



FAMILIARITY
INDIFFERENCE

TALENT
SLITHER

COILS



1	SPENT 1		
2	SPENT 2		
3	SPENT 3		
4	5	SPENT 5	
6	7	8	SPENT 8
9	10	SPENT 10	

COILS SPENT

- SPENT 1 Opponent misses next turn
- SPENT 2 Reflect Focus lost to opponent -2 Steps
- SPENT 3 Convert Grit to Focus (3a) or Will (6a)
- SPENT 5 Auto-resolve Excruciating/Tense/Lethal Issue
- SPENT 8 Reset this Aspects Focus to 30
- SPENT 10 Add 1 Stone Serpent to Endgame-Track

UNLOCKS

8
Struggles
15 Issues
Activated
Coil at 8
Others to
You > Ally
Reached
EMPIRE

ACTION
Skinshedding
PASSIVE
Serpent Whispers
ACTION
Runes of Joy
PASSIVE
Coil Imprint

DEVELOPMENT

I **PASSIVE**
New Skin
 II **PASSIVE**
Serpentine
 III **PASSIVE**
Eldritch Dream
 IV **PASSIVE**
Unassailable
 V **ACTION**
Sin

ACTIONS

- HAVE USED
- Embrace No Familiarity
 - Skinshedding No Familiarity
 - Runes of Joy No Familiarity
 - Sin Suffering/Oblivion

GAINING COILS

- +n Coilbearer-Action
- +1 Open Consequence
- +1 Per 3 sacrificed Resources
- +2 Lose Will from Accursed, Apocalyptic or Dangerous Issue
- +2 Enter new Region

WILL & FOCUS TRACK

21	22	23	24	25	26	27	28	29	30	
11	12	13	14	15	16	17	18	19	20 MOIRAI 1	
0 CONSUMED	1	2	3	4	5	6	7	8	9	10 MOIRAI 2



FAMILIARITY
SUFFERING

TALENT
DESPERATION

SLIVER



- 1 SPENT 1
- 2 SPENT 2
- 3 SPENT 3
- 4 SPENT 4
- 5 SPENT 5
- 6 SPENT 6

SLIVERS SPENT

- SPENT 1 Rearrange Turn order
- SPENT 2 Re-roll single die, best result counts
- SPENT 3 Resolve Issue as Modest Prevail, -1 Will
- SPENT 4 Issue Target Number -1
- SPENT 5 Revert last Focus Loss Opponent dealt
- SPENT 6 Target Character takes 2nd Turn, -2 Will

UNLOCKS

10 Issues	ACTION Again!	<input type="checkbox"/> I	<input type="checkbox"/>	PASSIVE Fractured World
25 Issues	PASSIVE Temporal Glitch	<input type="checkbox"/> II	<input type="checkbox"/>	PASSIVE More Chances
Survived 8 Struggles	ACTION Temporal Edge	<input type="checkbox"/> III	<input type="checkbox"/>	PASSIVE Splintered Steps
Spend 20 Resources	PASSIVE Changing History	<input type="checkbox"/> IV	<input type="checkbox"/>	PASSIVE Mirror's Edge
Reached EMPIRE			<input type="checkbox"/> V	ACTION Four Heartbeats

DEVELOPMENT

ACTIONS

- HAVE USED
- Echo of Power No Familiarity
 - Again! Poverty
 - Temporal Edge Suspicion
 - Four Heartbeats Chaos

GAINING SLIVERS

- +1 Open Consequence
- +1 Resolve Issue as Slight Problem
- +1 Resolve Issue with Momentum, Staged or Timely
- +2 Enter new Region

WILL & FOCUS TRACK

21	22	23	24	25	26	27	28	29	30	
11	12	13	14	15	16	17	18	19	20 MORAL 1	
0 CONSUMED	1	2	3	4	5	6	7	8	9	10 MORAL 2



FAMILIARITY
OBLIVION

TALENT
CHAIN

CHAINS



1	SPENT 1	
2	SPENT 2	
3	SPENT 3	
4	5	SPENT 5
6	7	8
SPENT 8		
9	10	SPENT 10

UNLOCKS

DEVELOPMENT

5 Issues	ACTION A Man-Thunder	<input type="checkbox"/> I <input type="checkbox"/>	PASSIVE Remembrance
25 Issues	PASSIVE Lost Echoes	<input type="checkbox"/> II <input type="checkbox"/>	PASSIVE Memento
Sacrificed 20 Chains	ACTION The Veil consumes	<input type="checkbox"/> III <input type="checkbox"/>	PASSIVE Myth of Victory
Sacrificed 8-Chain	PASSIVE Mortality	<input type="checkbox"/> IV <input type="checkbox"/>	PASSIVE Eternity
Reached EMPIRE		V <input type="checkbox"/>	ACTION Celebrate the Triune

ACTIONS

Unbirthing Light	<input type="checkbox"/> <input type="checkbox"/>	Suffering
A Man-Thunder	<input type="checkbox"/> <input type="checkbox"/>	Indifference
The Veil Consumes	<input type="checkbox"/> <input type="checkbox"/>	Suffering
Celebrate the Triune	<input type="checkbox"/> <input type="checkbox"/>	Suspicion

CHAINS SPENT

- SPENT 1 Opponent misses next turn
- SPENT 2 Downgrade Tag: Dangerous > Risky > Normal
- SPENT 3 Reduce Depth of Issue to 1
- SPENT 5 Re-roll Talent with +1 to each die, 2nd result counts
- SPENT 8 Allies may auto-resolve each Issue as Modest Prevail
- SPENT 10 Add 1 Lords Below to Endgame-Track

GAINING CHAINS

- +1 Uses Risen-Action
- +1 Open Consequence
- +1 Take on Will/Focus Loss of another
- +2 Waste Action in Struggle to recite unknown Myths, (Loses you 2 Will)
- +2 Enter new Region

WILL & FOCUS TRACK

21	22	23	24	25	26	27	28	29	30	
11	12	13	14	15	16	17	18	19	20 MOIRAI 2	
0 CONSUMED	1	2	3	4	5	6	7	8	9	10 MOIRAI 3

FAMILIARITY
OBLIVION

PAGE.067 **MEMORY**



UNLOCKS
At Mantiss, Imperial
Border Town
At Long Blue Sea
At Burning Hells/
Empty Unreality

ACTIONS
HAVE USED
Whispers Oblivion
Forgotten Names Oblivion
Unremembered Indifference
Lament of the Lost Indifference

WILL & FOCUS TRACK

21	22	23	24	25	26	27	28	29	30
11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10

FAMILIARITY
SUFFERING

PAGE.067 **ESSENCE**



UNLOCKS
At Mantiss, Imperial
Border Town
At Long Blue Sea
At Burning Hells/
Empty Unreality

ACTIONS
HAVE USED
Recoil Suffering
Erosion of Self Oblivion
Will to Power Indifference
Hearts' Veil Suffering

WILL & FOCUS TRACK

21	22	23	24	25	26	27	28	29	30
11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10

FAMILIARITY
SUSPICION



UNLOCKS
At Maimess, Imperial
Border Town
At Long Blue Sea
At Burning Hells/
Empty Unreality

ACTIONS

HAVE USED

A Dirge Suspicion
Broken Resolve Suffering
Elegy of Continuance Suspicion
Crucible of the Tormented Indifference

WILL & FOCUS TRACK

21	22	23	24	25	26	27	28	29	30
11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10

TALENT
ALL.

FAMILIARITY PAGE.068

EMISSARY

TWO OF CHOICE



UNLOCKS
At Maimess, Imperial
Border Town
At Long Blue Sea
At Burning Hells/
Empty Unreality

ACTIONS

HAVE USED

Imperial Authority Indifference|Chaos
Edict of Hunger Suffering|Poverty
Decree of Hollowness Indifference
Mandate of Silence Suffering

WILL & FOCUS TRACK

21	22	23	24	25	26	27	28	29	30
11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10