

IDENTITY OPTIONS — Roll once and use a single row, or roll three times (once for each column)

NAME	OCCUPATION — Skills	BACKGROUND — Skill
Akaleh	Antiquarian — artifacts, myths, obfuscation	Abandoned Squire — aiding
Alina	Artificer — alchemy, invention, traps	Banished Dancer — grace
Aram	Astrologer — darkness, stars, symbols	Cured Beastbitten — transformation
Baso	Blacksmith — endurance, metal, weapons	Defrocked Priest — omens
Beniah	Bodyguard — protection, speed, vigilance	Devoted Widow — patience
Daian	Chain — commands, elements, rituals	Disgraced Courtesan — flattery
Desarim	Champion — commands, ferocity, presence	Disinherited Noble — appraisal
Elisio	Cook — food, improvisation, poisons	Emboldened Ratcatcher — lairs
Esfahen	Demonologist — demons, negotiation, trickery	Enlightened Miner — paths
Fion	Geomancer — construction, paths, patterns	Errant Knight — dueling
Foret	Guide — foraging, hunting, paths	Escaped Cultist — deception
Ifori	Hedge — improvisation, rituals, spirits	Expelled Apprentice — lore
Inda	Herbalist — perception, plants, remedies	Failed Pilgrim — saints
Kasien	Intercessor — charm, persistence, rituals	Flockless Shepherd — soothing
Kel	Lamb — innocence, sacrifice, rituals	Grounded Sailor — ropes
Kiva	Lancer — balance, coordination, precision	Hapless Peddler — trading
Lora	Leech — blood, deduction, surgery	Heretical Inquisitor — secrets
Mahera	Lockpick — acrobatics, security, silence	Impeached Official — lies
Masero	Magician — performance, rituals, trickery	Imprecise Barber — injury
Moradi	Medium — spirits, vigilance, willpower	Injured Whaler — hunting
Neven	Merchant — bribery, focus, persuasion	Liberated Prisoner — deals
Nima	Naturalist — beasts, plants, silence	Lost Child — hiding
Obeha	Nest — coordination, rituals, vermin	Lured Innocent — temptation
Orlen	Oracle — interpretation, rituals, trances	Opportunistic Graverobber — death
Osto	Ox — destruction, persistence, strength	Oppressed Laborer — rebellion
Parda	Poet — passion, persuasion, rituals	Orphaned Manikin — mimicry
Pela	Ranger — beasts, hunting, traps	Plagued Farmer — corruption
Rasei	Sellsword — athletics, defense, surprise	Reckless Moneylender — ambition
Revel	Smuggler — dexterity, spontaneity, stealth	Reformed Thug — intimidation
Sareh	Snake — charm, trickery, performance	Retired Soldier — tactics
Sibil	Sorcerer — alchemy, rituals, symbols	Runaway Kingsguard — tracking
Talia	Spider — surprise, traps, vermin	Traitorous Cupbearer — betrayal
Teodan	Vessel — attraction, rituals, surrender	Uninspired Artisan — crafting
Toram	Witch — homes, plants, rituals	Unmasked Faeborn — illusions
Valen	Woodcutter — beasts, strength, trails	Usurped Royal — commands
Vero	Zealot — interrogation, rituals, strength	Wandering Refugee — disguise

DRIVE OPTIONS — Roll once

DRIVE

• ◻	Acquire the Gleaming Cache before it is too late
• ◻	Arm the resistance against Lord Haffir's tyranny
• ◻	Attend Countess Shima's Forbidden Festival
• ◻	Become part of the Swirling Court
• ◻	Become the only patron of Ansem the Wistful
• ◻	Break the geas placed by the Witch of Nevask
• ◻	Break the siege on your sibling's fortress
• ◻	Bribe the justiciars so they erase your crimes
• ◻	Bring freedom to Tirollis
• ◻	Buy the orphanage where you were mistreated
• ◻	Buy your brother's freedom from Barsul Prison
• ◻	Commission a glorious statue of your deity
• ◻	Destroy the work of Ajino the Debauched Painter
• ◻	Earn the respect of the Governor of Fort Duhrin
• ◻	Earn the right to your family's name
• ◻	Establish an estate in the Levasti countryside
• ◻	Finance an expedition into the Blossoming Sea
• ◻	Find the artifact that proves the king's true nature
• ◻	Find the resting ground of the Morning Knight
• ◻	Free the kindly followers of the Piper
• ◻	Give your betrothed the present they crave
• ◻	Inscribe your mother's name in the Azure Archives
• ◻	Locate the jewel that haunts Eriol's dreams
• ◻	Pay the toll of the Emerald Bridge
• ◻	Pay your father's debt to Bright-Teeth Assyrio
• ◻	Publish your discoveries from ancient Kalduhr
• ◻	Rebuild Hisham's Fountain
• ◻	Repay your losses to the Southern Pass Company
• ◻	Restore the lost glory of the Caliginous Grove
• ◻	Restore the Temple of Tanahlot
• ◻	Resurrect the Cult of Derawan
• ◻	Retire in comfort in the Rose District of Ambaret
• ◻	Retrieve the lost banner of the Nameless Legion
• ◻	Seize absolute control of Kormoran's Wheel
• ◻	Take Cyrus' place at the Earthen Council
• ◻	Win the heart of the heir apparent of Naganeh

RITUAL OPTIONS — Roll once per column, keep up to 3

RITUAL — Read full effects on pages 10–12

• ◻	Army	Float	Provoke
• ◻	Ashes	Flow	Rebirth
• ◻	Aura	Fountain	Repel
• ◻	Beacon	Future	Rewind
• ◻	Beast	Gale	Rubber
• ◻	Bewitch	Gardener	Rustle
• ◻	Blind	Germinate	Scale
• ◻	Blink	Ghoul	Scent
• ◻	Blur	Glamour	Scramble
• ◻	Bolt	Gleam	Scry
• ◻	Bottle	Guide	Sever
• ◻	Brimstone	Hand	Shell
• ◻	Burrow	Haunt	Shroud
• ◻	Carve	Hold	Silence
• ◻	Channel	Hollow	Siphon
• ◻	Circle	Hospitality	Sleep
• ◻	Clay	Immolate	Smite
• ◻	Clock	Inhabit	Spark
• ◻	Compel	Inscribe	Statue
• ◻	Crucible	Kindle	Steed
• ◻	Darkness	Knock	Summon
• ◻	Dazzle	Leviathan	Swarm
• ◻	Doom	Liar	Switch
• ◻	Door	Lift	Tadpole
• ◻	Drain	Martyr	Tripwire
• ◻	Dryad	Mask	Unravel
• ◻	Elegy	Maze	Vapor
• ◻	Emote	Medium	Voice
• ◻	Endure	Messenger	Void
• ◻	Enliven	Mirage	Wail
• ◻	Entangle	Mirror	Wall
• ◻	Ether	Nightwalk	Ward
• ◻	Fantasy	Numb	Web
• ◻	Fault	Obscure	Wither
• ◻	Feather	Orchard	Writhe
• ◻	Feral	Parse	Yoke



...y it please Your Majesty,
he grace of the Sisters and
pring Expedition has succe
rest of Kaldouhr has prov
with the terrible bestial lor
e with the monstrous ruler
murky waters of the Kald
ents nearly the size of four
ready lost one-third of our
general Vaneha ie Tor. She
no march for the venom
inue this route for the fo
rom your advisors to exp
River. Your humble serv

My beloved,

Take this scrap of parchment as a
talisman. It bears the mark of the Old
One and His sacred
Tree. Be safe,
and find your
way back
home to me.
Pit



Trophy Dark

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Visit the website for character sheets and other game materials

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» The forest «

INTRODUCTION

