



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 |

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

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

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



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



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 |
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| 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 Umreality

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.

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EMISSARY

TWO OF CHOICE



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

ACTIONS
HAVE USED

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

WILL & FOCUS TRACK

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
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| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |