

CHILD OF THE SEA

Names: Brahma, Calypso, Mu, Zodiac

“When the apocalypse of heaven drowned the world with blood, the oceans teemed with viscera. From its cloying broth was born all manner of fiend, cruel and terrible.”

The Child of the Sea is the most powerful descendant of the titans. She rules the oceans and seas, perceiving herself more worthy than any other to sit upon heaven’s throne. Those who challenge her might are crushed with tidal waves and unfathomable beasts hidden behind each eddy.

OBJECTIVES

- ♣ (Make) Everyone Your Servant
- ◆ Take What is Yours
- ♥ Never Let Hope Drown
- ♠ Guide Those Who Are Lost

RELATIONSHIPS

- ♣ Awkward, Distant, and Unfulfilled
- ◆ An Embarrassing Past
- ♥ A Broken Promise
- ♠ Rivalry: Treating One Another Like Servant and Master

WORLD BUILDING

- Who among you is the most brash, demanding, and stubborn? How do you excuse this behavior to others?
- Why has your courage failed in this moment of crisis? How will you restore it?

QUIRKS

- Always requests a specific drink, but never drinks it
- Can’t leave a place without leaving or taking a souvenir
- Views compromise as a form of weakness

ABILITIES

Altar of Jade: Whenever you suffer trepidation, you gain one additional drama point. However, you cannot trigger the endgame.

Rain of Blood: You may always join an interlude (but not a flashback interlude), regardless of relationships, or whether or not you were invited.

Tidal Waves: This ability may only be selected at the beginning of the game. Select one player to direct the opening vignette and another to direct the opening ensemble. At the end of each scene, each player gains one trepidation.

SCENES

- Ensemble
- Flashback Interlude
- Fork*
- Interlude
- Interrogation
- Monologue

DESCRIPTIONS

- All characters present
- Flashback with two characters
- Target player* makes a choice
- Two characters with a relationship
- Ask five questions
- Deliver a speech in character

MILESTONES

- Bring Together Lost Things
- Make Others Respect You
- Preserve Something Beautiful
- Return Something to the Sea
- Senseless Act of Destruction

LEVERAGE

- » Direct another scene
- » Gain two drama points
- » Gain one ability
- » Give one trepidation
- » Remove one trepidation

TREPIDATION*

- Brought to Your Knees
- Oceans Fill With Blood
- Power Perverted (Against You)
- Returned to the Sea (Death)
- Trapped Under Regret

FINALE

- » Inherit a Craven Throne
- » A Glorious Reign
- » Convocations in Your Honor
- » Challengers to the Throne
- » Blessings at the Altar

* Gain one drama point

BRINGING HARM TO OTHERS

- 0 acting character suffers trepidation
in addition, choose:
the target character may immediately bring harm to you, or
the target character gains two drama points
- 5 both characters suffer trepidation
- 10 choose:
target character suffers trepidation, or
acting player triggers leverage
- 20 target character suffers trepidation, and choose:
acting player triggers leverage, or
target player loses two drama points

GETTING WHAT YOU WANT

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acting player loses two drama points*, or
uncheck one milestone
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MAKING THINGS HAPPEN

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THE GUARDIAN

Names: Cybele, Fusu, Hildr, Potiphar

"I am not concerned with the throne of heaven. But I cannot trust the others to serve the kingdom fairly. Or justly. Or without malice. I only must sit in judgement over creation until the true gods return."

The Guardian traditionally guards the gateway between heaven and earth, ensuring that none pass without good cause. .

OBJECTIVES

- ♣ Guard the Gates of Heaven (Forever)
- ◆ Rewrite the Code of Hiamurr
- ♥ Find Love
- ♠ Keep Humanity Safe

RELATIONSHIPS

- ♣ Treated Like a Beast
- ◆ Distant and Pleasant, Though This Feels Fake
- ♥ Disrespectful
- ♠ Cold, Impersonal, and Aloof

WORLD BUILDING

- Who among you needs to die first? Why? How will you do it?
- Why do you alone believe the true gods will return?

QUIRKS

- Covered in ritual scars and tattoos
- Sleeps underground, half-buried in mud and clay
- Speaks with the dead, whether or not they speak back

POWERS

Cold as Ice: The next time you gain trepidation, you may make another player suffer the trepidation instead (also losing the drama point you would have gained).

Raven's Eye: Each time you gain trepidation, you may spend two drama points to have another player suffer trepidation as well.

Vengeance: The next time a player (other than you) gains trepidation, you gain the drama point instead.

SCENES

- Ensemble
- Fork*
- Flashback Intercut
- Interlude
- Interrogation
- Monologue

DESCRIPTIONS

- All characters present
- Target player* makes a choice
- Flashback anything for 90 seconds
- Two characters with a relationship
- Ask five questions
- Deliver a speech in character

MILESTONES

- Break the Code of Endiku
- Defend the Code of Endiku
- Honor the Dark Pact of Gods
- Resist Temptation
- Stand Against the Many

LEVERAGE

- » Direct another scene
- » Gain two drama points
- » Gain one ability
- » Give one trepidation
- » Remove one trepidation

TREPIDATION

- Broken
- Death
- Eye Plucked from Head
- Painful Karma
- Trapped in Limbo

FINALE

- » Ascend to the Gate
- » Right Hand of the Gods
- » Left for Dead
- » The Vengeance Wheel Grinds
- » Trapped in Limbo

* Gain one drama point

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HEIR TO THE SUN

Names: Atticus, Brunhilda, Gamayun, Wolfgar

“On the fourth day, the red sky broke in half and the sun emerged, shinning its blessing and guidance on a shattered world.”

The Heir to the Sun honors wisdom above all other traits. He builds houses of knowledges, erects temples, and demands the people submit to learning. Those who worship the Heir, are not just scholars and engineers, but also those who believe their humanity will improve through wisdom. The Heir’s people are hopeful that he will bless them with a better life.

OBJECTIVES

- ♣ Shame and Punish the Ignorant
- ♦ Rule Justly
- ♥ Enlighten Humanity (Through Gifts)
- ♠ Educate, Through Force

RELATIONSHIPS

- ♣ Platonic
- ♦ Opportunity and Fortune
- ♥ Respect
- ♠ A Shared Love for Knowledge

WORLD BUILDING

- Who among you will exploit the one weakness in your wisdom?
- Why did the spirits of the sun and wind stop talking to you?

QUIRKS

- Consumes libations and impurities, hypocritically
- Denies parts of heritage
- Sets impossible standards for others to follow

ABILITIES

The Chariot: When directing a fork, you may immediately present that character with a second choice. In addition, you may take another turn as director.

Heart of the Sun: The next time you suffer a trepidation, you may give one to another character as well.

Wisdom of the Gods: Gain three drama points.

SCENES

- Ensemble
- Fork*
- Flashback Interlude
- Interlude
- Interrogation
- Monologue

DESCRIPTIONS

- All characters present
- Target player* makes a choice
- Flashback with two characters
- Two characters with a relationship
- Ask five questions
- Deliver a speech in character

MILESTONES

- Build Libraries
- Control Minds
- Dedicate an Act/Momument
- Preserve a Significant Relic
- Sully Your Hands

LEVERAGE

- » Direct another scene
- » Gain two drama points
- » Gain one ability
- » Give one trepidation
- » Remove one trepidation

TREPIDATION*

- Followers Turn Away
- In a Prison Without Light
- Words Turn to Ash
- Words Turn to Poison
- Your Temples Decay

FINALE

- » Plagued By Vicious Lies
- » Storm’s Power Consumes
- » Absolution
- » The Heavens Open
- » Monuments to You

* Gain one drama point

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THE IRON WIDOW

Names: Danae, Grel, Kali, Kyron

“The blood of the gods have granted us life. The blood of the titans have taught us humility. But they claim our empty mongrel, half-living gorgon blood is devilry that must be destroyed. This is the shame I bear.”

The Iron Widow has lost everything. She is one of the last remaining half-forged gorgons, born from the blood of gods and titans. She shambles in solitude, making sense of the empty world around her. But she bears the tools of patience and power. Nothing stands between her and the throne of heaven.

OBJECTIVES

- ♣ To Rule Over Humanity, Unquestioned
- ◆ The Throne, The Sceptre, The Orb, and The Storm
- ♥ Rule the Earth With Another at Your Side
- ♠ Destroy All Godkin and Titankin Alike

RELATIONSHIPS

- ♣ At War
- ◆ Licking at Your Boot
- ♥ Sexual Slave
- ♠ Uncomfortable Allies

WORLD BUILDING

- Who among you only cannot grasp the magnitude of the storm’s power (and therefore must be controlled)?
- What will you do when the storm calls your name? Who dies first when you become ‘King of Storms?’

QUIRKS

- Constantly toys with gray and brittle hair
- Eyes made of glass that see more than is there
- Toxic blood that leeches your energies

ABILITIES

Abomination: During an ensemble, you may select one player to sit out of the scene. If you select yourself, gain one drama point.

Heir to the Kingdom: This ability may only be selected at the beginning of the game. Check off one milestone and narrate the opening vignette, being sure include your milestone in the scene.

Undead: Whenever you would suffer trepidation, you may spend one drama point to avoid it (losing the point you would have gained as well).

SCENES

- Flashback Interlude
- Flashback Interrogation
- Fork*
- Interlude
- Monologue
- Vignette

DESCRIPTIONS

- Flashback with two characters
- Flashback with five questions
- Target player* makes a choice
- Two characters with a relationship
- Deliver a speech in character
- Narrate an action or moment

MILESTONES

- Avenge Your Father/Mother
- Build Your Throne
- Drink the Blood of a Titan
- Raze the Temple of Apollo
- Recount Lines [Book of The!]

LEVERAGE

- » Direct another scene
- » Gain two drama points
- » Gain one ability
- » Give one trepidation
- » Remove one trepidation

TREPIDATION*

- Followers Question Authority
- Imprisonment
- Kingdom in Tatters
- Parade of Misery
- Public Disgrace

FINALE

- » Blood of Fire
- » Loneliness
- » Right to Rule
- » Enslaving Humanity
- » Worshipped as a God

* Gain one drama point

BRINGING HARM TO OTHERS

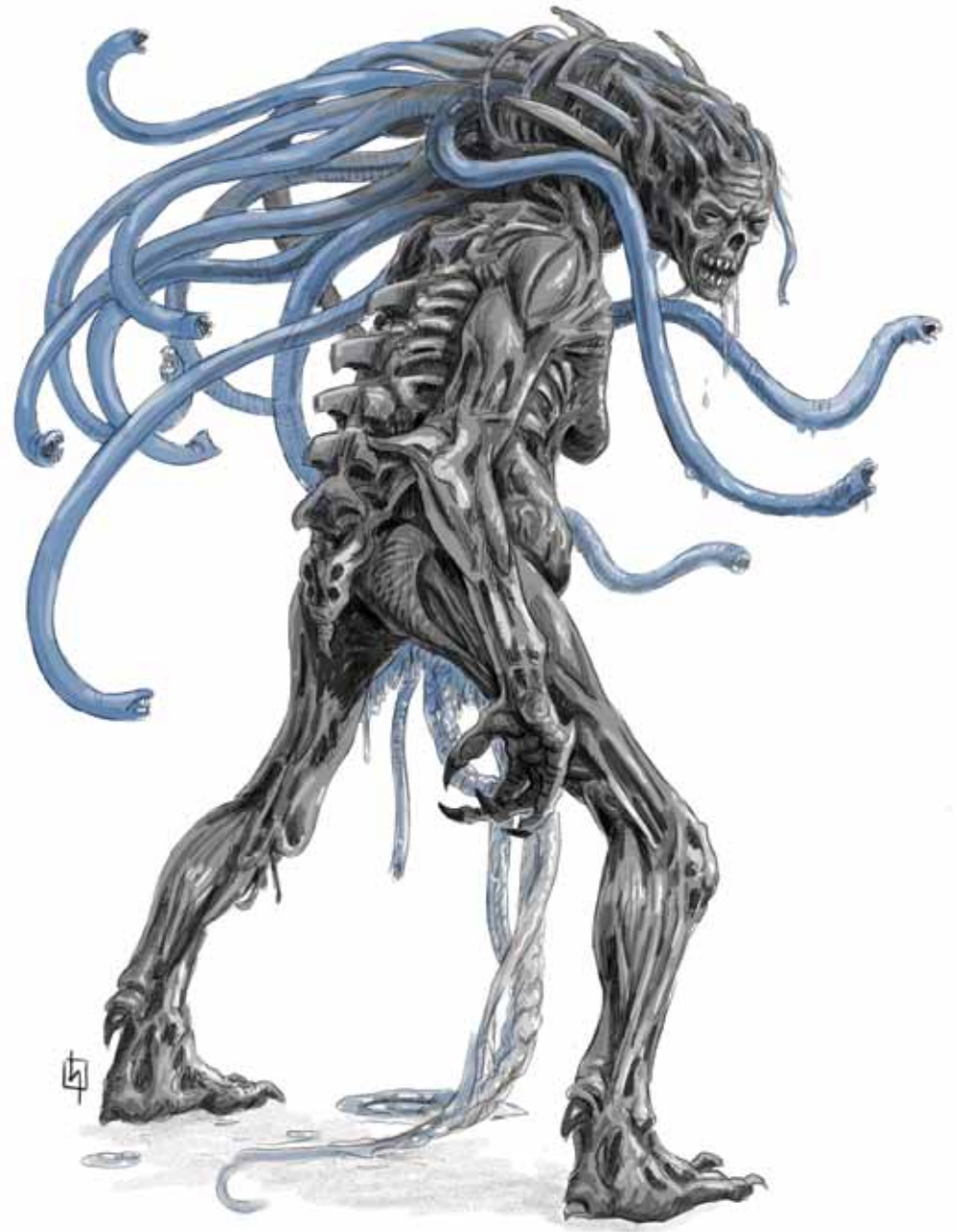
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PRINCE OF THE DEAD

Names: Apollyon, Freya, Hekate, Varuna

“The dead are thoughtlessly built, without considering where they’ll be housed.”

When heaven empties and blood spills from the sky, the people of earth must spring from its residue. And when that residue turns to ash, the Prince of the Dead must claim his prizes — the flesh, bone, and blood of thousands who die every day at the hands of the godborn and titanborn. But the Prince of the Dead is neither... he is an unholy gorgon, trapped eternally between life and death.

OBJECTIVES

- ♣ Collect a Very Specific Soul
- ◆ Hand off the Reins of the Underworld
- ♥ Free Yourself from the Shackles of Unlife
- ♠ Rule With Wisdom and Clarity

RELATIONSHIPS

- ♣ Unsafe and Unkind
- ◆ Painfully Clear That One of You is the Victim
- ♥ Secretive (As In, the Others Don’t Know About It)
- ♠ Disquieting, But Pleasurable

WORLD BUILDING

- Who among you fears death the most?
What will the afterlife be like for her?
- Why do you still toil at ruling the underworld?
How does it fulfill or sustain you when everyone else seeks power?

QUIRKS

- Bring a myriad of servants everywhere you go
- Fallen in love with one of your prizes
- Strange collection of novelties from the souls in your care

ABILITIES

Deathly Stare: When directing an interrogation, you may steal one drama point from the subject.

Monarch of the Dead: When directing an interrogation, you may ask two additional questions, which must come from a ghostly figure from the character’s past.

Unquestioned Rulership: Gain one drama point. In addition, as the subject of an interrogation, you may ignore one question per scene.

You may ask one question of the interrogator, who must answer it.

SCENES

- Flashback Intercut
- Flashback Interlude
- Fork*
- Interrogation
- Interlude
- Vignette

DESCRIPTIONS

- Flashback anything for 90 seconds
- Flashback with two characters
- Target player* makes a choice
- Ask five questions
- Two characters with a relationship
- Narrate an action or moment

MILESTONES

- End a Meaningful Life
- Predict a Death
- Produce an Heir/Successor
- Project Fear of Death (Aura)
- Sever a Relationship

LEVERAGE

- » Direct another scene
- » Gain two drama points
- » Gain one ability
- » Give one trepidation
- » Remove one trepidation

TREPIDATION*

- Abandonment
- Leave the Underworld
(Never to Return)
- Punished
- Someone Dead Returns
- Voices of Judgment

* Gain one drama point

FINALE

- » Lost
- » Wander the Earth
- » Climb the Stairs to Heaven
- » Summon an Army
- » Darken the Skies

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SCION OF THE EAST

Names: Crow, Minerva, Rana, Wisteria

“My Mother gave me the tools of love in a time of hate. I would be a fool to throw them away now, when the Power of Storms is at hand.”

The Scion of the East seeks peace and contentment. He is the only descendent of the gods and titans who does not seek war. For this, he is surely doomed. The Scion of the East bears the responsibility of convincing power-hungry immortals that peace is the only part of valor that matters. He is sometimes envisioned as a fisherman.

OBJECTIVES

- ♣ Surrender Yourself to Your Wants
- ◆ Convince Others to Serve the Greater Good
- ♥ Rekindle Love in Your Heart
- ♠ Sacrifice Your Love for the Good of Others

RELATIONSHIPS

- ♣ Feelings That Each Is Entitled to More
- ◆ No Longer on Speaking Terms
- ♥ Unconditional Love
- ♠ Overbearing, Almost Suffocating

WORLD BUILDING

- Who among you has rejected the teachings of the ‘one-king,’ despite all the warnings of the coming conflict?
- What can be done to calm the animosity between the others?

QUIRKS

- Mind and soul that cannot rest
- Never has the last word
- Seems to make a ring with whatever is at hand

ABILITIES

God’s Love: When directing an ensemble, each character in the scene may give you one drama point to remove one trepidation.

Sacred Smoke: Once per game, you may direct two scenes in a row. In addition, after the second scene, you choose the next player’s scene type from their remaining list of options.

Sanctuary: When directing an ensemble, you may exclude one character from the scene from those available. Both you and the excluded character gain one drama point each.

SCENES

- Ensemble
- Flashback Intercut
- Flashback Interlude
- Fork*
- Interlude
- Vignette

DESCRIPTIONS

- All characters present
- Flashback anything for 90 seconds
- Flashback with two characters
- Target player* makes a choice
- Two characters with a relationship
- Narrate an action or moment

MILESTONES

- Bring Peace/End Conflict
- Cherish/Find New Love
- Heal the Hatred of Another
- Suffer Heartache/Rejection
- Watch Loved One Die

LEVERAGE

- » Direct another scene
- » Gain two drama points
- » Gain one ability
- » Give one trepidation
- » Remove one trepidation

TREPIDATION*

- Body Mangled and Crippled
- Isolation
- Loved One Dies in Agony
- Stoned to Death
- Wars Tear Nations Apart

FINALE

- » Bodhisattva
- » Ascendence
- » Ennui
- » Purgatory
- » Enlightenment

* Gain one drama point

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TROLL KING

Names: Clotho, Cormoran, Gog, Mab

“You may have the sea and air. You may climb the skies into heaven to claim the throne of the king. But you’ll never rule the land without me. I am it’s warden. It’s jailor. It’s wretched tyrant mass.”

The Troll King rules over the remnants of the titanborn. He commands a retinue of loyal, if not terrified minions and a kingdom of ash and blood that extends beyond one’s vision. His claim to the heavens is through sheer might. And he just might take it.

OBJECTIVES

- ♣ Be the Only Titanborn
- ◆ Expand Your Empire
- ♥ Find Inner Peace (if that is even possible)
- ♠ Slaughter the Scions of the Gods

RELATIONSHIPS

- ♣ Aggressive (Emotionally/Physically)
- ◆ Convenient Until Proven Otherwise
- ♥ Calming and Confusing (All at Once)
- ♠ Authoritative and Disrespectful

WORLD BUILDING

- Who among you needs to die first? Why?
- Why are you so angry? What makes you think you deserve the throne of heaven?

QUIRKS

- Covered in ritual scars and tattoos
- Sleeps underground, half-buried in mud and clay
- Speaks with the dead, whether or not they speak back

ABILITIES

Cold-Blooded: Ignore your next two points of trepidation.

Hollow Eyes: Once per game, you can take over any other player’s ensemble, stopping all other characters from getting what they want. In addition, you decide when the scene is over.

Might Makes Right: Whenever you are in an interlude, you decide when the scene is over.

SCENES

- Ensemble
- Fork*
- Flashback Vignette
- Intercut
- Interrogation
- Monologue

DESCRIPTIONS

- All characters present
- Target player* makes a choice
- Narrate an action/moment in past
- Anything for 90 seconds
- Ask five questions
- Deliver a speech in character

MILESTONES

- Betray a Trust
- Conquer an Enemy
- Excessive Display of Power
- Remind Someone of Station
- Spare No One

LEVERAGE

- » Direct another scene
- » Gain two drama points
- » Gain one ability
- » Give one trepidation
- » Remove one trepidation

TREPIDATION*

- Death
- Lands Invaded
- Lose Status
- Underlings Rebel
- Wealth Discarded

FINALE

- » Rule Alone
- » Kingdom Expands
- » Climb to the Heavens
- » Respect
- » Wealth

* Gain one drama point

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