seal

Forbid

Forbid			
Seal Rune	**Magnitude**	**Potency**	
Keywords: None	**Range**	**Duration (Target Turns)**	**Mana Cost**
Stop a Foe from using a Spell, Maneuver, or Weapon Strike for the duration.	5 yards	1	1
	10 yards	2	3
	15 yards	3	5
	20 yards	4	7
	25 yards	5	11
	30 yards	6	17
	50 yards	7	23

Forbid prevents a Foe from using a Spell, Maneuver, or Weapon Strike.

Forbid applies an Effect on a Foe that prevents them from using the particular type of Action that the Caster chooses.

Each Casting of Forbid prevents 1 Spell, 1 type of Weapon Strike, or 1 Maneuver. There is no limit to the number of Forbids you can apply to a Foe.

If a Forbidden Spell or Weapon Strike is used within a Maneuver, that Maneuver is Forbidden.

A Foe may attempt a Forbidden Action by spending its Beats and Mana, then making an Ambition Roll that must exceed Forbid's Spell Roll; a tie keeps the Forbid. On a success, they may use the Action. They must make this attempt each time they want to use it while Forbid remains active.

Lock

Lock			
Seal Rune	**Magnitude**	**Potency**	
Keywords: Rebuttal	**Max Size**	**Spell Resilience**	**Mana Cost**
Gives a bonus to Spell Resilience until the next time a Spell is successfully Cast on the Target.	Small	1	1
	Medium	2	3
	Large	3	5
	Giant	4	7
	Humongous	5	11
	Colossal	6	17
	Titanic	7	23

Lock provides a bonus to the Spell Resilience of the Target. The Target can be a Friend, Foe, Object, or even parts of the Scenery such as a building.

Lock can be Cast as a Rebuttal.

If the Target has no Spell Resilience, such as an ordinary building, add Lock's Spell Resilience bonus to Lock's Spell Roll. The result becomes the Target's Spell Resilience.

Lock has no duration; it lasts until the next time that the Target has a Spell successfully Cast upon them. The Lock is then undone and stops providing any Spell Resilience.

Architects commonly Cast Lock on completed buildings to protect them from being freely altered by basic Magic.

Grand structures may be protected by a Maneuver combining Reinforce from the Ward Rune, Lock, and Preserve from the Render Rune. This guards them against magical interference by all but the strongest Casters.

Matter that has been Locked may not be Phased through.

If this Spell is crafted onto a Lumencraft Vestment, it ends after the next Spell is successfully Cast on the wearer and grants no benefit until replenished. Normal Size limits apply.

Imprison

Imprison				
Seal Rune	**Magnitude**	**Potency**		
Keywords: Ritual	**Max Lumens**	**Minimum Size of Container**	**Duration**	**Mana Cost**
Traps a Character or Magic Item inside of a container.	120	Colossal	1 minute	5
	250	Humongous	10 minutes	10
	300	Giant	30 minutes	15
	450	Large	1 hour	20
	550	Medium	1 day	25
	600	Small	1 week	30
	650	Tiny	1 year	40

Imprison traps a Character or magic item in a container compatible with the Caster's Color. A Red Caster might use iron or a bonfire that must be kept burning. A Yellow Caster might use a windstorm or an ornate piece of clothing.

Magnitude determines how powerful a creature the Caster can Imprison. Potency determines the required size of the container as well as the length of time that the target is Imprisoned.

Imprison must be Cast as a Ritual to get the full Duration. If Imprison is Cast normally, the Duration is reduced to 1 Turn at all levels.

A creature that is Imprisoned is immune to all damage and cannot be Targeted or interacted with in any way. The container must be destroyed, or the Caster must release them. While Imprisoned, the Target does not age, perceive events outside of their prison, or change Health or Mana values.

The maximum Duration of an Imprison Spell is 1 year, but through a powerful Preserve Spell, this can be extended indefinitely. However, at the start of each new year the Target may make an Ambition Roll against the Imprison's Spell Roll to escape.

If Imprison is not cast as a Ritual, it cannot be the target of a Preserve Spell.

Transform

Adapt

Adapt			
Transform Rune	**Magnitude**	**Potency**	
Keywords: None	**Duration**	**Max Size**	**Mana Cost**
Changes a portion of the caster's body temporarily.	5 Target Turns	Sensory Organ	5
	1 minute	Extremity	10
	10 minutes	Limb	15
	30 minutes	Torso	20
	1 hour	Head	25
	1 day	Full Body	30
	1 week	Full Body+	40

Adapt allows the Caster to change parts of their physical body into other parts. Adapt can be Cast on a Friend, but only if that Friend shares a Color with the Caster. Any Adapt Spell applied to a Foe automatically fails.

The Caster can change one type of limb or Sensory Organ into another. For example, the Caster can change a pair of arms into a set of wings.
The Caster can also trade physical body parts for Lumens that can be converted into current Health. To do this, temporarily remove the Character's Distinction associated with those body parts and count the number of Lumens that are refunded.

Health can also be traded for body parts. Temporary Health cannot be traded. Health traded away is subtracted from the Character's Max Health.

When traded in this way, each 10 points of Health can be traded for 5 Lumens. Each 5 Lumens can also be traded for 10 Health. These Lumens are not added or subtracted from the Character's Max or Spent Lumens. They are temporarily traded away under the Adapt Effect and the Lumens will return when it is removed.

Any time Health is traded away, the Character immediately loses the Health that was traded away, and does not gain it back when the duration of the Adaptation ends. They must take a Rest or otherwise gain their resources back.

At the Extremity Level, the Caster can begin adding Natural Weapon Distinctions as part of their Adaptation, granting themselves claws, a stinger, or some other Natural Weapon.

At the Torso, Head, and Full Body levels, the Caster can change their physical features to those of another person or Make.

At the Full Body level, Characters are able to take Distinctions to change their Size.

Adapt does not allow for changing Runes, MOSAIC Scores, or Skillsets. It only works with Health, and Distinctions that deal with physical attributes such as limbs, Sensory Organs, or Natural Weapons.

Prepare Profiles for your Adaptations in advance so you can use them without slowing play.

Optimize

Optimize			
Transform Rune	**Magnitude**	**Potency**	
Keywords: Rebuttal	**Range**	**Health/Mana**	**Mana Cost**
Convert Health to Mana, or Mana to Health.	5 yards	10	1
	10 yards	20	3
	15 yards	40	5
	20 yards	60	7
	25 yards	100	11
	30 yards	150	17
	50 yards	200	23

Optimize allows the Caster to change their Health into Mana, or their Mana into Health. Optimize will not allow for Health or Mana to be increased past the character's Max Health or Max Mana. Optimize can be cast on Friends, but automatically fails if Cast on a Foe.

The Potency of the Spell determines how much Health and Mana can be converted with one Cast of Optimize.

In a single day, Optimize cannot grant a Character more Health than their Max Health or more Mana than their Max Mana. For example, if a Character with 50 Max Health uses Optimize to regain 40 Health, a later attempt to regain another 40 can restore only 10. These limits reset when the Character Rests.

Optimize can be Cast as a Rebuttal.

Transmute

Transmute			
Transform Rune	**Magnitude**	**Potency**	
Keywords: Ritual	**Range**	**Max Size**	**Mana Cost**
Transform Matter from one type to another.	5 yards	Tiny	5
	10 yards	Small	10
	15 yards	Medium	15
	20 yards	Large	20
	25 yards	Giant	25
	30 yards	Humongous	30
	50 yards	Colossal	40

Transmute allows a Character to change any Matter from one kind to another kind among Colors that they have access to.

This Spell is most useful for Characters that have access to multiple Colors. A Red and Blue Caster might transmute Fire into Water. However, Characters can also Transmute Matter within their Colors. A Red Caster might change iron into sulfur. A Blue Caster might turn salt water into fresh water.

The Transmutation lasts for one hour, at which point the Matter returns to its original form. If Transmute is Cast as a Ritual, the Matter stays permanently in its new form.

Equipment that is being wielded, worn, or equipped by a Character cannot be Transmuted. Lumencrafts cannot be Transmuted.

Transport

Phase

Phase			
Transport Rune	Magnitude	Potency	
Keywords: Reprise	Duration (Target Turns)	Travel Distance	Mana Cost
Turn yourself into Light and Travel through Matter.	1	3 yards	1
	2	4 yards	3
	3	6 yards	5
	4	10 yards	7
	5	20 yards	11
	6	30 yards	17
	7	50 yards	23

Phase turns the Caster, their clothing, and their Gear into Light for the Spell's duration.

Traveling as Light

While Phased, the Caster may take only two Actions: Traveling in Light form and Reprising Phase. Both cost zero Beats, and the Caster does not replenish Beats.

The Spell's Travel Distance is the total distance the Caster may Travel in Light form during one Round. Multiple Travel Actions share this allowance. Ending Phase and entering it again does not reset the allowance.

The Caster can move only through Matter compatible with their Color. A Blue Caster must remain within water, a Green Caster can move through vegetation or soil, and a Yellow Caster can move through air. Matter affected by Lock cannot be Phased through.

Visibility

A Phased Character is visible Light. They cannot be Hidden, concealed, disguised by illusions, or otherwise manipulated away from their true form. Foes automatically succeed on Perception Rolls to see them.

Other Effects

While Phase lasts, suspend all other Spell Effects and Statuses on the Caster, including Fixture and Vestment Spell Effects. Pause their durations and retain their remaining pools, spent uses, and occupied Fixture slots. Phase's own duration continues normally.

When Phase ends, the suspended Effects resume in their recorded state. They do not replenish or resolve Cues skipped while suspended.

A Phased Character can still be Targeted. Any positive incoming damage ends Phase, even if Resistance or absorption prevents all of that damage. Successfully applying any incoming Spell Effect or Status also ends Phase, whether beneficial or hostile. For an incoming Effect, resume the suspended Effects first, then apply the incoming Effect normally. A failed application does not end Phase.

Within a Maneuver

Phase may follow a ranged component as a later Source in a Maneuver. If the Maneuver succeeds, the Caster can Phase into the Spell and appear where it lands. For an area Spell, choose a location within its area.

The Caster may then remain Phased and continue Traveling within their remaining allowance, or immediately end Phase. If they immediately end it, place them in the nearest unoccupied space to their Target.

To Phase into a ranged Weapon Attack, the Caster must be able to Phase through the weapon's Matter. For example, a Green Caster could enter an arrow's wooden shaft.

Propel

Propel			
Transport Rune	**Magnitude**	**Potency**	
Keywords: Unique	**Duration (Target Turns)**	**Travel Distance**	**Mana Cost**
Grants a bonus to Travel Distance for the Duration.	1	+2 yards	1
	2	+3 yards	2
	3	+4 yards	3
	4	+5 yards	4
	5	+6 yards	5
	6	+10 yards	6
	7	+20 yards	7

Propel increases the Target's Travel Distance for its Duration. The bonus applies to Traveling, Swimming, Burrowing, and Flying.

Fly

Fly			
Transport Rune	**Magnitude**	**Potency**	
Keywords: Unique	**Speed/Handling**	**Duration**	**Mana Cost**
Allows the Caster or a Friend to Fly for the Duration. The Speed and Handling of the Flight depend heavily on the Color.	Color Dependent	1 Target Turn	5
	Color Dependent	3 Target Turns	10
	Color Dependent	5 Target Turns	15
	Color Dependent	10 Target Turns	20
	Color Dependent	1 minute	25
	Color Dependent	10 minutes	30
	Color Dependent	1 hour	40

Fly lets the Caster or a Friend take flight for its Duration. Magnitude and Color determine Speed and Handling. Speed is the number of yards the Character can move with each Travel Action while Flying.

While Flying, a Character may use the Travel Action to Fly instead of Traveling normally. They cannot combine these forms of Travel within the same Beat. For example, a Very Slow flier cannot Fly, land, and use remaining movement to go farther than 2 yards. They may switch between Flying and normal Travel during the same Turn by spending separate Beats to Travel.

Fly Speeds

Very Slow: 2 yards per Travel Action

Slow: 4 yards per Travel Action

Medium: 6 yards per Travel Action

Fast: 8 yards per Travel Action

Very Fast: 10 yards per Travel Action

Flight Handling

Poor: The flier can move only in straight lines while Traveling with Fly.

Medium: The flier can change direction once while Traveling, at a 90-degree angle.

Great: The flier can change direction once, at any angle.

Perfect: The flier can change direction as many times as they want, at any angle.

Flight by Color

Red: Fire and heat jet the Character forward. Red Fly generally offers higher Speed and poorer Handling, as its momentum is difficult to redirect in flight.

Green: The ground launches the Character in a magically powered jump. Green Fly usually has high Speed but always Poor Handling. The flier can spend multiple Beats to launch farther, but must be on the ground to begin using Fly. They cannot use it again on a later Turn while still airborne.

Blue: Jets of water carry the Character through the air. Blue Fly generally offers lower Speed and excellent Handling because the jets can quickly change direction.

Yellow: Wind carries the Character through the sky. Yellow Fly offers generally good Speed and Handling, both of which improve well with Magnitude.

Violet: Psychic energy moves the Character through space. Violet Fly generally offers low Speed and excellent Handling.

Flight Speed and Handling by Color

Flight Speed and Handling by Color					
Magnitude	**Red Flight**	**Green Flight**	**Blue Flight**	**Yellow Flight**	**Violet Flight**
Magnitude of Fly	Speed/Handling	Speed/Handling	Speed/Handling	Speed/Handling	Speed/Handling
1	Medium/Poor	Fast/Poor	Very Slow/Medium	Medium/Medium	Very Slow/Great
2	Fast/Poor	Fast/Poor	Very Slow/Medium	Medium/Medium	Very Slow/Great
3	Fast/Poor	Fast/Poor	Slow/Great	Fast/Medium	Slow/Great
4	Very Fast/Poor	Very Fast/Poor	Slow/Great	Fast/Great	Slow/Perfect
5	Very Fast/Poor	Very Fast/Poor	Slow/Perfect	Very Fast/Great	Slow/Perfect
6	Very Fast/Medium	Very Fast/Poor	Medium/Perfect	Very Fast/Perfect	Medium/Perfect
7	Very Fast/Medium	Very Fast/Poor	Medium/Perfect	Very Fast/Perfect	Fast/Perfect

Trigger

Activate

Activate			
Trigger Rune	**Magnitude**	**Potency**	
Keywords: None	**Range**	**Targets**	**Mana Cost**
Activate a Magic Object to use one of its Spells from a distance, or force a trap to set itself off.	5 yards	1	1
	10 yards	2	2
	15 yards	3	3
	20 yards	4	4
	25 yards	5	5
	30 yards	6	6
	50 yards	7	7

Activate triggers a Fixture or another dormant magical Effect from a distance. It can prompt a magic item or trap to use a Spell or otherwise activate, such as unlocking and opening a door or setting off a trap.

The Magnitude determines the Range, and the Potency determines how many Targets can be Activated at once.

The Caster of Activate may choose the parameters of the Spell, such as Magnitude, Potency, and Targets.

Activate may be used on Lumencrafts owned by Foes; the Activate Spell Roll must meet or beat the Foe's Spell Resilience. Characters do not have automatic knowledge of what Actions are available to the Lumencraft, so they must obtain that knowledge by seeing it in action, or through some other method of information gathering.

Detonate

Detonate				
Trigger Rune	**Magnitude**	**Potency**		
Keywords: Ritual	**Range**	**Radius**	**Damage**	**Mana Cost**
Creates an explosion at a distant location that deals damage to all Characters inside of the Radius.	5 yards	1 yard	2d4	1
	10 yards	2 yards	2d6	3
	15 yards	3 yards	2d10	5
	20 yards	4 yards	3d10	7
	25 yards	5 yards	3d12	11
	30 yards	7 yards	4d12	17
	50 yards	10 yards	5d12	23

Detonate creates an explosion at a distant location, dealing Damage to all Characters within it.

The Magnitude determines how far away the point of origin is. The Potency determines the total Radius of the explosion, as well as the Damage.

When Cast as a Ritual, Detonate lies dormant at a chosen location in the Scenery. It activates the next time a Character travels onto that space. Each Detonate Cast this way occupies a Fixture slot.

The dormant Detonate will last for one week, at which point it will dissolve into harmless Mana.

Overload

Overload			
Trigger Rune	**Magnitude**	**Potency**	
Keywords: None	**Range**	**Duration (Target Turns)**	**Mana Cost**
For the Duration, the Target takes one damage per Mana spent.	5 yards	1	1
	10 yards	2	2
	15 yards	3	3
	20 yards	4	4
	25 yards	5	5
	30 yards	6	6
	50 yards	7	7

Overload Targets a Foe and makes their Mana volatile for the duration. While Overloaded, each point of Mana spent also deals 1 point of Damage to that Foe. The damage is taken after all Spells and Maneuvers that use Mana resolve, and counts as one damage instance.

Ward

Reinforce

Reinforce			
Ward Rune	**Magnitude**	**Potency**	
Keywords: Unique	**Duration (Target Turns)**	**Spell Resilience**	**Mana Cost**
Improves the Spell Resilience of the Target.	1	1	1
	2	2	2
	3	3	3
	4	4	4
	5	5	5
	6	6	6
	7	7	7

Reinforce improves the Target's Spell Resilience for the Duration.

Charge

Charge			
Ward Rune	**Magnitude**	**Potency**	
Keywords: Ritual	**Duration (Target Turns)**	**Status Chance**	**Mana Cost**
Gives the Caster or a Friend a chance to apply Statuses on Weapon Attacks.	1	20%	1
	2	30%	3
	3	40%	5
	4	50%	7
	5	60%	11
	6	70%	17
	7	90%	23

Charge gives the Caster or a Friend a chance to apply a Status whenever they hit with a Weapon Attack. Magnitude determines Duration; Potency determines the Status Chance for each hit. The Status matches Charge's Color: for example, a Blue Charge applies Douse. A Caster with multiple Colors chooses which Status to apply.

For each Status Chance check, roll 1d100. A result equal to or below the listed Status Chance applies the Status; a higher result does not.

The Status inherits the Magnitude and Potency of the Charge Spell.

Charge may be Cast as a Ritual. If Charge is Cast in this way, the Duration becomes permanent. The Charge Effect takes one of the caster's Fixture Slots.

If this Spell is crafted onto a Lumencraft Vestment, use the alternate Hasten, Charge, Conquer, Resist, and Protect costs to craft it. Its purchased status chance applies on qualifying weapon hits while available. Each applied Status inherits the Charge's recorded Magnitude and Potency and keeps its own normal duration. The Charge effect is part of the Vestment's Fixture, not an additional Ritual Fixture.

Conquer

Conquer			
Ward Rune	**Magnitude**	**Potency**	
Keywords: Ritual	**Radius**	**Duration**	**Mana Cost**
Create a magical field that gives Friends a Boon and Foes a Bane on Spell and Attack Rolls.	0 yards	1 Round	5
	1 yard	2 Rounds	10
	2 yards	3 Rounds	15
	3 yards	4 Rounds	20
	4 yards	5 Rounds	25
	5 yards	6 Rounds	30
	10 yards	7 Rounds	40

Conquer places a static field of Mana that benefits Friends and burdens Foes. The Magnitude of the Spell determines the size of the field; the Potency determines the duration. The field's point of origin is the Caster. Conquer may only be cast on a solid surface and does not extend past walls or other solid materials. The area of Conquer is determined when the Spell is Cast and does not extend if a door is opened or the Scenery changes in some other way.

Friends standing within a Conquered area get a Boon on Spell and Attack Rolls. Foes standing within a Conquered area get a Bane on Spell and Attack Rolls.

Conquer is a very powerful Spell when used as the first Spell of a Maneuver. If used this way, then all other Spells within that Maneuver are Cast whenever a Friend or Foe enters the Conquered area.

Only one Conquer field can be applied to any one area at a time. In the case of competing Conquers, even among Friends, the one with the higher Spell Roll is the one that is active on that spot. Other Spells within the Maneuver inherit the Spell Roll of the Conquer, but use their own Magnitude and Potency based on the values used in the Maneuver.

Spells woven into the Maneuver will only be Cast on each Friend and Foe once per Conquer. However, if a Conquer is extended to an indefinite duration by the Preserve Spell, the Conquer will Cast the other Spells woven into it again the next day. This is commonly used on holy sites or in hospitals to heal all who enter them each day.

Conquer can help utility Casters and healers reach many Characters with one Maneuver. Weaving a healing or supporting Spell into the field applies its benefits as Characters enter.

If Conquer is used later in a Maneuver, after a ranged weapon attack or ranged Spell, its point of origin can be changed to the Target of that attack or ranged Spell. The final move of the Maneuver can be woven into the Conquer.

Conquer can be Cast as a Ritual. If Conquer is Cast in this way, its duration becomes one day. Unlike other Rituals, Conquer may be Cast as a Ritual as the first Source of a Maneuver. This causes all of the other Sources of the Maneuver to be woven into the Conquer Field to be Cast when a Friend or Foe enters it.

If this Spell is crafted onto a Lumencraft Vestment, use the alternate Hasten, Charge, Conquer, Resist, and Protect costs in Vestments. The Conquer Effect only provides Boons and Banes when used in this way. Unlike a normally Cast Conquer, this field is centered on and moves with the wearer.

Appendix B Status Reference

All Statuses last 1–7 Target Turns according to Magnitude. First count down at the end of the affected Target's next Turn after application or refresh, then at the end of each of their following Turns. Resolve beginning-of-Turn Effects before counting down. See Effects for the common reapplication and stacking rules, and Appendix C for Status Distinctions.

Ignite

Ignite		
Red Status	**Magnitude**	**Potency**
Effect	**Duration (Target Turns)**	**Damage**
Cue: Beginning of the affected Target's Turn. Effect: The burning Target takes Fire Damage determined by Ignite's Potency. Applying or refreshing Ignite does not immediately deal damage.	1	1d6
	2	2d4
	3	2d6
	4	2d8
	5	2d10
	6	2d12
	7	3d10

Vex

Vex		
Violet Status	**Magnitude**	**Potency**
Effect	**Duration (Target Turns)**	**Damage per Beat**
Cue: Whenever the Target spends Beats. Effect: The Target takes Psychic Damage equal to the Beats spent multiplied by Vex's damage per Beat. Use the actual cost after discounts and surcharges.	1	1
	2	2
	3	3
	4	4
	5	5
	6	6
	7	7

Beats spent outside the Target's Turn also trigger Vex. Gaining or banking Beats does not.

Leech

Leech		
Green Status	**Magnitude**	**Potency**
Effect	**Duration (Target Turns)**	**Health Leeched**
Cue: Beginning of the affected Target's Turn. Effect: Living earth deals Earth Damage determined by Leech's Potency. Leech's owner restores Health equal to the Health actually drained, up to their maximum Health.	1	2
	2	3
	3	4
	4	6
	5	8
	6	10
	7	12

Record the owner when Leech is applied. For Leech applied through Charge, the owner is the Character who cast Charge.

Bleed

Bleed		
Slicing Status	**Magnitude**	**Potency**
Effect	**Duration (Target Turns)**	**Damage**
Cue: Beginning of the affected Target's Turn. Effect: The bleeding Target takes Slicing Damage determined by Bleed's Potency. Applying or refreshing Bleed does not immediately deal damage.	1	1d6
	2	2d4
	3	2d6
	4	2d8
	5	2d10
	6	2d12
	7	3d10

Douse

Douse		
Blue Status	**Magnitude**	**Potency**
Effect	**Duration (Target Turns)**	**Detonation Damage**
Cue: After a Spell directly deals damage to the Target. Effect: Douse detonates for additional Water Damage determined by Potency, then ends.	1	6
	2	8
	3	10
	4	15
	5	18
	6	24
	7	30

The triggering Spell may belong to any Character and deal any damage type. Its damage resolves before the detonation. Damage from Statuses, including Ignite, Bleed, and Douse itself, does not trigger Douse. A magically enhanced Weapon Strike does not qualify merely because it is magical.

A single resolution of a Spell against the Target can trigger Douse only once, regardless of its damage dice or components. Separate damaging Spell Sources within a Maneuver can each qualify. Reapplying Douse refreshes it under the normal reapplication rules; reapplication alone does not detonate it.

Bruise

Bruise		
Impact Status	**Magnitude**	**Potency**
Effect	**Duration (Target Turns)**	**Additional Damage**
Cue: Whenever a hit deals Impact Damage to the Target. Effect: That hit deals additional Impact Damage determined by Bruise's Potency.	1	2
	2	4
	3	6
	4	8
	5	10
	6	12
	7	20

Apply this bonus once per qualifying hit, regardless of the number of dice or damage components involved. Bruise's additional damage cannot trigger Bruise again.

Winded

Winded		
Yellow Status	Magnitude	Potency
Effect	Duration (Target Turns)	Damage per yard
Cue: Each yard the Target voluntarily moves through the battlefield. Effect: The Target takes Air Damage determined by Winded's Potency.	1	1
	2	2
	3	3
	4	4
	5	5
	6	6
	7	7

This includes voluntary movement granted by Strikes or other abilities. Forced movement, being carried, and teleportation do not trigger this damage.

Expose

Expose		
Piercing Status	Magnitude	Potency
Effect	Duration (Target Turns)	Crit Threshold
The Target has an exposed weakness. Reduce the critical threshold of Piercing Weapon Strikes against it by the listed amount, after applying the attacker's other critical-threshold improvements. Like any Critical Hit below 20, a Critical Hit from Expose does not hit automatically: its Attack Roll must still meet or beat the Target's Defense. Only a natural 20 hits regardless of Defense.	1	–2
	2	–3
	3	–5
	4	–7
	5	–9
	6	–11
	7	–13

Within a Maneuver, only its first weapon Strike can receive critical damage. Expose does not allow a later Strike to bypass a failed opening Source or establish a cascade that otherwise failed. Expose does not grant critical damage to Spells or Status damage.

Appendix C Distinctions

Distinctions

Spell Distinctions

Improved Mana Dice

Cost: 5 Lumens

Maximum Ranks: 4

Improve your Mana dice by one step, d4 → d6 → d8 → d10 → d12 → d12+d4 → d12+d6 → d12+d8 → d12+d10 → 2d12.

Nongesticulate Casting

Cost: 10 Lumens

Maximum Ranks: 1

You may Cast Spells without moving your arms, hands, or other limbs. You can Cast even with no free hand or while your hands are bound, but you must still speak.

Nonverbal Casting

Cost: 10 Lumens

Maximum Ranks: 1

You may Cast Spells without speaking or making any audible sound. You must still have a free hand and make the required movements.

Off-Color Spell

Cost: 10 Lumens

Maximum Ranks: Limitless

Each time this Distinction is taken, choose a Spell the Character has access to, and a Color the Character does not have access to. That Spell may be cast in the chosen Color.

Spell Attunement

Cost: 15 Lumens

Maximum Ranks: 3 per Spell

When this Distinction is taken, choose a Spell the Character has access to. Any time that Spell is Cast, the Spell Roll is made with a Boon. This Distinction may be taken 3 times per Spell.

If the chosen Spell is the first Source of a Maneuver, apply these Boons to the Maneuver's Spell Roll. If it is the 2nd, 3rd, or 4th Source, this Distinction grants no Boon to that Maneuver's Roll.

Weapon Distinctions

Bulwark

Cost: 10 Lumens

Maximum Ranks: 1

When your Opportunity Attack hits, the Foe immediately ends their current Travel Action and cannot use another Travel Action for the remainder of that Turn. If the attack misses, their movement continues normally.

Grappling Expertise

Cost: 10 Lumens

Maximum Ranks: 1

Gain 1 Boon on Might Rolls to establish or maintain a Grapple.

You may maintain each hold with one free arm instead of two. That arm remains occupied for the duration of the hold. Your other limbs remain available for normal Actions or additional Grapple attempts. Each additional hold still costs 2 Beats and requires its own successful roll.

Cleaving Strike

Cost: 10 Lumens

Maximum Ranks: 8

Cleaving Strike grants a Strike type, the Cleaving Strike, to Melee Weapons. A Cleaving Strike may target one additional target per Distinction rank. Choose targets within the melee weapon's range and make one Attack Roll with one Bane per additional target chosen. Compare the roll separately against each target's Defense. Roll damage once and apply it to every target hit.

Cleaving Strike grants additional Targeting for Maneuvers. If Cleaving Strike is the first Source of a Maneuver then the later Sources will apply to all of the Targets that were hit by the Cleaving Strike.

Forceful Strike

Cost: 10 Lumens

Maximum Ranks: 5

Grants Forceful Strike to Melee Weapons with the Impact Damage type. When making a Forceful Strike, make the Attack Roll with a Bane. If a Forceful Strike Hits a target, they are moved 1 yard in any direction. Each rank of Forceful Strike increases the yards moved by 1. All movement must be made in straight lines.

Instead of moving the Foe, Forceful Strike may knock them Prone.

Weird Weapon Strikes

Cost: 10 Lumens

Maximum Ranks: Limitless

Restrictions: May not be taken by Characters. Only Armament Lumencrafts may use this Distinction.

When this Distinction is taken, choose a Weapon Type and a type of Strike. You may now use that type of Strike with the chosen weapon.

Improved Range

Cost: 10 Lumens

Maximum Ranks: Limitless

When this Distinction is taken, choose a Ranged Weapon type. When using that type of Ranged Weapon, increase the Range of the Weapon as if the Character was one Size larger. This Distinction may be taken multiple times.

Improved Throw

Cost: 10 Lumens

Maximum Ranks: 6

Eliminates the penalty for trying to throw objects of the same size. Further ranks eliminate penalties for additional sizes.

Improved Unarmed Damage

Cost: 5 Lumens

Maximum Ranks: 4

Increase your Size-based Unarmed damage dice by one step per rank. Use the compound progression: d4 → d6 → d8 → d10 → d12 → d12+d4 → d12+d6 → d12+d8 → d12+d10 → 2d12, and onward. Below d4, advance from 1 damage to d2 to d4. There is no d12 damage cap. Improved Weapon Damage cannot also be applied to an Unarmed Attack. These are Unarmed damage upgrades, not ranks of Improved Weapon Damage.

Improved Weapon Crit

Cost: 15 Lumens

Maximum Ranks: 5 per held Weapon Type or individual Natural Weapon.

When this Distinction is taken, choose a held Weapon Type or one individual Natural Weapon. The chosen weapon selection now deals Critical Hits at a lower number. Each rank of the Distinction lowers the threshold by 1. 1 rank would mean the Weapon Type Crits on a 19, 2 ranks would mean the Weapon Type Crits on an 18, etc. A Critical Hit below 20 does not hit automatically: its Attack Roll must still meet or beat the Target's Defense. Only a natural 20 hits regardless of Defense.

Improved Weapon Damage

Cost: 10 Lumens

Maximum Ranks: Up to Giant-equivalent damage per held Weapon Type or individual Natural Weapon.

When this Distinction is taken, choose a held Weapon Type or one individual Natural Weapon. Damage Rolls with that selection are made as if the Character was 1 Size larger. This Distinction may be taken up to the Giant Size Weapon Damage. This Distinction cannot be selected for Unarmed Attacks and does not improve their damage. Use Improved Unarmed Damage to improve Unarmed damage dice. A Natural Weapon explicitly assigned another Weapon Type follows that type's normal upgrade rules; merely describing an Unarmed Attack as a claw, kick or similar attack does not change its Weapon Type.

Vanguard

Cost: 10 Lumens

Maximum Ranks: 1

You may make unlimited Opportunity Attacks.

Improved Attacks

Cost: 15 Lumens

Maximum Ranks: 3

Restrictions: You may take one rank at Square, another at Pentagon, and one more at Hexagon.

Each rank adds your weapon's damage attribute, Might or Intuition as appropriate, to the damage of each damaging Weapon Strike one additional time. This includes Powerful Strikes. Apply these bonuses before a Strike halves its damage. This Distinction does not cause a Strike that normally deals no damage to deal damage.

Parry

Cost: 20 Lumens per Melee Weapon Type
Maximum Ranks: 1 per Melee Weapon Type

Choose a Melee Weapon Type other than Unarmed; to Parry bare-handed, take Unarmed Parry. While wielding a weapon of that type, you can Parry a Melee Weapon Strike that targets you, unless it is a Critical Hit. Parry costs 2 Beats and has Rebuttal, so anything that improves Rebuttal Actions improves it. Deflect and Intercessor let you Parry more kinds of attack.

Making a Parry
Declare Parry once the Strike's Attack Roll has been made. Make a Swiftness Roll. When Parry resolves, compare it with the Strike's Attack Roll total. Your Parry total must exceed the Attack Roll total; a tie favors the attacker.

Parrying a Maneuver
If the Strike is part of a Maneuver, the Maneuver's retained Roll is its Attack Roll. The attacker does not roll again.
Parry stops a Strike against you. Sources already resolved and the Maneuver's other Targets are unaffected.

If you stop the opening Source, it has not hit you, so later Sources do not cascade to you. If an earlier Source already hit you, the cascade ends on you after the Strike.

Parry in your own Maneuver
Parry can be a Source. A registered Maneuver whose first Source is Parry or Riposte can be used as a Rebuttal. Its retained total must still exceed the incoming Strike's Attack Roll total.

Parry supplied by an item permits its wielder to use Parry with that item only. It does not count as personally possessing Parry and cannot satisfy the prerequisite to purchase Deflect, Divert, Intercessor, Fencer or another Distinction requiring Parry. A Character who personally purchases Parry chooses a Weapon Type and may purchase it once for each Melee Weapon Type. Deflect, Divert, Intercessor and Fencer work only with a Weapon Type for which you have a matching Parry.

For Natural Weapons, purchase Parry separately for each individual Natural Weapon. Parry purchased for a held Weapon Type does not grant Parry to a Natural Weapon of that type.

Divert

Cost: 10 Lumens

Maximum Ranks: 1

Prerequisite: You must personally possess Parry for the Weapon Type used.

When you successfully Parry a Strike, you may redirect that Strike to another valid Target within the original attack's Range. Measure this Range from the original attack's origin, using the original weapon's Range. Do not measure it from your parrying weapon or grant it Parry's cascade reach. Apply the original attack's normal targeting and line-of-sight requirements to the new Target.

Use your Parry Roll total as the redirected Strike's Attack Roll against the new Target's Defense. Redirect only that Strike and its own on-hit effects, not the other Sources of the original Maneuver. The original attacker remains the source of its damage and effects. The redirected Strike does not become critical merely because the Parry's natural d20 meets a critical threshold.

Deflect

Cost: 10 Lumens

Maximum Ranks: 1

Prerequisite: You must personally possess Parry for the Weapon Type used.

You may use that Parry against noncritical Ranged Weapon Strikes as well as Melee Weapon Strikes. This does not allow Parrying Spells. Critical Hits still cannot be Parried.

Intercessor

Cost: 10 Lumens

Maximum Ranks: 1

Prerequisite: You must personally possess Parry for the Weapon Type used.

You may Parry an otherwise eligible Strike targeting another Character. You must be wielding the weapon used to Parry, and either the attacker or the protected Character must be within that weapon's melee Range, measured from you. A successful Parry protects only the chosen Character from that Strike. It does not cancel the Strike against its other Targets. Deflect is also required if the incoming Strike is ranged. Critical Hits cannot be Parried.

Riposte

Cost: 10 Lumens

Maximum Ranks: 1

Your Regular Weapon Strikes with Melee Weapons gain Rebuttal, but only to answer a melee Strike made against you. Riposte does not require Parry or a successful Parry. Pay the Strike's normal Beat cost unless a rule explicitly makes it free. It resolves before the Action it answers under the Rebuttal rules. It does not itself cancel that Action. Use your weapon's normal Range, targeting, Attack Roll and damage rules.

Fencer

Cost: 10 Lumens

Maximum Ranks: 1

Prerequisites: You must personally possess Parry for the Weapon Type used and Riposte.

When you successfully Parry an Attack, you may make one free Riposte Weapon Attack against the attacker. This is a Regular Weapon Strike and is not part of a Maneuver. The attacker must be a valid Target within the normal Range of the weapon used for the Riposte. Use your Parry Roll total as its Attack Roll against the attacker's Defense; do not make a fresh Attack Roll. Use the retained natural d20 and the riposting weapon's applicable threshold to determine whether this separate Strike is critical.

The normal-range requirement applies to Fencer's separate free attack. It does not remove extended delivery from a Strike that is an actual later Source of a successful Parry Maneuver. Thus a Deflect → Powerful Maneuver can carry a hit back through Target Cascading, while Deflect alone does not make the separate Fencer attack reach a distant shooter.

Unarmed Parry

Cost: 20 Lumens

Maximum Ranks: 1

You can Parry with your bare hands. While you have a free hand, or another limb able to make an Unarmed Attack, you can Parry a Melee Weapon Strike that targets you, unless it is a Critical Hit. Everything in Parry applies, including its cost, Swiftness Roll and Rebuttal.

Unarmed Parry counts as personally possessing Parry for the Unarmed Weapon Type, so it satisfies the prerequisite for Deflect, Divert, Intercessor and Fencer. A Natural Weapon still needs its own Parry. An item can grant Unarmed Parry, as it can any other Distinction, and Parry supplied by an item follows the rule under Parry.

Status Distinctions

Status Distinctions enhance Statuses you apply. For Statuses applied through Charge, use the Charge caster's Distinctions. Allies can trigger the benefits of an enhanced Status where its rules permit.

Multiple applications or stacks do not multiply the effects of Red Mana Saturation, Blue Mana Saturation, Green Mana Saturation, Yellow Mana Saturation, Violet Mana Saturation, Blood Trail, Sore Muscles, or Spoiled Aim.

Red Mana Saturation

Cost: 10 Lumens

Maximum Ranks: 1

Enhances Ignite.

Beginning with the Round after you apply Ignite, the affected Character takes their Turn after all Characters without this Initiative penalty, for as long as your Ignite remains active. Characters with this penalty compare their normal Initiative, using the usual tie rules.

Determine this placement at the beginning of each Round. Voluntarily delaying Initiative cannot bypass this placement. If Ignite ends during a Round, the Character returns to their normal position at the beginning of the following Round. This effect never grants or removes a Turn and does not change numerical Initiative for other purposes.

Wildfire

Cost: 25 Lumens

Maximum Ranks: 1

Enhances Ignite.

Once per Round, when one of your Ignites deals its beginning-of-Turn damage, you may attempt to spread it to one other Foe within 2 yards of the burning Target.

Make a Spell Roll against the new Target's Spell Resilience. On a success, apply Ignite. This attempt costs no Beats or Mana.

The new Ignite has the originating Ignite's Potency and inherits its remaining duration before the burning Target's current Turn ends, including any extension from Preserve. If the originating Ignite has an indefinite duration, the new Ignite also has an indefinite duration. Its first damage occurs at the beginning of the new Target's next Turn.

The normal reapplication rules apply if the new Target is already Ignited. Spreading does not shorten or remove the originating Ignite. You may attempt this spread only once per Round across all of your Ignites. A spread Ignite can produce later spreads under this same limit.

Blood Trail

Cost: 10 Lumens

Maximum Ranks: 1

Enhances Bleed.

While affected by your Bleed, a Character's Hide results are reduced by 3, including existing results and values established by Spells. This reduction ends when your Bleed ends.

The Character leaves a visible blood trail wherever their movement deposits blood. Perception Rolls made to follow this trail or locate the Character using it gain 1 Boon. The trail does not automatically reveal the Character or allow observation through obstructions.

Hemorrhage

Cost: 25 Lumens

Maximum Ranks: 1

Enhances Bleed.

Your Bleed can accumulate up to three stacks on a Target. The initial application creates one stack. A qualifying reapplication by you or an ally adds one stack and refreshes the shared duration. At three stacks, further qualifying applications refresh the duration without adding another stack.

All stacks share one Magnitude, one Potency, and one duration. A stronger application updates the shared values.

At the beginning of the Target's Turn, roll Bleed's damage dice once per stack and resolve the combined result as one instance of Slicing Damage. When the duration expires, all stacks end. An effect that removes Bleed removes all its stacks.

Example: Bleed at Potency 4 deals 2d8 with one stack, 4d8 with two, and 6d8 with three.

Sore Muscles

Cost: 10 Lumens

Maximum Ranks: 1

Enhances Bruise.

Forceful Strikes against a Character affected by your Bruise do not suffer Forceful Strike's usual Bane. Other Banes apply normally. This benefit applies to any attacker.

The affected Character suffers 1 Bane on rolls to establish, resist, maintain, or escape a Grapple. This includes rolls made to prevent another Character from escaping their Grapple.

Forceful Strike and Grappling otherwise follow their normal rules.

Internal Bleeding

Cost: 25 Lumens

Maximum Ranks: 1

Enhances Bruise.

After a Target affected by your Bruise resolves a Weapon Strike or casts a Spell, it takes Impact Damage equal to Bruise's listed additional damage. This occurs whether the Strike or Spell succeeds or fails. Each Strike or Spell Source within a Maneuver counts separately.

This additional effect can trigger at most twice per Round per Target, regardless of how many Characters have this Distinction.

This damage does not trigger Bruise's ordinary additional-damage effect. Bruise continues to increase damage from other qualifying Impact hits normally.

Spoiled Aim

Cost: 10 Lumens

Maximum Ranks: 1

Enhances Expose.

While affected by your Expose, a Character's critical threshold for Weapon Strikes increases by 1, after all other critical-threshold modifications. A threshold of 20 becomes 21, preventing critical hits from the attack die.

A natural 20 still automatically succeeds on the Attack Roll, but grants no critical damage unless another rule makes the Strike critical. Effects that automatically make a successful Strike critical, such as Ambush, still function.

Weak Spot

Cost: 25 Lumens

Maximum Ranks: 1

Enhances Expose.

Your Expose benefits all Weapon Strikes, regardless of damage type. Its critical-threshold reduction applies to all otherwise eligible Weapon Strikes against the Target.

Within a Maneuver, only its first weapon Strike can receive critical damage. This Distinction does not grant critical damage to Spells or Status damage.

Blue Mana Saturation

Cost: 10 Lumens

Maximum Ranks: 1

Enhances Douse.

While affected by your Douse, a Character calculates each Spell's base Mana cost using the next higher Potency row. The Spell's actual Potency and effects remain unchanged.

At Potency 7, increase the base Mana cost by the difference between that Spell's Potency 6 and Potency 7 costs. Apply normal Mana-cost modifications afterward. For Reprise, calculate the repeated-casting cost from this increased base cost without adding the surcharge again on subsequent Castings.

Saturated

Cost: 25 Lumens

Maximum Ranks: 1

Enhances Douse.

When your Douse detonates, it deals its normal detonation damage and loses one remaining Turn instead of immediately ending. If this reduces its remaining duration to zero, Douse ends immediately. Otherwise, it remains active and can detonate again when another qualifying Spell deals damage.

The triggering Spell does not refresh Douse's duration. Natural duration countdown still occurs normally. A separate qualifying application of Douse can refresh it.

Each Spell resolution can trigger only one detonation against the Target. Separate damaging Spell Sources within a Maneuver can each trigger a detonation.

Yellow Mana Saturation

Cost: 10 Lumens

Maximum Ranks: 1

Enhances Winded.

The first Travel Action a Character attempts while affected by your Winded each Round costs 1 additional Beat. Apply this surcharge after all discounts. The Character must be able to pay the increased cost to attempt the Action.

This includes Disengaging and Travel using other means of movement. Forced movement and being carried do not trigger this surcharge.

Once the Character pays this surcharge, it cannot be charged again that Round, even if Winded is refreshed, removed and reapplied, or applied by another Character.

Breathless

Cost: 25 Lumens

Maximum Ranks: 1

Enhances Winded.

At the beginning of each of its Turns, a Target affected by your Winded takes Air Damage equal to twice Winded's Potency.

This is additional to Winded's normal movement damage and occurs even if the Target remains stationary.

Violet Mana Saturation

Cost: 10 Lumens

Maximum Ranks: 1

Enhances Vex.

When you successfully apply Vex, you may exchange the Target's Defense and Spell Resilience for its duration.

Calculate both values normally, including their respective modifiers, then exchange the resulting totals. A qualifying reapplication may maintain or end this exchange; it does not exchange the values a second time. When Vex ends, the exchange ends.

Maddening Vexation

Cost: 25 Lumens

Maximum Ranks: 1

Enhances Vex.

The first Maneuver a Target attempts while affected by your Vex each Round costs one additional Beat. Apply this surcharge after all Beat discounts. The Target must be able to pay the increased cost to attempt the Maneuver.

The additional Beat triggers Vex damage normally. Once the Target pays this surcharge, it cannot be charged again that Round, even if Vex is refreshed, removed and reapplied, or applied by another Character.

Green Mana Saturation

Cost: 10 Lumens

Maximum Ranks: 1

Enhances Leech.

While affected by your Leech, a Character halves any Health they would regain, rounding down.

When Brace is applied, refreshed, or replaced on that Character, halve the Temporary Health it would provide, rounding down. Temporary Health already present when Leech is applied is unaffected. Ending Leech does not restore Health or Temporary Health lost to this reduction.

Mind and Body

Cost: 25 Lumens

Maximum Ranks: 1

Enhances Leech.

Whenever your Leech drains Health, it also transfers Mana from the Target to Leech's owner. The Mana transferred equals the Health actually drained, limited by the Target's current Mana and the owner's missing Mana.

This does not reduce Leech's normal Health restoration. If no Mana can be transferred, Leech still drains and restores Health normally.

Beat Distinctions

Additional Beat

Cost: 25 Lumens

Maximum Ranks: 4

Restrictions: You may take one rank at Square, another at Pentagon, another at Hexagon, and one more at Circle.

You generate an additional Beat at the beginning of Rounds.

Improvised Maneuver

Cost: 20 Lumens

Maximum Ranks: 1

Once per battle, you may attempt an unregistered Maneuver. Before attempting it, declare one to four eligible Sources in order, their Spell parameters and chosen Statuses, any required weapons, and all costs. You must have access to every Source, and you cannot repeat a Source within the Maneuver.

Pay the full combined Beat cost of its Sources, without the one-Beat registration discount. Pay all Mana and other costs normally. The eight-Beat expenditure limit per Round still applies. Resolve the Maneuver using the ordinary initial Roll and Target Cascading rules. This does not register or replace a Maneuver, grant access to unknown Spells, or refresh limited-use abilities or equipment. The once-per-battle use is spent when you attempt the Maneuver, even if it fails.

Try to keep play moving when drafting Maneuvers on the fly. Prepare a small selection of possible improvised Maneuvers in advance, with their Sources, parameters, and costs ready to use. These notes are not additional registrations. If inspiration strikes during play, you can still create something new; settle its details before rolling.

Upstage

Cost: 20 Lumens

Maximum Ranks: 1

Upstage allows a Character to use an Action with Rebuttal even if they lack the Beats to pay for it. Borrow its Beat cost from future Round-start replenishments and gain that many Holds. Borrowed Beats count toward the Character's eight-Beat expenditure limit for the current Round. Upstage cannot exceed that limit or leave the Character with more than eight Holds. At the beginning of a Round, use the Beats the Character would replenish to pay off Holds first, one Beat per Hold. Remove only the Holds paid off; add any remaining Beats to the bank normally.

Bodily Distinctions

Additional Limb

Cost: 15 Lumens

Maximum Ranks: Four total limb sets, including starting limbs

Gain a pair of arms, a pair of legs, a set of wings, or a tail. You may have no more than 4 limb sets in total. Humanoid Characters begin with two sets: arms and legs.

Sensory Organ

Cost: 5 Lumens

Maximum Ranks: Limitless

Grants an extra eye, mouth, nose, ear, or other sensory organ.

Improved Health Dice

Cost: 5 Lumens

Maximum Ranks: 4

Improve your Health dice by one step, d4 → d6 → d8 → d10 → d12 → d12+d4 → d12+d6 → d12+d8 → d12+d10 → 2d12.

Natural Weapon

Cost: 10 Lumens

Maximum Ranks: 1 per limb set, including a singular tail, and 1 per Body Weapon.

Choose one limb set, or one Body Weapon (a mouth, horns, or a stinger), and one Weapon Type. Ranged Weapons are valid Weapon Types for Natural Weapons. That limb set or Body Weapon functions as a single Natural Weapon of that type, with base damage determined by your Size. A pair of arms or legs counts as one eligible choice; a singular tail also counts as one choice, and so does each Body Weapon. A mouth used as a Natural Weapon still counts as a Sensory Organ. Natural Weapons can be used in conjunction with held equipment. They do not remove a limb's ability to hold or use equipment or Cast Spells. Each required weapon must still be available when its Strike is performed.

Purchase weapon-specific upgrades separately for each individual Natural Weapon. For held weapons, purchase them by Weapon Type. An upgrade to one Natural Weapon does not improve another Natural Weapon or a held weapon of the same type; a held-weapon-type upgrade does not improve a Natural Weapon. Use the upgrade's usual rank and damage limits for each selection.

Status Attacks

Cost: 15 Lumens

Maximum Ranks: 1 per Natural Weapon.

Choose a Natural Weapon and a color available to the character before making its Status Strike. On a hit, apply that color's status without weapon damage. Both Magnitude and Potency equal the attribute that supplies the weapon's damage bonus: Might, or Intuition for Keen weapons.

Aqueous/Gaseous

Cost: 30 Lumens

Maximum Ranks: 1

Your body is fluid, whether liquid or gas. Grapple attempts against you have 3 Banes. If you have a Natural Weapon and the Status Attacks Distinction, you may make a free Status Strike against any Foe you are Grappling at the beginning of your Turn.

You may compress your body and squeeze through openings up to 2 size categories smaller than yourself. No items or equipment may come with you if you move in this way.

Poly Plating

Cost: 25 Lumens

Maximum Ranks: 1

Polys only. A Poly is immune to any Spell whose Magnitude or Potency is lower than the Poly's tier number: 2 at Line tier, 3 at Triangle, 4 at Square, 5 at Pentagon, 6 at Hexagon and 7 at Circle. Such a Spell has no Effect on the Poly. It deals no damage, applies no Status or Effect, and cannot move, hold, read or change the Poly or remove an Effect from it. Use the Spell's values as Cast, after any change such as Surge. The Spell still affects its other Targets, and its Caster still spends the Beats and Mana.

Poly Plating does not stop Spells the Poly Casts itself. Weapon Strikes, including Status Strikes, are not Spells, so the Plating does not stop them either.

Crafting Distinctions

Makeshift Crafter

Cost: 10 Lumens

Maximum Ranks: 1

Requires at least one crafting Distinction. You may make temporary field-crafted items without a workbench. They keep a normal tier and all normal investment limits, but expire after one battle or one use. See Lumencrafting for exhaustion and rebuilding.

Armorsmithing

Cost: 10 Lumens

Maximum Ranks: 7

Each rank unlocks the next quality tier, from Point through Circle. Crafting also requires the appropriate character tier, materials, and workbench. See Lumencrafting.

Weaponsmithing

Cost: 10 Lumens

Maximum Ranks: 7

Each rank unlocks the next quality tier, from Point through Circle. Crafting also requires the appropriate character tier, materials, and workbench. See Lumencrafting.

Catalystcarving

Cost: 10 Lumens

Maximum Ranks: 7

Each rank unlocks the next quality tier, from Point through Circle. Crafting also requires the appropriate character tier, materials, and workbench. See Lumencrafting.

Crystalcutting

Cost: 10 Lumens

Maximum Ranks: 7

Each rank unlocks the next quality tier, from Point through Circle. Crafting also requires the appropriate character tier, materials, and workbench. See Lumencrafting.

Papercrafting

Cost: 10 Lumens

Maximum Ranks: 7

Each rank unlocks the next quality tier, from Point through Circle. Crafting also requires the appropriate character tier, materials, and workbench. See Lumencrafting.

Maskmaking

Cost: 10 Lumens

Maximum Ranks: 7

Each rank unlocks the next quality tier, from Point through Circle. Crafting also requires the appropriate character tier, materials, and workbench. See Lumencrafting.

Elixirbrewing

Cost: 10 Lumens

Maximum Ranks: 7

Each rank unlocks the next quality tier, from Point through Circle. Crafting also requires the appropriate character tier, materials, and workbench. See Lumencrafting.

Seedsowing

Cost: 10 Lumens

Maximum Ranks: 7

Each rank unlocks the next quality tier, from Point through Circle. Crafting also requires the appropriate character tier, materials, and workbench. See Lumencrafting.

Tinkering

Cost: 10 Lumens

Maximum Ranks: 7

Each rank unlocks the next quality tier, from Point through Circle. Crafting also requires the appropriate character tier, materials, and workbench. See Lumencrafting.

Minting

Cost: 10 Lumens

Maximum Ranks: 7

Each rank unlocks the next quality tier, from Point through Circle. Crafting also requires the appropriate character tier, materials, and workbench. See Lumencrafting.

Miscellaneous Distinctions

Burrowing

Cost: 15 Lumens

Maximum Ranks: 1

You can Burrow.

Burrow Turning

Cost: 10 Lumens

Maximum Ranks: 1

You are able to change directions while Burrowing.

Initiative Boost

Cost: 15 Lumens

Maximum Ranks: Limitless

Increase your Initiative by 5.

Mountable

Cost: 15 Lumens

Maximum Ranks: 1

You are capable of being Mounted by Characters of the same or smaller Size.

Improved Perception

Cost: 10 Lumens

Maximum Ranks: Limitless

Increase your Perception and Perception Rolls by 3.

Size Boost

Cost: 20 Lumens

Maximum Ranks: To maximum Size

Increase your character's Size by 1 Size Category.

Swim Speed Boost

Cost: 10 Lumens

Maximum Ranks: 1

When a Character is Swimming, they use their normal Travel Distance.

Swim Turning

Cost: 10 Lumens

Maximum Ranks: 1

You may change direction while Swimming.

Improved Travel Distance

Cost: 10 Lumens

Maximum Ranks: 5

Increase your Travel Distance by 1 yard.

Water Breathing

Cost: 20 Lumens

Maximum Ranks: 1

You may breathe underwater without penalties for remaining submerged for long periods. You can also speak underwater well enough to meet the speech requirement for Casting Spells.

Hide in Plain Sight

Cost: 15 Lumens

Maximum Ranks: 1

Your Character may Hide while being directly observed. When Hiding in plain sight, you suffer 1 Bane on the Hide Roll.

Trap-Tripping

Cost: 10 Lumens

Maximum Ranks: 1

When disarming Traps, you do not roll with any Banes.

Spelled Strikes

Cost: 15 Lumens

Maximum Ranks: 1

Gain a Boon on an Attack Roll for a Maneuver if that Maneuver includes a Spell as a Source.

Striking Spells

Cost: 15 Lumens

Maximum Ranks: 1

Gain a Boon on a Spell Roll for a Maneuver if that Maneuver includes a Weapon Strike as a Source.

Selfish Spells

Cost: 10 Lumens

Maximum Ranks: 1

If one of your own Spells would affect you, you may choose for it to not affect you.

Friendly Spells

Cost: 10 Lumens

Maximum Ranks: 1

If your Spells would affect any of your Friends, you may choose for them not to affect those Friends.

Helpful Assistance

Cost: 10 Lumens

Maximum Ranks: 1

When Assisting, add your relevant MOSAIC to the Target's Roll.

Tandem Strike

Cost: 10 Lumens

Maximum Ranks: 1

When you Assist, if the Target's next Roll is for an Attack Action, add your Might to its damage roll.

Professional Spotter

Cost: 10 Lumens

Maximum Ranks: 1

When you use the Assist Action, if your target's next roll is a Perception Roll, add your Observation to the result.

Dreamlight Distinctions

Dreamlight Resonance

Cost: 15 Lumens for the first rank, 25 Lumens for each later rank

Maximum Ranks: 3

Restrictions: You may take the first rank at any tier, another at Square, and one more at Hexagon.

You may play your Dreamlight Instrument one additional time per day.

Dreamlight Traveler

Cost: 5 Lumens

Maximum Ranks: 1

Once during each of your Turns, your Dreamlight Echo may Travel up to your Travel Distance away from you. This costs no Beats. Your Dreamlight Echo may never go farther than 100 yards from you.

Dreamlight Speech

Cost: 10 Lumens

Maximum Ranks: 1

Your Dreamlight Echo can speak and communicate. They share all your memories but have their own personality and independent mind, reflecting aspects of you. They might resemble a beloved pet in temperament or be an intelligent, trusted confidant.

Dreamlight Conduit

Cost: 15 Lumens

Maximum Ranks: 1

Once during each of your Turns, you may Cast a Spell through your Dreamlight Echo. If your Echo is somewhere other than you, Cast as if you were in its location.

A Maneuver used through Dreamlight Conduit may contain only Spells. A Maneuver that combines Weapon Attacks and Spells also needs Dreamlight Fight.

When your Echo Casts through Dreamlight Conduit, it manifests until the start of your next Turn. While manifested, Foes and Friends may target it as if it were you. Any Attack, Spell, damage, Effect or Status that

hits it applies to you instead, and you use your Character Sheet for all defenses. It cannot Ambush, it cannot pass through walls, and it needs Line of Sight to its target.

While your Dreamlight Instrument has no uses left, your Echo is dormant and cannot be used for Dreamlight Conduit.

Dreamlight Fight

Cost: 15 Lumens

Maximum Ranks: 1

Once during each of your Turns, you may make a Weapon Attack through your Dreamlight Echo. If your Echo is somewhere other than you, make the Attack as if you were in its location.

A Maneuver used through Dreamlight Fight may contain only Weapon Attacks. A Maneuver that combines Weapon Attacks and Spells also needs Dreamlight Conduit.

When your Echo Attacks through Dreamlight Fight, it manifests until the start of your next Turn. While manifested, Foes and Friends may target it as if it were you. Any Attack, Spell, damage, Effect or Status that hits it applies to you instead, and you use your Character Sheet for all defenses. It cannot Ambush, it cannot pass through walls, and it needs Line of Sight to its target.

While your Dreamlight Instrument has no uses left, your Echo is dormant and cannot be used for Dreamlight Fight.

Instrumentcrafting

Cost: 10 Lumens

Maximum Ranks: 7

Each rank unlocks the next Dreamlight Instrument tier, from Point through Circle. See Dreamlight Instruments in Chapter 8.

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Introduction

This appendix is a treasury of 131 Lumencrafts, from a pair of darned gloves to the relics of Xanadu, spread across all seven tiers. Each one obeys the rules in Chapter 8 Lumencrafting exactly, so a Director can hand any of them out as loot, and a player can use any of them as a Pattern for their own work.

Each item was chosen to show something: the point at which a bonus becomes affordable, a limit an item cannot pass, or a trick that only an item can perform. Study them and you will understand Lumencrafting.

Every item also has a place in the world. Each was made by someone, for a reason, and somebody probably wants it back.



Frontispiece: a crowded Gobbletopian curio stall, every shelf glowing in a different moon's color, with one item from each tier in pride of place. Human-made art only; to be commissioned.

How to read an entry

- **Name.** What the item is called in Xanadu.
- **Stat line.** Its type, tier and color or colors, then the Lumens it holds out of its tier's ceiling. An item may hold fewer Lumens than its ceiling; the rest is room for a later crafter.
- **Card.** The item's Lumencraft profile, filled in for play on the same card the Lumencraft workbook uses.
- **Description.** What the item is and where it comes from.
- **Dreamlight**, **Field-crafted** and **Faded** mark items under those special rules from Chapter 8.

For the Director

Use the tiers as a guide to where an item turns up. A Point tier item is found in a market or a farmhouse; a Circle tier item is found at the end of a campaign, usually in someone's hands.

Tier limits apply to crafting, not to owning. A crafter must respect every tier gate, including the tier gates on Distinctions such as Additional Beat and Improved Attacks. But if you hand a Point tier Character a Circle tier relic, they can register it and gain all of its benefits.

Every lore detail here is a suggestion for your table. Rename items, move them to your own nations, or swap a color, and recheck the Lumens against Chapter 8 if you change a Facet.

Point Tier (ceiling 50 Lumens)

Point tier Lumencrafts can survive the glittering dust that Polys leave behind them, and not much more. With 50 Lumens a crafter buys one good idea: a single bonus, a single Rune, a single trick. These are the things ordinary people of Xanadu own, and the first treasures most Troupes find.

Art placeholder

Point tier plate: Show-Your-Hands Gloves, Swift-Pennies, Runner's Wrench, drawn as museum specimens with labels. Human-made art only; to be commissioned.

Runner's Wrench

Catalyst · Point tier · Red · 50 of 50 Lumens

Catalyst					
Name			Tier		Lumens
Runner's Wrench			Point		50 / 50
Red	Green	Blue	Yellow	Violet	Chromatic
✓					
Weapon Type			Size		Spell Hit bonus
Mace			Medium		—
Magical Fighting		Damage			Range
No		1d8			1 yard

Runes					
Rune	✓	Rune	✓	Rune	✓
Animate		Delude		Reflect	
Attune		Destroy		Render	
Bind		Dispel		Rush	
Compel		Fortify		Seal	
Conceal		Gravitate		Transform	
Conjure		Guard		Transport	
Contact		Mend	✓	Trigger	
Curse		Perceive		Ward	

A plain iron wrench with a knot of copper wire around the handle. Smuggling crews buy them by the crate and hand one to everybody aboard: the cook, the lookout, the passenger who paid in cash. While it is held, it grants the Mend Rune, so anyone on deck can Repair a sprung iron fitting or a split boiler pipe in the middle of a chase. The wielder pays their own Mana. Runners say a ship with one mechanic has one weak point.

Show-Your-Hands Gloves

Vestment · Point tier · Blue · 40 of 50 Lumens

Vestments					
Name			Tier		Lumens
Show-Your-Hands Gloves			Point		40 / 50
Red	Green	Blue	Yellow	Violet	Chromatic
		✓			
Armor Type			Armor		
None			—		
Defense bonus	Spell Resilience bonus		Armor Physical Resistance		Spell / Hide penalty
—	—		—		—

Resistance					
Red	Green	Blue	Yellow	Violet	Physical

Persistent Spell Effects			
Spell	Magnitude	Potency	Depleted
Blue Lie	1	1	
Notes	Creates illusory sensations. The specific sensation is based on Color.		

Plain grey work gloves, darned at the knuckles. At every Green Kingdom checkpoint the guards ask travelers to show their hands, and a Florafolk hand has veins like a leaf. Elfjoras's rebels sew these by the dozen. While they are worn, the wearer's hands look Human. The illusion is small and cheap, and its Spell Roll is only 10: a guard with any reason to look closely, and a Perception higher than 10, sees the leaves.

Grinning Gob Gasher

Armament · Point tier · Red · 50 of 50 Lumens

Armaments					
Name			Tier		Lumens
Grinning Gob Gasher			Point		50 / 50
Red	Green	Blue	Yellow	Violet	Chromatic
✓					
Weapon					
Weapon Type			Size		Bonus Hit
Sword			Medium		+1
Damage		Range			Critical Range
1d8		Short Melee, 1 yard			20
Damage Type		Strikes			
Slicing		Accurate, Evasive, Powerful			

Every market in Xanadu sells these, and most adventurers have held one. Each is stamped on the ricasso with the little grinning face of Gobbletopia. It is an honest sword with one honest improvement. Goblin traders say every blade they sell may one day be raised against a Luminary, then laugh as if it were a joke.

Overboard Coat

Vestment · Point tier · Yellow · 40 of 50 Lumens

Vestments					
Name			Tier		Lumens
Overboard Coat			Point		40 / 50
Red	Green	Blue	Yellow	Violet	Chromatic
			✓		
Armor Type			Armor		
None			—		
Defense bonus	Spell Resilience bonus		Armor Physical Resistance		Spell / Hide penalty
—	—		—		—
Resistance					
Red	Green	Blue	Yellow	Violet	Physical
Persistent Spell Effects					
Spell			Magnitude	Potency	Depleted
Yellow Fly			1	1	
Notes	Allows the Caster or a Friend to Fly for the Duration. The Speed and Handling of the Flight depend heavily on the Color.				

Gobbletopian shipwrights sell this oilskin coat with every airship, stitched inside the collar with a little grinning face. Wind gathers in its pleats and carries its wearer through the air at a Medium speed with Medium handling. Goblin crews wear it so that a fall from the deck is an inconvenience. Crews from other nations buy it once, after their first fall.

Furrow Reed

Catalyst · Point tier · Green · 50 of 50 Lumens

Catalyst					
Name			Tier		Lumens
Furrow Reed			Point		50 / 50
Red	Green	Blue	Yellow	Violet	Chromatic
	✓				
Weapon Type			Size		Spell Hit bonus
Unarmed			Medium		—
Magical Fighting		Damage			Range
No		1d4			1 yard

Runes					
Rune	✓	Rune	✓	Rune	✓
Animate	✓	Delude		Reflect	
Attune		Destroy		Render	
Bind		Dispel		Rush	
Compel		Fortify		Seal	
Conceal		Gravitate		Transform	
Conjure		Guard		Transport	
Contact		Mend		Trigger	
Curse		Perceive		Ward	

In the Greenlands it is taboo to dig into the ground. Elven farmers sing the soil into furrows instead, and a child's first reed pipe is carved to carry the song. Held in the hand, it grants the Animate Rune: Primarily using the Bend Spell to ask the ground to move into place.

Mender's Drops

Elixir · Point tier · Red · 50 of 50 Lumens

Elixir					
Name			Tier		Lumens
Mender's Drops			Point		50 / 50
Red	Green	Blue	Yellow	Violet	Chromatic
✓					
Doses total		Doses remaining			Spell Roll
2		2			10
Spell / Rune				Magnitude	Potency
Red Repair / Mend				1	1
Effect	Repairs any damage done to Objects or the environment. The types of Matter that can be repaired depend on the Color of the Caster.				

A tiny stoppered bottle sold at every market stall that sells pots. Two drops on a cracked jug or a chipped plate and the crack closes, as long as the pieces are close by and the thing is no bigger than a breadbox. Parents keep a bottle on a high shelf. Children know exactly which shelf.

Hearth Apron

Vestment · Point tier · Red · 50 of 50 Lumens

Vestments					
Name			**Tier**		**Lumens**
Hearth Apron			Point		50 / 50
Red	**Green**	**Blue**	**Yellow**	**Violet**	**Chromatic**
✓					
Armor Type			**Armor**		
None			—		
Defense bonus	**Spell Resilience bonus**		**Armor Physical Resistance**		**Spell / Hide penalty**
—	—		—		—
Resistance					
Red	**Green**	**Blue**	**Yellow**	**Violet**	**Physical**
1					1
Persistent Spell Effects					
Spell			**Magnitude**	**Potency**	**Depleted**
Notes					

A heavy canvas apron, scorched at the hem, handed down from cook to cook. It turns aside a splash of boiling fat and a slip of the cleaver: 1 resistance to Red damage and 1 to Physical. Nobody remembers who first had it made.

Spare Face

Mask · Point tier · Red · 50 of 50 Lumens

Mask					
Name			**Tier**		**Lumens**
Spare Face			Point		50 / 50
Red	**Green**	**Blue**	**Yellow**	**Violet**	**Chromatic**
✓					
Recorded character					**Profile level**
The crafter themself					2
Recorded sheet					
Level 2 profile, kept with the Mask					

Redlands caravan guards learn this trick early: make a Mask of yourself and wear it into the fight. You are the same person in it, but the Mask has its own Health to spend. When it shatters, you drop back into your own body with 1 Health left, and whatever was left of the blow is lost. Guards call it borrowing from tomorrow: the Mask takes the fight, and you spend the next day in the back of the wagon. Donning or removing a Mask spends all remaining Beats and ends the Turn, so put it on before the bandits arrive.

Black Rose Billhook

Armament · Point tier · Green · 30 of 50 Lumens

Armaments					
Name			**Tier**		**Lumens**
Black Rose Billhook			Point		30 / 50
Red	**Green**	**Blue**	**Yellow**	**Violet**	**Chromatic**
	✓				
Weapon					
Weapon Type			**Size**		**Bonus Hit**
Halberd			Medium		—
Damage		**Range**			**Critical Range**
1d8		Long Melee, 2 yards			20
Damage Type			**Strikes**		
Slicing/Piercing			Sundering, Evasive, Accurate		
Distinction					**Ranks**
Weird Weapon Strikes					1
Effect	Adds Accurate Strike to this weapon.				

A pruning hook on a long haft, the kind every Greenlands orchard owns. Elfjoras's rebels are outarmored, so they make do: this one has been taught a trick a halberd does not know, a careful hooking cut that lands where it is aimed. There is room in it for more, if the rebels ever find the Lumencaches.

Echo's Ribbon

Accessory · Point tier · Violet · 45 of 50 Lumens

Accessory					
Name			**Tier**		**Lumens**
Echo's Ribbon			Point		45 / 50
Red	**Green**	**Blue**	**Yellow**	**Violet**	**Chromatic**
				✓	
Type		**Spell Roll**		**Daily use**	
Ribbon		—		Always on	
Distinction					**Ranks**
Dreamlight Speech					1
Effect	Your Echo gains speech and its own personality.				
Dreamlight Traveler					1
Effect	Echo Travels free once during your Turn; stays within 100 yards.				

Bellfounders in every city sell ribbons to tie to a Dreamlight Instrument. Most are only ribbons. This one is not. While it is registered, your Dreamlight Echo can speak with its own personality, and once each Turn it can wander up to your Travel Distance from you, never more than 100 yards. Children beg for them. Parents regret buying them, usually around bedtime.

Spark-Card

Script · Point tier · Red · 50 of 50 Lumens

Scripts			
Name	**Tier**	**Lumens**	**Stored**
Spark-Card	Point	50 / 50	1
Contents			
1 stored Maneuver registration; the user needs Rune: Destroy			
Maneuver 1	Ember Dart	**Beats** 1	**Mana** 1
Source 1	Mana Blast (1, 1)		
Description	Needs the Rune Destroy.		

A stiff paper card printed with the Runes of Ember Dart, given to every first-year student in Dio. It holds one extra Maneuver registration, so a student can keep Ember Dart registered twice: once in their own four Maneuvers and once on the card. Each copy may be used once per Round, so they can throw two Ember Darts for 1 Beat each. Quickfiring Ember Darts is a daily training exercise to keep the mind agile.

Pilgrim's Water-Stone

Crystal · Point tier · Blue · 50 of 50 Lumens

Crystal					
Tier			**Lumens**		
Point			50 / 50		
Red	**Green**	**Blue**	**Yellow**	**Violet**	**Chromatic**
		✓			

- Range 5 yards
- Spell Roll d20 + 1
- Douse up to (1, 1)
- Utility: 1 Lumen waters one creature for a day

Pilgrims, refugees and deserters crossing the Dark Desert to the City of Glass carry one of these blue pebbles in a pouch. Each Lumen spent gives one creature a day's water, so a full stone keeps a family alive for a fortnight on black sand. In a fight it can Douse a foe instead, but few pilgrims would waste water that way.

Thorned-Rose Coins

Coin Hoard · Point tier · Green · 50 of 50 Lumens

Coin Hoard					
Name			**Tier**		**Lumens**
Thorned-Rose Coins			Point		50 / 50
Red	**Green**	**Blue**	**Yellow**	**Violet**	**Chromatic**
	✓				
Coin capacity		**Coins remaining**		**Beats**	
10		10		1	
Resource per coin					
Restores 5 Health					

Before the purges, Elfjoras was the finest coinsmith on the edges of the Green Kingdom. His rebels now strike coins stamped with a thorned rose. They are good anywhere in the Greenlands and treason in the Kingdom. Spent from a registered hoard, each coin restores 5 Health. Rebels give them to the families they smuggle out, and a purse of ten is a fine thank-you.

Tracer Vial

Elixir · Point tier · Yellow · 50 of 50 Lumens

Elixir					
Name			**Tier**		**Lumens**
Tracer Vial			Point		50 / 50
Red	**Green**	**Blue**	**Yellow**	**Violet**	**Chromatic**
			✓		
Doses total		**Doses remaining**		**Spell Roll**	
2		2		10	
Spell / Rune				**Magnitude**	**Potency**
Mark / Curse				1	1
Effect	Marks an enemy with a sigil that reduces their Defense or Spell Resilience.				

A tiny glass bead filled with Imperial Blood. Hemomancers throw it at fleeing thieves. It bursts into a sigil that lowers the target's Defense by 1 for a Turn, and while the Mark lasts they cannot Hide. The Spell Roll is a fixed 10, so it rarely lands on anyone dangerous.

Woodpile Pennies

Coin Hoard · Point tier · Red · 50 of 50 Lumens

Coin Hoard					
Name			Tier		Lumens
Woodpile Pennies			Point		50 / 50
Red	Green	Blue	Yellow	Violet	Chromatic
✓					
Coin capacity		Coins remaining		Beats	
10		10		1	
Resource per coin					
+2 Damage to your next Attack					

Copper pennies with an axe stamped on one side, paid out to farmhands at the end of a long day of clearing stumps. Spending one puts 2 extra Damage behind the next swing. Most get spent on a stubborn root. A few get spent on a wolf, and every farmhand has a story about the one that got spent on a bandit.

Swift-Pennies

Coin Hoard · Point tier · Yellow · 50 of 50 Lumens

Coin Hoard					
Name			Tier		Lumens
Swift-Pennies			Point		50 / 50
Red	Green	Blue	Yellow	Violet	Chromatic
			✓		
Coin capacity		Coins remaining		Beats	
10		10		1	
Resource per coin					
5 yards of free Travel					

Light copper coins with a feather on one face, sold over the counter at any post office. Spending one from a registered hoard gives 5 yards of free Travel, and couriers of every Make keep a purse of them for the last dash to a door. The Post says each penny is a Swift's wingbeat. The Swifts say it is nothing of the kind.

Bellfounder's Bell

Dreamlight Instrument · Point tier · Yellow · 25 of 25 Lumens

Dreamlight Instruments					
Name			Tier		Lumens
Bellfounder's Bell			Point		25 / 25
Red	Green	Blue	Yellow	Violet	Chromatic
			✓		
Owner			Beats	Daily uses	Uses remaining
			2	1	1
Health recovery		Mana recovery		Echo	
2 Health Rolls		2 Mana Rolls			

The plain brass hand-bell sold by bellfounders in every major city of Xanadu. It can be rung without any musical training, and it is the Instrument most people start with. Every child who owns one can see their Dreamlight Echo.

Shrine Dew

Elixir · Point tier · Green · 50 of 50 Lumens

Elixir					
Name			Tier		Lumens
Shrine Dew			Point		50 / 50
Red	Green	Blue	Yellow	Violet	Chromatic
	✓				
Doses total		Doses remaining		Spell Roll	
2		2		10	
Spell / Rune				Magnitude	Potency
Heal / Mend				1	1
Effect	Heals a Friend.				

Dew gathered at dawn from the woven light of a Florafolk shrine and sealed in a green glass bottle. Each dose heals 2d6. Shrines give it freely to travelers who ask, and the Wardens frown on anyone who sells it.

Line Tier (ceiling 100 Lumens)

Line tier Lumencrafts can survive the flat, strange infant Polys. With 100 Lumens, two ideas fit in one item, and several effects open up for the first time: Hasten on a Vestment, Potency 2 Spells, a Mask worth wearing. Couriers, smugglers and town guards carry Line tier gear.

Art placeholder

Line tier plate: Express Sash, Dio Scholarship Tokens, Flood-Night Air Stone, drawn as museum specimens with labels. Human-made art only; to be commissioned.

Copyist's Pen

Catalyst · Line tier · Blue · 100 of 100 Lumens

Catalyst					
Name			Tier		Lumens
Copyist's Pen			Line		100 / 100
Red	Green	Blue	Yellow	Violet	Chromatic
		✓			
Weapon Type			Size		Spell Hit bonus
Dagger			Medium		—
Magical Fighting		Damage			Range
No		1d6			1 yard

Runes					
Rune	✓	Rune	✓	Rune	✓
Animate		Delude		Reflect	
Attune		Destroy		Render	✓
Bind		Dispel		Rush	
Compel		Fortify		Seal	
Conceal		Gravitate		Transform	
Conjure		Guard		Transport	
Contact	✓	Mend		Trigger	
Curse		Perceive		Ward	

A steel-nibbed pen that counts as a wand. Translators and archivists carry it because it grants the Render and Contact Runes. Compute lets its holder study a lock, a ledger or a language they have never seen. Preserve keeps a crumbling page whole. Message lets them ask the author what they meant. Its owner is usually the quietest person at the table and the only one who can read the map.

Surger's Copper Rod

Catalyst · Line tier · Blue · 100 of 100 Lumens

Catalyst					
Name			Tier		Lumens
Surger's Copper Rod			Line		100 / 100
Red	Green	Blue	Yellow	Violet	Chromatic
		✓			
Weapon Type			Size		Spell Hit bonus
Staff			Medium		—
Magical Fighting		Damage			Range
No		1d8			2 yards

Runes					
Rune	✓	Rune	✓	Rune	✓
Animate		Delude		Reflect	
Attune	✓	Destroy		Render	
Bind		Dispel		Rush	
Compel		Fortify		Seal	
Conceal		Gravitate		Transform	
Conjure		Guard		Transport	
Contact		Mend		Trigger	✓
Curse		Perceive		Ward	

The Surgers dedicate themselves to understanding E.I., the mind of the leylines. Their robes are threaded with copper and crystal, and so are their staves. This rod grants the Attune and Trigger Runes while held: Attune to commune with a leyline, Trigger to set off what is waiting in it. E.I. is gracious to those who listen and very quick to anger with those who drain.

Second Skin

Vestment · Line tier · Blue · 90 of 100 Lumens

Vestments					
Name			Tier		Lumens
Second Skin			Line		90 / 100
Red	Green	Blue	Yellow	Violet	Chromatic
		✓			
Armor Type			Armor		
None			—		
Defense bonus	Spell Resilience bonus		Armor Physical Resistance		Spell / Hide penalty
—	—		—		—
Resistance					
Red	Green	Blue	Yellow	Violet	Physical
Persistent Spell Effects					
Spell			Magnitude	Potency	Depleted
Blue Lie			2	2	
Notes	Creates illusory sensations. The specific sensation is based on Color.				

A fine linen body-stocking worn under ordinary clothes. While it is worn, its wearer looks like a Human of their own choosing, from crown to heel. Elfjoras's rebels make these for the families they move through the Kingdom, and it is the more expensive progression to the Show-Your-Hands Gloves. Its Spell Roll is 12, so a suspicious Registrar with Perception 13 or more can still see through it.

Apprentice's Seed

Seed · Line tier · Green · 75 of 100 Lumens

Seed					
Name			Tier		Lumens
Apprentice's Seed			Line		75 / 100
Red	Green	Blue	Yellow	Violet	Chromatic
	✓				
Recorded character					Profile level
A smith on her first year at the forge					3
Planting location			Committed Asset		
Not yet planted			None until planted		

Some masters make their apprentices plant a Seed in the first year, as a safety net for dangerous work. The Seed costs a Fixture slot for the rest of the smith's life, and it keeps her at level 3 forever. If a master smith dies at the forge thirty years later, she wakes up as the beginner she was, with her old sheet, her old skills and none of what she learned since. Most smiths never dig theirs up. A few make a second.

Shepherd's Hood

Vestment · Line tier · Yellow · 90 of 100 Lumens

Vestments					
Name			Tier		Lumens
Shepherd's Hood			Line		90 / 100
Red	Green	Blue	Yellow	Violet	Chromatic
			✓		
Armor Type			Armor		
None			—		
Defense bonus	Spell Resilience bonus		Armor Physical Resistance		Spell / Hide penalty
—	—		—		—
Resistance					
Red	Green	Blue	Yellow	Violet	Physical
Persistent Spell Effects					
Spell			Magnitude	Potency	Depleted
Yellow Detect			2	2	
Notes	Improve the senses and gain a bonus to Perception.				

A grey wool hood with the ears cut long. Shepherds wear it on night watch, and while it is up the wind carries every sound to them: a wolf on the far side of the hill, a lamb caught in the brambles, a neighbor coming up the path with bad news. Its Detect is always running, so its wearer is always a little harder to surprise.

Mending Thimble

Accessory · Line tier · Green · 55 of 100 Lumens · Dreamlight

Accessory					
Name			Tier		Lumens
Mending Thimble			Line		55 / 100
Red	Green	Blue	Yellow	Violet	Chromatic
	✓				
Type		Spell Roll		Daily use	
Thimble		12		Once per day	
Spell / Rune				Magnitude	Potency
Repair / Mend				2	2
Effect	Repairs any damage done to Objects or the environment. The types of Matter that can be repaired depend on the Color of the Caster.				

A tailor in a Greenlands market town made this thimble over one long winter, from her own Mana, a little every night. It holds a single Repair, enough to close a torn coat or a split seam once a day. Only she can use it. If she ever takes it off her Fixture list it will dissolve into light, so she never does, and her apprentices have learned not to ask to borrow it.

Aspirant's Balance Staff

Armament · Line tier · Green · 90 of 100 Lumens

Armaments					
Name			Tier		Lumens
Aspirant's Balance Staff			Line		90 / 100
Red	Green	Blue	Yellow	Violet	Chromatic
	✓				
Weapon					
Weapon Type			Size		Bonus Hit
Staff			Medium		—
Damage		Range			Critical Range
1d8		Long Melee, 2 yards			20
Damage Type			Strikes		
Impact			Accurate, Powerful		
Distinction					Ranks
Parry					1
Effect	2-Beat Rebuttal: exceed noncritical Attack Roll. 1/type; item Parry grants no prerequisites. (Staff)				
Riposte					1
Effect	Regular melee Strike as Rebuttal vs melee Strikes on you; no Parry.				

Asper's Aspirants travel Xanadu settling disputes, and they carry this staff, cut perfectly straight and weighted perfectly evenly. Its wielder can Parry with it, and its Regular Strikes gain Rebuttal. Aspirants would much rather stop a blow than strike one.

Kelp-Line Crossbow

Armament · Line tier · Blue · 85 of 100 Lumens

Armaments					
Name			Tier		Lumens
Kelp-Line Crossbow			Line		85 / 100
Red	Green	Blue	Yellow	Violet	Chromatic
		✓			
Weapon					
Weapon Type			Size		Bonus Hit
Crossbow			Medium		—
Damage		Range			Critical Range
1d8		Ranged, 125 yards			20
Damage Type			Strikes		
Piercing			Accurate, Sundering		
Status					
Status Type	Magnitude	Potency	Daily total	Remaining	
Douse	2	2	1 per day	1	
Distinction				Ranks	
Improved Range				2	
Effect	Chosen ranged weapon reaches as if one Size larger.				

Shell City is the finest naval power in Xanadu, and its marines carry these crossbows of black coral and kelp-fiber string. It shoots as far as a Giant's crossbow, 125 yards for a Medium marine, and once a day a bolt can Douse its target.

Unison Mask

Mask · Line tier · Blue · 100 of 100 Lumens

Mask					
Name			Tier		Lumens
Unison Mask			Line		100 / 100
Red	Green	Blue	Yellow	Violet	Chromatic
		✓			
Recorded character					Profile level
A senior novice of the Ice Crystal Abbey					4
Recorded sheet					
Level 4 profile, kept with the Mask					

The Ice Worshippers believe all creatures should one day share a single mind, as Solterlun's three bodies do. Novices practice with a Mask of the same senior novice, taking turns to wear it. The Mask does not join their minds; it only gives each of them the same face, voice and skills. For an hour each day, five novices try to think and move as one person, and fail in ways their teachers find instructive. Visitors find it unsettling. The Abbey finds it encouraging.

Shell City Pendant

Accessory · Line tier · Blue · 90 of 100 Lumens

Accessory					
Name			Tier		Lumens
Shell City Pendant			Line		90 / 100
Red	Green	Blue	Yellow	Violet	Chromatic
		✓			
Type		Spell Roll			Daily use
Pendant		—			Always on
Distinction					Ranks
Water Breathing					1
Effect	Breathe underwater without long-duration penalties.				
Swim Turning					1
Effect	Change direction while Swimming.				

A spiral shell on a cord of living kelp, sold by Shell City's botanists to anyone visiting the drowned half of the city. While registered, its wearer breathes underwater without penalty and can turn freely while Swimming. Because they can breathe, they can also speak, and so they can cast Spells underwater.

Express Sash

Vestment · Line tier · Yellow · 100 of 100 Lumens

Vestments					
Name			Tier		Lumens
Express Sash			Line		100 / 100
Red	Green	Blue	Yellow	Violet	Chromatic
			✓		
Armor Type			Armor		
None			—		
Defense bonus	Spell Resilience bonus		Armor Physical Resistance		Spell / Hide penalty
—	—		—		—
Resistance					
Red	Green	Blue	Yellow	Violet	Physical
Persistent Spell Effects					
Spell			Magnitude	Potency	Depleted
Yellow Hasten			1	1	
Notes	Speed up a Friend, granting bonus Beats at Round start.				

Swifts run the Post's express. The few couriers who are not born with wings wear this sash of Swift-grey silk on the busiest routes. While it is available, it grants 1 bonus Beat at every Round-start replenishment, with no countdown. The eight-Beat bank and spending limits still apply.

Flood-Night Air Stone

Crystal · Line tier · Yellow · 100 of 100 Lumens · Field-crafted

Crystal					
Tier			Lumens		
Line			100 / 100		
Red	Green	Blue	Yellow	Violet	Chromatic
			✓		

- Range 10 yards
- Spell Roll d20 + 2
- Winded up to (2, 2)
- Utility: 1 Lumen gives ten minutes of breathable air

When a quarry floods with miners still below, there is no time to reach a workbench. A crafter at the pit edge cuts this pale stone from whatever Lumencache the village can scrape together, and the divers take it down. Each Lumen gives ten minutes of breathable air, enough for the whole rescue. Once the last miner is up, the stone goes dull. It was made for one night, and it has done its work.

Lighthouse Collar

Accessory · Line tier · Yellow · 90 of 100 Lumens

Accessory					
Name			Tier		Lumens
Lighthouse Collar			Line		90 / 100
Red	Green	Blue	Yellow	Violet	Chromatic
			✓		
Type		Spell Roll		Daily use	
Collar		—		Always on	
Distinction					Ranks
Dreamlight Traveler					1
Effect	Echo Travels free once during your Turn; stays within 100 yards.				
Dreamlight Speech					1
Effect	Your Echo gains speech and its own personality.				
Dreamlight Conduit					1
Effect	Cast through your Echo once during your Turn, as if from its location.				

Bluelands lighthouse keepers cannot leave the lamp, so their Dreamlight Echoes go out to the reef instead. An Echo wearing this collar can wander out on its own, talk back about what it finds, and carry its keeper's Spells with it, so that a warning or a light can be cast from the rocks rather than the tower. Keepers say the collar is for the Echo. The Echoes agree.

Clear-Morning Tea

Elixir · Line tier · Green · 100 of 100 Lumens

Elixir					
Name			Tier		Lumens
Clear-Morning Tea			Line		100 / 100
Red	Green	Blue	Yellow	Violet	Chromatic
	✓				
Doses total		Doses remaining		Spell Roll	
2		2		12	
Spell / Rune				Magnitude	Potency
Purify / Mend				2	2
Effect	Removes a Status Effect from a Friend.				

A bitter green tea brewed in every inn in Xanadu, mostly for the morning after a wedding. A cup clears one Green ailment, which in practice means a sour stomach, a lingering sickness or the morning after the night before. Innkeepers sell it at breakfast for double the price of supper.

Gobblestones Set

Accessory · Line tier · Red · 90 of 100 Lumens

Accessory					
Name			**Tier**		**Lumens**
Gobblestones Set			Line		90 / 100
Red	**Green**	**Blue**	**Yellow**	**Violet**	**Chromatic**
✓					
Type		**Spell Roll**		**Daily use**	
Game set		—		Always on	
Distinction					**Ranks**
Improvised Maneuver					1
Effect	Once/battle, attempt an unregistered Maneuver at full Source Beat costs. No registration discount; use spent even on failure.				
Helpful Assistance					1
Effect	Assisting adds your relevant MOSAIC to the target's roll.				

No Goblin travels without a set of Gobblestones, and no two games are ever played by the same rules. A set worked into a Lumencraft teaches its owner to change their own rules in a fight. Once per battle, they may attempt a Maneuver they have never registered, paying its full cost. They also add their relevant MOSAIC score when they help a friend. Goblin traders will happily teach anyone to play. The rules will be different by the end of the game.

Ringer's Primer

Script · Line tier · Blue · 100 of 100 Lumens

Scripts				
Name	**Tier**	**Lumens**	**Stored**	
Ringer's Primer	Line	100 / 100	2	
Contents				
2 stored Maneuver registrations; the user needs Runes: Bind, Conjure				
Maneuver 1	Hold Them	**Beats**	1	**Mana** 1
Source 1	Ensnare (1, 1)			
Description	Needs the Rune Bind.			
Maneuver 2	Cold Bucket	**Beats**	1	**Mana** 1
Source 1	Blue Matter Stream (1, 1)			
Description	Needs the Rune Conjure.			

A Redlands village primer for whoever is in charge of manning the Fury bell that season: one Maneuver to hold an angry neighbor still, and one to throw cold water over them.

Broadside Crystal

Crystal · Line tier · Red · 100 of 100 Lumens

Crystal					
Tier			**Lumens**		
Line			100 / 100		
Red	**Green**	**Blue**	**Yellow**	**Violet**	**Chromatic**
✓					

- Range 10 yards
- Spell Roll d20 + 2
- Ignite up to (2, 2)
- Utility: 2 Lumens start a fire

Gobbletopian airship gunners load chips of this red crystal into their guns. Loading a fragment costs 1 Beat and replaces the Crystal's usual 2-Beat activation. A shot loaded with Ignite (2, 2) spends 20 stored Lumens, so a full crystal is good for five burning shots. The fragments are spent whether the shot hits or misses.

Air-Pearl

Crystal · Line tier · Yellow · 100 of 100 Lumens

Crystal					
Tier			**Lumens**		
Line			100 / 100		
Red	**Green**	**Blue**	**Yellow**	**Violet**	**Chromatic**
			✓		

- Range 10 yards
- Spell Roll d20 + 2
- Winded up to (2, 2)
- Utility: 1 Lumen gives ten minutes of breathable air

Pearls are things shed by living creatures, so they answer to Yellow magic. Shell City's kelp-divers carry an Air-Pearl in their cheek. Each Lumen gives ten minutes of breathable air, so a full pearl lasts more than sixteen hours below the waves.

Dio Scholarship Tokens

Coin Hoard · Line tier · Blue · 100 of 100 Lumens

Coin Hoard					
Name			Tier	Lumens	
Dio Scholarship Tokens			Line	100 / 100	
Red	Green	Blue	Yellow	Violet	Chromatic
		✓			
Coin capacity		Coins remaining		Beats	
20		20		1	
Resource per coin					
Restores 5 Mana					

Students in Dio are rewarded in blue glass tokens. Each one restores 5 Mana, which is what students mostly need. A full hoard of twenty is worth 100 Mana to a tired mage, and they trade at a premium the night before examinations.

Night-Post Whistle

Dreamlight Instrument · Line tier · Yellow · 75 of 75 Lumens

Dreamlight Instruments					
Name			Tier	Lumens	
Night-Post Whistle			Line	75 / 75	
Red	Green	Blue	Yellow	Violet	Chromatic
			✓		
Owner			Beats	Daily uses	Uses remaining
			2	1	1
Health recovery		Mana recovery		Echo	
3 Health Rolls		3 Mana Rolls			

The Owls carry the Post's night mail. Their whistle is a bone tube with one hole that hoots low and soft enough not to wake a sleeping house. Non-bird couriers buy them at the sorting tower.

Warden's Sap

Elixir · Line tier · Green · 95 of 100 Lumens

Elixir					
Name			Tier	Lumens	
Warden's Sap			Line	95 / 100	
Red	Green	Blue	Yellow	Violet	Chromatic
	✓				
Doses total		Doses remaining		Spell Roll	
4		4		12	
Spell / Rune				Magnitude	Potency
Heal / Mend				1	2
Effect	Heals a Friend.				

Lynn's Wardens tap this golden sap from a single root of the Tree, with permission, and give it to climbers who have bled for the summit. Each dose heals 3d8.

Triangle Tier (ceiling 150 Lumens)

Triangle tier Lumencrafts can survive Polys with triangular faces. At 150 Lumens an item can carry a real specialty, and the items of trades and orders appear: the healer's kit, the knight's gauntlet, the smuggler's Script.

Art placeholder

Triangle tier plate: Hymn-Robe, Theatre Tickets, Twin Gongs, drawn as museum specimens with labels. Human-made art only; to be commissioned.

Twin Gongs

Dreamlight Instrument · Triangle tier · Green · 125 of 125 Lumens

Dreamlight Instruments					
Name			**Tier**		**Lumens**
Twin Gongs			Triangle		125 / 125
Red	**Green**	**Blue**	**Yellow**	**Violet**	**Chromatic**
	✓				
Owner			**Beats**	**Daily uses**	**Uses remaining**
			2	1	1
Health recovery		**Mana recovery**		**Echo**	
5 Health Rolls		5 Mana Rolls			

Aspirants of the Inverted Mountain play a pair of identical gongs, one in each hand, struck at exactly the same moment. Struck one at a time, an Aspirant says, they are only noise.

Gunner's Card

Script · Triangle tier · Red · 150 of 150 Lumens

Scripts					
Name		**Tier**	**Lumens**	**Stored**	
Gunner's Card		Triangle	150 / 150	3	
Contents					
3 stored Maneuver registrations; the user needs Weapon: Gun					
Maneuver 1	Broadside	**Beats**	1	**Mana**	0
Source 1	Accurate Strike (Gun)				
Description	Registered 3 times; each copy usable once per Round. Needs a Gun.				

A greasy card nailed beside every gun on a Gobbletopian airship. It holds three copies of the same Maneuver: an Accurate shot for 1 Beat. A gunner with three Beats can fire three times a Round.

Name-Finder Staff

Catalyst · Triangle tier · Blue · 150 of 150 Lumens

Catalyst								
Name				**Tier**		**Lumens**		
Name-Finder Staff				Triangle		150 / 150		
Red	**Green**	**Blue**	**Yellow**	**Violet**	**Chromatic**			
		✓						
Weapon Type				**Size**		**Spell Hit bonus**		
Staff				Medium		—		
Magical Fighting		**Damage**			**Range**			
No		1d8			2 yards			
Runes								
Rune	✓	**Rune**	✓	**Rune**	✓			
Animate		**Delude**		**Reflect**				
Attune		**Destroy**		**Render**				
Bind		**Dispel**	✓	**Rush**				
Compel		**Fortify**		**Seal**				
Conceal		**Gravitate**		**Transform**				
Conjure		**Guard**		**Transport**				
Contact	✓	**Mend**		**Trigger**				
Curse		**Perceive**	✓	**Ward**				

When the Fae steal a name, the Ice Worshippers go looking for it. Their staves grant the Perceive, Contact and Dispel Runes while held: Seek to find the name, Message to reach its owner, and Disjoint to break the Fae's hold. The staff's tip is a shard of ice from the Abbey that has never melted.

Blood Compass

Accessory · Triangle tier · Yellow · 140 of 150 Lumens

Accessory					
Name			Tier		Lumens
Blood Compass			Triangle		140 / 150
Red	Green	Blue	Yellow	Violet	Chromatic
			✓		
Type		Spell Roll		Daily use	
Compass		14		Each Spell once per day	
Spell / Rune			Magnitude		Potency
Seek / Perceive			3		3
Effect	Find details about a distant Character or Object you have a connection to.				
Detect / Perceive			1		1
Effect	Improve the senses and gain a bonus to Perception.				
Distinction					Ranks
Improved Perception					1
Effect	Increase Perception and Perception Rolls by 3.				

A Hemomancer's compass with a needle of dried Blood. Wherever the Blood goes, the Hemomancers can keep watch. Its owner can cast Seek (3, 3) to learn the direction and distance of something whose blood or Blood they hold, and Detect (1, 1), each once per day. It also sharpens its owner's senses: +3 Perception.

Carefully Empty Jar

Accessory · Triangle tier · Blue · 140 of 150 Lumens

Accessory					
Name			Tier		Lumens
Carefully Empty Jar			Triangle		140 / 150
Red	Green	Blue	Yellow	Violet	Chromatic
		✓			
Type		Spell Roll		Daily use	
Jar		14		Each Spell once per day	
Spell / Rune			Magnitude		Potency
Suppress / Dispel			3		3
Effect	Create a field that blocks weaker Spells and hinders others.				
Disjoint / Dispel			1		3
Effect	Removes Spell Effects from a Target.				

Some Surgers carry jars that are very carefully empty. Nobody outside the order is quite sure what they are for. Its owner can open the jar to cast Suppress (3, 3), which stops weaker Spells nearby, and Disjoint (1, 3) on something within 5 yards, each once per day. The Surgers say they are practicing to contain something much larger.

Hymn-Robe

Vestment · Triangle tier · Blue · 140 of 150 Lumens

Vestments					
Name			Tier		Lumens
Hymn-Robe			Triangle		140 / 150
Red	Green	Blue	Yellow	Violet	Chromatic
		✓			
Armor Type			Armor		
None			—		
Defense bonus	Spell Resilience bonus		Armor Physical Resistance		Spell / Hide penalty
—	—		—		—
Resistance					
Red	Green	Blue	Yellow	Violet	Physical
Persistent Spell Effects					
Spell			Magnitude	Potency	Depleted
Blue Reinforce			3	3	
Notes	Improves the Spell Resilience of the Target.				

The Ice Worshippers dress in pale blue and sing to a Queen who has never wanted their hymns. Their robes are woven during the singing, so that the cloth remembers every verse. While worn, the robe adds 3 to its wearer's Spell Resilience. The Fae whisper to sensitive minds, hoping to steal a name. The Abbey's Fae Hunters would rather not listen.

Heartblood Draught

Elixir · Triangle tier · Yellow · 150 of 150 Lumens

Elixir					
Name			Tier		Lumens
Heartblood Draught			Triangle		150 / 150
Red	Green	Blue	Yellow	Violet	Chromatic
			✓		
Doses total		Doses remaining		Spell Roll	
3		3		14	
Spell / Rune				Magnitude	Potency
Heal / Mend				1	3
Effect	Heals a Friend.				
Propel / Transport				1	1
Effect	Grants a bonus to Travel Distance for the Duration.				

Empire works the Blood of Tarasque into its food, its farmland and its medicine. This draught heals 4d10 and puts a spring in the step, +2 yards of Travel for a Turn. The Draught has an intoxicating effect to the type of mind that cannot sit still, and the most industrious in Empire are known to indulge even when off-duty.

Fitted Harness

Accessory · Triangle tier · Blue · 120 of 150 Lumens

Accessory					
Name			**Tier**	**Lumens**	
Fitted Harness			Triangle	120 / 150	
Red	**Green**	**Blue**	**Yellow**	**Violet**	**Chromatic**
		✓			
Type		**Spell Roll**		**Daily use**	
Harness		—		Always on	
Distinction				**Ranks**	
Additional Limb				2	
Effect	Add arms, legs, wings or tail; cap counts starting limbs.				
Sensory Organ				2	
Effect	Add one eye, mouth, nose, ear or other sensory organ.				

A Shell City harness-maker builds these to fit whoever comes through the door: a second pair of hands for a sailor who lost the first, a tail for someone who needs one to balance, an eye on a stalk for someone who cannot turn their head. Each is fitted to a body, never the other way round. This one gives its wearer two extra limbs and two extra senses, and was made for a dockhand who now loads two crates at once and spots the third coming.

Lift-Crew Shanty

Script · Triangle tier · Yellow · 150 of 150 Lumens

Scripts					
Name		**Tier**	**Lumens**	**Stored**	
Lift-Crew Shanty		Triangle	150 / 150	3	
Contents					
3 stored Maneuver registrations; the user needs Runes: Gravitate, Guard					
Maneuver 1	Heave	**Beats**	1	**Mana**	2
Source 1	Levitate (2, 2)				
Description	Registered 2 times; each copy usable once per Round. Needs the Rune Gravitate.				
Maneuver 2	Steady	**Beats**	1	**Mana**	4
Source 1	Brace (2, 2)				
Description	Needs the Rune Guard.				

Nobody gives orders on a Bridgebuilder lift crew. Each member carries a copy of the shanty, and when a cable snaps or a cart goes over the rail, whoever starts the song starts the work. Everyone else picks it up. Two verses lift the load, and one braces whoever is underneath it. Crews in Dio-Pollo can tell each other apart by the way they sing it.

Ember-Leaf Mantle

Vestment · Triangle tier · Red and Violet · 150 of 150 Lumens

Vestments					
Name			**Tier**	**Lumens**	
Ember-Leaf Mantle			Triangle	150 / 150	
Red	**Green**	**Blue**	**Yellow**	**Violet**	**Chromatic**
✓				✓	
Armor Type			**Armor**		
None			—		
Defense bonus	**Spell Resilience bonus**		**Armor Physical Resistance**	**Spell / Hide penalty**	
—	—		—	—	
Resistance					
Red	**Green**	**Blue**	**Yellow**	**Violet**	**Physical**
3				3	
Persistent Spell Effects					
Spell			**Magnitude**	**Potency**	**Depleted**
Notes					

Ember Auditors always work in pairs: one clad in metal, the other draped in flora. This is the flora: a mantle of russet and gold leaves gathered from the trees of the Autumn Embers' compound, which burn with an unending flame. The leaves do not burn its wearer. The compound stands in the living world and the Faed at once, and the mantle resists the Faed's cold as readily as fire.

Faed Lantern-Stone

Crystal · Triangle tier · Violet · 150 of 150 Lumens

Crystal					
Tier			**Lumens**		
Triangle			150 / 150		
Red	**Green**	**Blue**	**Yellow**	**Violet**	**Chromatic**
				✓	

- Range 15 yards
- Spell Roll d20 + 3
- Vex up to (3, 3)
- Utility: 1 Lumen allows one minute of travel in the Faed

A Troupe following a fallen friend into the Faed carries one of these violet stones on a cord. Each Lumen spent allows one minute of travel in the Faed: a full stone gives two and a half hours to find your friend and bring them home. The Ice Worshippers sell them, and they recommend buying two.

Auditor's Just Blade

Armament · Triangle tier · Red · 130 of 150 Lumens

Armaments					
Name			**Tier**		**Lumens**
Auditor's Just Blade			Triangle		130 / 150
Red	**Green**	**Blue**	**Yellow**	**Violet**	**Chromatic**
✓					
Weapon					
Weapon Type			**Size**		**Bonus Hit**
Sword			Medium		+1
Damage	**Range**				**Critical Range**
1d8	Short Melee, 1 yard				20
Damage Type	**Strikes**				
Slicing	Accurate, Evasive, Powerful				
Status					
Status Type	**Magnitude**	**Potency**	**Daily total**		**Remaining**
Ignite	3	3	2 per day		2
Distinction					**Ranks**
Riposte					1
Effect	Regular melee Strike as Rebuttal vs melee Strikes on you; no Parry.				

The metal-clad partner of an Ember Auditor pair carries this sword. Twice a day, a hit can set its target alight with Ignite (3, 3). Its Regular Strikes gain Rebuttal, because Auditors are trained to answer a lie the moment it is told. Empire's Inquisitors are a different order entirely.

Theatre Tickets

Coin Hoard · Triangle tier · Violet · 150 of 150 Lumens

Coin Hoard					
Name			**Tier**		**Lumens**
Theatre Tickets			Triangle		150 / 150
Red	**Green**	**Blue**	**Yellow**	**Violet**	**Chromatic**
				✓	
Coin capacity		**Coins remaining**		**Beats**	
30		30		1	
Resource per coin					
One Boon or Bane					

Small violet tokens stamped with the masks of the Theatre of the Faed, where the Fae stage stolen lives for an audience of the dead. Each coin grants one Boon or Bane. Patricia Saburov's Stagehands pay for small favors with them. Everyone who accepts one has, in a small way, bought a ticket.

Rule-Changer Flail

Armament · Triangle tier · Red · 110 of 150 Lumens

Armaments					
Name			**Tier**		**Lumens**
Rule-Changer Flail			Triangle		110 / 150
Red	**Green**	**Blue**	**Yellow**	**Violet**	**Chromatic**
✓					
Weapon					
Weapon Type			**Size**		**Bonus Hit**
Flail			Medium		+1
Damage	**Range**				**Critical Range**
1d10	Short Melee, 1 yard				20
Damage Type	**Strikes**				
Impact/Piercing	Evasive, Powerful, Accurate, Sundering				
Distinction					**Ranks**
Weird Weapon Strikes					2
Effect	Adds Accurate, Sundering Strikes to this weapon.				

Gobbletopia sells middling arms to the world and keeps the clever ones. This flail has learned two Strikes a flail cannot normally make, Accurate and Sundering, so its owner can change how they fight from blow to blow. Its handle is carved like a Gobblestone, five faces in five colors.

Root-Ration Geode

Crystal · Triangle tier · Green · 150 of 150 Lumens

Crystal					
Tier				**Lumens**	
Triangle				150 / 150	
Red	**Green**	**Blue**	**Yellow**	**Violet**	**Chromatic**
	✓				

- Range 15 yards
- Spell Roll d20 + 3
- Leech up to (3, 3)
- Utility: 1 Lumen feeds one creature for a day

A geode cracked from a leyline vein in the Greenlands, glittering green inside. Each Lumen feeds one creature for a day. Elfjoras's rebels move whole families through the forest and cannot stop to forage, so a geode can feed a column of thirty refugees for five days.

Dwarven Dollar

Coin Hoard · Triangle tier · Chromatic · 150 of 150 Lumens

Coin Hoard					
Name			Tier		Lumens
Dwarven Dollar			Triangle		150 / 150
Red	Green	Blue	Yellow	Violet	Chromatic
					✓
Coin capacity		Coins remaining		Beats	
30		30		1	
Resource per coin					
One Beat					

The famous Dwarven Dollar, minted in the old Dwarven forges in all five colors at once. Spend one from a registered hoard and gain a Beat. Chromatic coins also give back the Beat it cost to activate the hoard, so the hoard pays for itself.

Ember-Grove Seed

Seed · Triangle tier · Red · 150 of 150 Lumens

Seed					
Name			Tier		Lumens
Ember-Grove Seed			Triangle		150 / 150
Red	Green	Blue	Yellow	Violet	Chromatic
✓					
Recorded character					Profile level
An initiate of the Autumn Embers					6
Planting location			Committed Asset		
Not yet planted			None until planted		

Seeds planted among the burning trees of the Autumn Embers' compound grow in the living world and the Faed at once. Many of the Order's members are already wanted by The Reverie. Every Seed that wakes a member of the Order adds one more name to that list.

Square Tier (ceiling 250 Lumens)

Square tier Lumencrafts can survive Polys with square faces. The jump to 250 Lumens is the largest in the ladder, and it is where the special Vestment effects reach their second step and Masks reach level 10. Empires are run on Square tier tools.

Art placeholder

Square tier plate: Grinning Brigandine, Bridge-Toll Tokens, Kelp Bomb, drawn as museum specimens with labels. Human-made art only; to be commissioned.

Kingdom Knight's Blade

Armament · Square tier · Green · 240 of 250 Lumens

Armaments					
Name			Tier		Lumens
Kingdom Knight's Blade			Square		240 / 250
Red	Green	Blue	Yellow	Violet	Chromatic
	✓				
Weapon					
Weapon Type			Size		Bonus Hit
Sword			Medium		+2
Damage	Range				Critical Range
1d12	Short Melee, 1 yard				20
Damage Type	Strikes				
Slicing	Accurate, Evasive, Powerful				
Status					
Status Type	Magnitude	Potency	Daily total		Remaining
Leech	4	4	2 per day		2
Distinction					Ranks
Improved Weapon Damage					2
Effect	Raise chosen weapon damage one Size, to Giant cap. Excludes Unarmed.				
Cleaving Strike					1
Effect	Grants the Cleaving Strike: one extra target per rank; one Bane per extra target.				

The Green Kingdom's artisans make the finest magical Armaments in the world. Its knights carry these longswords with a growing vine etched in the fuller. The blade strikes as if wielded by a Giant, a 1d12 for a Medium knight. With Cleaving Strike it can cut two foes in one swing, at one Bane, and twice a day a hit applies Leech (4, 4).

Warrant Book

Script · Square tier · Yellow · 250 of 250 Lumens

Scripts					
Name		Tier		Lumens	Stored
Warrant Book		Square		250 / 250	5
Contents					
5 stored Maneuver registrations; the user needs Runes: Bind, Seal, Perceive; Weapon: Daggers					
Maneuver 1	Halt	Beats	1	Mana	2
Source 1	Ensnare (2, 2)				
Description	Needs the Rune Bind.				
Maneuver 2	No Further	Beats	1	Mana	3
Source 1	Forbid (2, 2)				
Description	Needs the Rune Seal.				
Maneuver 3	Talon and Tie	Beats	3	Mana	2
Source 1	Evasive Strike (Dagger)				
Source 2	Ensnare (2, 2)				
Description	Needs the Rune Bind. Needs a Dagger.				
Maneuver 4	Witness	Beats	1	Mana	2
Source 1	Seek (2, 2)				
Description	Needs the Rune Perceive.				
Maneuver 5	Seal the Evidence	Beats	1	Mana	3
Source 1	Lock (2, 2)				
Description	Needs the Rune Seal.				

The Crows of the Post never carry a letter. They are the Murder, and what they carry is the law. This slim black book holds the five arrest procedures every Crow learns.

Blood-Dyed Officer's Coat

Vestment · Square tier · Yellow · 250 of 250 Lumens

Vestments					
Name			Tier		Lumens
Blood-Dyed Officer's Coat			Square		250 / 250
Red	Green	Blue	Yellow	Violet	Chromatic
			✓		
Armor Type			Armor		
None			—		
Defense bonus	Spell Resilience bonus		Armor Physical Resistance		Spell / Hide penalty
—	—		—		—
Resistance					
Red	Green	Blue	Yellow	Violet	Physical
			1		
Persistent Spell Effects					
Spell			Magnitude	Potency	Depleted
Yellow Brace			4	4	
Notes	Create a floating Brace above the body that provides temporary Health against Foes' attacks and Spells.				

Empire works the Blood of Tarasque into its clothing, and an Imperial officer's coat is dyed with it until it is nearly black. A floating brace of hardened Blood guards its wearer with 20 Temporary Health, restored after each Rest or when they play their Dreamlight Instrument. Wherever the Blood goes, the Hemomancers can keep watch, and every officer knows it.

Imperial Tax Collector's Mask

Mask · Square tier · Red and Yellow · 250 of 250 Lumens

Mask					
Name			Tier		Lumens
Imperial Tax Collector's Mask			Square		250 / 250
Red	Green	Blue	Yellow	Violet	Chromatic
✓			✓		
Recorded character					Profile level
The First Assessor of Empire					10
Recorded sheet					
Level 10 profile, kept with the Mask					

Imperial Tax Collectors are mid-ranking officials sent to acquire whatever Empire needs. Each is issued the same Mask, a copy of one person, and wears it on duty. Under the Mask, every Tax Collector is the same: the same Spells, the same Maneuvers, the same blade-work. They can be reasoned with, but they will not be turned from an assignment. Shatter the Mask and you are facing a clerk at 1 Health.

Hemomancer's Heart-Staff

Catalyst · Square tier · Yellow · 250 of 250 Lumens

Catalyst					
Name			Tier		Lumens
Hemomancer's Heart-Staff			Square		250 / 250
Red	Green	Blue	Yellow	Violet	Chromatic
			✓		
Weapon Type			Size		Spell Hit bonus
Staff			Medium		+2
Magical Fighting		Damage			Range
No		1d8			2 yards

Runes					
Rune	✓	Rune	✓	Rune	✓
Animate		Delude		Reflect	
Attune		Destroy		Render	
Bind		Dispel		Rush	
Compel		Fortify		Seal	
Conceal		Gravitate		Transform	
Conjure		Guard		Transport	
Contact		Mend		Trigger	
Curse	✓	Perceive	✓	Ward	

Hemomancers collect the Lumen-rich Blood of Tarasque as it leaks from the Heart beneath the capital. Their staves are capped with a vial of it that pulses every few days, when the Heart beats. While held, the staff grants +2 Spell Hit and the Perceive and Curse Runes.

Delver's Spectrum Shard

Crystal · Square tier · Chromatic · 250 of 250 Lumens

Crystal					
Tier			Lumens		
Square			250 / 250		
Red	Green	Blue	Yellow	Violet	Chromatic
					✓

- Range 20 yards
- Spell Roll d20 + 4
- Statuses up to (4, 4)
- Utility: 10 Lumens grant invincibility until the beginning of your next Turn

Palette Delvers bring back these shards from the edges of the Palette, where the landscape smears into a kaleidoscope of color. A Chromatic Crystal can apply several eligible Statuses at once, paying for each, so a delver can Ignite, Douse and Vex a single target in one activation. The shards are also 25 invincibilities, which is usually how they are spent.

Bridgebuilder's Gauntlet

Catalyst · Square tier · Blue · 250 of 250 Lumens

Catalyst					
Name			Tier		Lumens
Bridgebuilder's Gauntlet			Square		250 / 250
Red	Green	Blue	Yellow	Violet	Chromatic
		✓			
Weapon Type			Size		Spell Hit bonus
Unarmed			Medium		—
Magical Fighting		Damage			Range
Yes		1d4			1 yard

Runes					
Rune	✓	Rune	✓	Rune	✓
Animate		Delude		Reflect	
Attune		Destroy		Render	
Bind		Dispel		Rush	
Compel		Fortify		Seal	
Conceal		Gravitate	✓	Transform	
Conjure		Guard	✓	Transport	
Contact		Mend	✓	Trigger	
Curse		Perceive		Ward	

Bridgebuilders keep the peace between Dio and Pollo in heavy gauntlets of brass and glass. Each grants the Mend, Guard and Gravitate Runes while worn: Repair for a cracked cable, Brace for a falling span, Repel for a troublemaker. With Magical Fighting, its wearer punches with their Spell Hit.

Speaker's Mask

Mask · Square tier · Blue · 225 of 250 Lumens

Mask					
Name			Tier		Lumens
Speaker's Mask			Square		225 / 250
Red	Green	Blue	Yellow	Violet	Chromatic
		✓			
Recorded character					Profile level
An intact body: a negotiator dead for a century					9
Recorded sheet					
Level 9 profile, kept with the Mask					

In the Bluelands nobody may call themself master of another, so guilds without a Guildmaster pass a single duty around: whoever must speak for the guild wears the Speaker's Mask. It records a long-dead negotiator, chosen because nobody alive remembers enough about her to want her as a leader. Treece Lightguard has seen the Mask many times. She has not objected yet.

Black-Sand Axe

Armament · Square tier · Red · 240 of 250 Lumens

Armaments					
Name			Tier		Lumens
Black-Sand Axe			Square		240 / 250
Red	Green	Blue	Yellow	Violet	Chromatic
✓					

Weapon			
Weapon Type		Size	Bonus Hit
Axe		Medium	+1
Damage	Range		Critical Range
1d10	Short Melee, 1 yard		18–20
Damage Type		Strikes	
Slicing		Powerful, Sundering	

Status				
Status Type	Magnitude	Potency	Daily total	Remaining
Ignite	4	4	4 per day	4
Distinction				Ranks
Improved Weapon Crit				2
Effect	Lower the chosen weapon selection's critical threshold by 1.			

Smiths at the edge of the Dark Desert temper axe-heads in the black sand, which is the ash of Tally Dawnsbreach's passing. This axe scores a critical hit on an 18, 19 or 20, and four times a day a hit applies Ignite (4, 4). Warriors who carry it hope to defeat a creature Tally has possessed and be branded with her smoking ashen X.

Harvest Salve

Elixir · Square tier · Green · 250 of 250 Lumens

Elixir					
Name			Tier		Lumens
Harvest Salve			Square		250 / 250
Red	Green	Blue	Yellow	Violet	Chromatic
	✓				
Doses total	Doses remaining			Spell Roll	
12	12			16	
Spell / Rune				Magnitude	Potency
Heal / Mend				3	3
Effect	Heals a Friend.				

A crock of green salve that goes out to the fields with the scythes. At harvest, everyone cuts themselves sooner or later, and a fingerful closes a deep cut and takes the ache out of a long day. A crock holds twelve fingerfuls, about one harvest's worth. Whoever scrapes out the last of it has to fetch the next crock.

Alchemist's Goggles

Accessory · Square tier · Red and Green · 230 of 250 Lumens

Accessory					
Name			Tier		Lumens
Alchemist's Goggles			Square		230 / 250
Red	Green	Blue	Yellow	Violet	Chromatic
✓	✓				
Type		Spell Roll		Daily use	
Goggles		16		Each Spell once per day	
Spell / Rune			Magnitude	Potency	
Transmute / Transform			4	4	
Effect	Transform Matter from one type to another.				
Tamper / Conceal			2	2	
Effect	Scramble, break down, or separate some amount of Matter into its base components.				
Distinction				Ranks	
Improved Perception				2	
Effect	Increase Perception and Perception Rolls by 3.				

Smoked-glass goggles of the kind Greycowl's Alchemists wear, so they can see what they are about to change. They add 6 to Perception. They can cast Transmute (4, 4), turning Large Matter into something else for an hour, and Tamper (2, 2), each once per day. Alchemists who have seen what their master did to the Dwarves wear them very carefully.

Name-Wine

Elixir · Square tier · Blue and Violet · 250 of 250 Lumens

Elixir					
Name			Tier		Lumens
Name-Wine			Square		250 / 250
Red	Green	Blue	Yellow	Violet	Chromatic
		✓		✓	
Doses total		Doses remaining		Spell Roll	
3		3		16	
Spell / Rune			Magnitude	Potency	
Reinforce / Ward			4	4	
Effect	Improves the Spell Resilience of the Target.				
Violet Detect / Perceive			1	1	
Effect	Improve the senses and gain a bonus to Perception.				

Ice Worshippers drink a cup before they hunt the Fae. It adds 4 to Spell Resilience for 4 Turns. For the first Turn it also sharpens taste and smell, and any Violet Lie of a borrowed scent rings false. The Fae steal names by whispering. The wine tastes like snow.

Beekeeper's Suit

Vestment · Square tier · Green · 200 of 250 Lumens

Vestments					
Name			Tier		Lumens
Beekeeper's Suit			Square		200 / 250
Red	Green	Blue	Yellow	Violet	Chromatic
	✓				
Armor Type			Armor		
None			—		
Defense bonus	Spell Resilience bonus		Armor Physical Resistance		Spell / Hide penalty
—	—		—		—
Resistance					
Red	Green	Blue	Yellow	Violet	Physical
	4				4
Persistent Spell Effects					
Spell			Magnitude	Potency	Depleted
Notes					

A full suit of waxed linen with a veil of fine mesh, worn by anyone who keeps more than a few hives. It resists 4 Physical damage and 4 Green damage, so stings, thorns and the occasional angry bear barely register. There is room in it for more. Most beekeepers would rather spend the Lumens on another hive.

Kelp Bomb

Elixir · Square tier · Green · 250 of 250 Lumens

Elixir					
Name			Tier		Lumens
Kelp Bomb			Square		250 / 250
Red	Green	Blue	Yellow	Violet	Chromatic
	✓				
Doses total		Doses remaining		Spell Roll	
7		7		16	
Spell / Rune				Magnitude	Potency
Ensnare / Bind				4	4
Effect	Slow a Target and restrict its movements.				

Shell City's navy lobs these glass balls of kelp onto enemy decks. A target splashed with one is wrapped for 4 Turns: they can Travel only 1 yard and suffer 2 Banes on all Rolls. At the start of each of their Turns, they can try to break free with a Might Roll against the Spell Roll that wrapped them.

Grinning Brigandine

Vestment · Square tier · Red and Green · 200 of 250 Lumens

Vestments					
Name			Tier		Lumens
Grinning Brigandine			Square		200 / 250
Red	Green	Blue	Yellow	Violet	Chromatic
✓	✓				
Armor Type			Armor		
Leather			+2		
Defense bonus	Spell Resilience bonus		Armor Physical Resistance		Spell / Hide penalty
+2	—		2		−2 / −1
Resistance					
Red	Green	Blue	Yellow	Violet	Physical
2	2				
Persistent Spell Effects					
Spell			Magnitude	Potency	Depleted
Notes					

Gobbletopia sells Vestments to the whole world, and they are of middling quality. This leather brigandine is a fair example: Square tier, so it is safe near a square-faced Poly, but only 200 of its 250 Lumens are filled. It adds 2 Defense and resists 2 Red and 2 Green damage. The little grinning face is riveted over the heart.

Gobbletopian Squeezebox

Dreamlight Instrument · Square tier · Red · 175 of 175 Lumens

Dreamlight Instruments					
Name			Tier		Lumens
Gobbletopian Squeezebox			Square		175 / 175
Red	Green	Blue	Yellow	Violet	Chromatic
✓					
Owner			Beats	Daily uses	Uses remaining
			2	1	1
Health recovery		Mana recovery		Echo	
7 Health Rolls		7 Mana Rolls			

A battered accordion with too many buttons. Goblin traders play it to open every market, and no deal is done until the seller has played the buyer a tune. Some of the buttons play notes nobody has heard before. A trader learns them one bargain at a time, and the best traders can tell you which sale taught them which note.

Bridge-Toll Tokens

Coin Hoard · Square tier · Yellow · 250 of 250 Lumens

Coin Hoard					
Name			Tier		Lumens
Bridge-Toll Tokens			Square		250 / 250
Red	Green	Blue	Yellow	Violet	Chromatic
			✓		
Coin capacity		Coins remaining		Beats	
50		50		1	
Resource per coin					
5 yards of free Travel					

The busiest crossings in Dio-Pollo charge a toll, and Pollo's tokens are minted for it. Spent from a hoard, each gives 5 yards of free Travel, so a full hoard is worth 250 yards. Bridgebuilders are given a hoard at the start of each shift and are expected to bring some back.

Bloodseed

Seed · Square tier · Yellow · 250 of 250 Lumens

Seed					
Name			Tier		Lumens
Bloodseed			Square		250 / 250
Red	Green	Blue	Yellow	Violet	Chromatic
			✓		
Recorded character					Profile level
An Imperial soldier					10
Planting location			Committed Asset		
Not yet planted			None until planted		

Empire works the Blood of Tarasque into its farmland, and veteran soldiers are given the honor of planting a Seed of themselves in an Imperial field. When Empire calls, you answer, with every life you have. The fields where they are planted grow very fine wheat.

Field Tome

Script · Square tier · Blue · 250 of 250 Lumens

Scripts					
Name		**Tier**	**Lumens**	**Stored**	
Field Tome		Square	250 / 250	5	
Contents					
5 stored Maneuver registrations; the user needs Runes: Perceive, Trigger, Attune, Render					
Maneuver 1	Read the Ruin	**Beats**	1	**Mana**	3
Source 1	Scan (3, 3)				
Description	Needs the Rune Perceive.				
Maneuver 2	Lamp and Ledger	**Beats**	1	**Mana**	2
Source 1	Detect (2, 2)				
Description	Needs the Rune Perceive.				
Maneuver 3	Spring the Trap	**Beats**	1	**Mana**	2
Source 1	Activate (2, 2)				
Description	Needs the Rune Trigger.				
Maneuver 4	Pack the Find	**Beats**	1	**Mana**	3
Source 1	Meld (2, 2)				
Description	Needs the Rune Attune.				
Maneuver 5	Bottle the Light	**Beats**	1	**Mana**	5
Source 1	Preserve (1, 1)				
Description	Needs the Rune Render.				

The Archivist's Tower sends small expeditions into the ancient places of the world. Each carries a Field Tome bound in pale leather. Its five Maneuvers do one thing each, for 1 Beat: pulse the ruin for its shape, sharpen the senses, set off a trap from 10 yards away, Meld a find into the body for safe carrying, and Preserve a fading Effect.

Pentagon Tier (ceiling 300 Lumens)

Pentagon tier Lumencrafts can survive Polys with pentagonal faces. Few crafters ever work at 300 Lumens. These items are made for generals, archmages and the officers of nations, and most have names.

Art placeholder

Pentagon tier plate: Rafters Coat, Worldsong Wine, Long-Road Boots, drawn as museum specimens with labels. Human-made art only; to be commissioned.

Boarding Manual

Script · Pentagon tier · Blue and Green · 300 of 300 Lumens

Scripts					
Name		**Tier**	**Lumens**	**Stored**	
Boarding Manual		Pentagon	300 / 300	6	
Contents					
6 stored Maneuver registrations; the user needs Runes: Conjure, Bind, Gravitate, Perceive, Fortify, Guard; Weapon: Sword					
Maneuver 1	Over the Rail	**Beats**	2	**Mana**	0
Source 1	Travel				
Source 2	Powerful Strike (Sword)				
Description	Needs a Sword.				
Maneuver 2	Kelp Net	**Beats**	3	**Mana**	5
Source 1	Green Matter Stream (2, 2)				
Source 2	Ensnare (2, 2)				
Description	Needs the Runes Conjure, Bind.				
Maneuver 3	Man Overboard	**Beats**	1	**Mana**	2
Source 1	Repel (2, 2)				
Description	Needs the Rune Gravitate.				
Maneuver 4	Sounding	**Beats**	1	**Mana**	2
Source 1	Scan (2, 2)				
Description	Needs the Rune Perceive.				
Maneuver 5	Rally the Deck	**Beats**	1	**Mana**	3
Source 1	Rally (2, 2)				
Description	Needs the Rune Fortify.				
Maneuver 6	Hold Fast	**Beats**	1	**Mana**	4
Source 1	Brace (2, 2)				
Description	Needs the Rune Guard.				

Shell City's navy issues this oilcloth manual to every marine. Its six Maneuvers cover a boarding action from first leap to last stand. Kelp Net is the city's specialty: a stream of kelp that binds whoever it touches.

Heart-Chain Flail

Armament · Pentagon tier · Yellow · 270 of 300 Lumens

Armaments					
Name			**Tier**		**Lumens**
Heart-Chain Flail			Pentagon		270 / 300
Red	**Green**	**Blue**	**Yellow**	**Violet**	**Chromatic**
			✓		
Weapon					
Weapon Type			**Size**		**Bonus Hit**
Flail			Medium		+2
Damage	**Range**				**Critical Range**
1d10	Short Melee, 1 yard				20
Damage Type			**Strikes**		
Impact/Piercing			Evasive, Powerful		
Status					
Status Type	**Magnitude**	**Potency**	**Daily total**		**Remaining**
Winded	5	5	2 per day		2
Distinction					**Ranks**
Forceful Strike					3
Effect	Impact melee: Bane to push 1 yard/rank or knock prone.				
Vanguard					1
Effect	Make unlimited Opportunity Attacks.				

When the chains on the Heart of Tarasque are replaced, Imperial smiths forge the old links into flails for Empire's Inquisitors. Every few days, when the Heart beats, the flail twitches in its owner's hand. Its Forceful Strikes push a target 3 yards or knock them prone, it makes unlimited Opportunity Attacks, and twice a day a hit applies Winded (5, 5).

Midwinter Quilt

Vestment · Pentagon tier · Blue · 300 of 300 Lumens

Vestments					
Name			Tier		Lumens
Midwinter Quilt			Pentagon		300 / 300
Red	Green	Blue	Yellow	Violet	Chromatic
		✓			
Armor Type			Armor		
None			—		
Defense bonus	Spell Resilience bonus		Armor Physical Resistance		Spell / Hide penalty
—	—		—		—
Resistance					
Red	Green	Blue	Yellow	Violet	Physical
		2			
Persistent Spell Effects					
Spell			Magnitude	Potency	Depleted
Blue Resist			2	2	
Notes	Improves Damage Resistance of the Target based on the Color of the Spell.				

Some families add a square to the same quilt every winter, and after enough winters the quilt starts to keep out the cold on its own. Worn as a cloak, it Resists Blue damage, and its own Blue Resistance adds 2 more on top. Ice, sleet and freezing rivers barely touch its wearer. The oldest squares are worn through. Nobody would ever replace them.

Village Healer's Kit

Elixir · Pentagon tier · Green and Blue · 300 of 300 Lumens

Elixir					
Name			Tier		Lumens
Village Healer's Kit			Pentagon		300 / 300
Red	Green	Blue	Yellow	Violet	Chromatic
	✓	✓			
Doses total		Doses remaining		Spell Roll	
3		3		18	
Spell / Rune				Magnitude	Potency
Green Heal / Mend				3	3
Effect	Heals a Friend.				
Blue Purify / Mend				3	3
Effect	Removes a Status Effect from a Friend.				

A leather roll of three stoppered vials that every village healer keeps by the door. Each vial heals a serious wound and clears a fever or a poison at the same time. Three is enough for a bad week. Healers who run out walk to the next village to borrow one, and are always paid back.

Keeper's Cutlass

Armament · Pentagon tier · Yellow · 290 of 300 Lumens

Armaments					
Name			Tier		Lumens
Keeper's Cutlass			Pentagon		290 / 300
Red	Green	Blue	Yellow	Violet	Chromatic
			✓		
Weapon					
Weapon Type			Size		Bonus Hit
Sword			Medium		+3
Damage		Range			Critical Range
1d8		Short Melee, 1 yard			20
Damage Type			Strikes		
Slicing			Accurate, Evasive, Powerful		
Status					
Status Type		Magnitude	Potency	Daily total	Remaining
Winded		5	5	2 per day	2
Distinction					Ranks
Parry					1
Effect	2-Beat Rebuttal: exceed noncritical Attack Roll. 1/type; item Parry grants no prerequisites. (Sword)				
Riposte					1
Effect	Regular melee Strike as Rebuttal vs melee Strikes on you; no Parry.				

The Keepers of Lerah's Shrines must be ready to best Underscore the Teleporter, who appears at a random Shrine every midnight. Their cutlasses are the best their old Captain's crew could buy. With +3 Weapon Hit, Parry and Riposte, a Keeper can answer every blow, and twice a day a hit applies Winded (5, 5).

Steam Calliope Pipes

Dreamlight Instrument · Pentagon tier · Blue · 275 of 275 Lumens

Dreamlight Instruments					
Name			Tier		Lumens
Steam Calliope Pipes			Pentagon		275 / 275
Red	Green	Blue	Yellow	Violet	Chromatic
		✓			
Owner			Beats	Daily uses	Uses remaining
			2	1	1
Health recovery		Mana recovery		Echo	
10 Health Rolls		10 Mana Rolls			

A rack of brass Steam pipes from Pollo, played with a small keyboard. Every lift crew in Pollo keeps one and plays it at the change of shift, so that workers on every level know it is time to rest. Each crew tunes its pipes to the hiss of its own lift, and an old Bridgebuilder can name a crew from three streets away by its tune.

Ferryman's Oilskin

Vestment · Pentagon tier · Blue · 300 of 300 Lumens

Vestments					
Name			Tier		Lumens
Ferryman's Oilskin			Pentagon		300 / 300
Red	Green	Blue	Yellow	Violet	Chromatic
		✓			
Armor Type			Armor		
None			—		
Defense bonus	Spell Resilience bonus		Armor Physical Resistance		Spell / Hide penalty
+1	—		—		—
Resistance					
Red	Green	Blue	Yellow	Violet	Physical
		5			5
Persistent Spell Effects					
Spell			Magnitude	Potency	Depleted
Notes					

River ferry pilots wear this long black oilskin through every storm. It resists 5 Blue damage and 5 Physical damage and adds 1 to Defense, so floodwater, hail and a swinging boom all slide off it. A ferryman in a good oilskin crosses the river when the bridges are closed, and charges accordingly.

Auditor's Metal-Mail

Vestment · Pentagon tier · Red · 300 of 300 Lumens

Vestments					
Name			Tier		Lumens
Auditor's Metal-Mail			Pentagon		300 / 300
Red	Green	Blue	Yellow	Violet	Chromatic
✓					
Armor Type			Armor		
Mail			+3		
Defense bonus	Spell Resilience bonus		Armor Physical Resistance		Spell / Hide penalty
+3	+3		3		−3 / −2
Resistance					
Red	Green	Blue	Yellow	Violet	Physical
Persistent Spell Effects					
Spell			Magnitude	Potency	Depleted
Notes					

The metal-clad half of an Ember Auditor pair goes to war in this russet-and-gold mail. It adds 3 to Defense and 3 to Spell Resilience.

Prompter's Baton

Catalyst · Pentagon tier · Violet · 300 of 300 Lumens

Catalyst					
Name			Tier		Lumens
Prompter's Baton			Pentagon		300 / 300
Red	Green	Blue	Yellow	Violet	Chromatic
				✓	
Weapon Type			Size		Spell Hit bonus
Dagger			Medium		+2
Magical Fighting		Damage			Range
No		1d6			1 yard

Runes					
Rune	✓	Rune	✓	Rune	✓
Animate		Delude	✓	Reflect	
Attune		Destroy		Render	
Bind	✓	Dispel		Rush	
Compel	✓	Fortify		Seal	
Conceal		Gravitate		Transform	
Conjure		Guard		Transport	
Contact		Mend		Trigger	
Curse		Perceive		Ward	

Patricia Saburov allows no improvisation. Her prompters stand in the wings of the Theatre of the Faed with these black batons, and her Fae players recite every word while the stolen souls of the chorus watch. The baton grants +2 Spell Hit and the Compel, Delude and Bind Runes. In the wrong hands it is a fine villain's tool. Those are the only hands it has ever been in.

Windsinger's Fiddle

Dreamlight Instrument · Pentagon tier · Yellow · 275 of 275 Lumens

Dreamlight Instruments					
Name			Tier		Lumens
Windsinger's Fiddle			Pentagon		275 / 275
Red	Green	Blue	Yellow	Violet	Chromatic
			✓		
Owner			Beats	Daily uses	Uses remaining
			2	1	1
Health recovery		Mana recovery		Echo	
10 Health Rolls		10 Mana Rolls			

Captain Lerah's crew still play the songs she sang aboard Arcadia, and every Shrine Keeper owns a fiddle. Nobody plays the last verse of 'The Windsinger's Reel'.

Rafters Coat

Vestment · Pentagon tier · Yellow · 300 of 300 Lumens

Vestments					
Name			Tier		Lumens
Rafters Coat			Pentagon		300 / 300
Red	Green	Blue	Yellow	Violet	Chromatic
			✓		
Armor Type			Armor		
None			—		
Defense bonus	Spell Resilience bonus		Armor Physical Resistance		Spell / Hide penalty
—	—		—		—
Resistance					
Red	Green	Blue	Yellow	Violet	Physical
			1		
Persistent Spell Effects					
Spell			Magnitude	Potency	Depleted
Yellow Trick			5	5	
Notes	Automatically Hides the Target, even if in plain sight.				

The Murder watches from the rafters. A Crow on duty wears this coat of black feathers, which Hides its wearer even in plain sight: passive Perception never sees them, and a foe must make a Perception Roll against 14 to notice. The first successful look breaks it until replenished. It also resists Yellow damage.

Writ-Vial

Elixir · Pentagon tier · Red · 300 of 300 Lumens

Elixir					
Name			Tier		Lumens
Writ-Vial			Pentagon		300 / 300
Red	Green	Blue	Yellow	Violet	Chromatic
✓					
Doses total		Doses remaining		Spell Roll	
7		7		18	
Spell / Rune				Magnitude	Potency
Command / Compel				5	5
Effect	Force a Target to obey a single instruction or they will take Damage.				

Imperial Inquisitors throw these sealed vials at those who will not answer Empire's call. Splashed, the target must obey a single recorded command, 'Kneel', or take 4d10 damage, for 5 Turns. They can resist with an Ambition Roll at the start of each Round. Splashing rolls d20 + 5 against Spell Resilience, and that roll is what they resist.

Long-Road Boots

Vestment · Pentagon tier · Yellow · 275 of 300 Lumens

Vestments					
Name			Tier		Lumens
Long-Road Boots			Pentagon		275 / 300
Red	Green	Blue	Yellow	Violet	Chromatic
			✓		
Armor Type			Armor		
None			—		
Defense bonus	Spell Resilience bonus		Armor Physical Resistance		Spell / Hide penalty
—	—		—		—
Resistance					
Red	Green	Blue	Yellow	Violet	Physical
Persistent Spell Effects					
Spell			Magnitude	Potency	Depleted
Yellow Propel			5	5	
Notes	Grants a bonus to Travel Distance for the Duration.				

Pedlars walk from town to town carrying everything they sell, and the good ones walk in these. While worn, their Propel never runs out, adding to their Travel Distance on every step. A pedlar in Long-Road Boots reaches the next market a day ahead of everyone else and has the best spot by the well.

Worldsong Wine

Elixir · Pentagon tier · Green and Blue · 300 of 300 Lumens

Elixir					
Name			Tier		Lumens
Worldsong Wine			Pentagon		300 / 300
Red	Green	Blue	Yellow	Violet	Chromatic
	✓	✓			
Doses total		Doses remaining		Spell Roll	
7		7		18	
Spell / Rune				Magnitude	Potency
Rally / Fortify				5	5
Effect	Gives all Friends within the Radius a pool of Boons they may use on any Roll they choose.				

On Worldsong Day, Shell City sings, and the whole world looks up. The city presses a wine for the day from kelp-grapes. Drinking it gives every Friend within 5 yards a pool of 5 Boons to spend over 5 Rounds. Visitors may join the song. No one is certain whether their voices count. The wine counts.

Stillpoint Stone

Accessory · Pentagon tier · Green · 295 of 300 Lumens

Accessory					
Name			Tier		Lumens
Stillpoint Stone			Pentagon		295 / 300
Red	Green	Blue	Yellow	Violet	Chromatic
	✓				
Type		Spell Roll		Daily use	
Stone		18		Once per day	
Spell / Rune			Magnitude		Potency
Lock / Seal			5		5
Effect	Gives a bonus to Spell Resilience until the next time a Spell is successfully Cast on the Target.				
Distinction					Ranks
Initiative Boost					2
Effect	Increase Initiative by 5.				
Improved Perception					2
Effect	Increase Perception and Perception Rolls by 3.				

Aspirants always seem to know when a fight is about to start. They carry a smooth stone that balances on its point, and it gives its owner +10 Initiative and +6 Perception. Once per day, it can cast Lock (5, 5) on its owner or a nearby object: +5 Spell Resilience until the next Spell lands.

Imperial Inquisitor's Mask

Mask · Pentagon tier · Red and Yellow · 300 of 300 Lumens

Mask					
Name			Tier		Lumens
Imperial Inquisitor's Mask			Pentagon		300 / 300
Red	Green	Blue	Yellow	Violet	Chromatic
✓			✓		
Recorded character					Profile level
The Head Inquisitor of Empire					12
Recorded sheet					
Level 12 profile, kept with the Mask					

Imperial Inquisitors follow the same schema as Tax Collectors, but each dons a Mask of the Head Inquisitor, and their reach extends beyond the Redlands. Twelve levels of an officer whose whole life has been the work of Empire. Like every Mask, it shatters when its Health runs out, but there is a great deal of Health to get through first.

Name-Locket

Accessory · Pentagon tier · Blue · 290 of 300 Lumens

Accessory					
Name			Tier		Lumens
Name-Locket			Pentagon		290 / 300
Red	Green	Blue	Yellow	Violet	Chromatic
		✓			
Type		Spell Roll		Daily use	
Name-Locket		18		Each Spell once per day	
Spell / Rune				Magnitude	Potency
Encrypt / Conceal				5	5
Effect	Prevent Magic from seeing or locating the Target from afar. Also prevents the Pilot Spell from affecting the Encrypted Target.				
Lock / Seal				5	5
Effect	Gives a bonus to Spell Resilience until the next time a Spell is successfully Cast on the Target.				

Fae steal names. Ice Worshippers write their true name on a slip of paper and seal it in a locket. The locket can cast Encrypt (5, 5), hiding its owner from magic that would locate or control them for a month, and Lock (5, 5), each once per day. The Abbey also sells them to the bereaved, to keep a lost friend's name safe until it can be returned.

Barn-Raising Draught

Elixir · Pentagon tier · Yellow · 300 of 300 Lumens

Elixir					
Name			Tier		Lumens
Barn-Raising Draught			Pentagon		300 / 300
Red	Green	Blue	Yellow	Violet	Chromatic
			✓		
Doses total		Doses remaining		Spell Roll	
7		7		18	
Spell / Rune				Magnitude	Potency
Levitate / Gravitate				5	5
Effect	Cause a Character or Object to soar through the air.				

When a village raises a barn, someone brings a jug of this. A sip lets a neighbor Levitate a roof beam the size of a house forty yards into place. Seven sips raise a whole barn by evening. It goes around the circle with the bread and the cider, and the youngest person there always gets the last sip.

Hexagon Tier (ceiling 400 Lumens)

Hexagon tier Lumencrafts can survive Polys with hexagonal faces. At 400 Lumens, the third and last step of the special Vestment effects is open, and a Script can hold eight Maneuvers. Each of these items is known across Xanadu, and most are wanted by someone.

Art placeholder

Hexagon tier plate: Chorister's Collar, Ark's Fee, Sanctuary Leaf, drawn as museum specimens with labels. Human-made art only; to be commissioned.

Drone Monocle

Accessory · Hexagon tier · Blue · 395 of 400 Lumens

Accessory					
Name			Tier		Lumens
Drone Monocle			Hexagon		395 / 400
Red	Green	Blue	Yellow	Violet	Chromatic
		✓			
Type		Spell Roll		Daily use	
Monocle		20		Each Spell once per day	
Spell / Rune				Magnitude	Potency
Pilot / Attune				6	6
Effect	Control a Friend or a Lumencraft, such as a ship, using your Beats. A Foe can refuse your control, but you can still perceive through their senses. You must share a Color with the Target.				
Blue Bridge / Contact				6	6
Effect	Create a magical connection between targets. The Targets share sensory information based on the Color of the Bridge.				
Distinction					Ranks
Improved Perception					1
Effect	Increase Perception and Perception Rolls by 3.				
Sensory Organ					1
Effect	Add one eye, mouth, nose, ear or other sensory organ.				

The Queen of Drones' drones are her eyes and hands, and there are a great many of them. Her closest engineering colleagues wear a monocle of brass and glass with an extra lens: an additional Sensory Organ and Improved Perception, for +6 Perception in all. It can cast Pilot (6, 6), taking control of a Blue drone or other Lumencraft for up to a year, and Bridge (6, 6), linking the sight of up to 17 people, each once per day.

Hull-Steel Harness

Vestment · Hexagon tier · Red · 400 of 400 Lumens

Vestments					
Name			Tier		Lumens
Hull-Steel Harness			Hexagon		400 / 400
Red	Green	Blue	Yellow	Violet	Chromatic
✓					
Armor Type			Armor		
Plate			+4		
Defense bonus	Spell Resilience bonus		Armor Physical Resistance		Spell / Hide penalty
+5	—		4		−4 / −3
Resistance					
Red	Green	Blue	Yellow	Violet	Physical
					6
Persistent Spell Effects					
Spell			Magnitude	Potency	Depleted
Notes					

Gobbletopia never throws away an airship. When a hull is too battered to fly, the yards cut its steel into plates, and the best of it, the keel steel that held a ship together through storms and broadsides, is hammered into armor. This full harness is riveted from the keel of a famous old trader and still shows her painted name across the back, and a little grinning face on every plate. It adds 5 to Defense, and its Physical Resistance of 10 is the plate's own 4 plus 6 more from the Lumens. Goblin sellers knock on it with a wrench to show it off.

Sage War General's Mask

Mask · Hexagon tier · Red and Blue · 375 of 400 Lumens · Faded

Mask					
Name			Tier		Lumens
Sage War General's Mask			Hexagon		375 / 400
Red	Green	Blue	Yellow	Violet	Chromatic
✓		✓			
Recorded character					Profile level
Unknown; found Faded					15
Recorded sheet					
Level 15 profile, kept with the Mask					

The year 2111 was lost. Every living creature woke on the first day of 2112 with no memory of it. Since then, Masks have turned up on the old battlefields: Masks of generals nobody remembers, from armies nobody can name. This one records a level 15 commander. Its owner is dead, so it is Faded and useless until a qualified Maskmaker repairs it. Whoever wears it next will know how to fight a war, and still not know why it was fought.

Chorister's Collar

Vestment · Hexagon tier · Green and Blue · 400 of 400 Lumens

Vestments					
Name			Tier		Lumens
Chorister's Collar			Hexagon		400 / 400
Red	Green	Blue	Yellow	Violet	Chromatic
	✓	✓			
Armor Type			Armor		
None			—		
Defense bonus	Spell Resilience bonus		Armor Physical Resistance		Spell / Hide penalty
—	—		—		—
Resistance					
Red	Green	Blue	Yellow	Violet	Physical
Persistent Spell Effects					
Spell			Magnitude	Potency	Depleted
Green Conquer			3	3	
Notes	Create a magical field that gives Friends a Boon and Foes a Bane on Spell and Attack Rolls.				

Every year Shell City chooses a handful of citizens to carry its laws, and the Fractal Voice speaks through them. When it sings, living vines curl up out of their collars. This collar carries the harmony with it: Friends within 2 yards of its wearer gain a Boon on Spell and Attack Rolls, and Foes there suffer a Bane. The field is centered on the wearer and moves with them.

Aspirant's Pendulum

Catalyst · Hexagon tier · Green · 400 of 400 Lumens

Catalyst					
Name			Tier		Lumens
Aspirant's Pendulum			Hexagon		400 / 400
Red	Green	Blue	Yellow	Violet	Chromatic
	✓				
Weapon Type			Size		Spell Hit bonus
Unarmed			Medium		+4
Magical Fighting		Damage			Range
No		1d4			1 yard

Runes					
Rune	✓	Rune	✓	Rune	✓
Animate		Delude		Reflect	
Attune		Destroy		Render	
Bind		Dispel		Rush	✓
Compel		Fortify	✓	Seal	
Conceal		Gravitate		Transform	
Conjure		Guard		Transport	
Contact		Mend		Trigger	
Curse		Perceive		Ward	

A brass pendulum on a chain, swung from the hand like prayer beads. Asper keeps the Inverted Mountain in balance by shifting her weight so slightly that only her oldest students can see it. Those students carry this pendulum. It grants +4 Spell Hit and the Rush and Fortify Runes.

Steam-Self Mask

Mask · Hexagon tier · Blue · 400 of 400 Lumens

Mask					
Name			Tier		Lumens
Steam-Self Mask			Hexagon		400 / 400
Red	Green	Blue	Yellow	Violet	Chromatic
		✓			
Recorded character					Profile level
A willing Elemental Intelligence of Steam					16
Recorded sheet					
Level 16 profile, kept with the Mask					

The Queen of Drones is quietly building an army of Elemental Intelligences. Some of them have sat for her Maskmakers. This Mask records a mind and body of Steam: a fluid form that slips grapples and squeezes through gaps, with all of its Runes and Maneuvers. A Human engineer who puts it on becomes, for a while, something Pollo is made of.

Living Staff

Catalyst · Hexagon tier · Green · 400 of 400 Lumens

Catalyst					
Name			Tier		Lumens
Living Staff			Hexagon		400 / 400
Red	Green	Blue	Yellow	Violet	Chromatic
	✓				
Weapon Type			Size		Spell Hit bonus
Staff			Medium		+2
Magical Fighting		Damage		Range	
No		1d8		2 yards	

Runes					
Rune	✓	Rune	✓	Rune	✓
Animate		Delude		Reflect	
Attune		Destroy		Render	
Bind	✓	Dispel		Rush	
Compel		Fortify		Seal	
Conceal		Gravitate		Transform	
Conjure		Guard	✓	Transport	
Contact		Mend	✓	Trigger	
Curse	✓	Perceive	✓	Ward	

Ember Auditors always work in pairs, one in metal and one in flora, and they carry both a burning blade and a living staff. This is the staff, a length of the burning trees of the Autumn Embers that has not stopped burning. It grants +2 Spell Hit and the Mend, Bind, Perceive, Curse and Guard Runes while held: all the flora partner needs to find the truth and hold it still.

Dream-Coins of the Horde

Coin Hoard · Hexagon tier · Violet · 400 of 400 Lumens

Coin Hoard					
Name			Tier		Lumens
Dream-Coins of the Horde			Hexagon		400 / 400
Red	Green	Blue	Yellow	Violet	Chromatic
				✓	
Coin capacity		Coins remaining		Beats	
80		80		1	
Resource per coin					
One Boon or Bane					

Lord Xyz will make a deal with anyone over anything, and he honors every word of it exactly as it was written. When someone is grieving, black-violet coins of the Horde start turning up in their purse. Each grants a Boon or a Bane. Nothing Xyz gives is a gift. It is the first payment on something he means to own.

Five Faces

Armament · Hexagon tier · Red · 385 of 400 Lumens

Armaments					
Name			Tier		Lumens
Five Faces			Hexagon		385 / 400
Red	Green	Blue	Yellow	Violet	Chromatic
✓					

Weapon					
Weapon Type			Size		Bonus Hit
Gun			Medium		+2
Damage		Range			Critical Range
2d8		Ranged, 50 yards			15–20
Damage Type			Strikes		
Piercing			Accurate		
Distinction					Ranks
Improved Weapon Damage					2
Effect	Raise chosen weapon damage one Size, to Giant cap. Excludes Unarmed.				
Improved Weapon Crit					5
Effect	Lower the chosen weapon selection's critical threshold by 1.				

Greycowl is waiting for the day the Five Luminaries can die. This long Gobbletopian gun is painted with five faces, one in each color of the moons. It hits as if fired by a Giant and scores a critical hit on any roll of 15 or more. Greycowl has never sold it. He has shown it to a great many buyers.

Governor Rig

Vestment · Hexagon tier · Blue · 400 of 400 Lumens

Vestments					
Name			Tier		Lumens
Governor Rig			Hexagon		400 / 400
Red	Green	Blue	Yellow	Violet	Chromatic
		✓			
Armor Type			Armor		
None			—		
Defense bonus	Spell Resilience bonus		Armor Physical Resistance		Spell / Hide penalty
—	—		—		—
Resistance					
Red	Green	Blue	Yellow	Violet	Physical
Persistent Spell Effects					
Spell			Magnitude	Potency	Depleted
Blue Hasten			3	3	
Notes	Speed up a Friend, granting bonus Beats at Round start.				

On Dio's west lift there is a Steam governor that runs hot. The Bridgebuilders' elite wear a harness built around a smaller copy of it. While available, it grants 2 bonus Beats at every Round-start replenishment. The eight-Beat limits still apply, and the wearer still has to decide what to do with all that time.

Ark's Fee

Crystal · Hexagon tier · Chromatic · 400 of 400 Lumens

Crystal					
Tier			Lumens		
Hexagon			400 / 400		
Red	Green	Blue	Yellow	Violet	Chromatic
					✓

- Range 30 yards
- Spell Roll d20 + 6
- Statuses up to (6, 6)
- Utility: 10 Lumens grant invincibility until the beginning of your next Turn

Anyone can summon Ark the Bard to perform any Magic or any music they like, for a truly titanic fee in Crystals. This one was paid for a single song: a Hexagon Chromatic Crystal, cut and polished and never spent. A Troupe that wins it on an adventure has a decision to make: forty invincibilities, a battle's worth of Statuses at (6, 6), or a song.

Sanctuary Leaf

Accessory · Hexagon tier · Red · 395 of 400 Lumens

Accessory					
Name			Tier		Lumens
Sanctuary Leaf			Hexagon		395 / 400
Red	Green	Blue	Yellow	Violet	Chromatic
✓					
Type		Spell Roll		Daily use	
Leaf		20		Each Spell once per day	
Spell / Rune				Magnitude	Potency
Brace / Guard				6	6
Effect	Create a floating Brace above the body that provides temporary Health against Foes' attacks and Spells.				
Heal / Mend				6	6
Effect	Heals a Friend.				
Distinction					Ranks
Initiative Boost					1
Effect	Increase Initiative by 5.				

The Autumn Embers shelter those who are lost in the Faed, but no one stays for free: sooner or later, Sanctuary becomes Service. Those under the Order's protection wear a single russet leaf from the burning trees. It can cast Brace (6, 6), 50 Temporary Health, and Heal (6, 6), 6d12 at 11 yards, each once per day. It also gives +5 Initiative.

Fae-Hunter's Psalter

Script · Hexagon tier · Blue · 400 of 400 Lumens

Scripts					
Name		**Tier**	**Lumens**	**Stored**	
Fae-Hunter's Psalter		Hexagon	400 / 400	8	
Contents					
8 stored Maneuver registrations; the user needs Runes: Curse, Dispel, Contact, Seal, Conjure, Perceive, Ward					
Maneuver 1	Name the Thief	**Beats**	1	**Mana**	3
Source 1	Mark (3, 3)				
Description	Needs the Rune Curse.				
Maneuver 2	Unbind	**Beats**	1	**Mana**	15
Source 1	Disjoint (2, 3)				
Description	Needs the Rune Dispel.				
Maneuver 3	Unison	**Beats**	1	**Mana**	2
Source 1	Bridge (2, 2)				
Description	Needs the Rune Contact.				
Maneuver 4	Hold the Door	**Beats**	1	**Mana**	5
Source 1	Lock (3, 3)				
Description	Needs the Rune Seal.				
Maneuver 5	Cold Psalm	**Beats**	3	**Mana**	6
Source 1	Blue Matter Blast (3, 3)				
Source 2	Discombobulate (2, 2)				
Description	Needs the Runes Conjure, Dispel.				
Maneuver 6	Lantern	**Beats**	1	**Mana**	3
Source 1	Detect (3, 3)				
Description	Needs the Rune Perceive.				
Maneuver 7	Follow the Name	**Beats**	1	**Mana**	4
Source 1	Seek (4, 4)				
Description	Needs the Rune Perceive.				
Maneuver 8	Ward the Choir	**Beats**	1	**Mana**	3
Source 1	Reinforce (3, 3)				
Description	Needs the Rune Ward.				

Nobody hunts the Fae harder than Solterlun and the Ice Worshippers. When the Living march into the Faed, they are usually marching behind them. This hymnal holds the eight Maneuvers of a hunt, from marking the Fae who stole a name to following it home. They are sung, not spoken.

Assessor's Ledger

Script · Hexagon tier · Red and Yellow · 400 of 400 Lumens

Scripts					
Name		**Tier**	**Lumens**	**Stored**	
Assessor's Ledger		Hexagon	400 / 400	8	
Contents					
8 stored Maneuver registrations; the user needs Runes: Curse, Gravitate, Compel, Perceive, Guard, Attune; Weapon: Mace					
Maneuver 1	Lien	**Beats**	1	**Mana**	3
Source 1	Mark (3, 3)				
Description	Needs the Rune Curse.				
Maneuver 2	Seize	**Beats**	1	**Mana**	3
Source 1	Attract (3, 3)				
Description	Needs the Rune Gravitate.				
Maneuver 3	Writ	**Beats**	1	**Mana**	5
Source 1	Command (3, 3)				
Description	Needs the Rune Compel.				
Maneuver 4	Appraise	**Beats**	1	**Mana**	3
Source 1	Scan (3, 3)				
Description	Needs the Rune Perceive.				
Maneuver 5	Impound	**Beats**	1	**Mana**	5
Source 1	Cage (3, 3)				
Description	Needs the Rune Guard.				
Maneuver 6	Audit	**Beats**	1	**Mana**	3
Source 1	Detect (3, 3)				
Description	Needs the Rune Perceive.				
Maneuver 7	Penalty	**Beats**	1	**Mana**	0
Source 1	Powerful Strike (Mace)				
Description	Needs a Mace.				
Maneuver 8	Collect	**Beats**	1	**Mana**	5
Source 1	Meld (3, 3)				
Description	Needs the Rune Attune.				

Imperial Tax Collectors are battle-ready officials, and their procedures fill a heavy ledger chained to the belt. Every Maneuver is a single Source for 1 Beat, so a Collector can work through the ledger at speed. Worn with the Tax Collector's Mask, it gives every official the same eight procedures, done the same way.

Summit Water

Elixir · Hexagon tier · Green · 400 of 400 Lumens

Elixir					
Name			Tier		Lumens
Summit Water			Hexagon		400 / 400
Red	Green	Blue	Yellow	Violet	Chromatic
	✓				
Doses total		Doses remaining		Spell Roll	
8		8		20	
Spell / Rune			Magnitude		Potency
Heal / Mend			1		6
Effect	Heals a Friend.				
Purify / Mend			1		6
Effect	Removes a Status Effect from a Friend.				

Water from the glade at the top of Lynn's Tree, where the light is laughing. Each dose heals 6d12 and removes two Statuses of any Color. Climbers who reach the summit are given one bottle to carry down, and most of them never sell it.

Living Lyre

Dreamlight Instrument · Hexagon tier · Green · 325 of 325 Lumens

Dreamlight Instruments					
Name			Tier		Lumens
Living Lyre			Hexagon		325 / 325
Red	Green	Blue	Yellow	Violet	Chromatic
	✓				
Owner			Beats	Daily uses	Uses remaining
			2	1	1
Health recovery		Mana recovery		Echo	
Every Health Roll		Every Mana Roll			

A lyre grown, not carved, from a living root of Lynn's Tree, with strings of woven light. The Wardens who climbed the Tree and stayed play them in the glade. Its music restores every Health Roll and Mana Roll its owner has.

Warden's Root-Staff

Armament · Hexagon tier · Green · 385 of 400 Lumens

Armaments					
Name			Tier		Lumens
Warden's Root-Staff			Hexagon		385 / 400
Red	Green	Blue	Yellow	Violet	Chromatic
	✓				
Weapon					
Weapon Type			Size		Bonus Hit
Staff			Medium		+2
Damage		Range			Critical Range
1d8		Long Melee, 2 yards			20
Damage Type			Strikes		
Impact			Accurate, Powerful		
Status					
Status Type		Magnitude	Potency	Daily total	Remaining
Leech		6	6	3 per day	3
Distinction					Ranks
Parry					1
Effect	2-Beat Rebuttal: exceed noncritical Attack Roll. 1/type; item Parry grants no prerequisites. (Staff)				
Riposte					1
Effect	Regular melee Strike as Rebuttal vs melee Strikes on you; no Parry.				
Forceful Strike					2
Effect	Impact melee: Bane to push 1 yard/rank or knock prone.				
Bulwark					1
Effect	A successful Opportunity Attack stops further Travel that Turn.				
Vanguard					1
Effect	Make unlimited Opportunity Attacks.				

The highest of Lynn's Wardens carry staves grown from a single root of the Tree, still living, still putting out leaves. The staff Parries and Ripostes, makes unlimited Opportunity Attacks and stops a foe dead when one hits, pushes 2 yards with a Forceful Strike, and three times a day applies Leech (6, 6). Many seek to plunder the Forest of Lynn. The Wardens test them first.

Willow Flute

Dreamlight Instrument · Hexagon tier · Violet · 325 of 325 Lumens

Dreamlight Instruments					
Name			Tier	Lumens	
Willow Flute			Hexagon	325 / 325	
Red	Green	Blue	Yellow	Violet	Chromatic
				✓	
Owner			Beats	Daily uses	Uses remaining
			2	1	1
Health recovery		Mana recovery		Echo	
Every Health Roll		Every Mana Roll			

The Vultures roost in a great palace around a Willow that is a permanent bridge between Life and the Faed. Their flutes are cut from its fallen branches, and anyone who hears one thinks of someone they have lost.

Circle Tier (ceiling 500 Lumens)

Circle tier Lumencrafts are made to stand near the greatest Polys of all. At 500 Lumens, they are the relics of Xanadu: the things wars are fought over and stories are told about. A Troupe that holds one has become part of the world's history.

Art placeholder

Circle tier plate: Windsinger's Sailcloth, Heartblood Clot, Undiluted Heartblood, drawn as museum specimens with labels. Human-made art only; to be commissioned.

Blessing of the Desolate

Armament · Circle tier · Red · 500 of 500 Lumens

Armaments					
Name			Tier		Lumens
Blessing of the Desolate			Circle		500 / 500
Red	Green	Blue	Yellow	Violet	Chromatic
✓					
Weapon					
Weapon Type			Size		Bonus Hit
Grand Weapon			Medium		+3
Damage		Range			Critical Range
1d12+1d4		Short Melee, 1 yard			17–20
Damage Type		Strikes			
Variable		Accurate, Powerful, Sundering			
Status					
Status Type	Magnitude	Potency	Daily total	Remaining	
Ignite	7	7	5 per day	5	
Distinction				Ranks	
Weird Weapon Strikes				3	
Effect	Adds Accurate, Powerful, Sundering Strikes to this weapon.				
Improved Weapon Crit				3	
Effect	Lower the chosen weapon selection's critical threshold by 1.				

Only the Mountain Trolls revere Tally Dawnsbreach, and they take being possessed as the ultimate blessing. Their war-chief carries this enormous maul in the hope of being chosen. A Grand Weapon has no Strikes of its own; this one has learned Accurate, Powerful and Sundering. It hits at +3, scores a critical hit on 17 or more, and five times a day a hit applies Ignite (7, 7).

Fae-Hair Shroud

Vestment · Circle tier · Violet · 490 of 500 Lumens

Vestments					
Name			Tier		Lumens
Fae-Hair Shroud			Circle		490 / 500
Red	Green	Blue	Yellow	Violet	Chromatic
				✓	
Armor Type			Armor		
None			—		
Defense bonus	Spell Resilience bonus		Armor Physical Resistance		Spell / Hide penalty
—	+7		—		—
Resistance					
Red	Green	Blue	Yellow	Violet	Physical
Persistent Spell Effects					
Spell			Magnitude	Potency	Depleted
Violet Reinforce			3	3	
Notes	Improves the Spell Resilience of the Target.				

The Abbey's Fae Hunters keep a trophy from every Fae they bring down: a lock of its hair, fine as cobweb and faintly cold. In the Abbey's deepest cell, the oldest Hunters weave the locks into a single shroud. The Fae whisper to minds to steal names, and every strand of this shroud remembers a Fae that failed. Its wearer gains 10 Spell Resilience: 3 from a woven Reinforce, and 7 more from the Lumens. Because of the woven Reinforce, no other Reinforce can be cast on its wearer while it is worn. The Hunters say the shroud is jealous.

Ark's Songbook

Script · Circle tier · Chromatic · 500 of 500 Lumens

Scripts					
Name		Tier	Lumens	Stored	
Ark's Songbook		Circle	500 / 500	10	
Contents					
10 stored Maneuver registrations; the user needs Runes: Destroy, Dispel, Transport, Fortify, Rush, Compel, Conceal; Weapon: Sword					
Maneuver 1	Ember Dart	Beats	1	Mana	1
Source 1	Mana Blast (1, 1)				
Description	Needs the Rune Destroy.				
Maneuver 2	Distant Flare	Beats	3	Mana	6
Source 1	Mana Blast (1, 1)				
Source 2	Mana Field (1, 1)				
Description	Needs the Rune Destroy.				
Maneuver 3	Ring of Embers	Beats	3	Mana	6
Source 1	Mana Field (1, 1)				
Source 2	Mana Blast (1, 1)				
Description	Needs the Rune Destroy.				
Maneuver 4	Scrambled Thoughts	Beats	3	Mana	2
Source 1	Mana Blast (1, 1)				
Source 2	Discombobulate (1, 1)				
Description	Needs the Runes Destroy, Dispel.				
Maneuver 5	Spellborne Slash	Beats	3	Mana	1
Source 1	Mana Blast (1, 1)				
Source 2	Regular Strike (Sword)				
Description	Needs the Rune Destroy. Needs a Sword.				
Maneuver 6	The Windsinger's Reel	Beats	3	Mana	18
Source 1	Yellow Fly (3, 3)				
Source 2	Propel (3, 3)				
Description	Needs the Rune Transport.				
Maneuver 7	Chorus	Beats	1	Mana	5
Source 1	Rally (3, 3)				
Description	Needs the Rune Fortify.				
Maneuver 8	Encore	Beats	1	Mana	5
Source 1	Throttle (3, 3)				
Description	Needs the Rune Rush.				
Maneuver 9	Stage Fright	Beats	1	Mana	3
Source 1	Goad (2, 2)				
Description	Needs the Rune Compel.				
Maneuver 10	Curtain	Beats	1	Mana	3
Source 1	Obscure (3, 3)				
Description	Needs the Rune Conceal.				

Ark can recreate any performance flawlessly, and every one of them is a copy of someone else's. He keeps the best in this songbook, which holds ten Maneuvers. The first five are the examples every teacher in Xanadu uses; the rest are performances he has copied in squares, taverns and skyports. As of yet, there is nothing of his own in it.

Undiluted Heartblood

Elixir · Circle tier · Yellow · 500 of 500 Lumens

Elixir					
Name			Tier		Lumens
Undiluted Heartblood			Circle		500 / 500
Red	Green	Blue	Yellow	Violet	Chromatic
			✓		
Doses total		Doses remaining		Spell Roll	
3		3		22	
Spell / Rune				Magnitude	Potency
Yellow Fly / Transport				7	7
Effect	Allows the Caster or a Friend to Fly for the Duration. The Speed and Handling of the Flight depend heavily on the Color.				
Heal / Mend				1	5
Effect	Heals a Friend.				

Imperial Blood is diluted before it goes into anything. This is not. A dose heals 5d12 and lets the drinker fly at Very Fast speed with Perfect handling for an hour. Tarasque has only ever wanted three things: to roam, to consume, and to go on. Whoever drinks this spends the next week dreaming her dreams.

Worldsong Horn

Dreamlight Instrument · Circle tier · Green · 425 of 425 Lumens

Dreamlight Instruments					
Name			Tier		Lumens
Worldsong Horn			Circle		425 / 425
Red	Green	Blue	Yellow	Violet	Chromatic
	✓				
Owner			Beats	Daily uses	Uses remaining
			2	1	1
Health recovery		Mana recovery		Echo	
All Health		All Mana			

A great spiral horn from the deepest part of the bay, sounded once a year to begin the singing on Worldsong Day. Played by its owner, it restores all their Health and all their Mana. Shell City lends it to no one, though every year someone asks.

Ashen-X Knuckles

Catalyst · Circle tier · Red · 500 of 500 Lumens

Catalyst					
Name			Tier		Lumens
Ashen-X Knuckles			Circle		500 / 500
Red	Green	Blue	Yellow	Violet	Chromatic
✓					
Weapon Type			Size		Spell Hit bonus
Unarmed			Medium		+4
Magical Fighting		Damage			Range
Yes		1d4			1 yard

Runes					
Rune	✓	Rune	✓	Rune	✓
Animate		Delude		Reflect	
Attune		Destroy	✓	Render	
Bind		Dispel		Rush	
Compel		Fortify	✓	Seal	
Conceal		Gravitate		Transform	
Conjure		Guard		Transport	
Contact		Mend		Trigger	
Curse		Perceive		Ward	

In the Redlands there is no greater honor than defeating a creature possessed by Tally Dawnsbreach. The victor is branded with an ashy X that never stops smoking. One such warrior had these knuckles forged from the vessel's own ashes. They grant +4 Spell Hit, the Destroy and Fortify Runes, and Magical Fighting. They smoke, too.

Heartblood Clot

Crystal · Circle tier · Yellow · 500 of 500 Lumens

Crystal					
Tier			Lumens		
Circle			500 / 500		
Red	Green	Blue	Yellow	Violet	Chromatic
			✓		

- Range 35 yards
- Spell Roll d20 + 7
- Winded up to (7, 7)
- Utility: 1 Lumen gives ten minutes of breathable air

A single drop of the Blood of Tarasque, crystallized before the Hemomancers could collect it. It is warm to the touch and beats every few days. It holds 500 Lumens: Winded (7, 7) for 70 Lumens a target, or more than three days of breathable air. Empire would very much like it back.

Surgers' Lodestaff

Catalyst · Circle tier · Chromatic · 500 of 500 Lumens

Catalyst					
Name			Tier		Lumens
Surgers' Lodestaff			Circle		500 / 500
Red	Green	Blue	Yellow	Violet	Chromatic
					✓
Weapon Type			Size		Spell Hit bonus
Staff			Medium		+2
Magical Fighting		Damage			Range
No		1d8			2 yards

Runes					
Rune	✓	Rune	✓	Rune	✓
Animate		Delude		Reflect	
Attune	✓	Destroy	✓	Render	
Bind		Dispel	✓	Rush	
Compel		Fortify		Seal	✓
Conceal		Gravitate		Transform	
Conjure		Guard		Transport	✓
Contact		Mend		Trigger	✓
Curse		Perceive		Ward	✓

The Surgers built Walden the Husk so that they could speak with E.I., Ouroboros and the Red Luminary. The experiment ended with Walden mad and his makers dead. This staff of copper and crystal was pulled from the wreck of their workshop. It grants +2 Spell Hit and seven Runes: Attune, Trigger, Destroy, Dispel, Ward, Seal and Transport. The Surgers would like it back.

The Road Not Taken

Mask · Circle tier · Green · 500 of 500 Lumens

Mask					
Name			Tier		Lumens
The Road Not Taken			Circle		500 / 500
Red	Green	Blue	Yellow	Violet	Chromatic
	✓				
Recorded character					Profile level
The crafter themself					20
Recorded sheet					
Level 20 profile, kept with the Mask					

Asper's mastery of Time can change a person's entire lifestream. A Character who pledges a year of service on the Inverted Mountain can return changed, even rebuilt with new Colors. The wisest make a Mask of themselves before they climb. Afterwards, they can still put on the person they used to be.

Crown of Dio-Pollo

Accessory · Circle tier · Blue · 500 of 500 Lumens

Accessory					
Name			Tier		Lumens
Crown of Dio-Pollo			Circle		500 / 500
Red	Green	Blue	Yellow	Violet	Chromatic
		✓			
Type		Spell Roll		Daily use	
Crown		22		Each Spell once per day	
Spell / Rune			Magnitude	Potency	
Command / Compel			7	7	
Effect	Force a Target to obey a single instruction or they will take Damage.				
Dominate / Compel			7	7	
Effect	Take over the Target's mind and force it to obey your will.				
Distinction				Ranks	
Initiative Boost				2	
Effect	Increase Initiative by 5.				

King Mightas, founder of Dio-Pollo, grew too powerful. He enslaved a beautiful and unique Elemental Intelligence to power his city, and Treece Lightguard shattered the city and freed it. This is his crown. It gives +10 Initiative, and it can cast Command (7, 7) and Dominate (7, 7), each once per day. In the Bluelands, nobody may call themself master of another. Wearing it there would be the last thing its wearer did.

Unwinter Cask

Elixir · Circle tier · Blue · 500 of 500 Lumens

Elixir					
Name			Tier		Lumens
Unwinter Cask			Circle		500 / 500
Red	Green	Blue	Yellow	Violet	Chromatic
		✓			
Doses total		Doses remaining		Spell Roll	
17		17		22	
Spell / Rune			Magnitude	Potency	
Cage / Guard			7	7	
Effect	Create a Cage of Matter around the Target. It blocks movement and Targeting into or out of the Cage. The Cage has Health and can be attacked and destroyed.				

The Ice Crystal Abbey keeps casks of this pale blue brandy for the hunts that go deepest into the Faed. Splashed or thrown, a dose freezes a Cage of ice around its target for 7 Rounds: up to Titanic Size, with 100 Health, and a Defense and Spell Resilience equal to the Spell Roll that caged them. Nobody inside can Travel or reach out; nobody outside can reach in.

Windsinger's Sailcloth

Vestment · Circle tier · Yellow · 500 of 500 Lumens

Vestments					
Name			Tier		Lumens
Windsinger's Sailcloth			Circle		500 / 500
Red	Green	Blue	Yellow	Violet	Chromatic
			✓		
Armor Type			Armor		
None			—		
Defense bonus	Spell Resilience bonus		Armor Physical Resistance		Spell / Hide penalty
—	—		—		—
Resistance					
Red	Green	Blue	Yellow	Violet	Physical
			1		
Persistent Spell Effects					
Spell			Magnitude	Potency	Depleted
Yellow Fly			7	7	
Notes	Allows the Caster or a Friend to Fly for the Duration. The Speed and Handling of the Flight depend heavily on the Color.				

Cut from the sails of Arcadia, the finest airship ever flown, before Captain Lerah sang her ship awake as Ark. The Keepers of her Shrines hold the last bolts of it. A cloak of it carries its wearer through the sky at Very Fast speed with Perfect handling, for as long as it is worn. On the rare night a black-sailed ship crosses the moons, every Keeper looks up.

Lost-Year Seed

Seed · Circle tier · Red and Blue · 500 of 500 Lumens

Seed					
Name			Tier		Lumens
Lost-Year Seed			Circle		500 / 500
Red	Green	Blue	Yellow	Violet	Chromatic
✓		✓			
Recorded character					Profile level
A level 20 hero, recorded during 2111					20
Planting location			Committed Asset		
Unknown, during 2111			One Fixture slot, since 2111		

Nobody remembers 2111. But Seeds remember the sheet they were made from. This one was planted during the lost year by its own owner, who does not remember planting it, and its Fixture slot has been committed ever since. If its owner dies, they will wake with their sheet from 2111. Whether the year's memories come back with it, nobody can say until it happens.

Root-and-Bough Regalia

Vestment · Circle tier · Green · 500 of 500 Lumens

Vestments					
Name			Tier		Lumens
Root-and-Bough Regalia			Circle		500 / 500
Red	Green	Blue	Yellow	Violet	Chromatic
	✓				
Armor Type			Armor		
Plate			+4		
Defense bonus	Spell Resilience bonus		Armor Physical Resistance		Spell / Hide penalty
+7	+3		4		−4 / −3
Resistance					
Red	Green	Blue	Yellow	Violet	Physical
Persistent Spell Effects					
Spell			Magnitude	Potency	Depleted
Notes					

The Twin Kings, Gilly and Enki, rule together and never disagree in public. They wear two identical suits of plate made by the Green Kingdom's finest artisans, the finest Vestments in the world. Each adds 7 to Defense and 3 to Spell Resilience. The armor is not meant for war. A King in it can stand in front of anything while the other one speaks, and so far, neither has had to.

Forgemaster's Mask

Mask · Circle tier · Red · 475 of 500 Lumens

Mask					
Name			Tier		Lumens
Forgemaster's Mask			Circle		475 / 500
Red	Green	Blue	Yellow	Violet	Chromatic
✓					
Recorded character					Profile level
An intact body: a Dwarven forgemaster					19
Recorded sheet					
Level 19 profile, kept with the Mask					

Ten years ago Greycowl ended the Goblins' war with the Dwarves by detonating a vast amount of Uranium in the Dwarven Lands. The Goblins took the lost forges for their own. Goblin smiths say this Mask was copied from a Dwarven forgemaster found whole in the stone, which is the only way such a Mask could be made. Gobbletopia's best smiths wear it to work the old forges. Dwarves do not talk about it at all.

Gobblestones Rulebook

Script · Circle tier · Red · 500 of 500 Lumens

Scripts					
Name		Tier		Lumens	Stored
Gobblestones Rulebook		Circle		500 / 500	10
Contents					
10 stored Maneuver registrations; the user needs Runes: Curse, Seal, Transport, Delude, Perceive, Dispel, Gravitate, Destroy; Weapon: Sling					
Maneuver 1	Your Move	Beats	1	Mana	0
Source 1	Evasive Strike (Sling)				
Description	Needs a Sling.				
Maneuver 2	New Rule	Beats	1	Mana	1
Source 1	Stipulate (1, 1)				
Description	Needs the Rune Curse.				
Maneuver 3	House Rule	Beats	1	Mana	1
Source 1	Forbid (1, 1)				
Description	Needs the Rune Seal.				
Maneuver 4	Swap Seats	Beats	1	Mana	1
Source 1	Phase (1, 1)				
Description	Needs the Rune Transport.				
Maneuver 5	Bluff	Beats	1	Mana	1
Source 1	Obfuscate (1, 1)				
Description	Needs the Rune Delude.				
Maneuver 6	Call the Bluff	Beats	1	Mana	1
Source 1	Detect (1, 1)				
Description	Needs the Rune Perceive.				
Maneuver 7	Reshuffle	Beats	1	Mana	1
Source 1	Discombobulate (1, 1)				
Description	Needs the Rune Dispel.				
Maneuver 8	Flip the Table	Beats	1	Mana	1
Source 1	Repel (1, 1)				
Description	Needs the Rune Gravitate.				
Maneuver 9	Double or Nothing	Beats	3	Mana	1
Source 1	Evasive Strike (Sling)				
Source 2	Mana Blast (1, 1)				
Description	Needs the Rune Destroy. Needs a Sling.				
Maneuver 10	Wild Card	Beats	1	Mana	5
Source 1	Trick (1, 1)				
Description	Needs the Rune Delude.				

A fat, dog-eared book of Gobblestones rules that change every time someone sits down to play. Greycowl's own copy, they say. Its ten pages are ten different games, from Swap Seats to Flip the Table, and no two Rounds are played by the same rules. Its owner needs a sling and a long list of Runes to use all of them. Most owners never do. That is part of the game.

Second-Spring Rain

Elixir · Circle tier · Green · 500 of 500 Lumens

Elixir					
Name			Tier		Lumens
Second-Spring Rain			Circle		500 / 500
Red	Green	Blue	Yellow	Violet	Chromatic
	✓				
Doses total		Doses remaining		Spell Roll	
17		17		22	
Spell / Rune				Magnitude	Potency
Repair / Mend				7	7
Effect	Repairs any damage done to Objects or the environment. The types of Matter that can be repaired depend on the Color of the Caster.				

When a village burns, the Wardens of Lynn's Tree may bring a cask of this rain. Poured over the ashes, each dose Repairs wood and growing things up to Titanic size within 50 yards, so a cask can raise a street of timber houses, a mill and the bridge between them in a single afternoon. It mends; it does not replace. Whatever was lost in the fire stays lost, and the Wardens are careful to say so before the first dose falls.

Chromatic Crowns

Coin Hoard · Circle tier · Chromatic · 500 of 500 Lumens

Coin Hoard					
Name			Tier		Lumens
Chromatic Crowns			Circle		500 / 500
Red	Green	Blue	Yellow	Violet	Chromatic
					✓
Coin capacity		Coins remaining		Beats	
100		100		1	
Resource per coin					
One Beat					

The Elven master mints strike Chromatic crowns once a generation. Most go to the treasuries of the great powers. A few are given to towns, which keep their hoard in the common hall as a reserve: each crown is one more moment for whoever needs it most, at a flood, a fire or a birth that goes wrong. Spending one on yourself is the worst thing a neighbor can do.

Admiralty Trident

Armament · Circle tier · Blue · 495 of 500 Lumens

Armaments					
Name			Tier		Lumens
Admiralty Trident			Circle		495 / 500
Red	Green	Blue	Yellow	Violet	Chromatic
		✓			
Weapon					
Weapon Type			Size		Bonus Hit
Spear			Medium		+3
Damage		Range			Critical Range
1d12		Long Melee, 2 yards			20
Damage Type			Strikes		
Piercing			Accurate, Powerful, Evasive, Sundering		
Status					
Status Type		Magnitude	Potency	Daily total	Remaining
Douse		7	7	3 per day	3
Distinction					Ranks
Weird Weapon Strikes					3
Effect	Adds Powerful, Evasive, Sundering Strikes to this weapon.				
Cleaving Strike					3
Effect	Grants the Cleaving Strike: one extra target per rank; one Bane per extra target.				
Vanguard					1
Effect	Make unlimited Opportunity Attacks.				
Bulwark					1
Effect	A successful Opportunity Attack stops further Travel that Turn.				
Grappling Expertise					1
Effect	1 Boon to establish or maintain a Grapple; each hold needs only one free arm.				

The flag weapon of Shell City's admirals, carried at the head of the finest navy in Xanadu. A spear knows only the Accurate Strike; this trident has learned Powerful, Evasive and Sundering. It strikes three extra foes in one sweep, holds a boarding line with unlimited Opportunity Attacks, grapples with one hand, and three times a day applies Douse (7, 7).

Willow Pass

Accessory · Circle tier · Violet · 485 of 500 Lumens

Accessory					
Name			**Tier**		**Lumens**
Willow Pass			Circle		485 / 500
Red	**Green**	**Blue**	**Yellow**	**Violet**	**Chromatic**
				✓	
Type		**Spell Roll**		**Daily use**	
Pass		22		Each Spell once per day	
Spell / Rune				**Magnitude**	**Potency**
Message / Contact				7	7
Effect	Send someone a message, or leave one on Matter to be activated later.				
Seek / Perceive				7	7
Effect	Find details about a distant Character or Object you have a connection to.				
Distinction					**Ranks**
Improved Perception					1
Effect	Increase Perception and Perception Rolls by 3.				
Dreamlight Speech					1
Effect	Your Echo gains speech and its own personality.				
Dreamlight Traveler					1
Effect	Echo Travels free once during your Turn; stays within 100 yards.				

The Willow belongs to the Vultures, and the Vultures belong to the Reverie. Even so, when a Troupe helps one of the Blackmailed defeat a Revenant, the freed soul is sometimes allowed to cut a single twig and give it away. Nobody knows whether the Reverie permits this or simply has not noticed. The twig is worn on a black ribbon. It can cast Message (7, 7), reaching someone in the realm of Death, and Seek (7, 7) on a soul there, each once per day. It also gives +3 Perception and lets your Dreamlight Echo speak and wander.

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Summit Water	Elixir	Hexagon	Green	400	331
Surger's Copper Rod	Catalyst	Line	Blue	100	302
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Appendix E Glossary

Look up a term here for a quick answer at the table. Each entry gives the rule in brief and points to where the full rule lives. When an entry and the full rule seem to disagree, the full rule wins.

A

Accessory. A Lumencraft that grants a Distinction or stores Spells. While it is registered as a Fixture, you have its Distinction. Each stored Spell can be cast once per day, for 2 Beats, using the Accessory's fixed Spell Roll (10 at Point, rising to 22 at Circle); against an unwilling target, roll d20 + its tier number. Made with Tinkering. *See Chapter 8, Accessories.*

Action. Anything you do in combat that costs Beats. The usual costs are Travel 1 Beat, a Weapon Strike 2, Casting a Spell 2, and interacting with a Fixture or the Scenery 2. *See Chapter 4, Beats.*

Advantage and Disadvantage. Roll 2d20 instead of one. With Advantage keep the higher die; with Disadvantage keep the lower. These are separate from Boons and Banes and do not cancel them. *See Chapter 3, Advantage & Disadvantage.*

Adventurer's Pack. Standard gear for the road, costing one coin. Haggle with the Director that it held something specific your Skillsets would have packed. *See Chapter 8, Money and Gear.*

Ambition. The MOSAIC score for magical drive and force of personality. It adds to your Mana pool and your Initiative, and it caps the Magnitude and Potency you can cast at (up to 7). At Ambition 0 you can cast only at (1, 1), with one Bane on the Spell Roll. It also limits you to one active Rei per point of Ambition. *See Chapter 2, MOSAIC; Chapter 6, Spells.*

Ambush. An attack made while you are Hidden from a Foe who does not know where you are. If your Weapon Attack hits, it is automatically a Critical Hit; if the roll would have been critical anyway, apply critical damage twice. In a Maneuver only the first Weapon Attack gets the Ambush. An Ambush cannot be answered with a Rebuttal. *See Chapter 4, Ambush.*

Armament. A magical Weapon. It keeps its ordinary Weapon traits and can add Weapon Hit (+1 per 50 Lumens), Weapon Distinctions that work only with that weapon, and once-per-day Status applications at Magnitude and Potency equal to its tier. Made with Weaponsmithing. *See Chapter 8, Armaments.*

Armor. Worn protection; you can wear one set. It adds to your Defense and gives Physical Resistance, but it penalizes Spell Rolls, Hide Rolls and Evasion. Padded Cloth +1, Leather +2, Mail +3, Plate +4 Armor. The Armor line on your sheet also counts your Shield. *See Chapter 4, Armor.*

Assist. Spend 1 Beat to give an adjacent Friend a Boon on their next Roll. Stay adjacent until they roll; if either of you is moved, the Assist is wasted. A Character can hold Assists from at most 3 different Characters, for at most 3 Boons on one Roll. *See Chapter 4, Assist.*

Attack Roll. The d20 you roll for any Weapon Strike: d20 + Melee Hit (Swiftness) for a melee weapon, or d20 + Ranged Hit (Observation) for a ranged weapon, plus any Weapon Hit. Meet or beat the target's Defense to hit. A natural 20 is a Critical Hit. *See Chapter 4, Attack Rolls.*

B

Bane. A penalty die. For each Bane roll 1d6, then subtract the single highest die from your Roll (not the total). Each Boon cancels one Bane. *See Chapter 3, Boons and Banes.*

Banked Beats. Beats you did not spend. They carry into later Rounds, up to eight banked. You lose all banked Beats if you become Incapacitated. *See Chapter 4, Beats.*

Beat. The unit of time and effort in combat. At the beginning of each Round you replenish your Beats (three for most Characters). You can bank up to eight, and you can spend at most eight in one Round however you got them, counting Rebuttals, Readied Actions, Coins and Upstage. *See Chapter 4, Beats.*

Bleed. The Slicing Status. The Target takes Slicing Damage at the beginning of each of its Turns; Potency sets the damage and Magnitude the duration. Applying it deals no damage right away. *See Appendix B, Bleed.*

Boon. A bonus die. For each Boon roll 1d6, then add the single highest die to your Roll (not the total). Each Bane cancels one Boon. *See Chapter 3, Boons and Banes.*

Bruise. The Impact Status. Every hit that deals Impact Damage to the Target deals extra Impact Damage set by Potency, once per hit. *See Appendix B, Bruise.*

Burrowing. Moving through soft ground with a Travel Action, if you can burrow. You move a quarter of your Travel Distance (so Yellow doubles it too), rounded down, in a straight line for the whole Turn unless you have Burrow Turning. You have no Line of Sight to anyone on the surface, and they cannot target you. *See Chapter 3, Burrowing.*

C

Casting. Casting a Spell costs 2 Beats plus its Mana. You must speak the Runes aloud and sketch them with a free hand. Nonverbal Casting removes the speech; Nongesticulate Casting removes the gesture and free hand. *See Chapter 6, Spells.*

Catalyst. A Spell-channeling Lumencraft, usually a wand, staff or prayer beads, though it can be any Weapon Type. While you hold it, it can give +1 Spell Hit (75 Lumens each), an extra Rune (50 each), or Magical Fighting, which lets you use Spell Hit for weapon attacks with it. Made with Catalystcarving. *See Chapter 8, Catalysts.*

Chromatic. The Color choice that grants all five Colors. Each Rune costs 20 Lumens instead of 10. Base Defense and Spell Resilience are 12 instead of 10. *See Chapter 2, Choose your Color.*

Cling. Hanging onto a Foe more than one Size larger than you. Spend 2 Beats and win a Competing Swiftness Roll. You move with them, and your Attack and Spell Rolls against them have 2 Boons. You can let go at any time. *See Chapter 4, Clinging.*

Coin. Xanadu's money, worth 5 Lumens each, and a Lumencraft resource kept in a Coin Hoard, which is one Fixture holding coins of a single tier and Color. Spend 1 Beat to activate a Hoard and spend up to its tier number of coins. Each coin gives Red +2 damage on your next Attack, Green 5 Health, Blue 5 Mana, Yellow 5 yards of free Travel, Violet one Boon or Bane, or Chromatic one Beat (and the activation Beat back). Made with Minting. *See Chapter 8, Coins.*

Color. Your magical alignment: Red, Green, Blue, Yellow, Violet, or Chromatic for all five. Your Color gives a bonus and sets which Statuses you inflict, which materials you can shape, and which parts of the mind you can touch. Your first Color is free; each additional Color costs 50 Lumens. *See Chapter 2, Choose your Color; Chapter 6, Color.*

Competing Roll. Both Characters make the called-for Roll with all bonuses, and the higher result wins. On a tie the Character who started the contest wins, unless something already in place holds. See Chapter 3, Rolling the dice; Chapter 4, Competing Rolls.

Composition. The MOSAIC score for toughness. It adds to your Health pool and every Health Roll, sets your Spell Resilience (10 + Composition), and sets how far you can fall unharmed and how long you can hold your breath. *See Chapter 2, MOSAIC.*

Cover. Scenery between you and an observer. Full Cover means they cannot target you directly, though an area effect may still reach you. Partial Cover does not stop targeting, but the Director may add Banes. *See Chapter 4, Line of Sight and Cover.*

Critical Hit. A natural 20 on an Attack Roll, or a natural roll at or above the Strike's lowered critical threshold. A natural 20 hits no matter the Defense; a Critical Hit below 20 hits only if the Attack Roll also meets the Defense. Roll damage as usual and add the highest number the weapon's damage dice can show; add your MOSAIC bonus once. On a Powerful Strike, add only the weapon's own die maximum. Spells never deal critical damage, and a Critical Hit cannot be Parried. *See Chapter 4, Critical Hits.*

Critical threshold. The natural d20 result a Strike needs to be a Critical Hit. It is 20 unless a Distinction or Status lowers it, such as Improved Weapon Crit or Expose. A lowered threshold does not make the Strike hit: below 20, the Attack Roll must still meet the Defense. *See Chapter 4, Critical Hits.*

Crystal. A Lumencraft that stores Lumens to apply a Status of its Color. Hold it and spend 2 Beats; its range is 5 yards per tier number. Each point of Magnitude and of Potency costs 5 stored Lumens per target. It lands automatically on targets of its tier or lower; against higher tiers, roll d20 + its tier number. You can also load it as ammunition for 1 Beat. Made with Crystalcutting. *See Chapter 8, Crystals.*

Cue. The moment that triggers a rule, such as the beginning of the Target's Turn. Every Cue says whose Turn it uses. When several rules share a Cue, resolve Effects that end then, then automatic Effects, then optional Rolls and Actions, in Initiative order. *See Chapter 4, Cues.*

D

Damage Type. What kind of harm an attack deals. Weapons deal Slicing, Piercing or Impact; each Color has its own, such as Fire for Red. A weapon's Damage Type decides which Status its Status Strike applies. *See Chapter 4, Weapons; Statuses.*

Defense. The number an Attack Roll must meet or beat to hit you: 10 + Armor + Evasion (12 + Armor + Evasion if you are Chromatic). Sundering Strikes lower it for the rest of the combat. *See Chapter 2, Calculate your Stats.*

Difficult Terrain. Brambles, rubble, ice and other unsure footing. Your Travel Distance is halved, rounded down, while you cross it. Flying ignores it. *See Chapter 3, Difficult Terrain.*

Director. The player who runs the game, describes the world, plays the antagonists and makes the final call on rulings. *See Overview.*

Disengage. A special Travel Action costing 2 Beats. Move your normal Travel Distance without provoking Opportunity Attacks. It does not free you from a Grapple. *See Chapter 4, Disengaging.*

Distinction. A special ability bought with Lumens, from extra Beats and body features to crafting training. Each has a cost and a rank limit. *See Distinctions Quick Reference; Appendix C.*

Douse. The Blue Status. After a Spell directly deals damage to the Target, Douse detonates for extra Water Damage set by Potency, then ends. Damage from Statuses and ordinary Weapon Strikes does not set it off. *See Appendix B, Douse.*

Dreamlight Echo. Every Character's Tiny, incorporeal Dreamlight presence, shaped by their Inner Light. Only owners of a Dreamlight Instrument can see it. On its own it cannot touch anything, speak or act; Dreamlight Distinctions let it speak, travel, carry your Spells and attacks, or inhabit a willing creature. It fades from sight once your Instrument's uses are spent, until the Instrument is recharged. *See Chapter 7; Appendix C, Dreamlight Distinctions.*

Dreamlight Instrument. Your personal instrument, most often a bell. Once per day, spend 2 Beats to play it and recover Health and Mana Rolls by its tier: 2 each at Point, up to full recovery at Circle. A Rest that includes sleep recharges it. It is a Lumencraft but needs no Fixture slot. Improve it with Instrumentcrafting. *See Chapter 7.*

Dreamlight Lumencraft. An item a crafter makes from their own Mana instead of a Lumencache, at 20 Mana per Lumen. Only the crafter can use it, and it must stay registered as one of their Fixtures or it dissolves for good. *It also dissolves when its crafter dies. See Chapter 8, Dreamlight Lumencrafts.*

Duration. How long an Effect lasts. Durations in Target Turns count down at the end of the affected Target's next Turn, then at the end of each of their later Turns. Durations in Rounds, and Effects on static Scenery, count down when the turn order returns to the point where they were applied. *See Chapter 4, Durations.*

E

Effect. A lingering Spell, Status or condition. Record its name, duration, what it does, its Magnitude and Potency, and the Roll that applied it; later Spells may compare against that Roll. *See Chapter 4, Effects.*

Elixir. A Lumencraft holding fixed Spell effects in doses. Drinking a dose, or giving one to a willing adjacent ally, costs 1 Beat. Splashing an adjacent Foe costs 2 Beats; roll d20 + the Elixir's tier number against their Spell Resilience, and a tie succeeds. Every use spends one dose. Made with Elixirbrewing. *See Chapter 8, Elixirs.*

Evasion. Your Swiftness, minus your Armor's Evasion Penalty (never below 0). It adds to your Defense. *See Chapter 2, Calculate your Stats; Chapter 4, Armor.*

Expose. The Piercing Status. Piercing Weapon Strikes against the Target score Critical Hits more easily: lower their critical threshold by 2 at Potency 1, up to 13 less at Potency 7. These crits must still meet the Defense to hit, unless the roll is a natural 20. *See Appendix B, Expose.*

F

Facet. A purchased feature of a Lumencraft, such as a bonus, a Rune, a stored Spell or a Distinction rank. Each item type lists its Facet costs. *See Chapter 8, Facets.*

Faded. The condition of a dead owner's bonded items. A Faded item cannot be used. At a workbench, a crafter can repair it (fresh materials worth 50% of its Lumens), disassemble it (recover 50% as a Lumencache), or study it (destroy it to gain its Pattern). *See Chapter 8, Registering and salvaging Lumencrafts.*

Faed, The. Xanadu's realm of Death and of Dreamlight. The Lumens of the dead return there, and reclaiming a fallen Character's Soul means venturing into it. *See Chapter 4, Incapacitation and Character Death.*

Fall Damage. Fall up to your Composition in yards safely. Beyond that, take 1d12 for every full 2 yards. You fall 10 yards at once, then another 10 at the beginning of each of your Turns until you land. *See Chapter 4, Fall Damage.*

Fixture. One of your five slots for magical equipment and certain ongoing Spell Effects. A Lumencraft gives no magical benefit unless it is registered as a Fixture. Change your Fixtures during a Rest. *See Chapter 2, Fixtures.*

Flight. Flying uses Travel Actions at your Fly Speed: Very Slow 2, Slow 4, Medium 6, Fast 8, Very Fast 10 yards. Handling decides how you turn: Poor never, Medium once at 90 degrees, Great once at any angle, Perfect any number of times. Wings give Medium speed and Medium handling. Yellow doubles Fly Speed from wings, not from Spells. Do not mix flying and walking in one Travel Action. *See Chapter 3, Flight.*

Friend and Foe. Whether another Character willingly accepts your attack, Spell or other interaction without a Competing Roll. This can change at any moment. A Spell automatically succeeds on a willing Friend, though you still make the Spell Roll. *See Chapter 4, Friends and Foes. For ready-made Foes, see Chapter 10.*

G

Grapple. Spend 2 Beats to seize an adjacent Foe no more than one Size larger, using two free arms. Choose one set of their limbs and make a Competing Might Roll; ties go to you. The held limbs cannot be used. To escape, the grappled Character gets one free attempt at the beginning of their Turn or spends 1 Beat: Might or Swiftness against your Might, and they must exceed it; a tie maintains the Grapple. *See Chapter 4, Grappling.*

H

Haggle. Explaining how one of your Skillsets helps with a Skill Roll, to earn a bonus. The Director decides. Usually 1 to 3 ranks give that many Boons; 4 ranks give 3 Boons and Advantage; 5 ranks also add the MOSAIC score twice. *See Chapter 3, Skill Rolls.*

Hassle. The number a Skill Roll must meet or beat. 10 to 12 is easy, 13 to 15 demanding, 16 to 20 needs real talent, and above 20 usually needs a Skillset. *See Chapter 3, Skill Rolls.*

Health. Your hit points. Maximum Health is your Starting Pool (your Health Dice maximum + Composition) plus every Health Roll. At 0 or below you are Incapacitated. *See Chapter 2, Health.*

Health Dice. The die you roll for Health, set by Size: Tiny d4, Small d6, Medium d8, Large d10, Giant d12. Improved Health Dice raises it. *See Chapter 2, Health Dice.*

Health Roll. Roll your Health Dice and add Composition, or take half the die's maximum plus Composition; add the result to your maximum Health. You get one every level, Green Characters get an extra one on odd levels, and you can buy more at 5 Lumens each. *See Chapter 2, Health Roll.*

Hiding. Spend 2 Beats while out of sight or under cover. Roll d20 + Intuition and apply your Armor's Hide Roll Penalty; that is your Hide result, and any Foe whose Perception exceeds it spots you. Any Action except Travel ends Hiding, though a successful Steal does not. *See Chapter 3, Hiding.*

Hit. A bonus added to a roll to land an attack: Melee Hit (Swiftness), Ranged Hit (Observation), Spell Hit (Intuition), and Weapon Hit from Armaments. The roll itself is the Attack Roll or Spell Roll. *See Chapter 2, Calculate your Stats.*

Hold. A borrowed Beat under the Upstage Distinction. When you take a Rebuttal you cannot afford, you borrow its Beats and gain that many Holds, up to eight. At the beginning of each Round, your replenished Beats pay off Holds first, one Beat per Hold. *See Appendix C, Upstage.*

I

Identify. Make an Observation Roll against a Spell or Effect's recorded Spell Roll to learn what it is and which Rune made it. If you know that Rune, the Director secretly adds 5. *See Chapter 6, Identifying Spells.*

Ignite. The Red Status. The Target takes Fire Damage at the beginning of each of its Turns; Potency sets the damage and Magnitude the duration. Applying it deals no damage right away. *See Chapter 4, Example Status; Appendix B, Ignite.*

Incapacitated. What happens at 0 Health or below. You take no Actions, not even Opportunity Attacks or Rebuttals, replenish no Beats, and lose your banked Beats. Your Turn still passes and your Effects still count down. You die at negative Health equal to your maximum. Once healed to 1 or more, you revive and replenish only 1 Beat the next Round. *See Chapter 4, Incapacitation and Character Death.*

Initiative. Your place in the Turn order: Swiftness + Ambition (Red Characters triple it). Higher goes first and may choose to wait. Tied players choose their order; a player beats a tied Foe. *See Chapter 4, Initiative.*

Intuition. The MOSAIC score for instinct. It is your Spell Hit, adds damage for Keen weapons, and sets your Hide result. *See Chapter 2, MOSAIC.*

K

Keen. Daggers, Rapiers, Bows, Crossbows and Guns. Keen weapons add Intuition to damage instead of Might. *All other weapons, including Slings and thrown objects, add Might. See Chapter 4, Weapons.*

Keyword. A tag on a Spell table that changes how the Spell is used: Rebuttal, Reprise, Ritual or Unique. *See Chapter 6, Keywords.*

L

Leech. The Green Status. At the beginning of the Target's Turn, it takes Earth Damage set by Potency, and Leech's owner regains that much Health. *See Appendix B, Leech.*

Level. Your Character's advancement, from 1 to 20. The Director decides when you level up; each level gives 25 Lumens, one Health Roll and one Mana Roll. *See Chapter 2, Progression.*

Line of Sight. You must be able to see a target to target it, unless an ability says otherwise. *See Chapter 4, Line of Sight and Cover.*

Lumen. A measure of inner light. Characters spend Lumens on their own growth (125 at creation, 25 per level). Lumencrafts are built from Lumens taken from Lumencaches. *See Chapter 2, Spend your Lumens; Chapter 8.*

Lumencache. A treasure filled with Lumens, the only source of Lumens for crafting. It is used up as its Lumens are spent. *See Chapter 8, Lumencaches.*

Lumencraft. A magical item with its own profile, tier and Lumens: Vestments, Armaments, Catalysts, Crystals, Scripts, Masks, Elixirs, Seeds, Accessories, Coins and Dreamlight Instruments. Most must be registered as a Fixture to work. *See Chapter 8.*

M

Magnitude. The first of the two power scales for Spells, Statuses and Effects, from 1 to 7, shown in the left-hand columns of a table. For a Status, Magnitude is its duration. Write it first: Mana Blast (3, 2) is Magnitude 3. *See Chapter 4, Magnitude and Potency.*

Make. Your Character's race or origin. Any form of life can be a Character. Choosing your Make gives you 1 free rank in a Skillset. *See Chapter 2, Make.*

Mana. The fuel for Spells. Maximum Mana is your Starting Pool (your Mana Dice maximum + Ambition) plus every Mana Roll. A Spell's Mana cost comes from its Potency. A Rest fully restores Mana. *See Chapter 2, Mana.*

Mana Roll. Roll your Mana Dice (a d4 to start) and add Ambition, or take half the die's maximum plus Ambition; add the result to your maximum Mana. You get one every level, Blue Characters get an extra one on odd levels, and you can buy more at 5 Lumens each. *See Chapter 2, Mana Roll.*

Maneuver. A named, registered sequence of one to four Sources. Add up their costs and take 1 Beat off (minimum 1). You can register four, changed only in downtime, and use each once per Round. One opening roll covers the whole Maneuver, and hits carry forward through Target Cascading. A Source cannot repeat within a Maneuver. *See Chapter 5.*

Mask. A Lumencraft holding a whole alternate character profile. Wearing it replaces your profile with the Mask's. Putting it on or taking it off spends all your remaining Beats (at least 1) and ends your Turn. If the Mask's Health hits 0 it shatters, and you return to your own profile at 1 Health. Made with Maskmaking. *See Chapter 8, Masks.*

Might. The MOSAIC score for strength. It adds damage to melee weapons and powers Grapples, shoves and feats of strength. *See Chapter 2, MOSAIC.*

MOSAIC. Your six scores: Might, Observation, Swiftness, Ambition, Intuition and Composition. Each point costs 10 Lumens, and the most you can buy equals your tier number (1 at Point, 7 at Circle). Gear can push a score higher. *See Chapter 2, MOSAIC.*

Mount. A Character with the Mountable Distinction can carry riders of their Size or smaller. Mounting costs 2 Beats; rider and Mount share the Mount's Initiative but take separate Turns. The rider moves free and can dismount free on their Turn. *See Chapter 4, Mounting.*

N

Natural Weapon. A Distinction (10 Lumens) that turns one limb set or Body Weapon (a mouth, horns or a stinger) into a weapon of a Weapon Type you choose, ranged types included. It deals the base damage for your Size, does not stop the limb holding equipment or Casting, and takes its own weapon upgrades. *See Appendix C, Natural Weapon.*

Nonlethal Defeat. When you defeat an NPC, you can choose to knock them out instead. They drop to 0 Health and are Incapacitated; ignore the extra damage. *See Chapter 4, Nonlethal Defeat.*

O

Observation. The MOSAIC score for awareness. It is your Ranged Hit, adds to Perception, and is used to Identify Spells. *See Chapter 2, MOSAIC.*

Opportunity Attack. A free weapon attack (no Beats) when a Foe uses a Travel Action to leave your melee weapon's Range. Use the normal Attack Roll and damage, with no special Strike or Maneuver. You get one between the beginnings of your Turns. Disengaging, forced movement, falling, teleporting, being carried and riding a Mount do not provoke it. *See Chapter 4, Opportunity Attacks.*

P

Parry. A Distinction for one Melee Weapon Type other than Unarmed (see Unarmed Parry). As a 2-Beat Rebuttal, make a Swiftness Roll against an incoming melee Strike's Attack Roll total; you must exceed it to stop the Strike, so a tie lets it hit. It cannot stop a Critical Hit. Deflect, Divert, Intercessor and Fencer build on it. *See Appendix C, Parry.*

Pattern. A record of an item's profile. It lets a crafter make Facets, such as Runes or Distinctions, they do not have themselves. Using it does not use it up. *See Chapter 8, Patterns.*

Perception. Your passive awareness: 10 + Observation. A Foe whose Hide result is lower than your Perception is spotted automatically. To search actively, spend 1 Beat for a Perception Roll: d20 + Observation. *See Chapter 2, Calculate your Stats; Chapter 3, Hiding.*

Potency. The second power scale for Spells, Statuses and Effects, from 1 to 7, shown in the right-hand columns. It sets a Spell's Mana cost and usually its damage or strength. Write it second: Mana Blast (3, 2) is Potency 2. *See Chapter 4, Magnitude and Potency.*

Prone. Lying flat. You move only 1 yard per Travel Action. Standing up costs 1 Beat on your Turn; dropping Prone at the end of your Turn is free. *See Chapter 4, Prone.*

Purse. The coins and Crystals each Character should come by over a tier, worth half the tier's Lumen ceiling (25 Lumens at Point up to 250 at Circle). It is always coins and Crystals; the tier's other rewards are other types of Lumencraft. *See Chapter 8, Lumencraft Economy.*

R

Range. How far an attack or Spell reaches. Weapon ranges depend on your Size; a Spell's range is in its table. A Spell with no listed range is Touch range: yourself or an adjacent Target. *See Chapter 4, Weapons; Chapter 6, Spells.*

Readied Action. On your Turn, set one Action or Maneuver to fire on a Cue you can perceive. Pay its Beats now; they count against this Round's limit. While it waits you cannot spend Beats on anything else. It resolves right after the Cue. You can cancel it at the beginning of your Turn or when the Cue happens, with no refund. *See Chapter 4, Readied Actions.*

Rebuttal. A keyword for Actions you can take in answer to someone else's declared Action. Pay its normal costs and roll, but hold its Effects. When no one else responds, resolve everything in reverse order: the last Rebuttal first, the original Action last. It is not a Turn, and its Beats count toward your eight per Round. An Ambush cannot be Rebutted. *See Chapter 4, Rebuttal.*

Reprise. A Spell keyword. Cast the Spell again on your next Turn, as long as you took no other Action in between, for half the Mana you paid last time (rounded down, minimum 1). Pay the normal Beats. *See Chapter 6, Reprise.*

Resistance. Damage Resistance subtracts from incoming damage of its category, to a minimum of 0. Armor gives Physical Resistance; Vestments can add more. Resistances of the same category add together, whatever their source; against damage in more than one category, use the category with the highest total. *See Chapter 4, Armor; Chapter 8, Vestments.*

Rest. 8 to 10 hours of sleep or light activity. Making any Roll restarts the clock. Afterward, regain half your maximum Health and all your Mana, and recharge your Dreamlight Instrument if you slept. You can change your Fixtures during a Rest. *See Chapter 3, Resting.*

Ritual. A Spell keyword. The Spell can be cast normally or as a 5-minute Ritual, which changes its duration or Effects as its description says. *A Ritual cannot be a Maneuver Source unless its entry says so. See Chapter 6, Ritual.*

Role. Your Character's place in the Troupe and the world. It is a description, not a rule; it neither restricts nor grants anything. *See Chapter 1; Chapter 2, Role.*

Round. One full pass through the Initiative order, in which every Character takes one Turn. Beats replenish at the beginning of each Round. *See Chapter 4, Rounds and Turns.*

Rounding. Whenever a rule halves or divides a number, round down, always. *See Chapter 3, Rolling the dice.*

Rune. A magical verb from the Luminaries' language. Each Rune unlocks its 3 Spells for 10 Lumens (20 if you are Chromatic). There are 24. *See Chapter 6, Runes; Appendix A.*

S

Scenery. The objects and terrain around you. Interacting with Scenery usually costs 2 Beats; your Color decides which materials your Magic can shape. *See Chapter 3, Scenery.*

Scouting Mission. A quick way to scout ahead without a long solo scene. Each Scouting Roll is your Hide Roll against the Director's Perception Roll and covers about five minutes. If your Roll meets or beats theirs, you learn the number of Foes, what you can see and the map layout. If it is lower, the mission ends. *See Chapter 3, Scouting Missions.*

Script. A Lumencraft (a tome, manual or scroll) that holds extra registered Maneuvers, 50 Lumens each. Scripts may hold duplicates; each copy can be used once per Round. Made with Papercrafting. *See Chapter 8, Scripts.*

Seed. A Lumencraft snapshot of one Character. Planting it permanently uses one of that Character's Fixture slots. When they die, the Seed restores them at its location from the recorded sheet. Made with Seedsowing. *See Chapter 8, Seeds.*

Shield. Held in one hand, which then cannot hold a weapon or cast. Buckler +1 Armor; Shield +2 Armor and –1 to Attack Rolls; Tower Shield +3 Armor and a Bane on Attack Rolls. Only one Shield counts at a time. *See Chapter 4, Shields.*

Size. Tiny, Small, Medium, Large or Giant for most Characters. Size sets your Travel Distance, Health Dice, weapon damage and weapon range. Each step above Medium costs 20 Lumens. *See Chapter 2, Size; Body Modifications.*

Skill Roll. d20 + the MOSAIC score the Director picks, against a Hassle. Use it for tasks other rules do not cover, and Haggle with your Skillsets for bonuses. *See Chapter 3, Skill Rolls.*

Skillset. A profession, hobby or talent, up to 5 ranks at 5 Lumens per rank. Skillsets earn bonuses on Skill Rolls through Haggling. *See Chapter 2, Skillsets; Chapter 3, Skill Rolls.*

Source. One Action inside a Maneuver, such as a Spell, a Weapon Strike or a Travel. *See Chapter 5.*

Spell. A use of Magic from one of your Runes; there are 72. Casting costs 2 Beats plus Mana set by Potency. Choose Magnitude and Potency from 1 up to your Ambition, and write them as Name (M, P). *See Chapter 6, Spells; Appendix A.*

Spell Resilience. The number a hostile Spell Roll must meet or beat to affect you: 10 + Composition (14 + Composition for Violet, 12 + Composition for Chromatic). *See Chapter 2, Calculate your Stats.*

Spell Roll. d20 + Spell Hit (Intuition) plus other bonuses and penalties, including your Armor's penalty. Meet or beat the target's Spell Resilience. Keep the result, since Identify, dispelling and other Effects may check against it. *See Chapter 6, Spells.*

Starting Pool. The base of your Health or Mana before any Rolls: the maximum of your Health Dice + Composition, or of your Mana Dice + Ambition. *See Chapter 2, Health; Mana.*

Status. One of eight lingering harms. Five come from Colors (Ignite, Leech, Douse, Winded, Vex) and three from weapons (Bleed, Bruise, Expose). A Target can have only one of each. A new application replaces it only if both its Magnitude and Potency are at least as high, and then refreshes the duration. *See Chapter 4, Statuses; Appendix B.*

Stealing. While Hidden from a Foe, make a Swiftness Roll against their Perception to take one item they are not holding or wearing tightly. It costs 2 Beats in combat, and loosely tied items take 2 Banes. Succeed and you stay Hidden; fail and they spot you. *See Chapter 3, Stealing.*

Strike. A weapon attack, costing 2 Beats. Regular: normal damage. Accurate: one Boon, half damage. Evasive: half damage, and move 1 yard without provoking. Powerful: one Bane, add the largest damage die again. Sundering: one Bane, half damage, –1 Defense to the Target for the combat. Status: one Bane, no damage, apply the weapon's Status. *Cleaving (needs the Distinction): one Bane per extra target, normal damage rolled once to each target hit. See Chapter 4, Weapons.*

Suffocating. When you cannot breathe, you last 2 + Composition Turns, then take 10 damage at the beginning of your next Turn, 20 the next, and so on, until you can breathe again. *See Chapter 4, Suffocating.*

Surprise Round. When one side catches the other fully off guard, combat may open with a Surprise Round. Everyone takes a Turn in normal order, but Surprised Characters replenish only 1 Beat that Round. *See Chapter 4, Surprise Rounds.*

Swiftness. The MOSAIC score for speed and agility. It is your Melee Hit and your Evasion, and it adds to Initiative. *See Chapter 2, MOSAIC.*

Swimming. Travel through liquid at half your Travel Distance, rounded down, in a straight line for the whole Turn. A tail or Swim Turning lifts the straight-line limit. *See Chapter 3, Swimming.*

T

Target Cascading. Once a Source in a Maneuver hits a Target, every later Source in that Maneuver automatically succeeds on it, even beyond your normal reach, and a later area Spell may center on it. If a Source hits several Targets, later Sources reach all of them. A Target that resisted is not carried forward. *See Chapter 5.*

Thrown. Throwing an object uses the Thrown Weapon Range for your Size and deals damage by the object's Size. An object your Size takes –5 to the Attack Roll; each Size larger adds another –10. A weapon made for your Size ignores the –5. *See Chapter 4, Thrown Items.*

Ties. Meets it beats it: a Roll that equals its target number succeeds. In a Competing Roll the Character who started the contest wins a tie. Something already in place holds on a tie: to escape a Grapple, Parry a hit, see through a Lie or break an effect already working, your Roll must exceed it. *See Chapter 3, Rolling the dice.*

Tier. The seven steps of power shared by Characters and Lumencrafts: Point (levels 1–2), Line (3–4), Triangle (5–6), Square (7–10), Pentagon (11–12), Hexagon (13–16) and Circle (17–20). The tier number, 1 to 7, caps your MOSAIC and limits what you can craft. Apart from the MOSAIC cap, tier limits apply only to crafting. *See Chapter 2, Tiers.*

Touch Range. The range of any Spell with no listed range: yourself or an adjacent Target. Target Cascading can carry it farther within a Maneuver. *See Chapter 6, Spells.*

Trap. A hazard that calls for a MOSAIC Roll against its difficulty, 10 at Point up to 20 at Circle. Spotting it first gives a Boon. Disarming takes a Swiftness or Intuition Roll with 2 Banes; failing springs it on you. *See Chapter 11, Traps.*

Travel. An Action costing 1 Beat that moves you your Travel Distance: Tiny 3, Small 4, Medium 5, Large 6, Giant 7 yards (Yellow doubles it). Finish one Travel before taking another Action. You can pass through Friends but not end in their space, and you cannot pass through Foes. *See Chapter 3, Traveling.*

Troupe. The group of player Characters adventuring together. *See Chapter 1.*

Turn. Your place in the Round, when you take your ordinary Actions. Rebuttals, Opportunity Attacks and Readied Actions happen during other Characters' Turns but are not Turns of their own. *See Chapter 4, Rounds and Turns.*

U

Unarmed Parry. A 20-Lumen Distinction that lets you Parry bare-handed, counting as personal Parry for Unarmed. *See Appendix C, Unarmed Parry.*

Unique. A Spell keyword. A Target can carry only one copy of the Effect. The same strength refreshes its duration, a weaker one does nothing, and a stronger one replaces it entirely. *See Chapter 6, Unique.*

Upstage. A Distinction (20 Lumens) that lets you take a Rebuttal even when you are out of Beats, by borrowing them from future Rounds as Holds. *See Appendix C, Upstage; Hold.*

V

Vestment. Magical armor or clothing. It can add Defense, Spell Resilience, Resistance or a Persistent Spell Effect on the wearer. Without Armor you can wear two non-armor Vestments; each is its own Fixture, and only the higher Defense bonus and the higher Spell Resilience bonus of the two count. Made with Armorsmithing. *See Chapter 8, Vestments.*

Vex. The Violet Status. Whenever the Target spends Beats, on its Turn or not, it takes Psychic Damage for each Beat spent. *See Appendix B, Vex.*

W

Weapon Hit. A bonus from an Armament to Attack Rolls made with that weapon. It applies to the opening roll only. *See Chapter 8, Armaments.*

Winded. The Yellow Status. The Target takes Air Damage for every yard it moves of its own accord. Being pushed, carried or teleported does not count. *See Appendix B, Winded.*

Workbench. The station needed to craft an item. It must be at least the item's tier, and any Color can use it. Cities usually have them. *See Chapter 8, Workbenches.*