

## FORMULA REFERENCE

### CORE



When you change locations,  
**Arrive at a new location**



When you have a question about  
the world, **Ask the oracle**



When you attempt something  
risky, **Attempt**



When you realise you feel  
strongly about something,  
**Develop a new sentiment**



When you attempt to acquire a  
useful item, **Gain a resource**



When you seek obscured  
information, **Gather information**



When you train your abilities,  
**Improve yourself**



When your emotions aid you,  
**Invoke a sentiment**



When you help another entity  
make a Roll, **Lend aid**



When you spend time healing,  
**Recover**



When you spend time  
enjoying life, **Revel**



When your belongings aid you,  
**Use a resource**



When a threat is rendered  
harmless, **Vanquish a threat**



When you fail,  
**Suffer consequences**

### COMBAT



When violence breaks out,  
**Enter combat**

### MAGIC



When you cast a spell,  
**Cast**

### TRANQUIL



When you work towards the betterment  
of a community, **Aid a settlement**



When you spend time in  
a settlement, **Dwell**



When you return to a community after a  
month or more, **Revisit a settlement**

## CORE FORMULAS

### ARRIVE AT A NEW LOCATION

*When you change locations...*

Picture the world and roll a d6:

1-2 Something expected is missing, or something impedes you.

3-4 Something unexpected is here. Ask the oracle about one of the following:

1. An object.
2. An entity.
3. The environment/ambiance.

Gain a Tier 1 detail if you wish.

5-6 Pick a random threat, and roll a d6. If the result is equal to or less than the threat's marks, erase the marks and suffer terrible consequences a number of times equal to the threat's tier (minimum of once). Otherwise, the location appears exactly as you imagine.

### ASK THE ORACLE

*When you have a question about the world...*

If the question can be answered with a binary yes-or-no, roll 1d6. Roll 2d6 and take the highest/lowest if you think a "yes" is likely/unlikely.

- |          |           |
|----------|-----------|
| 1. No!   | 4. Yes... |
| 2. No    | 5. Yes    |
| 3. No... | 6. Yes!   |

If the question is open-ended, look at your current **details**. If one inspires an answer, erase it and gain XP equal to its tier.

Otherwise, roll once or twice on an inspiration table and let the images inspire an answer.

### ATTEMPT

*When you attempt something risky...*

If you are testing your...

- ❖ Fitness or toughness, Roll + Physique.
- ❖ Fine motor skills or hand-eye coordination, Roll + Precision.
- ❖ Knowledge or problem-solving, Roll + Smarts.
- ❖ Sensory awareness or concentration, Roll + Focus.
- ❖ Social prowess or manipulation, Roll + Influence.
- ❖ Courage or faith, Roll + Hope.

Additionally:

- Add a penalty based on the difficulty. If the attempt is directly opposed by an entity with a higher tier than the penalty, use their tier for the penalty instead.

**Pass:** You achieve your desired outcome.

**Fail:** Suffer consequences.

### DEVELOP A NEW SENTIMENT

*When you realise you feel strongly about something...*

Replace an existing sentiment with your new sentiment, which has a tier 1 bonus .

### INVOKE A SENTIMENT

*When your emotions aid you...*

Mark an appropriate unmarked sentiment, and add its tier to your next Roll. After making the Roll, these additional effects apply:

**Pass:** Increase the sentiment's tier, up to a maximum bonus equal to your tier.

**Fail:** Decrease the sentiment's tier, down to a maximum penalty equal to your tier.

### IEND AID

*When you help another entity make a Roll...*

Compare the stat they are adding to the Roll with your stat: If yours is higher, they add a bonus  to the Roll.

## **GAIN A RESOURCE**

When you attempt to acquire a useful item...

- ❖ From manual labour, Roll + Physique.
- ❖ By crafting raw materials, Roll + Precision.
- ❖ By figuring out how to use something, Roll + Smarts.
- ❖ By scavenging or hunting, Roll + Focus.
- ❖ As a transaction or trade, Roll + Influence.

Additionally:

- Add the desired resource's tier as a penalty.

**Pass:** Gain the resource.

**Fail:** *Suffer consequences.*

## **USE A RESOURCE**

When your belongings aid you...

Choose an appropriate resource, and add its tier to your next Roll.

- If the resource is tier 0, add a simple +1 to the result.

Additionally, choose either **pass** or **fail**: If the Roll's result matches your choice, lose the resource in addition to any other effect.

## **GATHER INFORMATION**

When you seek obscured information...

- ❖ From reasoning or memory, Roll + Smarts.
- ❖ From your immediate senses, Roll + Focus.
- ❖ By speaking with entities, Roll + Influence.
- ❖ From portents or omens, Roll + Hope.

Additionally,

- Add a penalty based on how **obscure** you believe the information to be.

**Pass:** You learn an answer to a question. *Ask the oracle* for the answer, and gain a detail with a tier equal to the obscurity penalty.

**Fail:** *Suffer consequences.*

## **IMPROVE YOURSELF**

When you train your abilities...

Roll + Smarts.

**Pass:** Choose an area of advancement to spend XP on:

<b>Advancement</b>	<b>Cost</b>
Add a bonus to a non-wounded stat.	6, + 3 for every current bonus
Increase an epithet's tier.	3x the new tier
Learn a new epithet.	9

Your tier increases once you've spent a certain amount of XP:

<b>Tier</b>	<b>XP spent required</b>
2	18
3	42
4	72

**Fail:** *Suffer consequences.*

## **REVEL**

When you spend time enjoying life...

- ❖ By engaging in physical recreation or sport, gain a level of Exhaustion and Roll + Physique.
- ❖ By solving puzzles or playing games, erase a Tier 1+ detail and Roll + Smarts.
- ❖ By spending time with other entities, mark a sentiment and Roll + Influence.
- ❖ By reconnecting with or indulging in your sentiments, Roll + Hope.
- ❖ By giving gifts, eating well, setting off fireworks, or similar extravaganzas; lose an appropriate resource and Roll + its tier.

**Pass:** Choose one:

- ❖ Gain 1 XP
- ❖ Remove a mark on a sentiment.

**Fail:** *Suffer consequences.*

## RECOVER

When you spend time healing...

- ❖ By rest and recuperation, Roll + Physique.
- ❖ By patching up injuries Roll + Precision.

**Pass:** Remove a number of conditions (and/or levels of conditions), equal to your tier.

**Fail:** Suffer consequences.

## CAST

When you cast a spell...

Roll + the spell's casting stat, adding an appropriate penalty for the spell's **complexity**.

**Pass:** The spell takes effect.

**Fail:** You are Galvanized a number of times equal to the spell's complexity (minimum 1).

## VANQUISH A THREAT

When a threat is rendered harmless...

Roll + your tier, adding the threat's tier as a penalty.

**Pass:** Remove the threat. All PCs that contributed towards the threat's defeat gain XP based on its tier:

Threat tier	XP earned
Mundane (0)	1
Adventurous/Heroic (1-2)	3
Legendary/Epic (3-4)	5
Empyrean (5)	7

**Fail:** The threat has taken a heavy blow, but may return in some form or other. Remove the threat's marks, reduce its tier, and affix "Unknown: related to" to its description.

If there are no marks on any other known threats, a time of peace ensues. You gain these benefits:

- Gain 1 XP for each marked sentiment, and remove the marks.
- Add a bonus  when you Roll for the next 2d3 settlement events.
- If you shared hardship with an entity, develop a new tier 1 sentiment for them.

## SHADOW FORMULAS

### ADVANCE A THREAT

Choose or randomly select a threat, which then...

- ❖ **Advances in the background.** Add a mark to the threat.
- ❖ **Takes immediate focus,** and indirectly demands action from you. Remove a mark from the threat.

### SUFFER CONSEQUENCES

When you fail...

1. By damaging or misplacing equipment, lose a resource.
2. To avoid conflict, enter combat.
3. By succumbing to a personal flaw, mark a sentiment.
4. By suffering physically or emotionally, you are Exhausted or Wounded.
- 5-6. By any other means, advance a threat.

### SUFFER TERRIBLE CONSEQUENCES

Disaster has struck. Choose an appropriate consequence:

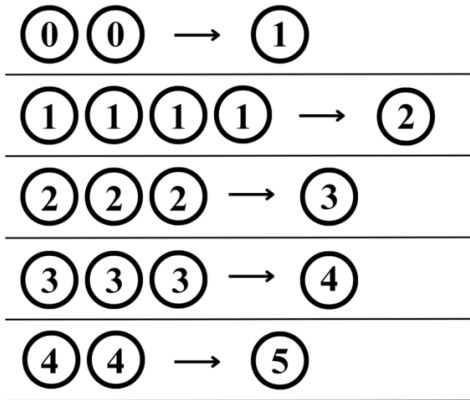
1. The threat strikes at something you care about, destroying it or otherwise rendering it null. Erase a sentiment.
2. The threat sacks a settlement. The settlement loses the highest-tier asset from its highest stat.
3. The threat grows in power. Increase its tier.
4. You are robbed or captured. Lose all resources on your person.
5. You suffer physical or mental trauma. Gain a permanent Wounded condition.

## COMBAT FORMULAS

### **ENTER COMBAT**

*When violence breaks out...*

Decide the number of opponents you are facing (or randomly determine). Convert identical opponents into mobs:



Select NPC combat abilities (one per tier).

Each combatant gains a number of tokens equal to their Tier + 1.

Whoever wishes to act first ***takes initiative***. If multiple entities want to act, decide who does with opposed Focus or Physique Rolls.

### **SUNDER**

Choose an opponent and make a Roll:

- Add the tokens on the current pose as a bonus.
- Add the opponent's tier as a penalty.

If the final bonus is 3 or more, you automatically pass.

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**Pass:** The opponent is ***defeated***.

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**Fail:** You are ***defeated***, and cannot choose to **draw the line** or **flee**.

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Whether you pass or fail, remove 3 tokens from the current pose.

### **TAKE INITIATIVE**

If you have no tokens, gain a number of tokens equal to your tier + 1.

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Choose a pose:

- If you are the first entity to take initiative in this combat, choose any pose.
- Otherwise, choose a pose connected to the current pose.

**Strike** the pose by placing one of your tokens on it, making it the **current pose**.

You may then do one of the following, should you wish:

- ❖ Use a **combat ability** keyed to this pose.
  - ❖ **Sunder** an opponent.
  - ❖ Use any other appropriate formula, such as ***attempt*** or ***cast***.
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Continue striking poses as many times as you want, or until you run out of tokens. Then choose an opponent to ***take initiative***, giving priority to opponents with tokens. If no combatants have tokens, give them all tokens equal to their tier + 1.

### **DEFEAT**

When an NPC is defeated, remove them from combat.

- ❖ If appropriate, they suffer a Wound.
  - If they were your opponent, Choose one:
    - ❖ Gain XP equal to their tier, and share it between your allies.
    - ❖ Gain a resource equal to their tier, or equivalent.
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When you are defeated, choose one:

- ❖ **Flee** the battlefield, but ***suffer terrible consequences***.
- ❖ **Fall unconscious** until this combat ends, and suffer a Wound. If you have no remaining allies in the combat, you are captured and lose all resources on your person.
- ❖ **Draw the line**. Immediately ***take initiative***. If you're defeated again, death is the only option.
- ❖ **Death**. You die, and your soul departs to the Waiting Place...

## TRANQUIL FORMULAS

### **AID A SETTLEMENT**

*When you work towards the betterment of a community...*

- ❖ By hauling goods or building structures, Roll + Physique.
- ❖ By crafting or fixing items, Roll + Precision.
- ❖ By imparting knowledge or care, Roll + Smarts.
- ❖ By standing guard or keeping an eye out for trouble, Roll + Focus.
- ❖ By organising events or settling disagreements, Roll + Influence.
- ❖ By providing moral or emotional support, Roll + Hope.

**Pass:** Choose one:

- ❖ **Create an asset.** Create a new Tier 0 asset.
- ❖ **Move an asset.** Assign an existing asset to a new stat.
- ❖ **Improve an asset.** Increase an asset's tier, and lose an appropriate resource or detail or mark a sentiment. Whichever you choose, it must be at least one tier higher than the asset.
  - If you mark a sentiment, also decrease its tier.

**Fail:** *Suffer consequences.*

### **DWELL**

*When you spend time in a settlement...*

If you spend time in...

- ❖ A communal area frequented by lots of the population, often crowded, Roll + Goodwill.
- ❖ A solitary, peaceful enclave sequestered from the rest of the settlement, Roll + Safety.
- ❖ Intimate society, a small subset of the community, Roll + Wealth.
- ❖ A workplace surrounded by goods or tools of the trade, Roll + Labour.

Check the result on the **settlement events** table matching your chosen area type.

After resolving the event, you may use one of the following formulas and automatically pass the Roll:

- ❖ *Aid a settlement*
- ❖ *Improve yourself*
- ❖ *Recover*
- ❖ *Revel*

Alternatively, you can use one of the following formulas and add a bonus  to the Roll:

- ❖ *Attempt*
- ❖ *Gain a resource*
- ❖ *Gather information*

### **REVISIT A SETTLEMENT**

*When you return to a community after a month or more...*

Roll on the table below a number of times determined by how long you've been away:

- A month: 1
- Three months: 2
- Six months: 3
- A year: 4
- Ten or more years: 5

#### **d6 Absence event**

- |                              |                              |
|------------------------------|------------------------------|
| 1. Remove an asset.          | 4. Rename an asset.          |
| 2. Decrease an asset's tier. | 5. Increase an asset's tier. |
| 3. Split an asset.           | 6. Add an asset.             |

## SETTLEMENT EVENTS

### GOODWILL EVENTS

-5. **Advance a threat.**

6. Someone's looking to pick a fight with you. **Attempt** to avoid them, or **enter combat.**

7. You lose a resource, but you're unsure what caused you to lose it. Gain a Tier 1 detail.

8. Your downtime has an unexpected cost. You must spend a monetary resource before you use your dwelling formula, or forgo it.

9. A public hazard threatens an asset. Roll any die:

- On an odd result, catastrophe strikes and the asset is lost.
- On an even result, you have a chance to save the asset with an **attempt** or other appropriate formula.

10. A dark rumour is circulating about a Goodwill asset. Decrease its tier, and gain a Tier 1 detail.

11. A band of mercenaries return to the settlement after protecting an outpost, accompanying a trader, or another dangerous venture. Choose one:

- ❖ Remove a mark on a threat.
- ❖ Add a bonus  when you next Roll + Safety in this settlement.

12. You encounter a group of friends, and are invited to share their good times. What accomplishment are they celebrating? If you **revel** with them, you can choose one of the following on a pass:

- ❖ Gain 2 XP.
- ❖ Create a new Tier 0 Goodwill asset.

13. A renowned talesman visits the settlement. If you **gather information** from them, choose one:

- ❖ Add a bonus  to the Roll if they're well informed and reliable.
- ❖ Gain XP if they present the tales in an entertaining way.

14. You're witness to an unexpectedly personal moment for an entity. What strong emotion do they reveal? Choose one:

- ❖ Remove a mark on a sentiment if you empathise.
- ❖ Add a Tier 1 detail if you make a mental note.

15. Traders visit from a far off settlement. What exotic goods do they bring with them? If you **gain a resource** from them, add a bonus  to the Roll.

16. Choose an asset with a tier equal or nearest to your own. An entity related to this asset tells you a rumour that's been circulating - a rumour about you. Gain a Tier 1 detail.

17. It's the settlement's quiet hours. Re-Roll on the Safety event table, using the same mods.

18. You recognise some faces in the crowd. Re-Roll on the Wealth event table, using the same mods.

19. Re-Roll on the Labour event table, using the same mods.

20. A stranger does you a small, spontaneous kindness.

Choose one:

- ❖ Create a new Tier 0 Goodwill asset.
- ❖ Gain XP.

21. Choose an asset. Some trouble or accident stops the settlement from benefiting from this asset until it's resolved. Who do you overhear talking about it? If the issue isn't resolved by the next time you **dwell**, Roll + an appropriate settlement stat:

**Pass:** The problem is solved and the asset can be benefited from.

**Fail:** The asset is lost.

22. Law enforcer presence seems to be more frequent in public areas. Increase a Safety asset's tier, and mark a threat.

23. A Wealth asset succumbs to wear and tear. Decrease its tier.

24. A talesman visits. If there are any marks on a known threat, roll any die:

- On an odd result, mark the threat. The talesman tells stories of how the threat has become emboldened.
- On an even result, remove a mark from the threat. The talesman tells stories of its decline.

Which entity doesn't believe the talesman?

25. A denizen discovered something mysterious near the settlement. Why are they telling everyone about it? Gain a Tier 1 detail.

26. You catch a common illness. Roll + Physique.

**Pass:** You are Exhausted.

**Fail:** You are Wounded. If you are already Wounded, this wound is permanent.

27. A tournament has been organised. What sport or game is it? Add a new tier 1 Goodwill asset. If you enter the competition, make a number of **attempts** equal to the amount of Goodwill assets this settlement has. If you pass all of them, gain a reward resource with a tier equal to the highest Goodwill asset.

28. You witness something that confirms and encourages a sentiment. Remove a mark on it, and increase its tier (up to a max. of your tier).

29. The hum of the crowds takes its toll. Which particular interaction leaves you bothered? Roll + Influence.

**Fail:** You are Exhausted.

30-39. **Advance a threat.**

40+. An ancient evil rears its head. Add a threat, roll 1d3+2 to determine its tier, and **suffer terrible consequences** an equal number of times.

## LABOUR EVENTS

### -5. Advance a threat.

6. The planar flow whisks away an area of the settlement. Randomly select a stat:

#### d4 Stat

1. Goodwill	3. Safety
2. Labour	4. Wealth

All assets assigned to this stat temporarily disappear to an elemental plane appropriate for the terrain type. The settlement cannot benefit from them until they reappear, which they do when you next Roll 11+ for a settlement event. If you were dwelling close to one of the assets, you are transported along with them.

7. One of your tools or pieces of equipment breaks. Lose an appropriate resource; or, if no resources fit, mark a sentiment from frustration.

8. Harsh weather assails the settlement. Add a penalty ■ to any Roll involving unsheltered activity until you dwelt again.

9. Unless one or more threats are both named and marked, the settlement becomes complacent in the peacefulness. Decrease a Labour asset.

10. A mysterious illness grips the settlement. What strange symptoms manifest? Randomly choose an asset, and decrease its tier: A related entity is suffering the worst. If the asset is assigned to Labour, you risk catching it too: Roll + Physique.

**Fail:** You are Wounded.

11. A destitute entity arrives from outside the settlement. If you give them a resource, add them as a Tier 0 Goodwill asset.

12. Choose an entity: They're struggling with their work. If you attempt to aid them, they give you a Tier 1 resource as a gift.

13. Choose a Labour asset, and increase its tier. The denizens have worked exceptionally hard with it, and are reaping the rewards.

14. An entity arrives in town seeking a mentor. What do they hope to learn here? If they find someone willing to teach them, add the newcomer as a tier 0 asset.

15. Your work requires you to personally travel. What do you require that cannot be found in this settlement? Arrive at a new location if you choose to go, or forfeit the automatic pass from dwelling.

16. A passing elemental approves of your toil. If you have tier 0 or 1 resource, increase its tier as the elemental imbues it with a magical boon.

17. You have to contend with an animal, golem, guildmaster, or other common workplace entity with low intelligence. Roll + Hope.

**Pass:** They're more charming than annoying. Gain XP.

**Fail:** Mark a sentiment as you lose your cool.

18. The denizens bond over hard work, and make plans to improve their lot. Increase a Goodwill asset.

19. A new guild is formed. Merge two assets, adding their tiers together (to a max of 4). Rename the asset after the guild. Who stands to lose from this merger? Add Tier 1 detail.

20. Pick a Wealth asset: The settlement leadership turns its efforts towards its betterment. Increase its tier, and decrease a Safety asset that gets its funding cut.

21. Gorgeous weather leaves the settlement in high spirits. If you revel, add a bonus □ to the Roll.

22. Local workers stop for a chat during a break. Re-Roll on the Wealth event table, using the same mods.

23. A Wealth or Safety asset is vandalised or stolen: Decrease its tier and gain a Tier 1 detail.

24. A new enterprise starts up. What unique service or goods do they provide? Add a new Tier 0 Wealth or Labour asset.

25. A newly formed guild has gotten the settlement talking. Why are they controversial/popular? Create a new tier 0 Labour asset and gain a Tier 1 detail.

26. Too many denizens are crowding the settlement. Lose an asset as they get carried away by the planar flow.

27. An NPC spellcaster discovers a new rune combination. If they use it for their own benefit, increase their tier; otherwise, they use it for the betterment of the settlement: Add a tier 1 asset.

28. A mechanic creates a new invention. If they use it for the good of the settlement, add it as a tier 2 asset; Otherwise, they sell the design to the wealthiest neighbouring settlement, which gets to add the asset instead.

29. A stupid accident causes you to suffer a Wound. Which entity blames themselves for the mishap?

### 30-39. Advance a threat.

40+. An ancient evil rears its head. Add a threat, roll 1d3+2 to determine its tier, and suffer terrible consequences an equal number of times.



## SAFETY EVENTS

-5. **Advance a threat.**

6. The solitude makes you lose track of time. Erase all details, or mark all threats.

7. An entity refuses to leave you alone. Why do they demand your attention or company? Gain a Tier 1 detail.

8. The weather worsens, lowering visibility and isolating the settlement. Next time you **dwell** in this settlement, you must Roll + Safety, regardless of how you spend your time.

9. Trade routes are being attacked, cutting off the settlement's supply. Decrease a Wealth asset's tier, or **advance a threat.**

10. Brigands, Mirlings, or another group of raiders attack the settlement. Add a threat. **Enter combat**, or lose a Safety asset as others handle the defence.

11. The planar flow deposits a large quantity of a rare or much needed resource near your settlement. Create a new Tier 1 Wealth or Labour asset.

12. You encounter a cleric, Piranai, or other entity with healing powers. They can be persuaded to remove one level of a condition if you pass an **attempt**. What do they ask of you in return?

13. Curious elementals visit the settlement. Choose one:

- ❖ Gain XP as you watch them communing with their element.
- ❖ Add a bonus  to the Roll if you **cast** a spell in the magically-charged environment.

14. Exceptionally delightful weather graces the settlement. Choose an asset that benefits: Increase its tier.

15. A small creature approaches you. What does it want? If you tell an entity about this encounter, gain XP.

16. You receive a package. Who is it from, and what does it contain? Gain a resource that doesn't exceed your tier.

17. You encounter a secret guardian of the settlement. They, like you, prefer isolation. Gain a tier 1 Safety asset.

18. You smell your favourite food emanating from somewhere. **Gather information** if you seek out its source. On a pass, remove a mark on a sentiment.

19. The night sky is aglow with stars. Randomly select one of your sentiments: Your dreams revolve around it. Either remove a mark on it, or mark it if unmarked.

20. From your enclave, you spy or overhear a private meeting between two entities. What are they saying? Gain a Tier 1 detail.

21. All is quiet and peaceful. What natural sign of tranquility do you notice? Remove a mark on a threat.

22. Time passes peacefully. How do you or the other denizens occupy your leisure time? Create a Tier 0 Wealth or Goodwill asset, or gain XP.

23. News of a schism spreads across the settlement, reaching even your ears. Split the highest Goodwill asset into two, each

with half the tier of the original (rounded down). What unresolvable argument has taken place to cause this?

24. You hear about a nearby settlement suffering a loss that benefits your current settlement. Create a new Tier 0 asset. Choose a nearby settlement (or create one if none exist), and remove one of their assets.

25. What simple moment of your daily routine is elevated to something special in this settlement? Increase a Wealth or Goodwill asset, or create a new Tier 0 asset for either stat.

26. Pick a random threat, and roll a d6. If the result is equal or less than the threat's marks, erase all the marks and **suffer terrible consequences** a number of times equal to the threat's tier (minimum of once).

27. An entity seeks you out with an opportunity for work. Which of your epithets make you an ideal candidate?

28. Choose an asset: A related entity pays you a visit. Gain a Tier 1 detail if they speak of rumours, or unmark a sentiment if their company is welcome.

29. A terrible storm boils on the horizon. Lose a Labour asset in the ensuing tempest.

30-39. **Advance a threat.**

40+. An ancient evil rears its head. Add a threat, roll 1d3+2 to determine its tier, and **suffer terrible consequences** an equal number of times.

## WEALTH EVENTS

### -5. Advance a threat.

6. One of your sentiments is challenged or tested. Roll + Hope.

**Pass:** Increase the sentiment's tier (to a max. of your tier).

**Fail:** Decrease the sentiment's tier.

7. A hitherto unremarkable person in your life (such as a trader, talesman, guard, or other local) inexplicably goes missing, and you find yourself missing their presence. Decrease a related asset, and add a Tier 1 detail.

8. Leadership within the settlement changes hands, and a period of unrest ensues. Rename an asset (if relevant), and add a penalty ■ if your next dwelt is in this settlement.

9. An elder or political figure has made a controversial decision for the good of the settlement. Create a new Tier 0 asset, but decrease a Goodwill asset.

10. A nearby settlement calls for aid. What trouble do they face? Decrease a Wealth asset if your settlement sends them charity: Otherwise, the settlement in need loses an appropriate asset.

11. Choose an entity, and an entity from a nearby settlement. What unexpected and wholesome connection do you discover between them? Add a Tier 1 detail or remove an emotional Wound.

12. Something draws you to this settlement. What moment fills your heart and makes you feel at home? You can create a new Tier 1 sentiment related to it.

13. An entity challenges you to a wager. What resource or favour do they stake? If you match their stake, make an appropriate attempt to win.

14. What display of skill or creativity do you find yourself admiring? Increase a Labour asset, or create a new Tier 0 one.

15. An entity asks you to join them on an excursion outside the settlement's boundaries, such as a picnic, hike, or hunting trip. If you agree to go, Roll for a Safety event using the same mods.

16. Choose two entities: What sort of unexpected history do they share? How does it come to light? Gain a Tier 1 detail.

17. Choose an asset: A related entity discovers their true calling. Assign their asset to a new stat, renaming it to reflect their new role in the settlement.

18. Someone challenges you to a game or sport. If you take them up on it, make an opposed attempt to win, gaining XP on a pass.

19. An important entity is visiting the settlement. Who are they, and why are they visiting? Gain a Tier 1 detail, and increase a Wealth asset's tier as the denizens prepare.

20. Choose two entities: Love blooms between them. If they are secretive about the relationship, gain a Tier 1 detail. Otherwise, if you approve of the relationship, unmark a sentiment.

21. Choose an entity: They are no longer part of the settlement. What happened? Gain a Tier 1 detail.

22. Someone new enters your social circle. Add a Tier 1 detail or arrive at a new location to introduce yourself to them.

23. Choose two assets: Entities from either have a grudge or are in contention with entities from the other. Lose either asset.

24. An entity wants to enthusiastically discuss something with you. What are they so excited or agitated about? Gain XP if you let them talk, but gain a level of Exhaustion.

25. Choose an entity you haven't interacted with in a while. How has their life improved since you last met? Increase their tier.

26. Choose an entity you haven't interacted with in a while. How has their life worsened since you last met? Decrease their tier.

27. An entity goes out of their way to do something nice for you. Either gain a resource equal to their tier or yours (whichever is lowest), or remove a mark on a sentiment.

28. Someone from your distant past has returned. Do they seek you out? If not, add a Tier 1 detail.

29. A scandal shakes the settlement. Lose a Goodwill asset.

30. Choose an entity: How do they annoy you? Mark a sentiment.

### 31-39. Advance a threat.

40+. An ancient evil rears its head. Add a threat, roll 1d3+2 to determine its tier, and suffer terrible consequences an equal number of times.