

Cast aspersions

Use this when you wish to make someone look bad in the eyes of society.

Face: They mark a reputation and lose a token if a main character, they suffer a blow to their reputation if a supporting character.

6-10: They mark a reputation if a main character, they are put off balance if a supporting character.

A-5: No effect.

Comfort someone

Use this when you have a meaningful heart-to-heart with someone.

Face: If they accept your comfort, they may clear a passion. You may also clear a passion.

6-10: If they accept your comfort, you may clear a passion.

A-5: No effect.

Defend someone

Use this when you try to stop someone harming or maligning another.

Face: You turn the attack on the attacker.

6-10: You deflect the attack.

A-5: No effect.

Gain insight

Use this when you observe someone closely.

Face: Ask two questions from the list.

6-10: Ask one question from the list.

A-5: No effect.

Gamble well

Use this when you hope to make money on a game of chance.

Face: You win a goodly sum.

6-10: You break even.

A-5: You lose more than you intended.

Speak secretly

Use this when you wish to hide the details or fact of your communication.

Face: You communicate what you intend to who you intend.

6-10: You communicate what you intend, but someone else picks up on it.

A-5: No effect.

Strike someone down

Use this when you may do bodily harm to someone.

Face: You wound them grievously.

6-10: You wound them.

A-5: You do not wound them.

Tempt someone

Use this when you wish to convince another main character to do something.

Face: If they do what you want, they gain a token. If they don't, they mark a reputation.

6-10: Choose one: If they do what you want, they gain a token. If they don't, they mark a reputation.

A-5: No effect.

Uncover magical secrets

Use this when you may discover something meaningful about magic.

Face: Mark a Secret.

6-10: Mark a Secret, and the fairy gains one strand on you.

A-5: The fairy gains one strand on you.

A grievous wound

Use this when you could be mortally wounded.

Face: No wounds.

6-10: Mark one wound.

A-5: Mark two wounds.

Being shaken

Use this when you could be upset.

Face: Mark no passions.

6-10: Mark one passion, but clear it at the end of the scene.

A-5: Mark one passion.

Being rocked

Use this when you could be deeply distressed.

Face: Mark no passions.

6-10: Mark one passion.

A-5: Mark two passions.

Capture by a fairy

Use this when you could fall deeper into a fairy's power.

Face: The fairy gains no strands on you.

6-10: The fairy gains one strand on you.

A-5: You are in the fairy's thrall.

Embarrassing yourself

Use this when you could step truly outside the bounds of propriety.

Face: No reputations.

6-10: Mark a reputation.

A-5: Mark two reputations.

Making a misstep

Use this when you could behave better.

Face: No reputations.

6-10: Lose a token.

A-5: Mark a reputation.

Starting a rumour

Use this when you could have your actions misinterpreted.

Face: No rumours.

6-10: A muddled rumour.

A-5: A terrible rumour.

Suffering injury

Use this when you could be hurt.

Face: No wounds.

6-10: Take a flesh wound.

A-5: Mark a wound.

Magical corruption

Use this when you could harm your soul with magic.

Face: No mark.

6-10: Take a mark for the scene.

A-5: Take a permanent mark.

Letting slip a secret

Use this when you could reveal something you shouldn't.

Face: You keep it in.

6-10: You drop a heavy hint.

A-5: You make it clear.

Dishonouring your family

Use this when you could put your whole family at risk.

Face: You uphold your family honour.

6-10: Your behavior is considered questionable.

A-5: Your behavior is considered reprehensible.

Insight Questions

These are the questions you may ask with the **Insight** outcome.

- are you speaking the truth?
- what do you wish I would do?
- what do you intend to do?
- how do you feel about this?
- how could I get you to...?

Death magic

If your spell deals with death, spirits, grief, use this.

Face: You are beloved by Death, and he will not touch you for a year and a day.

6-10: No effect.

A-5: Change your last mark to "Become a wraith". If it already is, take a permanent mark.

Transgressive magic

If your spell deals with sexuality, blurring class boundaries, sacrifice, use this.

Face: You attain the blessing of the peccadillo: take one reputation on your sheet and cross out the boxes, cross out the bad reputation. Nothing you can do will damage this reputation again. You may not always enact it, but you cannot lose it.

6-10: No effect.

A-5: The Three Sisters claim your dreams. Their refined tortures and pleasures are reserved for you, whenever you sleep.

Harsh magic

If your spell deals with violence, ruthlessness, privation, use this.

Face: You are blood-marked, and the Horned God knows you for his own. You have the right to demand a duel of Arcadian beings.

6-10: No effect.

A-5: Change your last mark to "become Glatissant". If it already is, take a permanent mark.

Treacherous magic

If your spell deals with lies, betrayal, deceit, use this.

Face: The Hanged God silvers your tongue, and until you tell a truth, all will believe your lies.

6-10: No effect.

A-5: The Hanged God splits your tongue, and no one will believe you until the seasons turn.

Ancient magic

If your spell deals with fairy-things, eternal truths, royal rights, use this.

Face: You are (mistakenly?) crowned by the hills and the rivers: this land, to its natural borders, is yours until the land realizes its mistake.

6-10: No effect.

A-5: You owe the land a tribute: either find a suitable sacrifice, or sacrifice yourself.

Feral magic

If your spell deals with beasts, ferocity, wildness, use this.

Face: The beasts of the wild recognize in you their sovereign: they will treat you with respect and deference, though not always loyalty.

6-10: No effect.

A-5: The wilderness claims what was yours: your house, your lands, your name are covered in thorns and briars, and there is no safe passage through.