
THE SILT VERSES RPG
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FAITH SHEET

THE TRAWLER MAN

Sculptor of Tide and Flesh • Father-in-the-Water • The Mouth Devouring and The Mouth Returning

For centuries, worshippers of the Trawler-Man—the so-called Parish of Tide and Flesh—practiced their faith up and down the waters of the White Gull River, making sacrifices to their god that walks beneath the tides. While the faith has been outlawed and its followers wiped out or forced into hiding, some still practice the old ways in secret. As a child of the water, you feel its presence no matter where you go. The winding river is unpredictable—sometimes flooding its banks to swallow everything in reach, at other times receding to leave strange gifts poking from the mud. But deep down, you know that the river will one day rise and reclaim the settlements that intrude on its borders, heralding a wondrous new kingdom of life reshaped in silt.

ALTAR *Pick one or make up your own.*

A murky aquarium or mason jar, stirring with aquatic life; a crab trap, lined with barnacles and bait hooks; a forgotten well or water tank, its still waters thick with algae; a rusted tackle box with a hidden compartment; a small fishing boat, hidden among the reeds

THE VERSE OF PROPHECY

If there are no boxes marked, you can retire this character to safety and obscurity instead of writing this verse; tell the other Custodians what the future holds for you. Otherwise, mark the first unmarked box.

- ☐ **THE WHISPERED PSALM:** Narrate a flashback to a time when the Parish of Tide and Flesh accepted you as one of their own.
- ☐ **THE ASHEN CIRCLE:** Narrate a flashback to a time when you were filled with terror and revulsion after witnessing a sacred miracle of the faith. Increase your Communion by 1 (Max 3).
- ☐ **THE BLEEDING REVELATION:** Narrate a flashback to a time when the river first spoke to you directly, and you felt small and insignificant in its vast currents. From now on, when sharing a vulnerable moment with another Custodian during the Journey phase, you must find a way to mention *the rising river* or *the inevitable flood* in conversation.
- ☐ **THE SWELTERING CRUCIBLE:** Narrate a scene in the present day showing a newfound conviction in your faith. You can shape and command sources of water from a distance—enough to drag someone under or flood a room. When you *channel the river and tides*, make your next roll with advantage. If the next roll results in a miss, take the Condition: Flooded in addition to any other consequences.
- ☐ **THE FLESH ASCENDED:** Say your Final Prayer.

MOVES

You start with **TWIN MOUTHS**.

■ TWIN MOUTHS

You know the two faces of the Trawler-Man, shifting like the tides, each wondrous and terrible to look upon. You always have one of the following Conditions, which cannot be cleared—The Mouth Devouring or The Mouth Returning—and each time you use this move, you will switch from one to the other. You start with The Mouth Devouring.

- ◆ **The Mouth Devouring.** You can consume any object or material—evidence, ritual objects, small creatures—without harm to your body. When you sacrifice something from the land to the water—a piece of technology, a monument, a sign of modern “progress”—make your next roll with advantage and switch this Condition to The Mouth Returning.
- ◆ **The Mouth Returning.** You can call water from the ground to form a small pool, fill an empty vessel to overflowing, or to wash away signs of your passage. When you allow the river to speak through you, it spews forth a torrent of muddy water and silt from your throat, revealing either a memento for your Altar, or a Clue related to an active Assignment—your choice. When you do so, switch this condition to The Mouth Devouring.

□ THE DROWNING SONG

You can always hear the voice of the great river. Once per session, when you gaze into a body of water and ask the Trawler-Man for a sign to guide your way, a reflection that is not your own gazes back from the depths. Roll three dice and set them aside. You can then exchange one die from the set aside dice for a die in a future roll, at which point all the set aside dice go away. The set aside dice go away if they are not used by the end of the session.

□ BOUND BY THE CURRENT

You know someone from the faith who wants to bring you back into the fold. They are sympathetic to your cause and will aid you in any task—describe your relationship to this Side Character. Mark the box below when you call on them for assistance; any rolls associated with actions they help you with are taken with advantage. They will then ask you for something in return; unmark the box below when you complete the task they set you to. You cannot trigger this move so long as the box below is marked.

☞ ☐ ☞

Additionally, when you would mark the Verse of Prophecy, you may cross off this move instead. Narrate a scene that shows how you allow your friend to suffer the fallout of your reckless actions. You can no longer use this move.

□ DROWNED, DRAGGED, DELIVERED

You have developed a fierce instinct for survival after enduring persecution for your faith and losing people close to you at the hands of the authorities. When you do something ruthless or illegal in service of the Trawler-Man, mark a box below to automatically succeed, no roll needed. When the last box is marked, you are confronted by an authority who attempts to capture or kill you. You may mark the Verse of Prophecy to clear the checkboxes and gain access to this move again.

☞ ☐ ☐ ☐ ☞

□ THE GARDEN BELOW

The Trawler-Man's domain is a kingdom of wonder, for those who open themselves to it. When you submerge yourself in a body of water large enough to drown in, roll with Vitality.

On a hit, clear a Condition and choose one from the list below. On a 10+, choose two.

- ◆ You don't attract any unwanted attention.
- ◆ You feel renewed by the invigorating waters—make your next roll with advantage.
- ◆ You find a Clue—tell the Keeper what it is. The Clue cannot conclusively answer a Question by itself.

On a 12+, you also find an item; ask another Custodian what it is and then add it to your Altar.

□ THE FIDDLER'S FEAST

You know the ritual that calls the Trawler-Man's angels, eager to feast on what is offered. These creatures might take the form of a swarm of chirping crabs, lobsters large as dogs, a tide of ravenous eels, hungry barnacles poking through the ground, or something else. When you mark an offering of flesh for sacrifice, roll with Communion. If you have the Condition: The Mouth Devouring, roll with advantage.

On a hit, the angels accept your offering and devour it.

On a 7-9, choose 1. On a 10+, choose 2.

- ◆ The angels are sated and leave without devouring anything else.
- ◆ The angels leave no trace of evidence behind.
- ◆ The angels leave behind a treasure from the river—add it to your Altar.

On a miss, the angels attempt to claim you for their feast instead; immediately make the Revelation Move.

FINAL PRAYER

☯ THE RIVER RISES ☯

As the pattern of the tides foretold, the time of reckoning has come. Every town built along the river is a parasite, always taking more and more, giving nothing back to the sacred river. Every bridge and dam is a pitiful imitation of the majesty that lies beneath the tides. It is time to right the balance and start anew. As you complete the final prayer mark which calls forth the Wither Tide, describe how an area the size of a small town is devastated by a massive flood, each resident and structure transformed by the living depths. What wondrous and terrible shapes now emerge from the water in a steady, sodden march, bearing the tides inland?



FAITH SHEET THE POX MARTYR

Brother Boil and Sister Sore • It Should Have Been Me

Monks of the Retchman's Order practice a radical form of self-sacrifice by ritually transferring the ailments of others into their own bodies. These Pox Monks can be found throughout the territories, but especially in rural places without hospitals or access to modern medicine. By many accounts, faith alone can heal—and who could question the conviction of a healer willing to take on the worst ailments themselves?

You were one of them, once. But try as you might, you could never heal all of the hurt. Despite years of practice, learning to bear the suffering of others so that they would live a bit longer, you could not fully accept the work as a blessing. No matter how fierce the fire of your courage—the pain never ends. And yet, without you, who else would step up? For better or worse, this cruel and twisted world still needs you.

ALTAR *Pick one or make up your own.*

A field medic's kit in a battered steel case; an antique doctor's briefcase, with musty leather with brass clasps; an heirloom patchwork blanket, covered in small jars and bundles of homemade remedies; a stretcher from a decommissioned ambulance, hung with prayer tags of various faiths; an abandoned roadside clinic containing scattered supplies and donations

THE VERSE OF PROPHECY

If there are no boxes marked, you can retire this character to safety and obscurity instead of writing this verse; tell the other Custodians what the future holds for you. Otherwise, mark the first unmarked box.

- ☐ **THE WHISPERED PSALM:** Narrate a flashback to a time when you wished to bear someone's suffering for them.
- ☐ **THE ASHEN CIRCLE:** Narrate a flashback to your early training in the Retchman's Order, when you learned to transfer the afflictions of others to your own body. What was the first "blessing" you took on? Increase your Communion by 1 (Max 3).
- ☐ **THE BLEEDING REVELATION:** Narrate a flashback to a time you lacked the courage or conviction to heal someone by taking on their affliction. Hereafter, when you encounter a Side Character for the first time, you can ask the Keeper what ails them; the Keeper will answer honestly.
- ☐ **THE SWELTERING CRUCIBLE:** Narrate a scene in the present day showing how you are determined to serve your faith again, no matter what happens to you.
- ☐ **THE FLESH ASCENDED:** Say your Final Prayer.

MOVES

You start with **LET IT PASS UNTO ME**.

■ LET IT PASS UNTO ME

Draw a vertical line on your character sheet bisecting the Conditions lines; you can have up to six Conditions instead of the normal three. Other Custodians can clear physical Conditions by passing them to you in a ritual of transference, provided you have time and a reasonably safe space to do so.

When you transfer a physical Condition from a Custodian to yourself, or a physical ailment from a Side Character to yourself, note it as a Condition on your sheet and roll with Vitality. On a hit, choose one. On a 10+, choose two.

- ◆ You gain an insight about the illness in the form of a Clue; tell the Keeper what it is.
- ◆ You gain an insight about a nearby Danger; the Keeper will describe it.
- ◆ You receive a gift (if healing a Side Character). Ask another player what it is, then add it to your Altar.
- ◆ The ritual does not attract unwanted attention.

You cannot clear your own Conditions with the Journey Move. Instead, you may perform your Personal Ritual during the Journey Move to discover a Clue for an ongoing Assignment; tell the Keeper what it is. The Clue cannot conclusively answer a Question by itself.

You may clear a Condition of your choice when you do any of the following:

- ◆ Put yourself in harm's way to protect someone else.
- ◆ Assist a Side Character in a task without accepting payment.
- ◆ Give a Side Character a helpful item; cross it off your Altar.
- ◆ Narrate a scene where you listen to the troubles of a Side Character and offer them counsel.
- ◆ Hold an overnight vigil over a sick or dying person.

If at any time you have six Conditions and would take a seventh, you must instead mark the Verse of Prophecy.

■ WHAT WAS BESTOWED

You have taken on and recovered from many "blessings"—but some take root and become something more. When you declare that one of your Conditions can never be healed, make a note that it is permanent. Then, mark a box below:

- ☐ You no longer require (circle one): food, water, sleep.
- ☐ You can communicate with animals, and wild creatures regard you as an ally.
- ☐ You have limited command of (circle one): earth, wind, fire, water.

■ TOUCHED BY THE ANGELS

Your exposure to countless gods and their angels gives you a tangible insight into their effects on the body. Add 1 to your Communion (Max 3). You can always discern if an illness was caused by a god or other divine source. The first time you act on that information, roll with advantage.

■ A LIFE OF SERVICE

You have traveled far and wide as a member of the Retchman's Order, saving many lives. The first time you arrive at a new Assignment, you can find a Side Character who remembers you for your service. The Keeper will tell you who it is; describe how you helped them in the past, then choose two:

- ◆ The Side Character warns you about a Danger nearby.
- ◆ The Side Character has a gift for you—ask another player what it is, then add it to your Altar.
- ◆ The Side Character will assist you with a single task; gain advantage on the first roll involving that Side Character when pursuing it.

■ OF ONE FLOCK

When acting in defense of a community, you can call on the residents of that community to come together and assist the Custodians in resolving an Assignment. Each Custodian present at the Assignment when you trigger the move, including you, can name a Side Character who joins the effort; that Custodian gets advantage on any rolls associated with that Side Character until the Assignment is resolved. The Keeper cannot introduce elements that would prevent the community from gathering once the move is triggered.

When you are ready to lead the community effort, give a speech to the gathered community about making sacrifices for each other, not only the gods, then roll (no Ability). Add 1 to the roll for each Condition you have transferred to yourself from any Side Characters present.

- ◆ On a hit, reduce the Complexity of a Question connected to the Assignment by 2.
- ◆ On a 7-9, a Side Character will demand something of the Custodians for putting their community in danger.
- ◆ On a 12+, you also uncover a Conspiracy Clue.
- ◆ On a miss, a Danger manifests and threatens the community.

When you trigger this move, mark the box below; the move cannot be triggered again if the box is marked. You can unmark the box when you have no Conditions; if you had no Conditions when the move triggered, leave the box unmarked.

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■ WHAT SICKNESS DWELLS

You can draw out the sickness that festers in ruined places. When you seek to cleanse a Location of its affliction, ask the Keeper what haunts or harms it, then roll with Vitality. On a 10+, the affliction is cleansed and you may choose one from the list below. On a 7-9, as above, but you also take the cleansed affliction as a Condition. On a miss, the affliction is not cleansed and you also take it as a Condition.

- ◆ Other Custodians may clear a Condition the first time they return to this Location and rest.
- ◆ You may clear up to two Conditions the first time you return to this Location and rest.
- ◆ Ask the Keeper to describe a Danger related to a current Assignment; it will no longer appear in this Location.

This move can only be used once per Assignment.

FINAL PRAYER

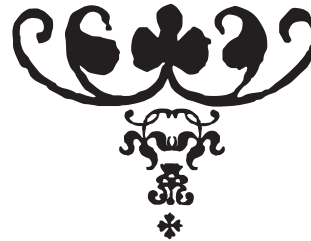
☪ THY TREMBLING FLESH ☪
BEAR WITNESS

*“O Kindly Pair, hearken to me,
Brother that itches, Sister that drips,
My flesh is yours. I make my plea.*

*What was bestowed—let it flow from them, and pass to me.
What harm was done—let it flow from them, and pass to me.
What sickness dwells—let it flow from them, and pass to me.*

*What poisons, what chokes, what twists, what breaks—let it pass to me!”
-Invocation of the Retchman’s Order-*

Narrate a scene in which you draw out the sickness of the land around you, of every person suffering needlessly without hope of relief. What new life blooms as the land is cleansed? What possibilities open within each person, now freed of their burden? What revelations bloom in your weary flesh, endless intricate prayer marks folding in on themselves as you are consumed in a blazing pyre of agony?



FAITH SHEET

THE SAINT ELECTRIC

Maiden of the Caged Sun • Madame Light • The Blazing Martyr • The Neon Messiah

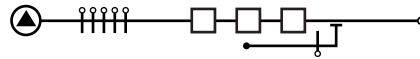
Easily the most well-known deity across the Peninsula, her prayer-stamps appear on every household appliance and piece of industrial machinery. The Saint's iconography depicts a silhouetted woman, wreathed in flame, caught within the grid-bars of an electrical circuit. Everyone knows of her, but most forget her past as an ancient fire deity, fueled by mass sacrifice during drawn-out wars which transformed entire towns into smoldering, immortal charcoal saints. The Saint's sacrifices are carried out more discreetly now, in wind farms and power plants far from the public eye. You served the Saint once—after enduring the agonizing blessing of her touch, you gained miraculous abilities as a conduit of her sacred currents. Your path forward is less certain now, but She is never far from you—speaking through the radio, humming through cables underground, illuminating entire cities with her radiance.

MOVES

You start with **SACRED CONDUIT**.

■ SACRED CONDUIT

A spark of the Saint's power still lives within you. When you channel the divine currents of the Saint Electric, mark a Charge box and make your next roll with advantage. If another move already gives you advantage, roll with double advantage (roll 4 dice and take the two highest results, or make disadvantage into advantage).



When the Charge track is full, an arc of raw divine current erupts from your body. Roll with Vitality. On a hit, unmark all Charge boxes. On a 7-9, choose one. One a 10+, choose 2:

- ◆ The divine lightning discharges safely, without striking anyone nearby.
- ◆ Mechanical objects nearby are unaffected and do not become a Danger.
- ◆ The divine current reveals a Clue—tell the Keeper what it is.

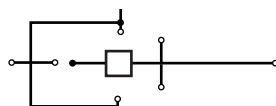
On a miss, you are transformed into an immortal saint of the divine current; describe it and then retire this character.

□ INSPIRED CIRCUITRY

You are skilled at connecting dormant objects to the divine current. Add the following items to your Altar: Consecrated Electrician's Tools, Sanctified Cables, Hallowed Battery. Additionally, when you improvise in a situation using whatever is at hand, ask the other players and Keeper to name three other electric or mechanical objects you find in the environment. So long as you can give a plausible explanation for how one or more of these objects can help you with an action, you have advantage on a single roll related to that action.

□ THE BODY ELECTRIC

You have embedded a piece of hallowed circuitry under your skin. You can communicate with other Custodians telepathically over long distances, power simple electronic devices by touch, and cause a part of your body to illuminate at will. If you would be struck dead, the Saint's circuitry will respond with a shock that reanimates your body. Narrate the moment of your miraculous recovery, then mark the box below and lose access to this move.



ALTAR *Pick one or make up your own.*

A circuit board, soldered with fragments of sacred relics; a toolbox full of rare parts from salvaged electronics; a vintage portable radio, covered in re-stamped foil prayer marks; a portable generator, bristling with various outlets, ports, and cables; a sacrificial birdcage, complete with heating coil and spark wires

THE VERSE OF PROPHECY

If there are no boxes marked, you can retire this character to safety and obscurity instead of writing this verse; tell the other Custodians what the future holds for you. Otherwise, mark the first unmarked box.

- ☐ **THE WHISPERED PSALM:** Narrate a flashback to the time the Saint touched you directly, in the blinding, agonizing grace of her currents, and your miraculous survival.
- ☐ **THE ASHEN CIRCLE:** Narrate a flashback to the time when you discovered your new abilities, and were contracted in service to the Saint. Increase your Communion by 1 (Max 3).
- ☐ **THE BLEEDING REVELATION:** Narrate a flashback to the tragic incident which caused you to step down from the Saint's service. Why do you blame yourself for what happened?
- ☐ **THE SWELTERING CRUCIBLE:** Narrate a scene in the present day showing how you are vibrant and glowing in your faith again. How does your appearance begin to mirror the Saint? Residents of the cities view you with wonder and fear. Roll with advantage when giving commands to city-dwellers or acting in the name of the Faith Electric.
- ☐ **THE FLESH ASCENDED:** Say your Final Prayer.

□ GHOST IN THE MACHINE

You have a keen understanding of the miracles of the Divine Current. Increase your Insight by 1 (max 3). Once per session, when you encounter an object, device, or apparatus that uses electricity, you may tell the Keeper an unknown fact about how the Saint powers it. When acting on this information, roll with advantage.

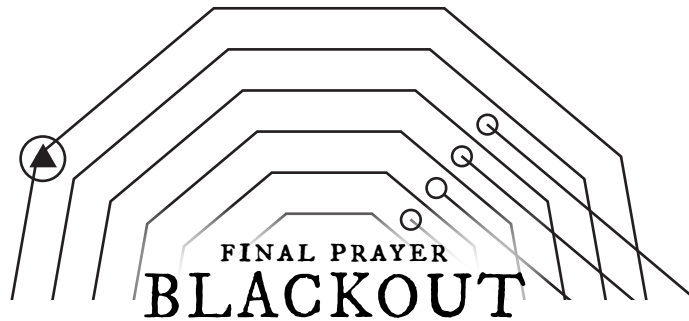
□ A VOICE IN THE STATIC

The Saint favors radio as a means to communicate with her followers; her steel signal towers are found almost everywhere. When you tune into the airwaves, your consciousness spreading across the landscape like a radiant lattice of energy, roll with Communion. On a hit, you are answered by an entity or Danger related to an active Assignment. You may ask two questions from the list below. The answer will not come directly, but in the form of a Clue—or a description that reveals a Clue nearby. On a 10+, your radio conversation does not alert anyone or anything to your whereabouts.

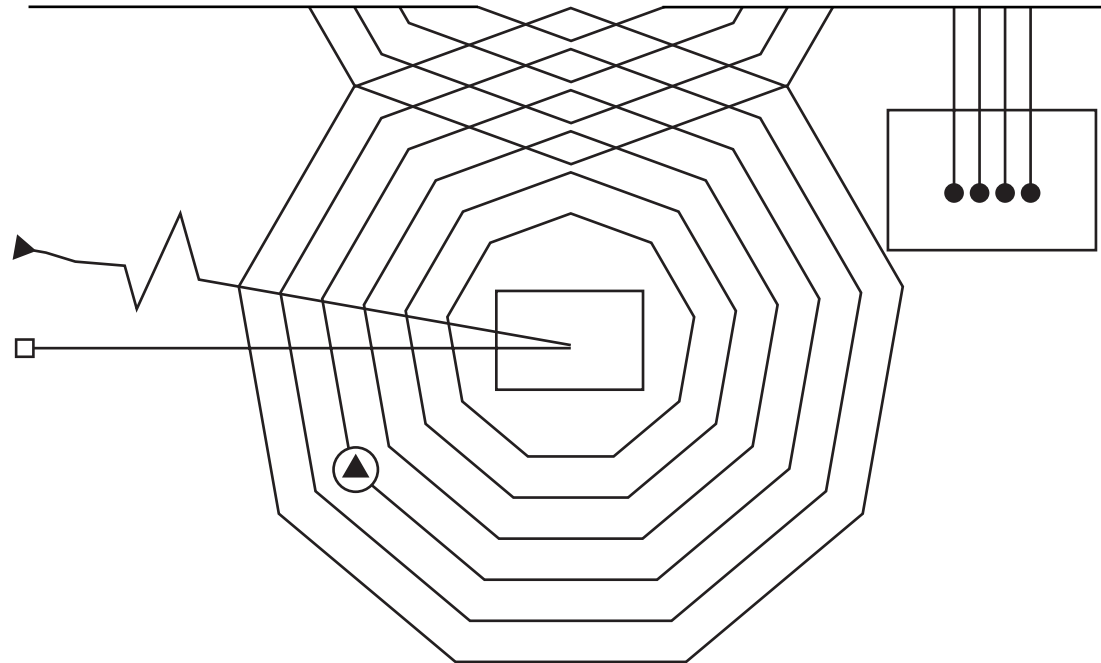
- ◆ Where is your haunt?
- ◆ What do you hunger for?
- ◆ What do you intend to do?
- ◆ What frightens or angers you?
- ◆ How can I help you to_____?

□ BRAND RECOGNITION

The sign of the Saint is so commonplace that no one questions the methods or purpose of anyone bearing her insignia. Add 1 to your Presence (max 3). Once per session, you can enter any Location without drawing suspicion or being questioned about your activities. When you leverage your association with the Faith Electric to gain someone's trust or gather information, roll with advantage.



Your Saint, radiant in her cage of blazing wire, opens her arms to welcome you home. You, her chosen herald, glow bright as the sun as you draw upon the network of her countless worshippers, receiving the divine current as you become a beacon of the Faith Electric. Narrate a scene that shows you channel the power of an entire city grid, causing an immediate blackout. What glorious sacrifices are made in Her name in the aftermath? What transcendent new form do you take as you tower over the land, bright and terrible for all to see?



THE WAXEN SCRIVENER

The Eight-Limbed Scrivener • The Black Beetle of Knowing and Forgetting • The Endless Inkwell

Followers of the Waxen Scrivener devote their lives to the recording of knowledge—scribbling down every keen insight, every tantalizing observation onto sheets of parchment or in old journals—and then abandoning it. They leave their wealth of pages to rot in the back rooms of old verminous bookshops and dank ancestral libraries. Some even cultivate colonies of rats, bookworms, and paper-flies for the purpose of destroying the pages. The sacred act is putting down pen to paper—that's the sacrifice the Scrivener requires. And knowledge, like skin, must be shed to be renewed.

ALTAR *Pick one or make up your own.*

A portable writing desk, foldable and easily stored in the trunk of a car; a roadside lending library that only you have the key to; a particular study carrel in the library of a nearby university, on long-term lease; the breakroom of a bookshop you ostensibly work at; a library cart with no wheels, stored in the bed of your truck

THE VERSE OF PROPHECY

If there are no boxes marked, you can retire this character to safety and obscurity instead of writing this verse; tell the other Custodians what the future holds for you. Otherwise, mark the first unmarked box.

- ☐ **THE WHISPERED PSALM:** Narrate a flashback to when you were initiated into the faith. What did you have to write as part of your initiation? Where did you have to write it?
- ☐ **THE ASHEN CIRCLE:** You were commanded to discard or destroy your initiatory writings, but you secretly disobeyed. Why couldn't you destroy that sacred knowledge? Increase your Communion by 1 (Max 3).
- ☐ **THE BLEEDING REVELATION:** Narrate a flashback to when you discovered that your initiatory writings are somehow connected to the Mouldering Litany.
- ☐ **THE SWELTERING CRUCIBLE:** Narrate a scene in the present day showing how you are strong in your faith again.
- ☐ **THE FLESH ASCENDED:** Say your Final Prayer.

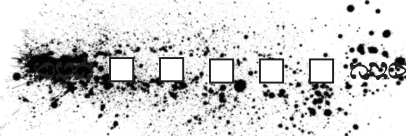
MOVES

You start with **PAPER & INK**.

■ PAPER & INK

When you were stronger in your faith, you recorded every piece of new and interesting information you came across, but now you only perform this sacrifice when you want to call on the power of the Scrivener. Add the following to your Altar: Rolls of Parchment, Empty Journals, and Quill. Additionally, you have a pot of blacker than black ink, sweet-smelling and sacred.

Whenever you are instructed to mark Ink, either by a move or the Keeper, mark a box below. When the track is full, actions that require the use of your sacred ink can no longer be taken.



In order to clear the track, you must create more sacred ink. Each follower of the Waxen Scrivener has their own method for doing so. Your method of creating sacred ink is (pick one):

- ❖ To decoct it from the blood and bile of an academic.
- ❖ To press it from the thoraxes of a particularly rare beetle.
- ❖ To perform a vile fermentation process involving a dangerous amount of your own blood.
- ❖ To extract secretions from a blind person's eye sockets and optic nerves.
- ❖ To create a poisonous mash of particular strains of cave fungi.
- ❖ Something else _____.

Creating sacred ink is a dangerous and complicated process, and should involve multiple scenes and die rolls to accomplish.

When a fellow Custodian writes a prayer mark, you can let them use some of your sacred ink. If they accept it, mark Ink and they take a single roll associated with writing the prayer mark at advantage.

□ AS IT IS WRITTEN

You can alter reality by writing about it. When you write about a Side Character or Location while at your Altar, mark Ink and then tell the Keeper a single detail about your subject that is now true; the Keeper will incorporate this new reality, in whole or in part.

□ THE PAPERFLESH COVENANT

The Waxen Scrivener uses you as its own medium for recording knowledge. When you whisper prayers to the Waxen Scrivener while tattooing a part of your body with your sacred ink, mark Ink, describe the tattoo, and add it to your Altar.

□ AUTOMATIC WRITING

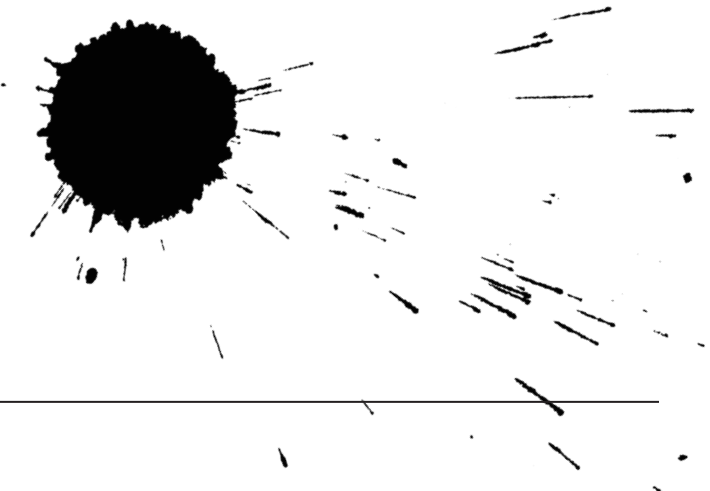
When you spend a day or night writing at your Altar in a stream-of-consciousness way, mark Ink and then discover a Clue or Conspiracy Clue (your choice) in what you've written; the Keeper will tell you what it is.

□ PROFANE MEDIA

Despite your waning faith, you still find the use of electronic data storage to be profane—knowledge is meant to be lost! Whenever you destroy a tape, disc, hard drive, memory card, or other piece of electronic data storage equipment, take your next roll at advantage.

□ PHANTASMAGORIA SCRIPTORIA

You can write a prayer mark somewhere to turn that space into a writing cell for a long-dead worshiper of the Scrivener, an angel of your faith. If you do so, roll with Communion. If you use your sacred ink to write the prayer mark, mark Ink and take advantage on this roll. On a hit, a ghostly writer will be drawn to the writing cell and begin transcribing sheet after sheet of knowledge from the Other Side; any rolls associated with actions the angel helps you with are taken at advantage. On a 10+, the angel won't ask for anything in return.



FINAL PRAYER

THE MOULDERING LITANY

All knowledge must rot to nothingness. You are the Waxen Scrivener's vessel, its censer of decay, spreading a smoke of disintegration across the land. You speak the words of the Mouldering Litany, you perform the rites; narrate a scene showing how all written and stored information within a three-mile radius is destroyed. What are the long-term effects of this divine intervention upon the world?



FAITH SHEET

THE CAIRN MAIDEN

Old Soil Breath • The Bone Crow • She Who Follows Upon A Stragglng Path • Her Amongst the Wreckage

In time, all places will come to ruin. The Cairn Maiden dwells in those desolate and lonely places, and that's where you'll see her at first. A stooped and silent figure in the distance, shrouded in white, with hands wide as shovels and grave dirt trickling through her gentle, rake-like fingers. When you reach that spot, she'll be gone—but the longer you walk, the more likely you are to see her again. A bit closer, a little more distinct each time. One day she may whisper to you, and if you do not yet understand her words, you will when you're ready. She waits for you even now, as each step you take brings you closer to the place she has prepared for you—a place that's been sleeping in you since the beginning.

Stewards of the Cairn Maiden carry out her work in solitude, performing the acts of her final tenderness as they bury the forgotten corpses that lay in fields and along empty roads, and give comfort to those dying alone. The Cairn Maiden may appear frightening at first, but she only wants one thing from anyone—to meet you at last, in your appointed place. To cradle you in her long hands, and lay you gently in soft earth, watching over your body as it slowly becomes a ruin among ruins.

ALTAR

Pick one or make up your own.
An empty reliquary from a ruined church; a box of personal artifacts from unidentified corpses you have laid to rest; a bundle of loose bones from different creatures; the ruins of an estate home, its crumbling walls open to the sky; an abandoned parking booth, surrounded by cracked pavement and dying weeds.

THE VERSE OF PROPHECY

If there are no boxes marked, you can retire this character to safety and obscurity instead of writing this verse; tell the other Custodians what the future holds for you. Otherwise, mark the first unmarked box.

- ☐ **THE WHISPERED PSALM:** Narrate a flashback to the first time the Maiden appeared to you. You see the Maiden in your dreams most nights, and sometimes waiting on the horizon.
- ☐ **THE ASHEN CIRCLE:** Narrate a flashback to a time you perceived death as a peaceful thing. Increase your Communion by 1 (Max 3).
- ☐ **THE BLEEDING REVELATION:** Narrate a flashback to a time you lost someone important to you, and how, in your anger and despair, the Maiden's silence felt empty. You perceive the Maiden more often now, at the edges of your vision, or trailing behind you at a distance.
- ☐ **THE SWELTERING CRUCIBLE:** Narrate a scene in the present day showing how you are strong in your faith again. You can see the Maiden whenever you look for her, gesturing silently or whispering fragmented portents. Once per session, when you ask what she is trying to tell you, the Keeper will answer in the form of a Conspiracy Clue related to death or ruin.
- ☐ **THE FLESH ASCENDED:** Say your Final Prayer.

MOVES

You start with **A LONG AND LONELY ROAD.**

■ A LONG AND LONELY ROAD

The Maiden is never far from you—sometimes walking slowly at a distance, waiting at the edge of your vision, or standing alone in a ruined and forgotten place. The Maiden still has a plan for you; whenever you are instructed to mark Fate, either by a move or the Keeper, mark a box below. The Keeper will then describe what task the Maiden asks of you—usually something unrelated to the current Assignment, such as a lone corpse awaiting burial, a dying person in need of company, or something else ready to be laid to rest. If you complete the task, unmark a Fate box. Say your Final Prayer when all the boxes are marked—you will serve the Maiden's ends one way or another.



Additionally, when you enter a dangerous situation without concern for your physical safety, mark Fate and take your next roll with advantage.

□ THE MAIDEN'S EMBRACE

You can speak with corpses as if they were Side Characters, and the dying can communicate with you clearly no matter their lucidity.

When you give comfort to the dying or perform final rites over a corpse, roll with Communion. On a hit, you may clear a relevant Condition. On a 10+, you may also choose one:

- ❖ The person reveals a Clue; tell the Keeper what it is. The Clue cannot conclusively answer a Question by itself.
- ❖ The person makes a final request of you; the Keeper describes the task. When you complete it, mark XP.
- ❖ You are given a memento; ask another Custodian what it is and add it to your Altar.

On a miss, mark Fate.

□ NOT YET TIME

When a Custodian would mark the Verse of Prophecy to avoid death, you can offer to bear the burden instead. If they accept, they mark nothing and you mark Fate; describe a vision you received from the Maiden that shows why it is not yet their time to die. That player then describes how they narrowly avoid death.

Additionally, whenever you mark the Verse of Prophecy, cross off a box from Fate; that box can no longer be marked.

□ SHE WAITS IN RUIN

Once per session, you can appear in any scene, looming in the background as a silent witness. So long as you do not speak, you can choose any one of the following:

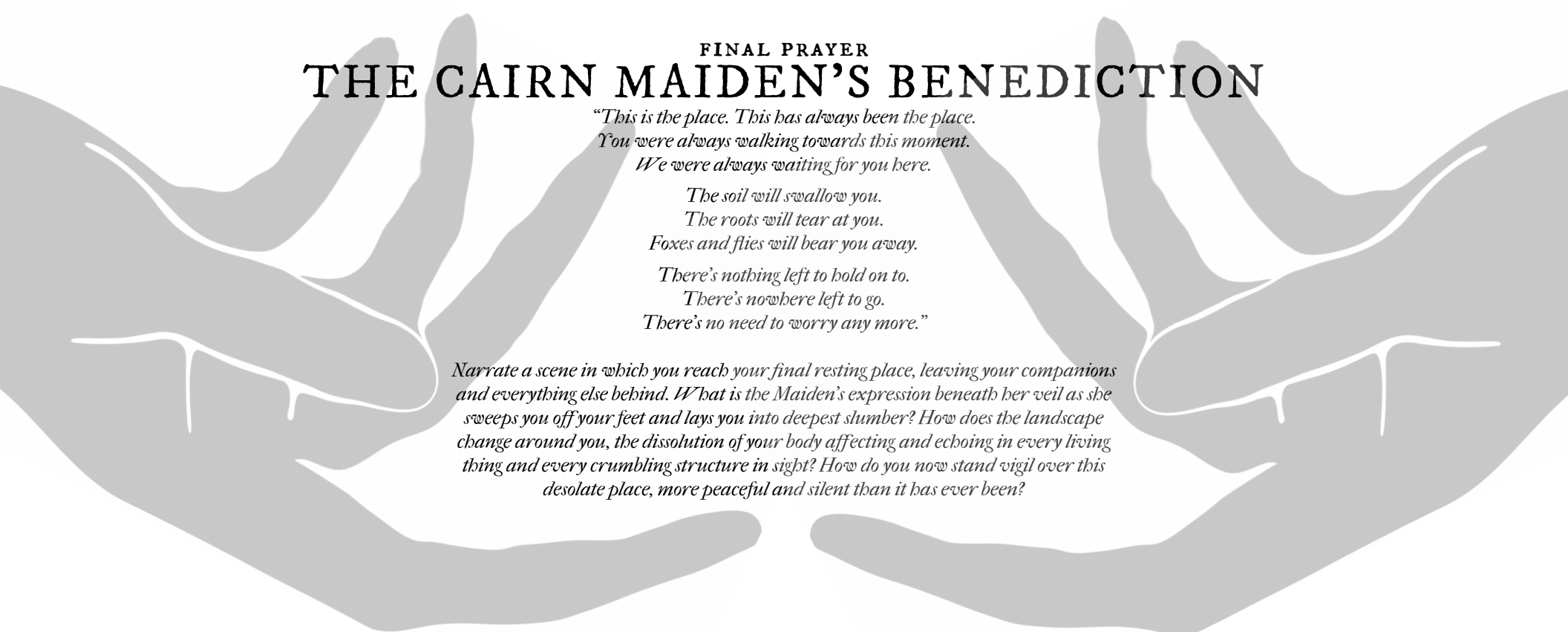
- ❖ You find a useful or interesting item; ask another player in the scene what it is and add it to your Altar.
- ❖ You find a Clue where no one else could notice it—tell the Keeper what it is; the Clue cannot conclusively answer a Question by itself.
- ❖ You learn something about a nearby Danger: roll with advantage the first time you act on this information.

□ HOLLOW GAZE

Most people aren't ready to meet their own death, and find your closeness with the Maiden to be disconcerting. Add 1 to your Presence (max 3), but cross off a box from Fate; that box can no longer be marked. Roll with advantage when acting to throw someone off guard, discourage unwanted attention, or de-escalate a situation through patience and silence.

□ DESOLATE AND FORGOTTEN

During the Journey phase, you can summon another Custodian to walk the Maiden's path with you. If they accept, mark Fate and you both spend the remainder of the Journey phase in a shadowy realm, as if viewing the world from behind a veil. Each of you will describe something from your past that you are letting go of—a painful memory, a burden that isn't yours, a futile struggle you now relinquish. This functions as the Journey Move, except the Keeper will reveal an additional Clue or Conspiracy Clue (their choice).



FINAL PRAYER

THE CAIRN MAIDEN'S BENEDICTION

*"This is the place. This has always been the place.
You were always walking towards this moment.
We were always waiting for you here.*

*The soil will swallow you.
The roots will tear at you.
Foxes and flies will bear you away.*

*There's nothing left to hold on to.
There's nowhere left to go.
There's no need to worry any more."*

Narrate a scene in which you reach your final resting place, leaving your companions and everything else behind. What is the Maiden's expression beneath her veil as she sweeps you off your feet and lays you into deepest slumber? How does the landscape change around you, the dissolution of your body affecting and echoing in every living thing and every crumbling structure in sight? How do you now stand vigil over this desolate place, more peaceful and silent than it has ever been?

FAITH SHEET

THE WATCHER IN THE WINGS

Mister Marrow • Last One Onto the Stage • Old Lights Up • The Falling Curtain

Right now, there is a god watching you. Every word you utter, every movement and expression, is being weighed, critiqued, discussed by a thousand whispering voices in the darkness. You, the chosen performer, bear a heavy burden—for only you know the true weight of your words. Others don't yet realize the significance of the part they play in this world, of the consequences should their performance be found lacking. But you can show them true magic, if they listen. Pray that they listen, and play their parts well, for every moment counts. Places, everyone! LIGHTS UP!

ALTAR *Pick one or make up your own.*

A stained wooden stool and copper donation bucket, set up on a busy street corner; an antique fold-up puppet theater with fading circus paint and velvet curtains; a battered handheld camcorder and series of cassette tapes; a tarnished pulpit, dragged from a forgotten chapel; an abandoned and crumbling theater, to which only you have the key.

THE VERSE OF PROPHECY

If there are no boxes marked, you can retire this character to safety and obscurity instead of writing this verse; tell the other Custodians what the future holds for you. Otherwise, mark the first unmarked box.

- ☐ **THE WHISPERED PSALM:** Narrate a flashback to the first time you felt the presence of the Watcher. How did you feel truly seen for the first time?
- ☐ **THE ASHEN CIRCLE:** Narrate a flashback to a time your words had dire consequences which you could not take back. Increase your Communion by 1 (Max 3).
- ☐ **THE BLEEDING REVELATION:** Narrate a flashback to when you realized even your best performance would never be good enough. What terrifying premonition drove you onward? When you encounter a new Side Character, you can ask the Keeper what role the Watcher wants to see them play; the Keeper will answer directly or cryptically (their choice).
- ☐ **THE SWELTERING CRUCIBLE:** Narrate a scene in the present day showing how you are inspired by your faith again.
- ☐ **THE FLESH ASCENDED:** Say your Final Prayer.

MOVES

You start with **ALL THE WORLD'S A STAGE.**

■ ALL THE WORLD'S A STAGE

You have the power to alter reality by performing as if you were reading a script aloud on stage—so long as it pleases the Watcher. When you deliver a theatrical monologue and narrate what you hope is about to happen in a scene, roll with Presence. You may invite your fellow Custodians to play along by contributing a single detail to the monologue; add 1 to the roll if each Custodian participates. If you have the Condition: A Disappointment, roll with disadvantage.

- ❖ On a hit, some detail about the world from your performance is now true; say what it is. The Keeper will incorporate this new truth into the scene, in whole or in part.
- ❖ On a 7-9, the performance is deemed acceptable, but not impressive. Each Custodian who participated gains the Condition: A Disappointment.
- ❖ On a 10+, the Watcher is entertained, for now. Any Custodian with the Condition: A Disappointment may clear it. All Custodians who participated in the scene may take the Condition: Inspired. They can clear this Condition at any time to get advantage on a roll.
- ❖ On a miss, your performance flops. The Watcher speaks from the shadows to narrate his favorite kind of story instead—a tragedy that ends in blood. If you have the Condition: A Disappointment, the Keeper will describe how you are killed on the spot in gruesome and theatrical fashion.

□ O, FOR A MUSE OF FIRE

Your very presence stirs with creative spark; you command the space between concept and reality. So long as you are present in the scene, when a fellow Custodian would mark the Verse of Prophecy, they can mark this move instead and describe how you inspire them to boldly seize the moment. When all three boxes are marked, mark XP and you no longer have access to this move.

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□ A SPELLBINDING TALE

When you recite a story that is wildly unbelievable in order to charm a Side Character, roll with Presence.

- ❖ On a hit, they fall for your charm and will aid you in a task OR reveal a Clue, your choice.
- ❖ On a 10+, they won't ask for anything in return.
- ❖ On a 12+, the Keeper will tell you an aspect of your story that is now true in the world.

□ HE OF MANY FACES

In your countless performances for the Watcher, you have played every role imaginable. Any time you attempt to act under a false persona, name the character you are playing and roll with Presence.

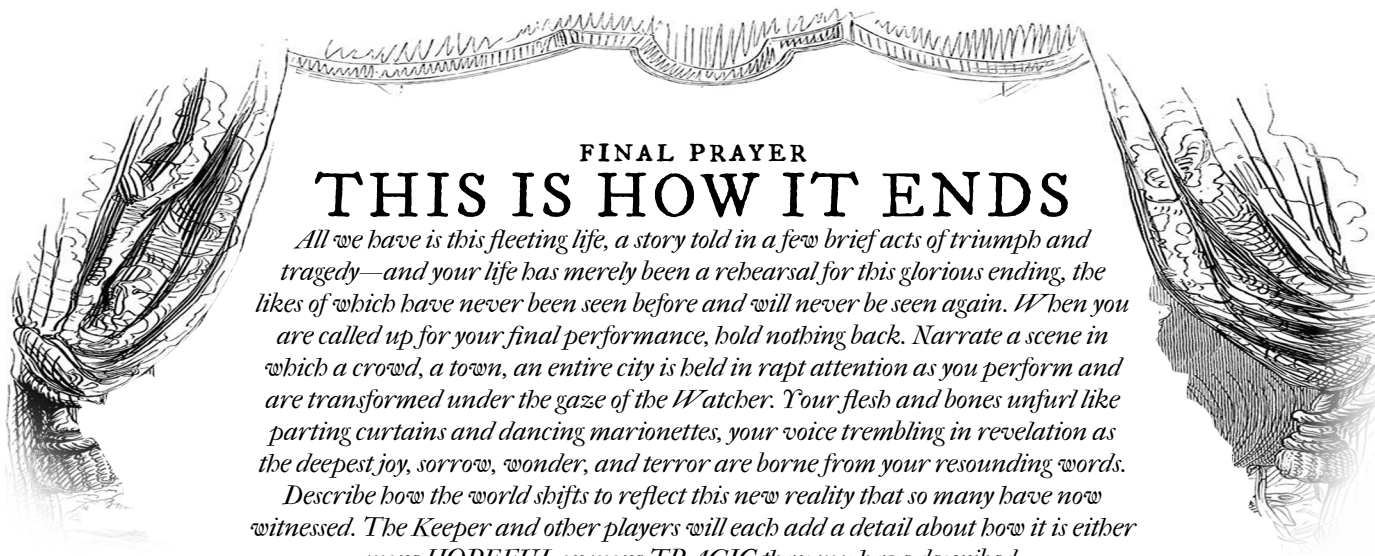
- ❖ On a hit, your deception is convincing enough to avoid unwanted attention.
- ❖ On a 10+, your performance is so persuasive you bring the character to life—literally. The Keeper will record this persona as a new Side Character and introduce them in a future session. You cannot use this move to impersonate that character again.
- ❖ On a miss, as 10+ above, except the new Side Character believes you must die in order for them to live. Take the Condition: Marked by [name of new Side Character].

□ PROP WORK

You are a master of improvisation, able to craft a captivating story with whatever materials are available—and sometimes with things that did not exist until a moment ago when your lines called for them. Once per session, you can declare any practical item—a tool, resource, weapon, or religious paraphernalia—now exists as “a part of the set” and add it to your Altar. The Keeper can make alterations or ask how the item is connected to the current scene. The item vanishes at the end of the session.

□ BEHIND THE MASK

At times, the Watcher looks through your own eyes, laying unwelcome truths bare. You can always tell when a Side Character is lying or concealing something from you. Once per session, when you reveal an unwelcome truth about yourself to a Side Character—a secret you haven't told anyone, a personal weakness, a failure from your past—that Side Character is compelled to do the same. This secret, revealed by the Keeper, counts as a Clue for an active Assignment.



FINAL PRAYER

THIS IS HOW IT ENDS

All we have is this fleeting life, a story told in a few brief acts of triumph and tragedy—and your life has merely been a rehearsal for this glorious ending, the likes of which have never been seen before and will never be seen again. When you are called up for your final performance, hold nothing back. Narrate a scene in which a crowd, a town, an entire city is held in rapt attention as you perform and are transformed under the gaze of the Watcher. Your flesh and bones unfurl like parting curtains and dancing marionettes, your voice trembling in revelation as the deepest joy, sorrow, wonder, and terror are borne from your resounding words.

Describe how the world shifts to reflect this new reality that so many have now witnessed. The Keeper and other players will each add a detail about how it is either more HOPEFUL or more TRAGIC than you have described.

