



# Crimes of the Sky and Otherwise

*A Game of Bird and Worm*



**SIXTH HISTORY**

## Credits

This game was written, illustrated, and laid out by E. Lewis. Find me at [law-of-fives.com](http://law-of-fives.com).

This game is based on the Secret Histories setting by indie game studio [Weather Factory](#). All characters, locations, and other details related to the SH setting belong to their creators.

This is a fan-made game and is not affiliated with Weather Factory Ltd, Secret Histories or any related official content. It is published under Weather Factory's [Sixth History Community Licence](#).



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This game is a hack of [Royal Blood](#) by G. Howitt.

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Thanks to my playtesters, Moth, Nick, and especially Julia who introduced me to the Secret Histories in the first place.

## What This Is

This is a tarot-based roleplaying game for three or more players and a gamemaster, who we will call the Vagabond's Name. This game is built on the bones of Grant Howitt's Royal Blood and fleshed out with lore from the Weather Factory's Secret Histories universe (Cultist Simulator, Enigma, The Lady Afterwards, Book of Hours). If you have not played Cultist Simulator past a major victory or two, this is going to get confusing fast.

To play, you will need one deck of Tarot cards and six tokens per player, plus a few more for gamemaster purposes. You do not need Weather Factory's Tarot of the Hours to run this game – all mechanics are labeled with standard Major Arcana as well as setting-relevant names. In addition to the cards and tokens, it will also be useful to have a handful of blank index cards for tracking story elements as they come up.

This game is intended to take two to three sessions as opposed to Royal Blood's usual single session. We suggest taking pictures of your game board between sessions, as real life doesn't come with that handy [Save & Exit] button.



## How Things Are

The Law goes back all the way to Stone: the Keys cannot be held or owned. But there are those outside the law. They are called Alukites, Empousai, and Soucouyants. Their crimes cannot be forgiven. The strongest are the Ligeia Club, seven monsters for seven keys, to stand at the threshold and choose when to open a door. There have always been seven, but not always the same seven, and it has not always been the Ligeia Club, but for now, Ligeia remembers. Things could be otherwise.

## Who You Are

You have wrestled the world to its knees. You deal in the highest secrets and claim favor from the Hours, as an immortal Long or as something equally occult if perhaps a bit less welcome. The mortal cults and their dreamers flock beneath you. Further up, the denizens of the Mansus twist the Histories, writing and rewriting to their own purposes. But some choices are written indelibly across the histories. Here's one: You have picked a side.

## What You Can Do

You wield the Principles. In dreams, the Mansus offers you secret roads from the Wood to the Glory and back again. You know the proper sacrifices and the natures of the Hours: Lantern to reveal, Forge for shaping, Edge for struggle, Winter for endings, Heart for preservation, Grail for hunger, Moth for what's hidden, and Knock to open the way. Mortals swear themselves to your cause for a mere scrap of what's passed through your hands.

## Who She Is

The Vagabond's Name tells her story to the willing, but not to the unwilling. What do we know of the Vagabond? The Vagabond is barred from the Mansus; she is also a thief. Her greatest crime waits in a braided future, but yours will be tonight. The Vagabond's Name holds the cards and keeps the boundaries. She draws maps of the Centipede's footsteps. She listens for the thrush-song. You have her attention.

## What's Going to Happen

You are going to steal a Key. The keyholders decide who will ascend and who will not, and they always take their pound of flesh. In controlling who ascends, they control the future of the Mansus. By collecting door-fees, they secure their strength. All of this: the strength, the control, the ascension — it could be yours. You did not come this far by avoiding risks or by clinging to your regrets. You reached immortality through long preparation and a willingness to sacrifice anything that got in your way. Dedicate yourself once more, succeed, and you could rise even higher.

## A Playthrough

First, separate the deck into the Major Arcana and the Minor Arcana. If you're picking characters at random, separate the Minor Arcana into the court cards and the pip cards.

### Creating Your Characters

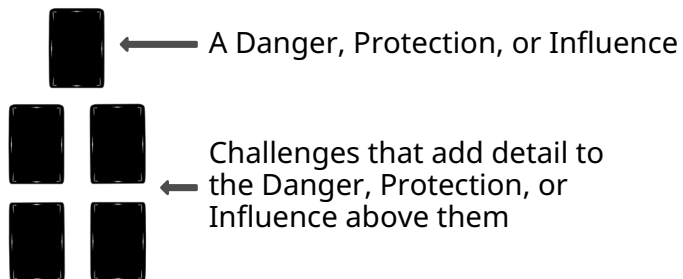
- Pick from the lists in **Character Creation in Depth**, or draw a random court card and find the correspondence.
- Select your character's six aspects: two Lores, two for the Hidden World, and two for the Wake. Each character comes with a list of suggested aspects, but feel free to make up your own.
- Next pick your character's true motive and keep it a secret. Also, pick a name.
- Don't keep a card for your character — shuffle the court cards back into the Minor Arcana after character creation if they were separated.
- When everyone has created a character for themselves, go around the group asking the character backstory creation questions and establishing your shared goals.

### Creating The Spread

- Pick a **Ligean** with the Key you desire. This is the target of your heist, also called the Mark.
- Lay out and read the descriptions for the three Major Arcana defined in the Ligean Profile to represent your target's Dangers, Protections, and Influences. These are the challenges you're up against, also called the Box.
- Each player should describe their relationship to the target and why they're pursuing this Key.
- In return, each player gains the Attention of an Hour (one Major Arcana, face down) to use as their twist.

## Scouting The Challenges

- Each player starts with six spinatrae (tokens) to represent their investment in this heist.
- The Vagabond's Name first describes the Dangers, Protections, Influences, and each challenge beneath them, then asks players about each card, one by one.
- For each card, the players describe how they're scouting it or what they already know about it from their character's background, guided by the Vagabond's Name. When the challenge is fleshed out, the players place a spinatra on the card.
- At this point it may be useful to write aspects like cult names and trap details on index cards and place them by the relevant Major Arcana.
- Once every challenge has at least one spinatra on it, the Vagabond's Name may switch to asking any players with remaining funds which challenge they're gathering additional information about.
- Again, each time a player adds a detail to a challenge, they should place one of their spinatra on the relevant card.
- When everyone is out of funds, the challenges ahead are fully defined. This spread of cards and coins is the Vagabond's Map and the players will need all their aspects and cleverness to traverse it.
- Spinatrae do not represent or require a specific player's involvement – only the investigation.



## Resolving The Challenges

To conquer one of the three elements of the Box, the players first need to deal with all four details beneath it. However, they can jump from one element's details to another while working their way up, resolving the lesser challenges in any order.

- Each challenge will have at least one scene, but may have more than one if there are multiple spinatrae on the card.
- The leading player will stake an aspect on the challenge. This is what they're using to overcome the problem and what they stand to lose if they fail. **Anyone may participate in a scene**, but only one aspect is risked.
- All players and the Vagabond's Name work to frame the scene, describing sensory details, unexpected complications, and preparations.
- The scene begins, with the players describing how they overcome the problem and the Vagabond's Name narrating. When the moment of decision comes, the Vagabond's Name hands the leader the Minor Arcana and tells them to draw a card. If the leader wishes to improve their odds in advance and has tokens available, they can offer the Vagabond's Name a spinatra to draw an additional card, and then use the best result of the draws.





## Resolving a Scene

The Vagabond's Name interprets drawn cards thusly:

- **If it's a 2, 3, 4, or 5** - No, and. - The aspect wagered on the challenge is lost
- **If it's a 6, 7, 8 or 9** - Yes, but. - The aspect wagered on the challenge is damaged. The Vagabond's Name removes a spinatra from the card. If this is the last spinatra, the challenge is resolved and the major arcana is discarded.
- **If it's a 10, or a court card** - Yes, and. - The Vagabond's Name gives one of the spinatra from the card to the player. If this is the last spinatra, the challenge is resolved and the major arcana is discarded.
- **If it's an Ace** - Yes, and then some. - You've subverted this defense, entirely. Once the challenge has no more spinatra on it, then the player who drew an ace takes it as a new aspect.

If the player isn't happy with the results, they can call on their Regard of an Hour, turning over the face-down major arcana to draw two more cards. When calling on the Hour, they should describe why this Hour was interested and how they use its aspects to get out of trouble. The player uses the highest of all drawn cards to resolve the challenge, but discards their Regard of an Hour card.

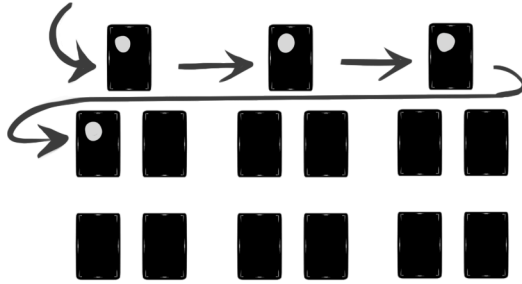
Finally, the Vagabond's Name describes how the scene concludes, if the player is successful or not, and what they may gain or lose in the process. The scene leader and other players take part as appropriate. If there are still spinatra on the challenge, the scene may continue with a new wager, or a new scene may begin. When a card has no tokens left, move on to the next challenge.

## Resolving The Challenges, cont.

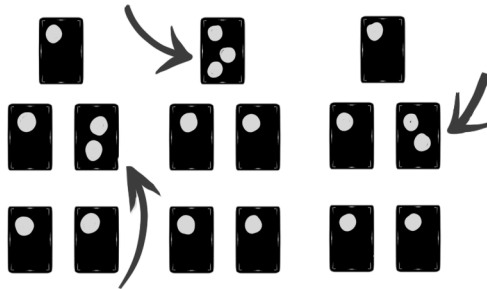
- All details of a top level challenge must be resolved before the final element can be addressed. When resolving a top-level element of the box as opposed to a lesser challenge, you're taking out one of the Ligean's defenses. They tend to notice this.
- After removing all tokens from a top level card, but before subverting or discarding it, invert the major arcana, place one spinatra on it, and play out one more scene. The Ligean responds to their loss by sending new threats at the players or even confronting them herself, though not with full commitment, not yet.

## Confronting the Mark

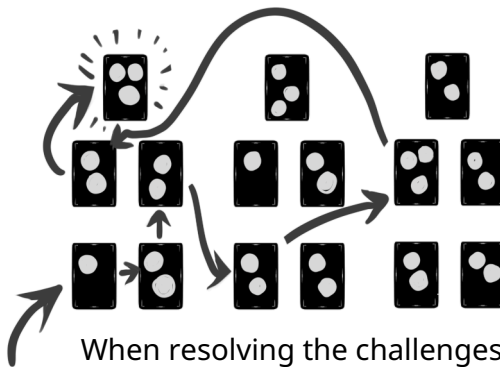
- When the spread is entirely resolved, the Vagabond's Name should now shuffle together the discards and any remaining Major Arcana. She should draw one more card and place it on the table, face down. This is the Ligean herself, come to make an end of things.
- Place a number of spinatrae equal to the number of players on the card, and play through the scenes, though note that the Ligean may never be taken as an aspect herself. When all those spinatrae are gone, place one more. This is your final battle, the end of the road. Only one side will walk away with a Key.
- When the battles are done, and the Key's fate is resolved, there is still one more scene: the consequences. Turn the last card face up and have the players talk among themselves, under the auspices of that last Hour. There's loot to divide and perhaps secrets to confess. With this final scene, the game is done.
- But remember, there are always other paths.



Begin scouting the challenges from the top.



Once every challenge and detail has a spinatra, you can place the remaining tokens on any card.



When resolving the challenges, you can go in any order, but you can't resolve a top level element until the cards beneath it are resolved.

## Character Creation in Depth

Your character is a Long or something of the same ilk, an immortal somewhere between Namehood and Nowhere. Someone who has studied all the principles of the Hours and mastered a few, gathered artifacts of power, and collected allies in both the hidden world and the wake. You can choose what sort of immortal to play at random by drawing court cards from the minor arcana, or you can choose for cohesion's sake: a counterparty formed around the alliances of the House or the nature of a Key will do quite nicely.

When creating a character, you should select two aspects for each of the three categories available to you, six aspects in total. Pick two principles to represent the invisible arts you've truly mastered, two aspects from the Hidden World to represent your arcane resources, and two aspects from the Wake to represent your remaining mundane influence.

A variety of premade characters are available under the sections labeled **Those Who Desire...**, one concept for each of the court cards. Each premade character has nine potential aspects; you can choose your six from these or write your own. Your chosen aspects do not represent all the options available to your character, but they are what you can rely on and therefore what you must gamble in your attempts to obtain a Key.

For every gamble, there's a chance to lose the aspect. This process is described in **A Playthrough: Resolving a Scene**. If your character loses all their aspects, then they've come too far to turn back. To go further, you must risk your immortality itself. As part of character creation, choose what truly drives your character, even to the point of death... and then keep it a secret.

### True Motives and What's at Risk:

- Revenge (Health)
- Loyalty (Dread)
- Pride (Fascination)
- Greed (Passion)
- Debt (Reason)

When the time comes for your character to take the stage without aspects, play out a scene in which the character's true motives are revealed to all. There's a reason you're here; everyone needs to know it. From that point on, you can always draw two cards in the initial attempt to resolve a challenge. Your character's last aspect is simply 'Themselves', and when it's gone or when the heist ends, that character's story will end as well. Make it a worthy end.

Oh, and in addition to all these secrets and powers, you'll also need a name. Feel free to change any premade character's title around a bit too when you're writing that down, however it suits you.

## Forming The Counterparty

After selecting a character, turn to the other members of the group and ask each of them one of the following questions, at your own discretion:

- How did our last expedition together end?
- Who did we both love and then lose?
- How did we meet when one of us was just starting out?
- What near-death situation did you save me from?
- Why have we fought in the past?
- What have I stolen from you?
- What aspect of the invisible sciences will we never agree on?
- What secret society, cabal, or underworld organization do we both belong to?
- What is an aspect I know you've already lost?

Then as a whole, the group should answer these questions:

- Are you aligned with the Birds of a Feather, who wish to preserve the current order of the Mansus, or the Worms of a Scale, who wish to overthrow it?
- How and where did your group come together to pursue this Key? Do you have a leader?
- Who have you all agreed to give the Key to if you retrieve it? (Not that any agreement is binding...)



## Those Who Desire Swords

Enlightenment and Remembrance

### The King of Swords - A Pilgrim-Hopeful

**Lores:** Lantern, Moth, Forge

**In the Hidden World:** The Book of Suns, Tutor of Occult Languages, A Hide-away in the Bounds

**In the Wake:** A Dusty Library, A Secretive Lover, Always Returning

### The Queen of Swords - A Winter-Long

**Lores:** Winter, Edge, Lantern

**In the Hidden World:** Elagabaline Manacles, Noon-water, Leathean Escape Techniques

**In the Wake:** The Silence that Drives Others to Speak, A Dedicated Student, Perfect Time-sense

### The Knight of Swords - A Lantern-Long

**Lores:** Lantern, Winter, Knock

**In the Hidden World:** A Collection of Scrines, The Dreams of Friends and Enemies, Ritual-master

**In the Wake:** Old Victims, The Merciless Skill of Persuasion, Otherworldly Hints

### The Page of Swords - A Helminthologist

**Lores:** Winter, Secret Histories, Knock

**In the Hidden World:** Keeper of Watch-Worms, A Relic of the Seven-Coiled, The Elixir Zeboim

**In the Wake:** A Hidden Conservatory, Membership in the Society, An Artist's Mystique

# Those Who Desire Pentacles

Power and Defiance

## The King of Pentacles - A Forge-Long

**Lores:** Forge, Lantern, Grail

**In the Hidden World:** Master of Alchemy, The Shaping Strength, Ritual-leader

**In the Wake:** The Power of Wealth, A Military Past, A Secret Regret

## The Queen of Pentacles - A Follower of the Leashed Flame

**Lores:** Forge, Secret Histories, Knock

**In the Hidden World:** An Undying Spark, Speaker of Dead Languages, Martyr-Ash

**In the Wake:** A False Identity, Anachronistic Knowledge, Ties with the Nobility

## The Knight of Pentacles - A Devotee of the Lionsmith

**Lores:** Edge, Forge, Heart

**In the Hidden World:** The Ragged Sword, A Friend to Monsters, The Greyest of Cats

**In the Wake:** A Lair in the Decaying Fringe of the City, Unceasing Vitality, Dawn Meditations

## The Page of Pentacles - A Legate of the Colonel

**Lores:** Edge, Lantern, Winter

**In the Hidden World:** Many-Winged's Rifle, An Old Adept-Teacher, The Shadow of Winter

**In the Wake:** A Favor from Authority, Sharpened Senses, A Long List of Victories



## Those Who Desire Wands

Change and Constancy

### The King of Wands - A Moth-Long

**Lores:** Moth, Secret Histories, Heart

**In the Hidden World:** A Dappled Mask, Wings Within, Scissor Affinity

**In the Wake:** Questions Which Defeat Answers, A Disapproving Family, A Dancer's Skill

### The Queen of Wands - An Alukite

**Lores:** Heart, Grail, Edge

**In the Hidden World:** Kingskin Bodhrán, Detachable Shadows, A Secret Woods-Path

**In the Wake:** A Friendly Gravedigger, A Passionate Memory, The Drowning Hunger

### The Knight of Wands - Sworn to the Mensicate

**Lores:** Moth, Lantern, Knock

**In the Hidden World:** Ritual-maker, A Vial of Glassfinger Poison, A Glimmering Orchard-Harvest

**In the Wake:** A Collection of Poetry, Eyes of Night, The Patience of Prophecy

### The Page of Wands - A Heart-Long

**Lores:** Heart, Moth, Knock

**In the Hidden World:** A Memory in the Bones, The Holiest Hemolymph, A Resurrected Lover

**In the Wake:** A Musician's Talent, A Room Above a Bookstore, No Need for Sleep

## Those Who Desire Cups

Sensation and the Threshold

### The King of Cups - A Grail-Long

**Lores:** Grail, Lantern, Moth

**In the Hidden World:** The Chalice Murmurous,  
Enticing Blood, Scholar of Rare Tongues

**In the Wake:** An Opulent Townhouse, A Renegade  
Hunter Ally, Connoisseur of Intensity

### The Queen of Cups - A Soucouyant

**Lores:** Grail, Heart, Edge

**In the Hidden World:** Amaranthine Nectar, Brass-  
Bright Claws, Master of Curses

**In the Wake:** A Defiled Church, Youthful Hunger,  
Notoriety Magnet

### The Knight of Cups - A Saint of the Knot

**Lores:** Knock, Grail, Secret Histories

**In the Hidden World:** A Paradoxical Curio, Seven  
Marks for Seven Torments, Beloved of Doors

**In the Wake:** A Flock of Admirers, Hebe Stanton  
Tickets, A Taste for Intrigue

### The Page of Cups - A Knock-Long

**Lores:** Knock, Edge, Winter

**In the Hidden World:** The Frangiclave, Venom-  
spitter, Subverter of Principles

**In the Wake:** A Subscription to the Kerisham Review,  
Purposeful Scars, An Expedition Crew

## The Ligeia Club

Your mark is one of the seven Ligeians, who stand outside the Mansus and its laws. She holds the Prize: a Key that only she or another of her kind may turn, a Key which unlocks a door she cannot pass. Each Ligeian is a legendary monster in her own right and each is surrounded by unique protections and influences that must be named to be defeated. Place three major arcana to represent the Dangers, Protections, and Influences for your target as determined by the Ligeian Profiles. You must detail, prepare for, and defeat each of these challenges before you can obtain a Key for your own purposes.

## The Ligeian Profiles

### Sulochana Amavasya

Keeper of **The Key of Night**, which opens **The Wrong Door**. Called Cobra-child and Light-drinker. She can be found in London, where she runs the Ecdysis Club with an eye for occult talent.

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**Dangers:** The Moth (The Fool) - The many adepts she's helped owe her friendship and favors. They will not risk you depriving them of her assistance.

**Protections:** The Thunderskin (The Emperor) - Her nightclub is no fortress, but Mr. Agdistis and her employees are akin to guards, and her jewels and trophies, the treasure protected within.

**Influences:** The Mother of Ants (The Hierophant) - Descent from the Hooded Princes grants certain abilities and certain acquaintances. Thus did she inherit the Key, but not only that.

## Echidna

Keeper of **The Biting Key**, which opens **The Savage Door**. Called Mrs E., Auntie E., and the Mother of Monsters. She resides at the edge of the desert, in whatever shape she finds preferable at the time.

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**Dangers:** The Lionsmith (Strength) - The lesser monsters stand as defense, both her surviving children, and those seduced by her notorious milks.

**Protections:** The Colonel (The Chariot) - The strength, the claws, the flapping skin, the teeth. The monster, herself. You'll need to prepare.

**Influences:** The Forge of Days (Judgment) - Echidna is known to the names of the Forge and more, all those who owe her for levering open that old wound, the Savage Door.

## Marinette

Keeper of **The Flaying Key**, which opens **The Kingskin Door**. Called Our Lady of Wires, White-Hands, and the Dry Witch. She prowls Eastern Europe, as bloodthirsty as the Grail she serves.

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**Dangers:** The Red Grail (The Devil) - Her skeletal jaws and monstrous hunger will make short work of you, with naught left but the skin and perhaps the bones.

**Protections:** The Witch-and-Sister (The Lovers) - Young as she is, Marinette is still close to the Mansus which rejects her. She drips with dangerous secrets, Grail, Edge, and Grail again.

**Influences:** The Flowermaker (The Sun) - The ruby wound she wields earns her the love of practitioners of Heart and Grail and all the mysteries of blood.

## Klêidouchos

Keeper of The **Key of Days**, which opens **The Tricuspid Gate**. Called Frau Schlüssel, and the Key-Keeper. She has been enjoying Vienna for some time now, a pillar of that crossroad of the histories.

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**Dangers:** The Sun-in-Rags (The Hanged Man) - Her sacrifice, the black dog is an omen of death. Her great work, to know all the keys, is an omen of strength. Her strength is an omen of death.

**Protections:** The Madrugad (Temperance) - You are not the first key-hunters to come here. If you want to be the last, then learn from their mistakes.

**Influences:** The Door in the Eye (The Magician) - There is a flaw in the world in Vienna, and many other secrets known to the Key Tamer besides. Each one is a potential weapon.

## Medusa

Keeper of **The Forest Key**, which opens **The Door in the Wood**. Called Coil-Queen, and the Snake Witch. She is the reason that every statue in Budapest has its eyes closed, stealing through the night like a hunter.

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**Dangers:** The Malachite (The Empress) - It is forbidden to look upon her face. Beware the unhealing wounds she gives, beware her twining limbs, beware the Alukite.

**Protections:** The Sister-and-Witch (The Moon) - Seek her and find yourself sought. She is already dead, so how can you end her? Or is there another way?

**Influences:** The Horned Axe (Death) - The oldest of the Ligeans, who mourned the Seven Coils. We know so little of the Hours from Stone, and so we know to fear what she has brought from that era.

## Morgen

Keeper of **The Key of David**, which opens **The White Door**. Called Madame Matutine, Meniscate-sister, and the Sea-Born. She docks at any port that draws her attention, bringing all the gifts of the sea, but especially the lethal ones.

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**Dangers:** The Mensicate (Justice) - She does not sail alone, but is confident enough to come down the gangplank alone given the opportunity. This is unlikely to be a sign of weakness.

**Protections:** The Velvet (The High Priestess) - Her next port is always concealed, and the one after that, and after that. She may know your secrets, but you still need hers.

**Influences:** The Beachcomber (Wheel of Fortune) - That which is buried can be retrieved. Situations turn. And for one with the regard of so many hours, situations often turn in her favor.

## Rowena

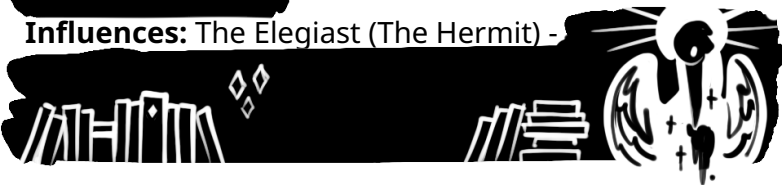
Keeper of **The Mare's Key**, which opens **The Door to Nowhere**.

**Dangers:**



**Protections:** The Crowned Growth (The World) -

**Influences:** The Elegiast (The Hermit) -



## The Challenges

The details under each Ligeian's unique Danger, Protection, and Influences are the majority of the scenes you will encounter, all generated with inspiration from the following list. These challenges can represent aspects of a defense or a complication the players must struggle with in their plans to defeat that defense.

After the Vagabond's Name has placed the three Major Arcana representing the Ligeian's defenses, also called the Box, she draws and places an additional four Major Arcana beneath each of the first three cards. These four cards represent the details of the challenges, for a total of fifteen cards in the spread. All four details beneath an element of the Box must be resolved before the top level card can be resolved.

As an example of how to use these challenges to detail the Box, consider Sulochana's Danger, The Moth, which represents the friends that surround her. If one of the details under that danger was The Velvet, then one of those friends might trap the characters in a labyrinth, or be blackmailing them. Then modify that situation with the additional challenges- if one of the other details is The Lionsmith, perhaps the blackmail involves finding or inciting a betrayal, or perhaps there's a nest of monsters within the labyrinth. Challenges can spin off from the Ligeian's defenses, character's aspects and backstory, or even stand on their own as long as they progress the game, with the spinatrae on those challenges representing how many risks the players must take to earn that progress.

## The Moth (The Fool)

- An element of the defenses goes rogue. You weren't prepared for this, and neither was anyone else. All sides are left wounded and confused.
- Your contacts have everything you need, and also bottles of Leathy, sharp scissors, and a question. What may be lost? It may be, but will not quite be, a payment.

## The Door in the Eye (The Magician)

- Some knowledge is as dangerous as poison and as sharp as a sword. You must learn these secrets, but first you'll need a safe way to *think* them.
- A medium and fortune teller, convinced your path will lead to ruin, does everything she can to get in your way.

## The Velvet (The High Priestess)

- A labyrinth of secret passages, twisting streets, or the darkness of the Wood itself.
- Blackmail. Targeting your allies, targeting you, or perhaps it's the tool you need most. Get control of the situation or get out.

## The Malachite (The Empress)

- The femme fatale is not your friend, but you can't quite bring yourself to call her an enemy either. Of course, there will be consequences if she gets what she wants.
- An old enemy could be a very dangerous distraction, unless you can pay them a significant wergild in blood and magic.



## The Thunderskin (The Emperor)

- The patronage of the local ruler must have been expensive. Perhaps they don't know exactly what it is they are protecting. You can hope.
- An ordeal of agony stands between you and your desire. How long can you endure?

## The Mother of Ants (The Hierophant)

- One of the Mother's Younger Sisters is large enough to sink ships. Its mouth is an open door, but not one that leads anywhere you want to go.
- An Apollonian cult, protective of the Glory and of their path towards it.

## The Witch-and-Sister (The Lovers)

- Two-faced or twin-faced: you must play a role you despise in another's story. There is no other path from the beginning to the end.
- A knot in the histories. Scars in the landscape from a war that did not happen.

## The Colonel (The Chariot)

- The chase, the hunt, the high speed getaway and all its risks and thrills. Which end of the knife are you holding?
- A remnant of the power that lives within dead hours opposes you, writhing and dark.

## The Lionsmith (Strength)

- A betrayal from within. A follower, your own apostle, your child.
- A nest of monsters: striges or otherwise.

## The Elegiast (The Hermit)

- Silence. No one will speak to you. Your crimes and misfortunes have been remembered. You are contagious with woe.
- The Obliviates come for you now.

## The Beachcomber (Wheel of Fortune)

- A meeting of equals gone badly. A spy listening in, an argument, a social misfortune.
- Corruption opens doors. A neutral party demands a bribe. Be generous in your gifts or beware.

## The Mensicate (Justice)

- The wrong kind of attention. Damning evidence in the hands of the Supression Bureau. A trial.
- A subtle fracture in the world, hidden in the strange curves of streets by moonlight. Many things may be hidden in such a fracture.

## The Sun-in-Rags (The Hanged Man)

- Sleepless nights. Insanity looms on the horizon. What secret did you learn? What curse found you?
- Winter demands a sacrifice. Appease fate and fate's servants before they take something you cannot bear to part with: your life, or worse.

## The Horned Axe (Death)

- Security at the threshold, too strong to be fought. Find the appropriate signs and countersigns, the long-forgotten key, or a stealthy under-way.
- An ancient ruin or artifact from a long-decayed civilization, containing much-needed secrets.

## The Madrugad (Temperance)

- Very careful accounting, of money, of years, of chances. Cooking the books.
- A funeral attended by many dangerous scholars. Later, there will be a reading of the will.

## The Red Grail (The Devil)

- A Dionysian cult. Cannibalism and the magics of indulgence and agony.
- The bad part of town, entirely mundane, but no less dangerous for it. What do you need here?

## The Wolf Divided (The Tower)

- Shattered Risen walk and crawl and bite and claw and do not die again, till their time comes.
- CAPUT GERAT LUPINUM. There is a reward on your head. There are Reckoners on the horizon.

## The Vagabond (The Star)

- A rival party, seeking the same Key. Feather versus Scale, and the war goes on.
- A map within a map, a cipher that promises new opportunities if it can only be solved.

## The Sister-and-Witch (The Moon)

- A language which cannot be spoken or read without strange consequences, rarer than rare, painful, and required.
- A base assumption on which plans rested easy, now proven false. Time to improvise, and quickly.

## The Flowermaker (The Sun)

- Addiction, the slowest and most delightful of poisons. What price, this joy?
- The very rich, their competitions, the many ways they maintain their high standing behind drawn curtains.

## The Forge of Days (Judgment)

- A lit fuse, a bomb, a well-crafted trap that changes everything in a moment.
- A cunning thing of smoke dances at the boundary of dreams. A Caligine would see you progress no further.

## The Crowned Growth (The World)

- A plague, of disease, of vermin, of pus, of what cannot be borne, of the desire to make everything more like flesh than stone, forever and forever.
- Go blindly. You could not scout this challenge-- describe how you failed --but perhaps your second attempt will go better?

