

Your Identity

Royalist Names: Alexandra, Kenze, or Turner
Musai Names: Tafit, Kadis, or Issef
Nation Names: Nishkat, Miihatwan, or Emratiwa

YOUR PRONOUNS ARE...

She/Her, They/Them, He/Him, _____/_____

YOUR SKIN IS CONSIDERED...

Black, Dark, Brown, Tanned, Royalist.

YOU ARE ACKNOWLEDGED AS A MEMBER OF THE...

Burdened, Forsaken, Musai, Nations.

YOU LONG FOR ACCEPTANCE BY THE...

Burdened, Forsaken, Musai, Nations, Dominion.

YOU WORK AS A.... Caregiver, Farmer, Soldier, Priest, Bruiser, Barber, or another profession.

THE DOMINION MUST BE.... (PICK 2)

Respected, Appeased, Resisted, Overthrown, Feared, Healed, Restored, Improved, Avoided, Honoured, Served, Educated, Pitied, Defended, Destroyed.

YOUR MAGICAL FOCI ARE.... (PICK 2)

Staves, Gestures, Circles, Shouts, Knives, Stones.

Your Relationships

WHICH OF THE WISE WILL YOU PROTECT AT ALL COSTS.

MARKUS, THE DOMINANT ADAMANT (CROWN) IS YOUR...

Lover, Family, Friend, Colleague. Rival, Foe.

WHAT IS THE POSITIVE RELATIONSHIP YOU HAVE WITH A FACE OF AN OUTER CIRCLE?

WHAT IS THE NEGATIVE RELATIONSHIP YOU HAVE WITH A FACE OF AN OUTER CIRCLE?

Your Scars

- Violence leaves a mark that shall never fade.
- The Secret Fire reveals the hope your life has kindled.
- The Secret Fire reveals the pain your death shall cause.
- The secret fire fades from you, leaving you alone without your magic.
- You perish, mourned by friends or forgotten alone.

The Evoker



Cantrip

Arcane Hand

Evokers have mastery of the fundamental forces, able to manipulate objects from afar. They may extend an invisible hand at great distance to manipulate and transport objects. This arcane hand is as strong as the caster themselves, capable of opening a door, transporting an object, or even wielding a weapon.

Magic Missile

Launch bolts of force to incapacitate a foe

YOUR SPELL WON'T have a limited range.

YOUR SPELL WON'T deal collateral damage from stray bolts of force.

YOUR SPELL WON'T make an loud noise that attracts unwanted attention.

YOUR SPELL WILL...

YOUR SPELL WILL...

Fireball

Hurl an explosive ball of flame at a target.

YOUR SPELL WON'T need to be memorized before recasting.

YOUR SPELL WON'T create fires which spread uncontrollably.

YOUR SPELL WON'T destroy inanimate objects close to the target.

YOUR SPELL WILL...

YOUR SPELL WILL...

Shield

Create a protective barrier of force.

YOUR SPELL WON'T shatter under significant blows or the Doom's touch.

YOUR SPELL WON'T require your concentration to maintain.

YOUR SPELL WON'T create a shield so small it can only protect a single person.

YOUR SPELL WILL...

YOUR SPELL WILL...

Your Name

Tradition

Spellbook



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Your Identity

Royalist Names: Sandera, Herste, or Elliott
Musai Names: Akine, Solan, or Xavien
Nation Names: Kusiwun, Riaxon, or Quentewan

YOUR PRONOUNS ARE...

She/Her, They/Them, He/Him, _____/_____

YOUR SKIN IS CONSIDERED...

Black, Dark, Brown, Tanned, Royalist.

YOU ARE ACKNOWLEDGED AS A MEMBER OF THE...

Burdened, Forsaken, Musai, Nations.

YOU LONG FOR ACCEPTANCE BY THE...

Burdened, Forsaken, Musai, Nations, Dominion.

YOU WORK AS A.... Diplomat, Minstrel, Cook, Jeweler, Painter, Con-artist, or another profession.

THE DOMINANT SOCIETY MUST BE.... (PICK 2)

Respected, Appeased, Resisted, Overthrown, Feared, Healed, Restored, Improved, Avoided, Honoured, Served, Educated, Pitied, Defended, Destroyed.

YOUR MAGICAL FOCI ARE.... (PICK 2)

Mirrors, Smoke, Paint, Chalk, Song, Gemstones.

Your Relationships

WHICH OF THE WISE WILL YOU NEVER DECEIVE?

LUKAS THE DOMINANT COLLECTOR (SCALE) IS YOUR...

Lover, Family, Friend, Colleague. Rival, Foe.

WHAT IS THE POSITIVE RELATIONSHIP YOU HAVE WITH A FACE OF AN OUTER CIRCLE?

WHAT IS THE NEGATIVE RELATIONSHIP YOU HAVE WITH A FACE OF AN OUTER CIRCLE?

Your Scars

- Violence leaves a mark that shall never fade.
- The Secret Fire reveals the hope your life will kindle.
- The Secret Fire reveals the pain your death shall cause.
- The secret fire fades from you, leaving you alone without your magic.
- You perish, mourned by friends or forgotten alone.

The Illusionist



Cantrip

Phantom Whispers

Illusionists speak with a thousand voices. They are able to create illusory noises and sounds at will, from a quiet ghostly whisper to a terrifying dragon's roar. Illusionists can also project these voices if they choose, and even mimic the voices of others.

Illusory Mask

Disguise someone's face and voice.

YOUR SPELL WON'T leave subtle inconsistencies in the disguise.

YOUR SPELL WON'T distort the target's mind or personality.

YOUR SPELL WON'T be limited to disguising the caster.

YOUR SPELL WILL...

YOUR SPELL WILL...

Invisibility Shroud

Conceal a target from detection.

YOUR SPELL WON'T be limited to concealing the target from sight.

YOUR SPELL WON'T be dispelled by contact with water.

YOUR SPELL WON'T need to be memorized before recasting.

YOUR SPELL WILL...

YOUR SPELL WILL...

Project Image

Create a life-like illusory object or being.

YOUR SPELL WON'T be revealed as an illusion with touch.

YOUR SPELL WON'T create an immobile and unchanging image.

YOUR SPELL WON'T require your attention to maintain.

YOUR SPELL WILL...

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Your Name

Tradition

Spellbook



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Your Identity

Royalist Names: Artina, Alesee, or Martin
Musai Names: Gabrie, Amane, or Djembe
Nation Names: Wemukang, Nemukak, or Alixiwan

YOUR PROUNOUNS ARE...

She/Her, They/Them, He/Him, _____/_____

YOUR SKIN IS CONSIDERED...

Black, Dark, Brown, Tanned, Royalist.

YOU ARE ACKNOWLEDGED AS A MEMBER OF THE...

Burdened, Forsaken, Musai, Nations.

YOU LONG FOR ACCEPTANCE BY THE...

Burdened, Forsaken, Musai, Nations, Dominion.

YOU WORK AS A.... Bookbinder, Sexworker, Tutor, Scout, Councillor, Spy, or another profession.

THE DOMINANT SOCIETY MUST BE.... (PICK 2)

Respected, Appeased, Resisted, Overthrown, Feared, Healed, Restored, Improved, Avoided, Honoured, Served, Educated, Pitied, Defended, Destroyed.

YOUR MAGICAL FOCI ARE.... (PICK 2)

Dice, Runes, Sticks, Crystals, Mushrooms, Smoke.



Discern Weakness

Identify where someone is vulnerable.

YOUR SPELL WON'T be limited to social or emotional vulnerabilities.

YOUR SPELL WON'T require you to touch the target.

YOUR SPELL WON'T make these weaknesses apparent to the Doom.

YOUR SPELL WILL...

YOUR SPELL WILL...

Your Relationships

WHICH OF THE WISE HAS A FUTURE SHROUDED IN FIRE AND PAIN?

MARKUS, THE DOMINANT ADAMANT (CROWN) IS YOUR...

Lover, Family, Friend, Colleague. Rival, Foe.

WHAT IS THE POSITIVE RELATIONSHIP YOU HAVE WITH A FACE OF AN OUTER CIRCLE?

WHAT IS THE NEGATIVE RELATIONSHIP YOU HAVE WITH A FACE OF AN OUTER CIRCLE?

Your Scars

- Violence leaves a mark that shall never fade.
- The Secret Fire reveals the hope your life will kindle.
- The Secret Fire reveals the pain your death shall cause.
- The secret fire fades from you, leaving you alone without your magic.
- You perish, mourned by friends or forgotten alone.



Augury

Predict the outcome of an action or decision

YOUR SPELL WON'T present an outcome that cannot be change.

YOUR SPELL WON'T conceal your own future.

YOUR SPELL WON'T share this vision to someone else in their dreams.

YOUR SPELL WILL...

YOUR SPELL WILL...

The Diviner



Cantrip

Arcane Sense

Diviners possess arcane senses, which allow them to sense the subtle currents of the Secret Fire within all things. They are able to see the colour of magic, taste the bitter flavor of a curse, or feel the demonic fires beneath the skin of a thrall. What this means is that the Diviner knows any information revealed at the gaming table, even if their character is not physically present.



Scry

Project your senses to a great distance.

YOUR SPELL WON'T require your full attention, leaving your body vulnerable.

YOUR SPELL WON'T be limited to projecting a single sense.

YOUR SPELL WON'T reveal you to any of the Wise or the Doom you spy upon.

YOUR SPELL WILL...

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Your Name

Tradition

Spellbook



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Your Identity

Royalist Names: Brika, Manda, or Borden
Musai Names: Aleste, Ouste, or Evien
Nation Names: Zentarkan, Akwixi, or Iwirti

YOUR PROUNOUNS ARE...

She/Her, They/Them, He/Him, _____/_____

YOUR SKIN IS CONSIDERED...

Black, Dark, Brown, Tanned, Royalist.

YOU ARE ACKNOWLEDGED AS A MEMBER OF THE...

Burdened, Forsaken, Musai, Nations.

YOU LONG FOR ACCEPTANCE BY THE...

Burdened, Forsaken, Musai, Nations, Dominion.

YOU WORK AS A.... Brewer, Smith, Carpenter, Sculptor, Herbalist, Beggar, or another profession.

THE DOMINANT SOCIETY MUST BE.... (PICK 2)

Respected, Appeased, Resisted, Overthrown, Feared, Healed, Restored, Improved, Avoided, Honoured, Served, Educated, Pitied, Defended, Destroyed.

YOUR MAGICAL FOCI ARE.... (PICK 2)

Coins, Chisels, Phials, Oils, Candle, Ink



Animate

Imbue an inanimate object with false life and a simple mind.

YOUR SPELL WON'T make the object rebellious and resentful.

YOUR SPELL WON'T be dispelled if the object is in contact with water.

YOUR SPELL WON'T be limited to animating a small object.

YOUR SPELL WILL...

YOUR SPELL WILL...

Your Relationships

WHICH OF THE WISE HAVE YOU SUPPORTED FINANCIALLY, AT A TERRIBLE COST?

LUKAS THE DOMINANT COLLECTOR (SCALE) IS YOUR...

Lover, Family, Friend, Colleague. Rival, Foe.

WHAT IS THE POSITIVE RELATIONSHIP YOU HAVE WITH A FACE OF AN OUTER CIRCLE?

WHAT IS THE NEGATIVE RELATIONSHIP YOU HAVE WITH A FACE OF AN OUTER CIRCLE?

Your Scars

- ☐ Violence leaves a mark that shall never fade.
- ☐ The Secret Fire reveals the hope your life will kindle.
- ☐ The Secret Fire reveals the pain your death shall cause.
- ☐ The secret fire fades from you, leaving you alone without your magic.
- ☐ You perish, mourned by friends or forgotten alone.



Stoneshape

Shape stone according to your will.

YOUR SPELL WON'T require you to touch what you shape.

YOUR SPELL WON'T be limited to an object the size of the caster.

YOUR SPELL WON'T make the stone gradually revert to it's natural shape.

YOUR SPELL WILL...

YOUR SPELL WILL...

The Transmuter



Cantrip

Alchemy

Transmuters are trained alchemists, first and foremost. They can create many substances of value, such as solvents, acids, or metallic alloys in their arcane labs. Unlike mundane alchemists, however, Transmuters can use the Secret Fire to transform one level of Favour with a Circle into precious metals and gems.



Polymorph

Transform a body into an animal form.

YOUR SPELL WON'T be limited to partial transformations of the target.

YOUR SPELL WON'T gradually fade over time.

YOUR SPELL WON'T alter the target's personality and intelligence.

YOUR SPELL WILL...

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Your Identity

Royalist Names: Petra, Diele, or Artin
 Musai Names: Mara, Quenne, or Joache
 Nation Names: Kemisik, Xaminan, or Iratiwa

YOUR PRONOUNS ARE...

She/Her, They/Them, He/Him, _____/_____

YOUR SKIN IS CONSIDERED...

Black, Dark, Brown, Tanned, Royalist.

YOU ARE ACKNOWLEDGED AS A MEMBER OF THE...

Burdened, Forsaken, Musai, Nations.

YOU LONG FOR ACCEPTANCE BY THE...

Burdened, Forsaken, Musai, Nations, Dominion.

YOU WORK AS A.... Bartender, Animal Trainer, Scholar,
 Lay Priest, Trapper, Musician, or another profession.

THE DOMINANT SOCIETY MUST BE.... (PICK 2)

Respected, Appeased, Resisted, Overthrown, Feared,
 Healed, Restored, Improved, Avoided, Honoured,
 Served, Educated, Pitied, Defended, Destroyed.

YOUR MAGICAL FOCI ARE.... (PICK 2)

Bells, Incense, Drums, Circles, Birds, Names



Mortal Summons

Call a mortal to your location.

YOUR SPELL WON'T compel the mortal
 to travel to you against their will.

YOUR SPELL WON'T require the target
 to travel through normal means.

YOUR SPELL WON'T allow the mortal to
 find you again in the future.

YOUR SPELL WILL...

YOUR SPELL WILL...

Your Relationships

WHICH OF THE WISE DO YOU CONSIDER TO BE
 YOUR CHOSEN FAMILY?

ARMAN, THE DOMINANT PRIEST (PENITENT) IS YOUR...

Lover, Family, Friend, Colleague. Rival, Foe.

WHAT IS THE POSITIVE RELATIONSHIP YOU HAVE WITH
 A FACE OF AN OUTER CIRCLE?

WHAT IS THE NEGATIVE RELATIONSHIP YOU HAVE WITH
 A FACE OF AN OUTER CIRCLE?

Your Scars

- ☐ Violence leaves a mark that shall never fade.
- ☐ The Secret Fire reveals the hope your life will kindle.
- ☐ The Secret Fire reveals the pain your death shall cause.
- ☐ The secret fire fades from you, leaving you alone
 without your magic.
- ☐ You perish, mourned by friends or forgotten alone.



Conjure Elemental Beast

Conjure a minor elemental beast.

YOUR SPELL WON'T consume large
 amounts of the relevant element.

YOUR SPELL WON'T allow the elemental
 to persist in this world permanently.

YOUR SPELL WON'T summon an angry
 and rebellious elemental.

YOUR SPELL WILL...

YOUR SPELL WILL...

The Conjurer



Cantrip

Familiar

Each Conjurer has a single, soul-bound familiar; a
 common beast, an arcane construct, or an unnatural
 monster. This Cantrip creates an unbreakable bond
 of mutual friendship, family, and service between
 two beings. They gain the ability to speak each other's
 tongues, see through each other's eyes, and unfailingly
 find each other.



Apportation

Teleport an inanimate object to you.

YOUR SPELL WON'T require you to
 inscribe mystic runes on the object first.

YOUR SPELL WON'T be limited to the
 distance of a day's travel.

YOUR SPELL WON'T imbue the object
 with strange properties in the process.

YOUR SPELL WILL...

YOUR SPELL WILL...

Your Name

Tradition

Spellbook



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Your Identity

Royalist Names: Ingrid, Brise, or Kennis
Musai Names: Kahlia, Bise, or Youlan
Nation Names: Ackawat, Iraxowan, or Tiwanwani

YOUR PRONOUNS ARE...

She/Her, They/Them, He/Him, _____/_____

YOUR SKIN IS CONSIDERED...

Black, Dark, Brown, Tanned, Royalist.

YOU ARE ACKNOWLEDGED AS A MEMBER OF THE...

Burdened, Forsaken, Musai, Nations.

YOU LONG FOR ACCEPTANCE BY THE...

Burdened, Forsaken, Musai, Nations, Dominion.

YOU WORK AS A.... Gravedigger, Sexworker, Executioner, Butcher, Midwife, Guard, or another profession.

THE DOMINANT SOCIETY MUST BE.... (PICK 2)

Respected, Appeased, Resisted, Overthrown, Feared, Healed, Restored, Improved, Avoided, Honoured, Served, Educated, Pitied, Defended, Destroyed.

YOUR MAGICAL FOCI ARE.... (PICK 2)

Bones, Blood, Rings, Veils, Chalk, Silver



Grave Speech

Negotiate with the dead in their tongue.

YOUR SPELL WON'T allow the dead to lie and deceive you.

YOUR SPELL WON'T demand anything in return for your request.

YOUR SPELL WON'T allow the dead to interact directly with the mortal world.

YOUR SPELL WILL...

YOUR SPELL WILL...

Your Relationships

WHICH OF THE WISE STOOD BY YOUR SIDE AND OFFERED LIFE-SAVING COMFORT?

ARMAN, THE DOMINANT PRIEST (PENITENT) IS YOUR...

Lover, Family, Friend, Colleague. Rival, Foe.

WHAT IS THE POSITIVE RELATIONSHIP YOU HAVE WITH A FACE OF AN OUTER CIRCLE?

WHAT IS THE NEGATIVE RELATIONSHIP YOU HAVE WITH A FACE OF AN OUTER CIRCLE?

Your Scars

- ☐ Violence leaves a mark that shall never fade.
- ☐ The Secret Fire reveals the hope your life will kindle.
- ☐ The Secret Fire reveals the pain your death shall cause.
- ☐ The secret fire fades from you, leaving you alone without your magic.
- ☐ You perish, mourned by friends or forgotten alone.



Hex

Bind a painful curse on the living

YOUR SPELL WON'T have a chance of infecting others near the victim.

YOUR SPELL WON'T also make you suffer the same curse as the target.

YOUR SPELL WON'T continue if the target makes amends.

YOUR SPELL WILL...

YOUR SPELL WILL...

The Necromancer



Cantrip

Deathsight

Necromancers are blessed, and cursed, with the ability to see the dead. Necromancers can see poltergeists who haunt decrepit buildings. They can see ghosts re-enact their final moments, at the site of their grisly murders. They clearly see the spectres who ride the bodies of the living, and the undead revenants who wander the streets.



Blight Touch

Spread decay and rot thorough touch.

YOUR SPELL WON'T cause disease in anyone who contacts it.

YOUR SPELL WON'T consume the vitality of the land.

YOUR SPELL WON'T be limited to affecting organic material.

YOUR SPELL WILL...

YOUR SPELL WILL...

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Your Identity

Royalist Names: Katra, Bene, or Tomans
Musai Names: Camille, Ikele, or Oderfi
Nation Names: Tekiwara, Arkwexim, or Xamanem

YOUR PRONOUNS ARE...

She/Her, They/Them, He/Him, _____/_____

YOUR SKIN IS CONSIDERED...

Black, Dark, Brown, Tanned, Royalist.

YOU ARE ACKNOWLEDGED AS A MEMBER OF THE...

Burdened, Forsaken, Musai, Nations.

YOU LONG FOR ACCEPTANCE BY THE...

Burdened, Forsaken, Musai, Nations, Dominion.

YOU WORK AS A.... Artisan, Teacher, Weaver, Hunter, Storyteller, Painter, or another profession.

THE DOMINANT SOCIETY MUST BE.... (PICK 2)

Respected, Appeased, Resisted, Overthrown, Feared, Healed, Restored, Improved, Avoided, Honoured, Served, Educated, Pitied, Defended, Destroyed.

YOUR MAGICAL FOCI ARE.... (PICK 2)

Cloth, Gems, Jewelry, Ink, Rhyme, Breath



Suggestion

Mentally compel someone to act.

YOUR SPELL WON'T allow the target to remember their actions.

YOUR SPELL WON'T allow the target to remember your involvement.

YOUR SPELL WON'T cause mental or emotional trauma to the target.

YOUR SPELL WILL...

YOUR SPELL WILL...

Your Relationships

WHICH OF THE WISE HAVE YOU GIVEN AN ENCHANTED TRACKING STONE TO, SO THEY CAN ALWAYS BE FOUND?

RAYNARD, THE DOMINANT SCHOLAR (CITIZEN) IS YOUR...

Lover, Family, Friend, Colleague. Rival, Foe.

WHAT IS THE POSITIVE RELATIONSHIP YOU HAVE WITH A FACE OF AN OUTER CIRCLE?

WHAT IS THE NEGATIVE RELATIONSHIP YOU HAVE WITH A FACE OF AN OUTER CIRCLE?

Your Scars

- ☐ Violence leaves a mark that shall never fade.
- ☐ The Secret Fire reveals the hope your life will kindle.
- ☐ The Secret Fire reveals the pain your death shall cause.
- ☐ The secret fire fades from you, leaving you alone without your magic.
- ☐ You perish, mourned by friends or forgotten alone.



Talisman

Imbue an item with a beneficial effect.

YOUR SPELL WON'T allow the Secret Fire to choose the talisman's effect.

YOUR SPELL WON'T manipulate the mind of the talisman's bearer.

YOUR SPELL WON'T attract unwanted attention to the talisman's bearer.

YOUR SPELL WILL...

YOUR SPELL WILL...

The Enchanter



Cantrip

Friend

Enhchanters are shrouded you in good will and a sense of familiarity. An enchanter may ask a boon of any mortal except the Wise, and expect their requests to be honoured. If their Circle TRUSTS or ACCEPTS you, their members will gladly help you with whatever you ask despite the risks.



Mark of the Warrior

Grant someone else great strength & grace.

YOUR SPELL WON'T still leave the target vulnerable to harm.

YOUR SPELL WON'T make the target euphoric and reckless.

YOUR SPELL WON'T exhaust the target after it ends.

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YOUR SPELL WILL...

Your Name

Tradition

Spellbook



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Your Identity

Royalist Names: Agnes, Friste, or Anders
Musai Names: Yvone, Blaye, or Kamir
Nation Names: Konwakan, Xemuchente, or Xemis

YOUR PROUNOUNS ARE...

She/Her, They/Them, He/Him, _____/_____

YOUR SKIN IS CONSIDERED...

Black, Dark, Brown, Tanned, Royalist.

YOU ARE ACKNOWLEDGED AS A MEMBER OF THE...

Burdened, Forsaken, Musai, Nations.

YOU LONG FOR ACCEPTANCE BY THE...

Burdened, Forsaken, Musai, Nations, Dominion.

YOU WORK AS A.... Healer, Mason, Farmer, Priest, Fisher, Guard, or another profession.

THE DOMINANT SOCIETY MUST BE.... (PICK 2)

Respected, Appeased, Resisted, Overthrown, Feared, Healed, Restored, Improved, Avoided, Honoured, Served, Educated, Pitied, Defended, Destroyed.

YOUR MAGICAL FOCI ARE.... (PICK 2)

Ashes, Water, Herbs, Scales, Masks, Screams.



Lesser Binding

Immobilize people with chains of force.

YOUR SPELL WON'T require your concentration to maintain.

YOUR SPELL WON'T prevent targets from speaking.

YOUR SPELL WON'T be limited to only binding a single individual.

YOUR SPELL WILL...

YOUR SPELL WILL...

Your Relationships

WHICH OF THE WISE DO YOU FEAR THE MOST?

RAYNARD, THE DOMINANT SCHOLAR (CITIZEN) IS YOUR...

Lover, Family, Friend, Colleague. Rival, Foe.

WHAT IS THE POSITIVE RELATIONSHIP YOU HAVE WITH A FACE OF AN OUTER CIRCLE?

WHAT IS THE NEGATIVE RELATIONSHIP YOU HAVE WITH A FACE OF AN OUTER CIRCLE?

Your Scars

- ☐ Violence leaves a mark that shall never fade.
- ☐ The Secret Fire reveals the hope your life will kindle.
- ☐ The Secret Fire reveals the pain your death shall cause.
- ☐ The secret fire fades from you, leaving you alone without your magic.
- ☐ You perish, mourned by friends or forgotten alone.



Peace Ward

Create a ward that prevents violence.

YOUR SPELL WON'T allow people to cross the ward.

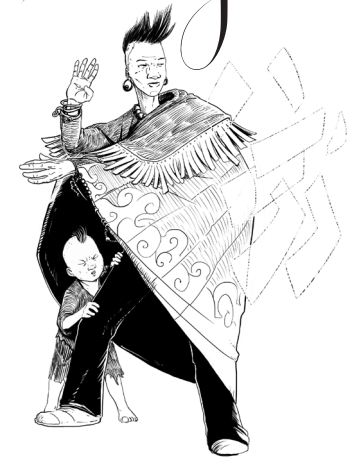
YOUR SPELL WON'T dissolve at dawn.

YOUR SPELL WON'T dull the emotions of the people inside the ward.

YOUR SPELL WILL...

YOUR SPELL WILL...

The Abjurer



Cantrip

Magc Armor

The Abjurer weaves protective magics and the Secret Fire flows around them like an invisible suit of armor. This magical protection shields you, and you alone, from physical, mental, and spiritual dangers. When you *EVADE A THREAT*, treat any 6- result as a 7-9 result instead.



Banishment

Banish harmful powers from an area.

YOUR SPELL WON'T prevent the Wise from casting spells.

YOUR SPELL WON'T be limited to a single effect or supernatural being.

YOUR SPELL WON'T drain and exhaust the caster.

YOUR SPELL WILL...

YOUR SPELL WILL...

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Spellbook



YOUR SPELL WON'T

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Evade a Threat

When you attempt to evade a direct threat to your body, mind, or soul, roll 2d6. If another of the Wise aides you, gain advantage you share the consequences.

On a 10+, you do it successfully and avoid the threat.

On a 7-9, you succeed, but pick one consequence.

- ✦ You receive a Scar
- ✦ Someone else suffers on your behalf.
- ✦ The Doom takes advantage of the situation.
- ✦ You are isolated from your allies & resources.

On a 6-, the threat strikes you, and the GM will make a move accordingly.

Cast a Spell

When you cast a spell in a stressful situation, roll 2d6. Gain advantage the first time each session that you incorporate your foci when casting a the spell.

On a 10+, refer to the spell description in your spellbook and select 2 of the permutations.

On a 7-9, refer to the spell description in your spellbook and select 1 of the permutations.

On a 6-, the spell will misfire and the GM will describe what happens. Gain one point of Research toward that spell.

Consult the Secret Fire

When you seek to understand a Circle in a charged situation, roll 2d6. Gain advantage if you are trusted by that Circle.

On a 10+, choose 3 question from the list below that the GM will answer for you.

On a 7-9, choose 1 question from the list below that the GM will answer for you.

- ✦ What do they wish I would do?
- ✦ What emotion drives them to behave this way?
- ✦ What here is reinforcing the status quo?
- ✦ What dangerous truth is being concealed?
- ✦ How is history influencing current events?
- ✦ Which of the Wise is most favoured by them?

On a 6-, the Secret Fire has something else for you.

Craft an Experiment

When you attempt to cast a new spell in your tradition, roll 2d6. Gain advantage the first time each session that you incorporate your foci when crafting an experiment.

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On a 6-, this spell is unworkable and can never be created, but you attract the attention of the Doom.

Lead a Circle

When you lead a Circle to act according to your will in a charged situation, roll 2d6. Gain advantage if you are trusted by that Circle.

On a 10+, the Circle acts as you wish in the short term & you and pick 3 options from the list below.

On a 7-9, the Circle acts as you wish in the short term and you pick 1 option from the list below.

- ✦ You do not lose Favour with this circle.
- ✦ The Circle's actions will have a lasting impact.
- ✦ You do not suffer retaliation or retribution.
- ✦ Your people do not suffer retaliation or retribution.

On a 6-, something goes terribly wrong, and you pick none of the options from the list above.

Offer Support

When you offer practical or emotional support to an NPC in a crisis, roll 2d6. Gain advantage if you already have an established relationship with them.

On a 10+, pick 3 options from the list below.

On a 7-9, pick 1 option from the list below.

- ✦ You gain Favour with their Circle
- ✦ They act in your best interest.
- ✦ They act in their own best interests.
- ✦ They support a Circle in turn.

On a 6-, the character rejects your aid or support and disappoint you with their decisions.

Session Moves

Further your Research

When you advance your arcane studies and refine your spells, roll 2d6. If you have a relevant Research project, gain advantage.

On a 10+, you discover new secrets, rites, and formulae. Gain two points of Research to allocate to your current spells.

On a 7-9, your research is productive, but it takes significant effort to gather the tools and components you require. Get one point of Research to allocate to one of your current spells.

On a 6-, your research frightens, harms, or corrupts someone from an Outer Circle. Lose favour with that Circle.

Advance a Project

When you work on a special project that helps your research, threatens the Doom, or supports an Outer Circle. This project will give you an advantage on the relevant Interlude moves.

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On a 6-, your project is sabotaged or blocked by a malevolent group. The GM will describe how they interfered with your efforts.

Confront the Doom

When you strike out against the Doom, either on the distant frontier or the home front, roll 2d6. If you have a relevant Confrontation project, gain advantage.

On a 10+, you strike a decisive blow against the Doom, earning favour from the Inner Circle in the process for your valiant efforts.

On a 7-9, you harm the Doom, earning favour from the Inner Circle for your efforts. You also attract the unwanted attention of the Doom.

On a 6-, the Doom retaliates with terrible fury against one of the Circles. That Circle blames you, and you lose favour with them.

Make Peace

When you work to ease tensions and help the Outer Circle adapt to society, roll 2d6. Gain advantage if you are trusted by the Outer Circle.

On a 10+, you make things better for the Outer Circle. Pick 1 from the list.

- ✦ Raise the Circle 1 step on the social hierarchy.
- ✦ Give significant resources to the Circle.
- ✦ Prevent violence against the Circle.

On a 7-9, your actions compromise the integrity and identity of your Circle. Pick 1 from the list, but remove all favour with that Outer Circle.

On a 6-, your actions lead to the cultural assimilation of members of the Outer Circle, who seek acceptance by the Inner Circle.

Aid a Circle

When you aid an Outer Circle, through mundane or arcane means, roll 2d6. If you have a relevant Aid project, gain advantage.

On a 10+, your work offers a lasting benefit to the Outer Circle, giving you favour with them.

On a 7-9, your work benefits one Outer Circle at the expense of another one. Gain favour with the first circle, and lose it with the second.

On a 6-, whatever aid you provided is overshadowed by the retaliation of the Inner Circle. They lash out at the Outer Circle with new forms of oppression.

Seek Justice

When you take a stand against injustice, roll 2d6. Gain advantage if you are trusted by the Inner Circle.

On a 10+, you make meaningful and lasting progress. Pick 1 from the list.

- ✦ Establish a new legal right or precedent
- ✦ Repeal an oppressive law or regulation
- ✦ Change public opinion for the better.

On a 7-9, your actions spark the anger and resentment of the privileged. Pick 1 from the list, but but remove all favour with the Inner Circle.

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Interlude Moves

Favour

The Dominion

Markus the Adamant
(Crown)

Lukas the Collector
(Scale)

Arman the Priest
(Penitent)

Raynard the Scholar
(Citizen)

The Burdened

Jahid the Smith
(Trueborn)

Martje the Veteran
(Marked)

Hedda the Herbalist
(Frayed)

The Forsaken

Anders the Sailor
(Deadwood)

Jacquel the Sex-Worker
(Weeds)

Selene the Painter
(Crooked)

The Musai

Idder the Trader
(Merchant-Princes)

Ridha the Preacher
(Drift)

Ikemba the Labourer
(Unchained)

The Nations

Tiexen the Elder
(Iwixian Nation)

Wuniena the Hunter
(Wunikan Nation)

Aline the Teacher
(Patchwork Nation)



<div>The Dominion</div> <div>Markus the Adamant (Crown)</div>	<div>The Burdened</div> <div>Jahid the Smith (Trueborn)</div>	<div>The Forsaken</div> <div>Anders the Sailor (Deadwood)</div>	<div>The Musai</div> <div>Idder the Trader (Merchant-Princes)</div>	<div>The Nations</div> <div>Tiexen the Elder (Iwixian Nation)</div>
<div>Lukas the Collector (Scale)</div>	<div>Martje the Veteran (Marked)</div>	<div>Jacquel the Sexworker (Weeds)</div>	<div>Ridha the Preacher (Drift)</div>	<div>Wuniena the Hunter (Wunikan Nation)</div>
<div>Arman the Priest (Penitent)</div>	<div>Hedda the Herbalist (Frayed)</div>	<div>Selene the Painter (Crooked)</div>	<div>Ikemba the Labourer (Unchained)</div>	<div>Aline the Teacher (Patchwork Nation)</div>
<div>Raynard the Scholar (Citizen)</div>				

THE WAR OF THE CONQUEST

THE MUSAI ARRIVED FROM THE SOUTHERN SEAS.

Your great grandmother was but a little girl when the first whispers of the strange men reached her village. She heard of massive wooden ships arriving on southern coast. These black ships carried men whose heads were wrapped with unnatural blue cloth, so they appeared to blend into the ocean's waters. They called themselves imperial explorers, sent from a distant land far to the north. They claimed to long for trade, and brought treasures of shining steel. They claimed to wish for peace, and offered treaties written in their blocky script. They claimed to long for rest, begging for a bit of land to build a small village. Their gentle requests seemed innocent, that none guessed the price they would pay.

THE MUSAI BUILT ON NATIVE LAND

These Musai built their first village at the split of the river. They chopped thousands of trees to build hundreds of homes. Unbreakable grey walls were cobbled together from the stones they ripped from the earth. When more of their ships arrived, the new settlers had room to welcome them. Those ships then went to harvest the seas, netting countless fish for food and spearing ysal for their blubber. Their village grew full, and no one dared refuse them the right to build three more, along the coast.

THE RED-CLOAKED ROYALISTS ARRIVED FROM THE NORTHRN WASTES

The Wunikan Nation encountered their own, red-cloaked invaders from beyond the northern wastes. There had long been rumours of other peoples beyond that barren land, but the scorched sands and vicious drakes kept them away. When the first Royalist caravans appeared and camped in the shadow of the Drakespine Mountains, the Wunikan gave them space. They built their own villages in those mountains, also surrounded by these stone walls. The Royalist general claimed the Musai were vicious slavers from the same distant homeland. They offered the Wunikan weapons and support against the blue-shrouded sailors, in exchange for access to the mountains. No one dared to refuse them such a reasonable demand.

THE ROYALISTS AND MUSAI FOUGHT A BLOODY WAR

A generation passed, with the Royalists expanding to dominate the northern foothills and the Musai claiming much of the rivers. The Musai had used treaties and promises to convince our people to fight against the red-cloaked warmongers. The Wunikan Nation was driven to fight us in order to repel the Musai slavers. When the Royalists and the Musai waged their war, they paid with our blood.

THE ROYALISTS WON THE WAR AND CAUSED GREAT SUFFERING.

In the end, the Royalists were the only winners of the War of the Conquest. Thousands had their minds broken and bodies maimed on the battlefield. As always, it was the women and the divergent who suffered the worst during the war, with physical and intimate violence. The remaining Musai were exiled from their homes, with temples repurposed and languages forbidden. The northern peoples were given ownership of the barren, northern wastes. Our peoples, who fought against the Royalist forces, were given only the treacherous swamps.

THE ROYALISTS HAVE RULED THEIR DOMINION FOR GENERATIONS.

The Royalists claimed those mighty Musai cities, the rich farmlands along the rivers, and the ancient forests in the mountain's shadows. They established their complete dominion of the lands from the mountains to the sea, claiming it to be part of their kingdom. They sent the bounty of our land to their distant King beyond the wastes. Treaties were abandoned and new laws were imposed upon us. It has only gotten worse over the years, as the royalists have strengthened their grip over their dominion.

THE DOOM AROSE, THREATENING THE DOMINION

For generations, the Royalists were secure in their rule. When they first heard rumours of devils wearing alabaster masks, they dismissed them out of hand. It was only after the Greenheart Massacre that they recognized the true threat. There are fearful whispers in the corners of the Dominion Palace, and in the shadows of the Halls of Penance. The redcloak armies are impotent in the face of the demons, and the Royalists are terrified. They recognize that only a rare few, the Wise, are able to wield the Sacred Fire and push back this unnatural menace.

ONLY THE WISE CAN BANISH THE DOOM AND STOP OPPRESSION.

You are one of those few, my child. The Secret Fire has reached into your soul and given you magic to wield. Your art can repel the demons and strike back against the oppressive Royalist regime. Now that you know the truth, what will you do? What price are you willing to pay to protect your people?

You have power. Use it Wisely.

THE INNER CIRCLE OF THE DOMINION

The Royalist Dominion is ruled by the right people, virtuous and exalted souls whose efforts will change the world. They write bold new laws, to protect their position in the social order. They enforce those laws in countless ways, from administrative burdens to brutal violence. They have the loudest voices, the strongest platforms, and the weight of public opinion on their side. The Dominant Society rests perpetually at the highest rung of the social order.

The **High Citadel** is the heart of the Dominion, a palace of white marble which acts as home to the governor's family. It rests in the shadoow of the **Holy Mountain**, which He made to shelter the Brotherhood Penitent. Nearby, exotic goods and great wealth flow through the **Trader's Square**, constantly patrolled by the King's loyal **Adamant**.

The Dominion ships valuable trade goods across the northern wastes to the home Kingdom. The dominion hunters harvest the iridescent ivory of **watinem antlers**, from northern forests, so prized for it's beauty. Fishers haul countless fish from the seas, preserved in salt and smoke for long voyages. The wealthy sip fine cordials of fruit brandy, prepared from the Dominion orchards. From the sacred mountains they mine wintershard crystals, who radiate cold while whole and release heat when shattered.

THE SOCIETAL IDEAL (CHOOSE 1)

The Dominion has an aspirational ideal which it strives to achieve. How do the members of the Dominion think of themselves?

- ✦ Innovative Creators, on the frontier of progress.
- ✦ Faithful Servants, guided by their faith in His mercy.
- ✦ Brave Soldiers, who use their strength to protect the weak.
- ✦ Just Leaders, who stand for civilization and the rule of law.

WAGES OF DOOM

The Doom comes in the form of Devils who appear as beings of black flame wearing alabaster masks. They hunger for sin and depravity. They control through infernal bargains with mortals and kill with mortal weapons. Which segment of the Dominion have they harmed most?

The Crowns are the nobility of the Dominion, whose royal blood grants them power and privilege above all others. These are the children of royalty and paragons of virtue, whose wealth is limitless. Many of the Crowns have good intentions and consider rulership to be their noble burden. They seek to care for those who lack the wisdom, virtue, or education to make the right decisions. The Adamant serves the interests of the Crowns by enforcing the royal will and prosecuting criminal law.

The Scales are the representatives of the legalistic government of the Dominion. These are the functionaries, lawyers, inspectors, and law-makers who ensure that the Dominion functions to efficiently support the royal interests. The Collectors serve the interests of the Scales by enforcing taxes, issuing permits, and administering civil law.

The Penitent are those who follow the teachings of the monotheistic and monolithic state religion of the Dominion. The religious teachings of the penitent prizes is ascetic in nature and claims that the virtuous spirit must be held firm against the sinful temptations of the flesh. The Brotherhood Penitent is the monastic order which enforces church law on all those within the Dominion.

The Citizens are the commoners of the Dominion. They are the farmers, merchants, tradesman, and labourers who work to make a better future for their families. They work hard, pay their taxes, and acquire all of the right permits. They are seemingly the least privileged folk of the inner circle. They depend on the Adamant to keep them safe, the Collectors to enforce fair laws, and the Brotherhood Penitent to keep society virtuous.

A SOCIAL HIERARCHY

The social hierarchy in **CIRCLES OF POWER** is murky and uncertain. The only thing that everyone agrees on is that the Dominant Society is on the top of the social order. As a group of the Wise, you need to determine where each of the circles fall on the ladder of power.

RANK 1: PRIVILEGED

THE DOMINION is always at the top of the social hierarchy.
The Wise begin being Feared by this circle.

RANK 2: TOLERATED

Which of the marginalized communities receives grudging respect and tolerance? The Wise begin being Feared by this circle.

RANK 3: IGNORED

Which of the marginalized communities is ignored and forgotten? The Wise begin being Respected by this circle.

RANK 4: SPURNED

Which of the marginalized communities is considered distasteful and unclean? The Wise begin being Respected by this circle.

RANK 5: HATRED

Which of the marginalized communities is subject to blatant hatred and abuse? The Wise begin being Accepted by this circle.

A NEW OPPRESSION

At the beginning of the first session, discuss the new laws being debated in the High Citadel. **Cross off one law**, as it was rejected conclusively in the High Citadel.

At the beginning of the second session, **Circle one law**, to indicate it has been resoundingly accepted and is coming into effect.

The remaining proposals are still under debate.

The **Golden Child Act**, which would regulate marriage and childcare. The act would establish minimum requirements and administrative fees for marriage. The act would further authorize the Collectors to take children into protective custody in cases of neglect or unsafe living conditions.

The **Education Reform Act**, which would regulate childhood education. The act would determine which children can access the urban Dominion Schools, which would be relegated to the rural Ward schools, and which would be forbidden public education entirely.

The **Public Virtue Act**, which would regulate religious activities within the Dominion. This would specifically prohibit texts, icons, or songs which might harm the spiritual integrity of the community. This prohibition would provide the Brotherhood Penitent the authority to seize religious property and interrogate heretics.

The **Harvesting Management Act** would regulate hunting and fishing activities within the Dominion. This act would prohibit fishing, harvesting, trapping, or hunting without a permit. This would further require that all equipment for hunting and fishing be sold by a licensed Dominion vendor.

The **Banditry Interdiction Act**, which would regulate travel to reduce the risk to merchants of the Dominion. Any travel on the Dominion roads or ports would require administrative permits. The Adamant would be given the mandate to carry out certain patrols to verify permits, arrest smugglers, and execute bandits.

THE OUTER CIRCLE OF THE BURDENED

As a member of the Burdened Community, you are deemed “unfit” by the Dominion. The world conspires against you, restricting your ability to act. Your body or your mind doesn’t work in the same way as “normal” people. Perhaps your vision is failing, the world a blur of light and darkness. Perhaps you are shrouded in silence, unable to hear sound or speech. Your limbs might fail to serve you, either in absence or obstinacy. Your mind may be filled with manic energy, or smothered in relentless sorrow. You may simply see the world in all its glorious details, comforted by routine and patterns.

As a member of the Burdened Community, the world is full of walls. Steep stairs keep you from reaching your destination. Information is hidden from you, leaving you dependent on others to show you the way. Crowds of people drown out your thoughts, or cruel words hammer into your souls. No matter how hard you try, the world is an exhausting place. Don’t worry though, no-one from the Dominion expects you to do anything of value. They have written you off as a cautionary tale rather than a human being.

The Trueborn are those whose lives have always been shaped by their burden. Many of the Burdened were born different. When other children ran, they sat alone. When other children explored the world, they sat in blind darkness. When other children played elaborate games, the rules remained stubbornly hidden. When other children could rest after their daily adventures, the constant pain kept them awake.

The Marked are those whose bodies have been shaped by violence. The ranks of the Burdened grew vast, during the war. Countless soldiers fought on the front lines and lost limbs to enemy blades. Arrow-wounds festered. Thrown rocks blinded. The Marked are the hundreds of Redcloak footsoldiers, Musai sailors, and native warriors who suffered permanent injury during the War of the Conquest, or were struck by one of the plagues which followed in its wake.

The Frayed are those people who try to live under the shadow of traumatic memories. Many people suffered trauma and pain, both during the war and in the oppressive aftermath. Families were ripped apart, both figuratively and literally. Loved partners turned to cruel abusers under the pressures of the world. Horrific atrocities scarred the minds, hearts, and souls of those who observed them. They were marked in many ways; nightmares, anxiety, drink, and depression.

OPPRESSIONS OF THE BURDENED

The Burdened have suffered many forms of oppression at the hands of the Dominant Society. As one of the Burdened, privately decide which of these events has affected you the most.

- ✦ **The Black Vault**, the chambers beneath the Holy Mountain where the frayed are kept like cattle.
- ✦ **The Broken Sword**, a promise of coin and comfort for wounded veterans quickly forgotten.
- ✦ **Nightleaf Prohibiton**, an local herb that the natives used to soothe pain and calm the heart which is forbidden to all but the Royals.
- ✦ **The Barren Price**, offering some coin to those who choose to become barren.

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THE OUTER CIRCLE OF THE FORSAKEN

As a member of the Forsaken Circle, you never felt like you belonged in the space allotted to you. The Dominion made it quite clear that certain behaviours were acceptable, and others were absolutely forbidden. The right kind of people don't wear the clothing of another gender. The right kind of men don't fall in love with the man-at-arms. The right kind of women would never look hungrily at the fine ladies of the court. The right kind of person knows their place in society, and will put up with the invisible knives that hide in everyday life.

As a member of the Forsaken, you decided that you were done being the right kind of people. You could have hidden your true self beneath layers of shame, fear, and false smiles. Instead, you chose to live life freely on your own terms. You abandoned the pretense of conformity, held your ground, and made a statement. The constant abuse, intimidation and minor cruelties are not, and can never be, acceptable. If they are not willing to accept your basic rights and your fundamental nature, then there was no place for you.

Royalist society is rests upon the ideals of stoicism and violence. The greatest heroes are those men who stand tall against countless foes, slaying the weak and corrupt, to reclaim their women. The society conflates power with virtue, and dominance with leadership. We are Forsaken because we threaten their violence with our vulnerability, and their hate with our love.

THE DEADWOOD are those who refuse the obligations and expectations placed upon them. They are those who stand apart from lust and choose not to engage in physical intimacy. Others are unmoved by romantic feelings and are not driven in a search for relationships. The Dominion expects traditional marriage and childbearing from all of its people and forsake those who refuse their duty.

THE WEEDS are those who love too much, or love the wrong people. They are men who love other men. They are women who seek to build a lives with each other. They those who passions love men, women, and even those genders beyond. They are the courtesans and sex-workers who sell their labour for their daily bread. Many hide their true natures in public, and reveal them only in hidden refuges.

THE CROOKED are those who refuse to wear the masks forged by birth, assigned the wrong gender and given the wrong name. They were the boys forced to wear dresses and keep long hair. They were the girls who were taught to bury their feelings and pretend to be men. They have chosen their names and present themselves to the world, no matter the cost.

OPPRESSIONS OF THE FORSAKEN

The Forsaken have suffered many forms of oppression at the hands of the Dominant Society. As one of the Wise Forsaken, privately decide which of these events has affected you the most.

- ✦ **The Stalkers**, men who prey on the Forsaken in the dark of night and are left unpunished.
- ✦ **The Hearth Act**, which forbids the Forsaken from working in legal, military, or commercial professions.
- ✦ **The Penitent Tutors**, a religious enclave which offers to “fix” any of the Forsaken tempted by sin.
- ✦ **The Apothecaries' Guild**, whom refuse to offer life-saving medicines for the Forsaken.

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THE OUTER CIRCLE OF THE MUSAI

As a member of the Musai, you have always been an outsider. You were sent to this land by the Musai Imperium, to claim this land for your people. You held the Faith of the Tideborn, whose forbidden teachings clash with the dogma of the Brotherhood Penitent. Your mother's tongue is rarely heard in the streets of the mighty cities. You are set apart from the peoples of the Dominion by the dark hue of your skin, the texture of your hair, and the billowing blue robes of your people.

As a member of the Musai, you are always the example of your people. When you excel or behave in socially-sanctioned ways, you are lauded as a model minority, unlike the rest of your "kind". When you represent your culture honestly, even in the gentlest ways, people lash out with hateful speech and closed doors. If you ever make a single mistake, revealing your frustration or disturbing the "peace", you add another heavy link to the chain of prejudice that binds your people.

The Merchant-Princes were the wealthy merchants who administered the colony on behalf of the Empress. They built palaces, only see them broken. They created industry and riches, only to see them plundered. They shared their wisdom and history with their people, only to have their language forbidden. Now they act as impoverishes guardians of the imperial law, history, and culture for the rest of their people.

The Drift follow the forbidden Musai faith in worshiping the Immortal Tide. Their faith revolves around ideas of predetermination, as Father Sea stands as an endless, timeless guide. Fools struggle against the sea's will, while the righteous trust in the benevolent seas to guide them to their destiny. The Drift are those who preach the latter course and ask others to listen to the sea's guidance.

The Unchained are an ethnic minority who had been once enslaved by the Musai Imperium, and were only recently emancipated by the Dominion. This would have given the Unchained an opportunity to thrive, if the Dominion didn't also ensure they would remain impoverished and desperate. The Unchained are now have the right to work under Royalist masters, or the freedom to starve.

OPPRESSIONS OF THE MUSAI

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- ✦ **The Silence Act**, which prohibits the use of the dominant Musai language in public affairs or private business.
- ✦ **The Desecration**, when the Penitent Brotherhood seized the temples to the Immortal Tide and repurposed them into halls of penance.
- ✦ **The Deprivation**, when the Dominion claimed most of the Musai property and coin as a condition of the surrender during the War of the Conquest.
- ✦ **The Expulsion**, a massive deportation of non-combatant Musai farmers and fishers by the Royalists, sending them to distant imperial colonies or a watery grave.

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THE OUTER CIRCLE OF THE NATIONS

Your peoples were always here. You walked the land freely, trapping and harvesting to feed your families. Your cultures stood the test of time, passing down custom and story from generation to generation. Your language resonated through the open woods and shared inherited wisdom. Your peoples were once whole, before the Musai and the Dominion invaded.

The invaders formed treaties of peace, and used them as vicious weapons of war. They cut down the woods, plowed the plains, and flooded the valleys to suit their purposes. Your people were forced to small reservations of land, barely enough to sustain the remnants of your communities. Your languages were suppressed, rights ignored, and children stolen. The land which birthed your people, was polluted, clear-cut, and mined.

As a member of one of the Nations, you have always been outside of the royalist society. You came from a world that was broken, with families trying to find their way in the dark. No matter how hard the settlers tried, they could never stop your stories or silence your elders. You stood to learn from those who came before, and to teach those who will follow you. You will stand tall, and rebuild what was taken from you.

The Iwixian Nation are coastal peoples who recognize that all life comes from the seas. As a people, the Iwixian harvest the bounty of the ocean fish, flats of shellfish, and the massive ysal. The weave fibres from the sea into waterproof cloaks and beautiful hats, dyed brilliant colours from the seas. Their wooden canoes carry their people up the rivers and to distant islands for trade.

The Wunikan Nation are a nomadic forest people, who moved through the vast northern woodlands to follow the watinem of the forest. The Wunikan have tended these forests since time immemorial, burning clean game trails through the brush, tending sweet berry bushes, and planting other crops throughout. They recognize that the mountains guard ancient wisdom, and the Wunikan protect the secluded mountain village of the elders.

The Patchwork Nation is a new people who live on the grasslands between mountains and sea. Many of the Iwixian Nation chose to wed members of the Musai in the decades prior to the War of the Conquest. Their children formed new communities, which in turn united as the Patchwork Nation. These peoples value trade as a means of peace and healing, which led them to establish trading posts throughout the land.

OPPRESSIONS OF THE NATIONS

The Nations have suffered many forms of oppression at the hands of the Dominant Society. As one of the Nation Wise, privately decide which of these events has affected you the most.

- ‡ **The Crystal Quarries**, where the Dominion dig into the heart of the sacred mountains to rip out wintershard crystals for export.
- ‡ **The Stolen Lands**, as the Iwixian Nation was forced to live in inhospitable coastal marshes, and the Wunikan were “granted” land in the arid mountains.
- ‡ **The Patchwork Prince**, a leader of the Patchwork Nation who was publicly executed for establishing a self-governed territory outside of Dominion rule.
- ‡ **The Broken Treaties**, as the Musai and the Dominion renege on the promises made to the native peoples for their military support.

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