



THE COURTLY DAMSEL

*Of swords and loves  
I've read too much!  
The world's out there,  
I'll find my match!*



L'ENFANT PRODIGE

*Born from the dark,  
raised by the Cross,  
but what's my path  
I still know not.*



THE FAY

*Fear the Fair Folk  
of whom I'm one:  
we own this land  
from spring to oak.*



THE KING

*Crowned by God  
my power's a wonder  
and yet I tremble  
under this burden.*



THE LOYAL KNIGHT

*Swift is my horse  
sharp is my sword  
but over my force  
rules my good lord.*



THE RECKLESS LOVER

*A dire path I walk,  
a doomed crossroad:  
honour or love?  
Ho, how do I burn!*



THE SLY LADY

*I lack both arms  
and hoards of wealth,  
but my sharp mind  
all foes will crash.*



THE WANDERING DAMSEL

*I bid farewell  
to hearth and home:  
shielding this land  
I wield my sword.*

### THE KING

What's your *name*?

★

Which neighbouring *realm* threaten yours?  
Why are you fighting?

Where is the King's Stele?  
Why is it necessary for the Tradition?

★

What's your *direct relationship*?

What's your *indirect relationship*?

★

*Hopefulness*

*Bleakness*

The loyalty  
The ancestry

The conspiracy  
The failure  
The infidelity

### THE FAY

What's your *name*?

★

In what *forest* did you know the magic?  
What price did you pay to control it?

Where did you hide an object important  
to the kingdom? What pitfalls make it  
difficult to retrieve it now?

★

What's your *direct relationship*?

What's your *indirect relationship*?

★

*Hopefulness*

*Bleakness*

The escape  
The magic

The rivalry  
The subjugation  
The incompetence

### L'ENFANT PRODIGE

What's your *name*?

★

Where is the *place* where your mother  
conceived you? With what entity  
or creature?

Where is the *place* that continues to appear  
in your dreams? What is disturbing in it?

★

What's your *direct relationship*?

What's your *indirect relationship*?

★

*Hopefulness*

*Bleakness*

The company  
The remembrance

The disappointment  
The judgement  
The loneliness

### THE COURTLY DAMSEL

What's your *name*?

★

Where did you meet your first love?  
Why do you deny his name now?

Where is the *refuge* where you stay alone  
and read poems? What makes you dream?

★

What's your *direct relationship*?

What's your *indirect relationship*?

★

*Hopefulness*

*Bleakness*

The courtly love  
The speech

The indifference  
The rudeness  
The violence

### THE WANDERING DAMSEL

What's your *name*?

★

Where did you learn to use the sword?  
What happened to those who taught you?

Where is the cell in which you have been  
taken captive by betrayal? To whom  
did you swear revenge?

★

What's your *direct relationship*?

What's your *indirect relationship*?

★

*Hopefulness*

*Bleakness*

The valour  
The gravitas

The baseness  
The fear  
The loneliness

### THE SLY LADY

What's your *name*?

★

Where is the best *place* to figure out  
secrets? Who usually goes there?

In what *place* did you make an important  
promise? Why were you unable to keep it?

★

What's your *direct relationship*?

What's your *indirect relationship*?

★

*Hopefulness*

*Bleakness*

The magic  
The hospitality

The boredom  
The war  
The pretension

### THE RECKLESS LOVER

What's your *name*?

★

Where is the *place* for your trysts?  
Why is not it entirely safe?

Where does come from the lady  
obscuring your fame?

★

What's your *direct relationship*?

What's your *indirect relationship*?

★

*Hopefulness*

*Bleakness*

The service  
The adulation

The reluctance  
The betrayal  
The rivalry

### THE LOYAL KNIGHT

What's your *name*?

★

Where is the most famous tournament  
of the kingdom held? What is the award?

Where is the *place* where your loyalty  
was put to the test? Why?

★

What's your *direct relationship*?

What's your *indirect relationship*?

★

*Hopefulness*

*Bleakness*

The courtly love  
The trust

The disrepute  
The refusal  
The darkness



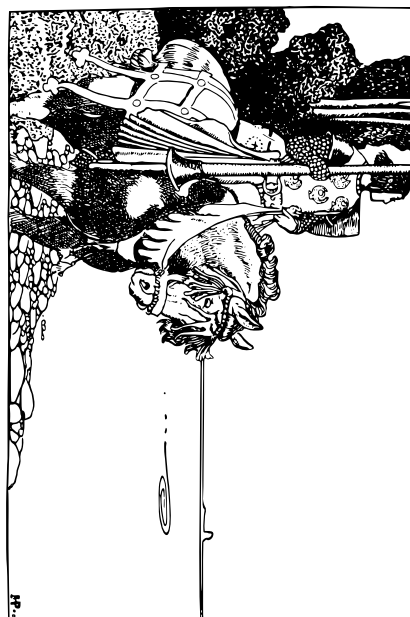
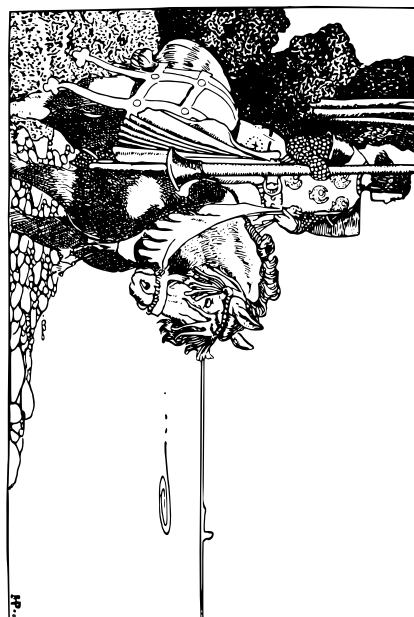
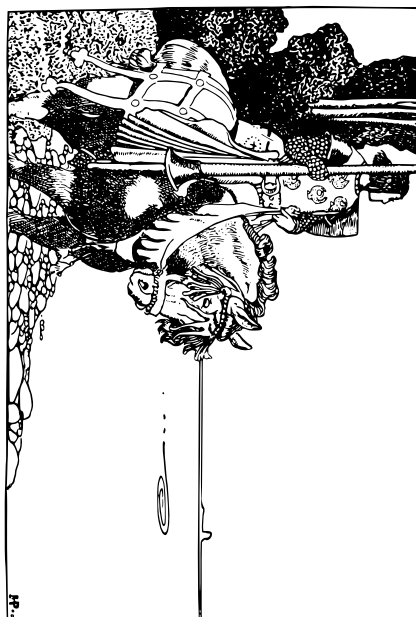
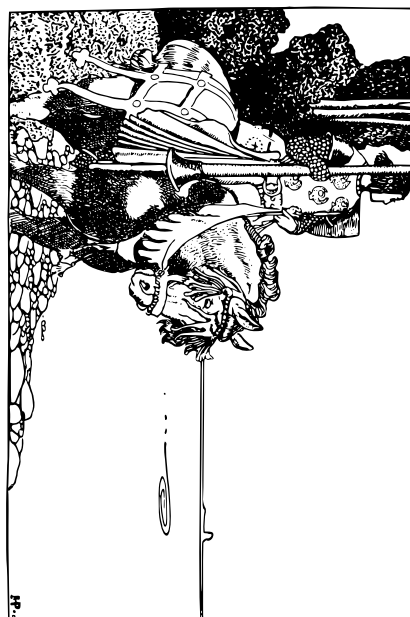
THE WANDERING KNIGHT

*The wind blows fair  
on hill and dale,  
of glory and fame  
I'll get my share.*



THE WISE OLD MAN

*I master all arts  
I pride my fame,  
will I stand fast  
before my fate?*



The element you own is interfering  
with this character's desires,  
wishes or needs.



An area on the map is threatened. An  
attack by enemies, a natural disaster, a  
change from within or similar.



This character receives an unwanted  
and troublesome gift from an area  
on the map.



Somebody important to this character  
faces trouble because of the element you  
own—severe illness, bankruptcy, doubt  
in their faith or something similar.



Someone from this character's past  
suddenly appears in an area on the  
map, with a request or demand.



### THE WISE OLD MAN

What's your *name*?

\*

Where did you first encounter magic?  
What power dwells in that place?

Where is the Council meeting?  
What does it deliberate?

\*

What's your *direct relationship*?  
What's your *indirect relationship*?

\*

Hopefulness	Bleakness
The tradition	The hubris
The will	The sloth
	The oblivion

### THE WANDERING KNIGHT

What's your *name*?

\*

Where is your family's *home*?  
Why are you away from them?  
Where is the most dangerous *place*  
for a knight in these lands? Why?

\*

What's your *direct relationship*?  
What's your *indirect relationship*?

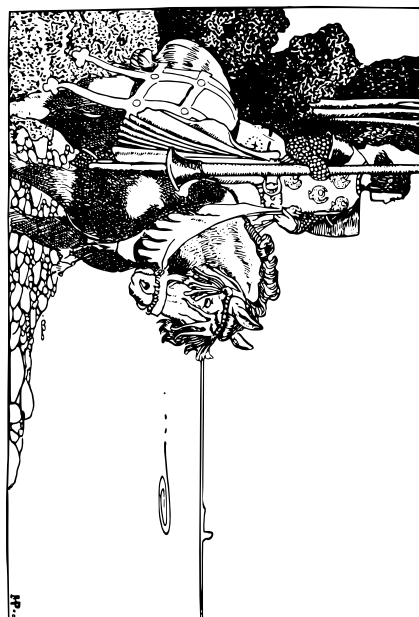
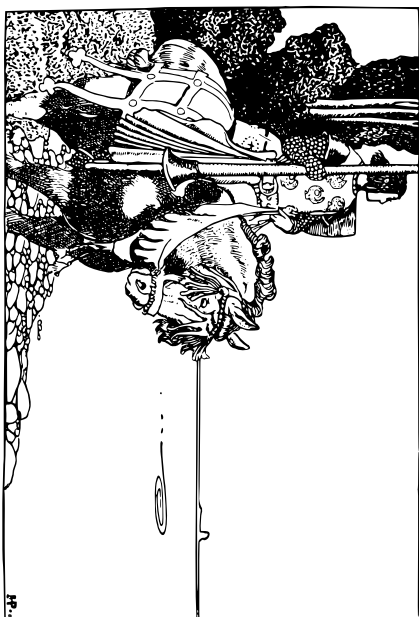
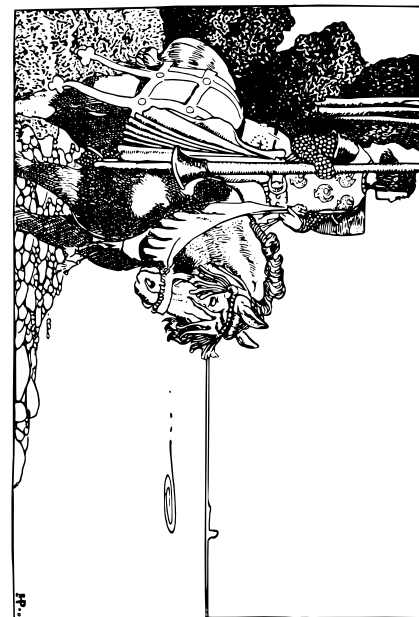
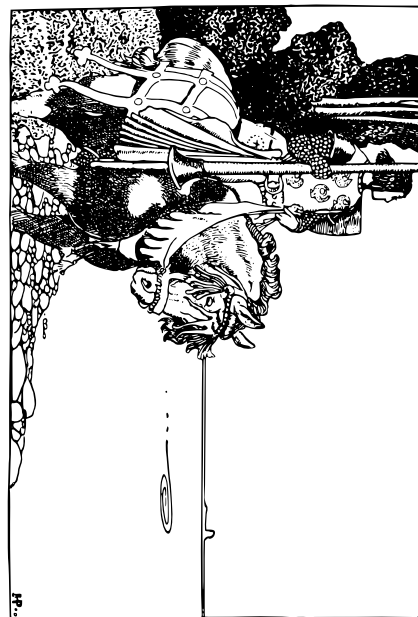
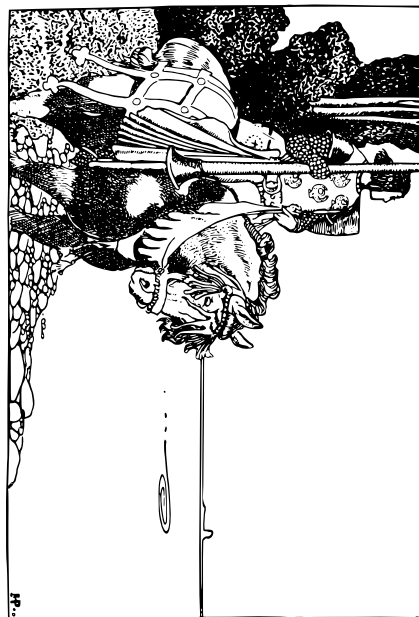
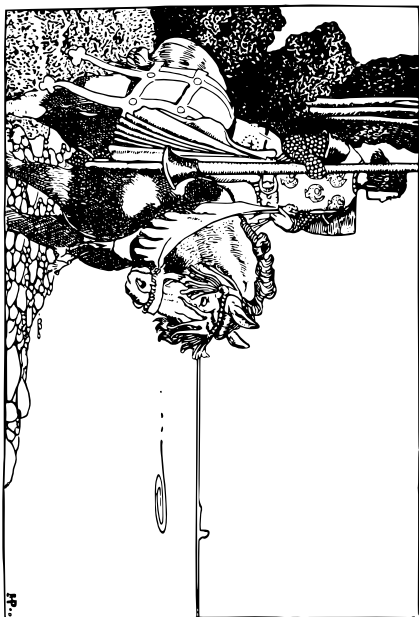
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Hopefulness	Bleakness
The quest	The exile
The bridal suite	The incarceration
	The cowardice

This character does something rash  
that causes trouble with the element  
you own. An unwise sexual liaison;  
insulting an ally; destruction  
of property.







## *Perhaps*

*... but if you want this done, someone more suited to the task must do it.*



## *Perhaps*

*... but this isn't something you can do alone. Help is needed.*



*The element you own comes to this character's aid in some unexpected and surprising way. This is not without consequences.*



*This character must come to terms with the element you own, either mastering it, co-opting it, or accepting the element's control.*



*This character makes an enemy in the element you own.*



*The element you own claims something from you that you might not be able to give.*



*Something important is stolen from this character by someone connected to the element you own.*



*The element you own changes allegiance, motivation or direction.*





*Yes, and*

*... something completely unrelated  
is a smashing success.*



*No, but*

*... your failure has unexpected  
positive consequences.*



*Yes, and*

*... you earn a friend, reward or  
good reputation in the process.*



*No, but*

*... you earn a friend, ally  
or goodwill in the process.*



*No, and*

*... someone or something dear to you  
is harmed, lost or destroyed.*



*No, but*

*... you gain insight or knowledge  
that will be useful in the future.*



*No, and*

*... something entirely unrelated  
goes badly wrong.*



*No, but*

*... your failure helps  
another succeed.*







## RULES HANDOUT

*On your turn:*

- you must set the scene;
- you must portray your character;
- you can draw a Fate card (only once per session);
- you must finish the scene when you're ready.

*On others turn:*

- you can be the *Guide* or the *Misleader*;
- you can create or play a secondary character;
- you can describe events and the environment;
- use your authority and possibly veto;
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*Yes, but*

*... in order to succeed you must sacrifice something dear to you.*



*Yes, but*

*... your success will harm a friend, ally or loved one.*



*Yes, but*

*... your success has dangerous and unintended consequences.*



*Yes, but*

*... your success will cause great personal harm.*



*Yes, but*

*... you earn a new enemy, debt or bad reputation in the process.*



*Yes, but*

*... something entirely unrelated goes badly wrong.*





#### KEY PHRASES

##### *Describe That in Detail*

With this phrase, you are asking the player to provide more details about something they just narrated: a person, an object, a place, or something else.

##### *Harder*

With this phrase, you are telling the player not to end a scene with a stalemate.

##### *Help*

With this phrase, you are asking for help from the group.

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### *I'd Like an Interlude*

With this phrase, you are asking the current player to give you time to tell a brief interlude, immediately after the end of the scene.

### *That Might Not Be Quite So Easy*

With this phrase, you are telling the current player that the outcome of the action of their character will not be what they assume.

### *Try a Different Way*

With this phrase, you are revealing your dislike about something another player is telling.



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*Rely on bleakness*



*Rely on hopefulness*



*Rely on bleakness*



*Rely on hopefulness*