

# THE BELLTOWER WATCHER

Names: August, Gozen, Gray, Magog

The Belltower Watcher stands atop the belltower all day, waiting for the Black Monk's return. He never blinks. Never averts his gaze. He is the watchful eye upon a dead village going no where. Everyday, he waits for a sign of the Black Monk and wishes his fate was something else.

## OBJECTIVES

- ♣ Tear Down the Belltower
- ♦ Find Inner Worth (Again)
- ♥ Find the Lost Graves
- ♠ Free Self From Eternal Misery of Work

## RELATIONSHIPS

- ♣ Hollow
- ♦ An Opportunity That Has Not Manifested (Yet)
- ♥ Voyuer
- ♠ Disgust

## WORLD BUILDING

- Who among you is unprepared for the Black Monk's return?
- Why do you stand watch for the others? What about them makes you care (despite never showing your true feelings)?

## QUIRKS

- An ancient bone staff, carved by the previous watcher
- Bloody tears that have stained your skin
- Jaw bolted shut, yet you still speak

## ABILITIES

**Anarch:** When directing a fork, the other player gains one trepidation instead of a drama point. Trepidation gained this way does not trigger the endgame.

**Pride:** During an ensemble, you may remove yourself from the scene at any time without impacting the scene. In addition, you may take one other character with you if you so choose.

**Watcher:** Lose one drama point. You may ignore your next two points of trepidation.

## SCENES

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

## DESCRIPTIONS

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

## MILESTONES

- Climb to the Crying Prince
- Drink from Cup of Memories
- Evict a Citizen of Elysia
- Show Respect When Earned
- Sound the Bell

## LEVERAGE

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

## TREPIDATION\*

- Blind
- Loss of Status
- Teeth Fall Out
- Undeath
- Wisdom Regression

## FINALE

- » Black Monk Rejects You
- » Banished
- » Voice Lost
- » Crawl Back into the Earth
- » Death

\* 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

- 0 acting character suffers trepidation  
in addition, choose:  
acting player loses two drama points\*, or  
uncheck one milestone
  - 5 acting character succeeds and suffers trepidation
  - 10 choose:  
acting character succeeds, or  
acting player triggers leverage
  - 20 acting character succeeds, and choose:  
acting player triggers associated leverage, or  
acting player unlocks an additional ability
- \* this option is only available if the acting player has two or more drama points

## MAKING THINGS HAPPEN

- 0 acting character suffers trepidation
- 5 acting player changes the world and loses one drama point
- 10 choose:  
acting player changes the world, or  
acting player triggers leverage
- 20 acting player changes the world, and choose:  
acting player gains two drama points, or  
acting player removes one trepidation



# THE BLOODLETTER

Names: Azazel, Boudica, Gareth, Kahina

People never get sick in Elysia. No one ages. No one ever fades. Yet the bloodletter still cuts away at the foul humors hiding inside everyone. Black bile and blood must be excised. Everyone will be clean when all the dark blood is gone.

Her scalpel is salvation.

## OBJECTIVES

- ♣ To Flense the Flesh
- ♦ To Hone the Precious Blade
- ♥ Love Yourself
- ♠ To Become the Black Monk

## RELATIONSHIPS

- ♣ Unending Hatred
- ♦ Shared Valuables and Trinkets
- ♥ Uncomfortable Lust
- ♠ Targets

## WORLD BUILDING

- Who among you is most afraid of the Black Monk's return?
- Why do you bother living among the others? What keeps you here? (Wait. You can leave, can't you?)

## QUIRKS

- Hollow eyes, devoid of any milk color
- No fingertips
- Stares at others while they sleep or work

## ABILITIES

**Bloodied:** Whenever you direct a fork scene, you gain both drama points.

**The Scalpel:** Once per game, you may turn someone else's scene into a vignette for yourself.

**The Veins:** At the end of any scene you are in, in which there is only one other character, you may spend two drama points to bring trepidation to that character.

## SCENES

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

## DESCRIPTIONS

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

## MILESTONES

- Collect a Debt
- Judge Something Unclean
- Open an Old Wound
- Protect Yourself from Others
- Unmake a Promise

## LEVERAGE

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

## TREPIDATION

- Control Lost to Another
- Cutting Yourself Open
- Hand is Burned/Severed
- Something Special is Lost
- Visions of Mother

## FINALE

- » The Worm Unravels
- » The Crying Prince Returns
- » The Sun Dies
- » A Broken Rocking Chair
- » Skies Part, Winds Fade

\* Gain one drama point

## BRINGING HARM TO OTHERS

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- 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 triggers associated leverage, or  
acting player unlocks an additional ability
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## MAKING THINGS HAPPEN

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- 10 choose:  
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acting player gains two drama points, or  
acting player removes one trepidation



# THE FIREMAN

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**Names:** Aldus, Barron, Galica, Macha

Elysia is a special place. It cannot be burned. It won't be burned. It is the task of the fireman to assure it is never singed. The task of protecting Elysia for centuries has always fallen to the fireman. Should there be a single speck of ash when the Black Monk returns, the fireman's fate is assured.

## OBJECTIVES

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- ♣ Protecting Elysia From Itself
- ♦ Ruling Elysia
- ♥ Teaching the Law of Fire
- ♠ Hiding Your Fears

## RELATIONSHIPS

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- ♣ Dying/Fading from Too Much Contact
- ♦ Your Only Intellectual Nourishment
- ♥ Passionate and Suffocating
- ♠ Shared Respect for 'The Work'

## WORLD BUILDING

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- Who among you fears the droughts that come with the sun?
- What about Elysia displeases you the most?  
If it burned down, who could you blame?

## QUIRKS

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- Lives on the edge of Elysia
- Scars on skin from excessive cutting and/or lashes
- Skin dark and brittle, like ash

# ABILITIES

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**Fear of Death:** You begin play with four additional drama points, however you may not narrate the finale. If you trigger the endgame, the game continues.

**Fear of Fire:** You begin play with four additional drama points, however you may never join another player's ensemble.

**Fear of Man:** You begin play with four additional drama points, however you may never join another player's interlude or interrogation.

## SCENES

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- Ensemble
- Flashback Interlude
- Fork\*
- Interlude
- Interrogation
- Vignette

## DESCRIPTIONS

---

- All characters present
- Flashback with two characters
- Target player\* makes a choice
- Two characters with a relationship
- Ask five questions
- Narrate an action or moment

## MILESTONES

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- Memories Recalled
- Offering to the Crying Prince
- Suffer a Rebuke
- Take What is Yours
- Warn the Others

## LEVERAGE

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

## TREPIDATION

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- Flashback: Black Monk's Gaze
- Flashback: Burned Alive
- Flashback: Dead Spouse
- Burned Alive
- Trapped

## FINALE

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- » Released from Cycle
- » Death
- » The Sun Fades
- » Death
- » Fear Consumes You

\* Gain one drama point

## BRINGING HARM TO OTHERS

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- 10 choose:  
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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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  - 20 acting character succeeds, and choose:  
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acting player gains two drama points, or  
acting player removes one trepidation



# LAMPLIGHTER

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**Names:** Alister, Joseph, Phoenix, Vivianne

The Lamplighter keeps the streets lit. The oil lamps along every road forever burn because of his efforts. There is no darkness in Elysia because of the Lamplighter. Just ask him. He knows. Have you seen the dark?

## OBJECTIVES

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- ♣ **Make Sense of This Shit**
- ♦ **Keep the Fires Lit, Regardless of How That Sounds**
- ♥ **Find Something to Fill The Void**
- ♠ **[Secret] Guide the Crying Prince Back to His Throne**

## RELATIONSHIPS

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- ♣ **Purposely Dramatic and Uncooperative**
- ♦ **Secret Keepers**
- ♥ **Secret Lovers**
- ♠ **Always Playing the Victim Card**

## WORLD BUILDING

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- **Who among you thinks lighting the lamps is a waste of time?**
- **Why do you only hear half of what people say?**  
What makes you an expert on everything about Elysia?

## QUIRKS

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- **Broken, smelly skin that is constantly warm to the touch**
- **Carries a mislabelled bottle of Greek Fire**
- **Speaks in a slow, rhythmic pattern**

# ABILITIES

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**Gray Eyes:** Whenever you direct an interrogation, you may force the subject to change one answer, gaining one drama point in the process.

**Lies:** Whenever you direct an interrogation, you may mark one of the subject's answers as a lie, gaining one drama point in the process.

**Truth:** Whenever you direct an interrogation, you may mark one of the subject's answers as canon that cannot be changed (whether or not the answer was true). However, you may only ask three questions during an interrogation, instead of five.

## SCENES

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

## DESCRIPTIONS

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

## MILESTONES

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- Burn the Crying Prince**
- Correct a Cherished Belief**
- Defend a Liar**
- Gather the Fire Stones**
- Ring the Watcher's Bell**

## LEVERAGE

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

## TREPIDATION\*

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- Broken Bones**
- Burned Alive**
- Horribly Burned**
- Hunched and Defeated**
- Hung Upside Down**

## FINALE

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- » **Death**
- » **Burned Alive**
- » **Fires Go Out Forever**
- » **Black Monk's Eyes**
- » **Released From This Pain**

\* Gain one drama point

## BRINGING HARM TO OTHERS

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- 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 gains two drama points, or  
acting player removes one trepidation





# THE MULE SKINNER

Names: Ovid, Rani, Vesper, Xerses

The Mule Skinner toils at the work of Elyisa. Each day, she plants crops, feeds livestock, and cuts the mule flesh that all subsist on. Each day, she hears the braying sounds of the mule's death. Each day, she prays there will be no more mules. Each day, she is wrong.

## OBJECTIVES

- ♣ Needs Before Wants
- ♦ Glory at the End of the Road
- ♥ Find Love, Mate, Make a Family, Die
- ♠ "Damn This Cycle of Toil!"

## RELATIONSHIPS

- ♣ "I Want You to Want This"
- ♦ Someone to Share the Work?
- ♥ Meaningless, Pitiful Sex
- ♠ Shared Vision of Tomorrow

## WORLD BUILDING

- Who among you does not eat what you prepare? How is this not an insult?
- Why do you always eat the mule and never the pig?

## QUIRKS

- Deaf in one ear
- Leather apron, stained in blood, locked around your waist
- Never washes her flensing blades

## ABILITIES

**The Constant Host:** Gain three drama points. However, you may not trigger the endgame. Instead, after the finale plays out, you may direct one last scene remaining from you scene list. If there are no scenes remaining, it is an interlude.

**Harvest Day:** Once per game, after you direct a scene, you may direct a second scene.

**Thousand Yard Stare:** Gain one drama point. You may ignore any rule that would keep a character out of a scene, including relationship requirements for interludes (for example).

## SCENES

- Flashback Ensemble
- Flashback Vignette
- Fork\*
- Interlude
- Interrogation
- Vignette

## DESCRIPTIONS

- Flashback with all characters
- Flashback action or moment
- Target player\* makes a choice
- Two characters with a relationship
- Ask five questions
- Narrate an action or moment

## MILESTONES

- Bring Up the Past
- Confront the Dying Prince
- Deny a Want
- Feed the Hungry
- Words Lead to Resentment

## LEVERAGE

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

## TREPIDATION

- Death
- Go Hungry
- A Jealous Display
- Remove Your Own Hand
- Too Much Change All at Once

\* Gain one drama point

## FINALE

- » Butchered
- » Good
- » Black Monk's Disproval
- » Starve to Death
- » Good

## BRINGING HARM TO OTHERS

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- 5 both characters suffer trepidation
- 10 choose:  
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- 20 target character suffers trepidation, and choose:  
acting player triggers leverage, or  
target player loses two drama points

## GETTING WHAT YOU WANT

- 0 acting character suffers trepidation  
in addition, choose:  
acting player loses two drama points\*, or  
uncheck one milestone
  - 5 acting character succeeds and suffers trepidation
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acting character succeeds, or  
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  - 20 acting character succeeds, and choose:  
acting player triggers associated leverage, or  
acting player unlocks an additional ability
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## MAKING THINGS HAPPEN

- 0 acting character suffers trepidation
- 5 acting player changes the world and loses one drama point
- 10 choose:  
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acting player triggers leverage
- 20 acting player changes the world, and choose:  
acting player gains two drama points, or  
acting player removes one trepidation



# THE PIPER

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Names: Dagon, Diana, Enyo, Rion

The Piper is an anomaly in Elysia. Only arriving in the last decade or so, the Piper has no 'normal' relation to the others. In fact, at one point the Piper could come and go as he pleased. But that isn't the case anymore. He's done something wrong and it's only a matter of time before the Black Monk finds out.

## OBJECTIVES

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- ♣ Overcome Insatiable Grief
- ◆ Rainmaker
- ♥ Compose the Perfect Song
- ♠ Empty Elysia of Vermin

## RELATIONSHIPS

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- ♣ Friendship That Has Dissolved Away
- ◆ Love of Music
- ♥ Stargazers
- ♠ Commiseration

## WORLD BUILDING

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- Who among you is not affected by your songs? Why do you think that is?
- Why do you only know one tune? What was it originally composed for (other than clearing vermin)?

## QUIRKS

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- Fife made of gold and diamonds
- Inexplicable and extensive knowledge of potions
- Not human, but something else

# ABILITIES

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**Elegy:** Whenever you direct a flashback monologue, you may direct an additional scene.

**Funeral Dirge:** Once per game, when another player's action would trigger a milestone, it becomes a trepidation instead.

**The Perfect Note:** Once per game, you may direct one additional scene out of turn. After wards, play order returns to normal.

## SCENES

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

## DESCRIPTIONS

---

- All characters present
- Target player\* makes a choice
- Flashback speech in character
- Anything for 90 seconds
- Ask five questions
- Deliver a speech in character

## MILESTONES

---

- Drown/Seduce Someone >> Direct another scene
- Compose/Play a Dirge >> Gain two drama points
- Summon the Crying Prince >> Gain one ability
- Summon the Wind >> Give one trepidation
- Summon the Worm >> Remove one trepidation

## LEVERAGE

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## TREPIDATION

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- Death >>
- Fife is Broken >>
- Rows of Fangs >>
- Sorrow from Your Own Song >>
- The Wind Fades >>

\* Gain one drama point

## FINALE

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- >> Consumed by Grief
- >> Consumed by the Plague
- >> March Out of Elysia
- >> Consumed by the Worm
- >> Drowned

## BRINGING HARM TO OTHERS

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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

- 0 acting character suffers trepidation  
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acting player loses two drama points\*, or  
uncheck one milestone
  - 5 acting character succeeds and suffers trepidation
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acting player unlocks an additional ability
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## MAKING THINGS HAPPEN

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acting player changes the world, or  
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- 20 acting player changes the world, and choose:  
acting player gains two drama points, or  
acting player removes one trepidation



# THE PRISONER

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Names: Cleo, Goss, Michael, Verillin

The Prisoner does not belong here. She's innocent, after all.

## OBJECTIVES

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- ♣ Seek Black Monk's Pardon
- ♦ Atone for Your Crimes
- ♥ Recant Your Lies
- ♠ Everyone Should Be Free

## RELATIONSHIPS

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- ♣ Shunned
- ♦ Sympathetic
- ♥ Lust (For)
- ♠ Your Jailer

## WORLD BUILDING

---

- Who among you believes you should be punished for your crimes, regardless of guilt or innocence?
- What are you accused of? How do we know you are innocent? Why does the Black Monk not care? How long is your sentence?

## QUIRKS

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- Covered in magical tattoos that bind you to this place
- Strong enough to lift half-a-ton overhead
- Wears a neck collar with a 200-ft. chain

## ABILITIES

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**Guilty:** Once per game, you may steal two drama points from one player you are in a scene with. You leave that scene, but the scene does not end. The player to your left becomes the new director, if you directed that scene.

**Innocent:** Gain two additional drama points.

**Strong:** Once per game, you may steal two drama points from one player you are in a scene with. That player may choose to immediately leave the scene, checking off one milestone, and one trepidation. If this would trigger the endgame, the game continues.

## SCENES

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

## DESCRIPTIONS

---

- All characters present
- Flashback with two characters
- Target player\* makes a choice
- Anything for 90 seconds
- Ask five questions
- Narrate an action or moment

## MILESTONES

---

- Break the Shackles
- Challenge Authority
- Release Hidden Magic
- Scout for the Black Monk
- Submit to the Crying Prince

## LEVERAGE

---

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

## TREPIDATION

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- Beg for Absolution
- Crippled
- Death
- Gain one Drama Point
- Suffer a Public Beating

\* Gain one drama point

## FINALE

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- » Private Confessional
- » The Iron Maiden
- » Public Execution
- » Become New Black Monk
- » Beheaded

## BRINGING HARM TO OTHERS

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