

FONT

FONT is a story game of hope and loss for 2 to 4 players. Each session is a stand-alone story, unfolding over 1 to 3 hours. Players take on the role of travelers crossing a perilous landscape called the **FISSURE**. These travelers seek a powerful place called the **FONT**, which can change their dying world. The characters in each game of **FONT** may be wildly different, but they are always driven by a shared purpose: a hope that their world could be saved.

To play, each player will need a copy of this booklet and a single six-sided die. As a group, select one of the setting prompts from the booklet and follow the steps from there.

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core game design, writing, development

Eric Swanson

graphic design, development

Front cover illustration

“Drawing, Sketch for a Fountain in Park, 1740”

by Carlo Marchionni

FONT uses the typefaces Minion Pro and Axell

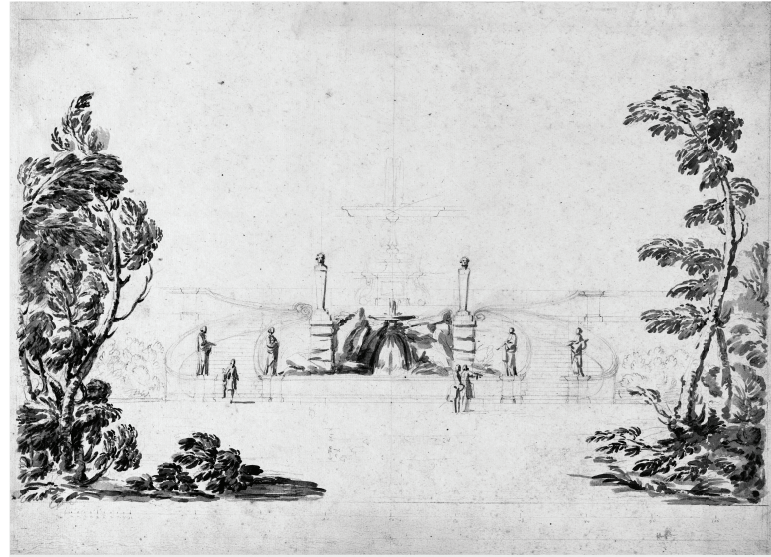
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FONT



**A STORYTELLING
GAME OF
HOPE AND LOSS**

BY

MICHAEL DUNN-O'CONNOR

You come from a sprawling kingdom, beset by famine.

I. DESCRIBE AN IMAGE OF LIFE IN THIS WORLD.

Ask the other players about the images they describe. Discuss what these images say about the world you live in. Share ideas about what the **FISSURE** may look like and how your group might enter it.

II. CREATE YOUR CHARACTER

- ◆ Come up with a **TITLE** for your character. Names are forbidden in the **FISSURE**.
- ◆ In secret, choose a number from 2 to 4, representing your **VISION**. A low number represents an inward vision, self-awareness. A high number represents an outward vision, perception.
- ◆ Your **RESOLVE** is 6 minus your **VISION**. A low number represents flexibility, a high number represents a strong will.
- ◆ Come up with a **BOON** your character brings with them into the **FONT**. A character's **BOON** is something deeply precious to them, that no one else would have. It may be part of their job or function on the team, but it also holds a personal meaning.

TITLE

VISION

RESOLVE

BOON

MARKS

- HAUNTED -1 VISION**
- AFRAID -1 RESOLVE**
- BROKEN**

*You may never enter the **FONT***

- DEAD**

*Haunt the survivors.
Interject frequently to remind them of their sacrifices and portend their doom*

Marks can be chosen in any order.

III. INTRODUCTIONS

Take turns sharing your **TITLE** and your **BOON**. Describe your character's appearance, personality, and habits. Your **VISION** and **RESOLVE** are known only to you. Ask the other players about their character, how they earned their title, and the significance of their boons.

Decide who among you has the humblest **TITLE**. That player chooses the first **TEST**.

IV. TEST

The current player chooses a **TEST** from the list below and describes it with three senses.

- Cross treacherous terrain
- Find something necessary
- Go somewhere forbidden
- Remove a hindrance
- Follow something unseen
- Confront something terrifying

The next (clockwise) player describes what must be done to overcome the **TEST**—deciding which of the approaches below best matches the group's methods. This will determine the die result needed to succeed.

IF YOU MUST:

Each player rolls a die to see if they make it past the **TEST** unscathed.

find or identify:
ROLL ≤ VISION

Regardless of the outcome of your roll, the group will move on to the next **TEST**. Your roll determines the toll the test takes on you.

*empathize with
or withstand:*
ROLL ≥ VISION

If you succeed, describe how you overcome this test.

challenge or destroy:
ROLL ≤ RESOLVE

If you fail, choose a new **MARK** from the list and describe how it manifests.

evade or dissemble:
ROLL ≥ RESOLVE

When the **TEST** has been resolved, check it off the list. Proceed clockwise, choosing **TESTS** until all are resolved.

BOONS

On your turn, instead of choosing a **TEST**, you may sacrifice your **BOON** to help another character carry on. Describe how you share time and how your **BOON** brings aid or solace. Show the other character how they have changed you, and ask them why they carry on. The player chooses a **MARK** to remove and play proceeds clockwise.

VI. REACHING THE FONT

Survivors reach the **FONT**. Each describes it with a single sense.

- ◆ If you still have your **BOON**, share what hope the **FONT** represents to you.
- ◆ If you sacrificed your **BOON**, acknowledge what even the **FONT** cannot change.

All survivors roll 1D6 and describe the outcome:

- ◆ If **ROLL ≤ VISION**: the **FONT** changes the dying world.
- ◆ Otherwise, the **FONT** changes you.

All survivors roll again:

- ◆ If **ROLL ≤ RESOLVE**: reveal a great secret
- ◆ Otherwise, bury a secret forever

VII. CLOSING

All describe how you escape the **FISSURE** or why you stay.

You come from

I. DESCRIBE AN IMAGE OF LIFE IN THIS WORLD.

Ask the other players about the images they describe. Discuss what these images say about the world you live in. Share ideas about what the **FISSURE** may look like and how your group might enter it.

II. CREATE YOUR CHARACTER

- ◆ Come up with a **TITLE** for your character. Names are forbidden in the **FISSURE**.
- ◆ In secret, choose a number from 2 to 4, representing your **VISION**. A low number represents an inward vision, self-awareness. A high number represents an outward vision, perception.
- ◆ Your **RESOLVE** is 6 minus your **VISION**. A low number represents flexibility, a high number represents a strong will.
- ◆ Come up with a **BOON** your character brings with them into the **FONT**. A character's **BOON** is something deeply precious to them, that no one else would have. It may be part of their job or function on the team, but it also holds a personal meaning.

TITLE

VISION

RESOLVE

BOON

MARKS

- HAUNTED -1 VISION**
- AFRAID -1 RESOLVE**
- BROKEN**

*You may never enter the **FONT***

- DEAD**

*Haunt the survivors.
Interject frequently to remind them of their sacrifices and portend their doom*

Marks can be chosen in any order.

III. INTRODUCTIONS

Take turns sharing your **TITLE** and your **BOON**. Describe your character's appearance, personality, and habits. Your **VISION** and **RESOLVE** are known only to you. Ask the other players about their character, how they earned their title, and the significance of their boons.

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- Follow something unseen
- Confront something terrifying

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IF YOU MUST:

Each player rolls a die to see if they make it past the **TEST** unscathed.

find or identify:
ROLL ≤ VISION

Regardless of the outcome of your roll, the group will move on to the next **TEST**. Your roll determines the toll the test takes on you.

*empathize with
or withstand:*
ROLL ≥ VISION

If you succeed, describe how you overcome this test.

challenge or destroy:
ROLL ≤ RESOLVE

If you fail, choose a new **MARK** from the list and describe how it manifests.

evade or dissemble:
ROLL ≥ RESOLVE

When the **TEST** has been resolved, check it off the list. Proceed clockwise, choosing **TESTS** until all are resolved.

BOONS

On your turn, instead of choosing a **TEST**, you may sacrifice your **BOON** to help another character carry on. Describe how you share time and how your **BOON** brings aid or solace. Show the other character how they have changed you, and ask them why they carry on. The player chooses a **MARK** to remove and play proceeds clockwise.

VI. REACHING THE FONT

Survivors reach the **FONT**. Each describes it with a single sense.

- ◆ If you still have your **BOON**, share what hope the **FONT** represents to you.
- ◆ If you sacrificed your **BOON**, acknowledge what even the **FONT** cannot change.

All survivors roll 1D6 and describe the outcome:

- ◆ If **ROLL ≤ VISION**: the **FONT** changes the dying world.
- ◆ Otherwise, the **FONT** changes you.

All survivors roll again:

- ◆ If **ROLL ≤ RESOLVE**: reveal a great secret
- ◆ Otherwise, bury a secret forever

VII. CLOSING

All describe how you escape the **FISSURE** or why you stay.

You come from a noble court, usurped and cast into exile.

I. DESCRIBE AN IMAGE OF LIFE IN THIS WORLD.

Ask the other players about the images they describe. Discuss what these images say about the world you live in. Share ideas about what the **FISSURE** may look like and how your group might enter it.

II. CREATE YOUR CHARACTER

- ◆ Come up with a **TITLE** for your character. Names are forbidden in the **FISSURE**.
- ◆ In secret, choose a number from 2 to 4, representing your **VISION**. A low number represents an inward vision, self-awareness. A high number represents an outward vision, perception.
- ◆ Your **RESOLVE** is 6 minus your **VISION**. A low number represents flexibility, a high number represents a strong will.
- ◆ Come up with a **BOON** your character brings with them into the **FONT**. A character's **BOON** is something deeply precious to them, that no one else would have. It may be part of their job or function on the team, but it also holds a personal meaning.

TITLE

MARKS

- HAUNTED -1 VISION**
- AFRAID -1 RESOLVE**
- BROKEN**

VISION

RESOLVE

*You may never enter the **FONT***

- DEAD**

*Haunt the survivors.
Interject frequently to remind them of their sacrifices and portend their doom*

BOON

Marks can be chosen in any order.

III. INTRODUCTIONS

Take turns sharing your **TITLE** and your **BOON**. Describe your character's appearance, personality, and habits. Your **VISION** and **RESOLVE** are known only to you. Ask the other players about their character, how they earned their title, and the significance of their boons.

Decide who among you has the humblest **TITLE**. That player chooses the first **TEST**.

IV. TEST

The current player chooses a **TEST** from the list below and describes it with three senses.

- Cross treacherous terrain
- Find something necessary
- Go somewhere forbidden
- Remove a hindrance
- Follow something unseen
- Confront something terrifying

The next (clockwise) player describes what must be done to overcome the **TEST**—deciding which of the approaches below best matches the group's methods. This will determine the die result needed to succeed.

IF YOU MUST:

Each player rolls a die to see if they make it past the **TEST** unscathed.

find or identify:
ROLL ≤ VISION

Regardless of the outcome of your roll, the group will move on to the next **TEST**. Your roll determines the toll the test takes on you.

empathize with or withstand:
ROLL ≥ VISION

If you succeed, describe how you overcome this test.

challenge or destroy:
ROLL ≤ RESOLVE

If you fail, choose a new **MARK** from the list and describe how it manifests.

evade or dissemble:
ROLL ≥ RESOLVE

When the **TEST** has been resolved, check it off the list. Proceed clockwise, choosing **TESTS** until all are resolved.

BOONS

On your turn, instead of choosing a **TEST**, you may sacrifice your **BOON** to help another character carry on. Describe how you share time and how your **BOON** brings aid or solace. Show the other character how they have changed you, and ask them why they carry on. The player chooses a **MARK** to remove and play proceeds clockwise.

VI. REACHING THE FONT

Survivors reach the **FONT**. Each describes it with a single sense.

- ◆ If you still have your **BOON**, share what hope the **FONT** represents to you.
- ◆ If you sacrificed your **BOON**, acknowledge what even the **FONT** cannot change.

All survivors roll 1D6 and describe the outcome:

- ◆ If **ROLL ≤ VISION**: the **FONT** changes the dying world.
- ◆ Otherwise, the **FONT** changes you.

All survivors roll again:

- ◆ If **ROLL ≤ RESOLVE**: reveal a great secret
- ◆ Otherwise, bury a secret forever

VII. CLOSING

All describe how you escape the **FISSURE** or why you stay.

You come from a prison colony, on the edge of a crumbling empire.

I. DESCRIBE AN IMAGE OF LIFE IN THIS WORLD.

Ask the other players about the images they describe. Discuss what these images say about the world you live in. Share ideas about what the **FISSURE** may look like and how your group might enter it.

II. CREATE YOUR CHARACTER

- ◆ Come up with a **TITLE** for your character. Names are forbidden in the **FISSURE**.
- ◆ In secret, choose a number from 2 to 4, representing your **VISION**. A low number represents an inward vision, self-awareness. A high number represents an outward vision, perception.
- ◆ Your **RESOLVE** is 6 minus your **VISION**. A low number represents flexibility, a high number represents a strong will.
- ◆ Come up with a **BOON** your character brings with them into the **FONT**. A character's **BOON** is something deeply precious to them, that no one else would have. It may be part of their job or function on the team, but it also holds a personal meaning.

TITLE

VISION

RESOLVE

BOON

MARKS

- HAUNTED -1 VISION**
- AFRAID -1 RESOLVE**
- BROKEN**

*You may never enter the **FONT***

- DEAD**

*Haunt the survivors.
Interject frequently to remind them of their sacrifices and portend their doom*

Marks can be chosen in any order.

III. INTRODUCTIONS

Take turns sharing your **TITLE** and your **BOON**. Describe your character's appearance, personality, and habits. Your **VISION** and **RESOLVE** are known only to you. Ask the other players about their character, how they earned their title, and the significance of their boons.

Decide who among you has the humblest **TITLE**. That player chooses the first **TEST**.

IV. TEST

The current player chooses a **TEST** from the list below and describes it with three senses.

- Cross treacherous terrain
- Find something necessary
- Go somewhere forbidden
- Remove a hindrance
- Follow something unseen
- Confront something terrifying

The next (clockwise) player describes what must be done to overcome the **TEST**—deciding which of the approaches below best matches the group's methods. This will determine the die result needed to succeed.

IF YOU MUST:

Each player rolls a die to see if they make it past the **TEST** unscathed.

find or identify:
ROLL ≤ VISION

Regardless of the outcome of your roll, the group will move on to the next **TEST**. Your roll determines the toll the test takes on you.

*empathize with
or withstand:*
ROLL ≥ VISION

If you succeed, describe how you overcome this test.

challenge or destroy:
ROLL ≤ RESOLVE

If you fail, choose a new **MARK** from the list and describe how it manifests.

evade or dissemble:
ROLL ≥ RESOLVE

When the **TEST** has been resolved, check it off the list. Proceed clockwise, choosing **TESTS** until all are resolved.

BOONS

On your turn, instead of choosing a **TEST**, you may sacrifice your **BOON** to help another character carry on. Describe how you share time and how your **BOON** brings aid or solace. Show the other character how they have changed you, and ask them why they carry on. The player chooses a **MARK** to remove and play proceeds clockwise.

VI. REACHING THE FONT

Survivors reach the **FONT**. Each describes it with a single sense.

- ◆ If you still have your **BOON**, share what hope the **FONT** represents to you.
- ◆ If you sacrificed your **BOON**, acknowledge what even the **FONT** cannot change.

All survivors roll 1D6 and describe the outcome:

- ◆ If **ROLL ≤ VISION**: the **FONT** changes the dying world.
- ◆ Otherwise, the **FONT** changes you.

All survivors roll again:

- ◆ If **ROLL ≤ RESOLVE**: reveal a great secret
- ◆ Otherwise, bury a secret forever

VII. CLOSING

All describe how you escape the **FISSURE** or why you stay.

You come from a golden city, collapsing under graft and corruption.

I. DESCRIBE AN IMAGE OF LIFE IN THIS WORLD.

Ask the other players about the images they describe. Discuss what these images say about the world you live in. Share ideas about what the **FISSURE** may look like and how your group might enter it.

II. CREATE YOUR CHARACTER

- ◆ Come up with a **TITLE** for your character. Names are forbidden in the **FISSURE**.
- ◆ In secret, choose a number from 2 to 4, representing your **VISION**. A low number represents an inward vision, self-awareness. A high number represents an outward vision, perception.
- ◆ Your **RESOLVE** is 6 minus your **VISION**. A low number represents flexibility, a high number represents a strong will.
- ◆ Come up with a **BOON** your character brings with them into the **FONT**. A character's **BOON** is something deeply precious to them, that no one else would have. It may be part of their job or function on the team, but it also holds a personal meaning.

TITLE

MARKS

- HAUNTED -1 VISION**
- AFRAID -1 RESOLVE**
- BROKEN**

VISION

RESOLVE

*You may never enter the **FONT***

- DEAD**

*Haunt the survivors.
Interject frequently to remind them of their sacrifices and portend their doom*

Marks can be chosen in any order.

BOON

III. INTRODUCTIONS

Take turns sharing your **TITLE** and your **BOON**. Describe your character's appearance, personality, and habits. Your **VISION** and **RESOLVE** are known only to you. Ask the other players about their character, how they earned their title, and the significance of their boons.

Decide who among you has the humblest **TITLE**. That player chooses the first **TEST**.

IV. TEST

The current player chooses a **TEST** from the list below and describes it with three senses.

- Cross treacherous terrain
- Remove a hindrance
- Find something necessary
- Follow something unseen
- Go somewhere forbidden
- Confront something terrifying

The next (clockwise) player describes what must be done to overcome the **TEST**—deciding which of the approaches below best matches the group's methods. This will determine the die result needed to succeed.

IF YOU MUST:

Each player rolls a die to see if they make it past the **TEST** unscathed.

find or identify:
ROLL ≤ VISION

Regardless of the outcome of your roll, the group will move on to the next **TEST**. Your roll determines the toll the test takes on you.

empathize with or withstand:
ROLL ≥ VISION

If you succeed, describe how you overcome this test.

challenge or destroy:
ROLL ≤ RESOLVE

If you fail, choose a new **MARK** from the list and describe how it manifests.

evade or dissemble:
ROLL ≥ RESOLVE

When the **TEST** has been resolved, check it off the list. Proceed clockwise, choosing **TESTS** until all are resolved.

BOONS

On your turn, instead of choosing a **TEST**, you may sacrifice your **BOON** to help another character carry on. Describe how you share time and how your **BOON** brings aid or solace. Show the other character how they have changed you, and ask them why they carry on. The player chooses a **MARK** to remove and play proceeds clockwise.

VI. REACHING THE FONT

Survivors reach the **FONT**. Each describes it with a single sense.

- ◆ If you still have your **BOON**, share what hope the **FONT** represents to you.
- ◆ If you sacrificed your **BOON**, acknowledge what even the **FONT** cannot change.

All survivors roll 1D6 and describe the outcome:

- ◆ If **ROLL ≤ VISION**: the **FONT** changes the dying world.
- ◆ Otherwise, the **FONT** changes you.

All survivors roll again:

- ◆ If **ROLL ≤ RESOLVE**: reveal a great secret
- ◆ Otherwise, bury a secret forever

VII. CLOSING

All describe how you escape the **FISSURE** or why you stay.

You come from a war-torn country, littered with scorched ruins

I. DESCRIBE AN IMAGE OF LIFE IN THIS WORLD.

Ask the other players about the images they describe. Discuss what these images say about the world you live in. Share ideas about what the **FISSURE** may look like and how your group might enter it.

II. CREATE YOUR CHARACTER

- ◆ Come up with a **TITLE** for your character. Names are forbidden in the **FISSURE**.
- ◆ In secret, choose a number from 2 to 4, representing your **VISION**. A low number represents an inward vision, self-awareness. A high number represents an outward vision, perception.
- ◆ Your **RESOLVE** is 6 minus your **VISION**. A low number represents flexibility, a high number represents a strong will.
- ◆ Come up with a **BOON** your character brings with them into the **FONT**. A character's **BOON** is something deeply precious to them, that no one else would have. It may be part of their job or function on the team, but it also holds a personal meaning.

TITLE

VISION

RESOLVE

BOON

MARKS

- HAUNTED -1 VISION**
- AFRAID -1 RESOLVE**
- BROKEN**

*You may never enter the **FONT***

DEAD

*Haunt the survivors.
Interject frequently to remind them of their sacrifices and portend their doom*

Marks can be chosen in any order.

III. INTRODUCTIONS

Take turns sharing your **TITLE** and your **BOON**. Describe your character's appearance, personality, and habits. Your **VISION** and **RESOLVE** are known only to you. Ask the other players about their character, how they earned their title, and the significance of their boons.

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- Follow something unseen
- Confront something terrifying

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IF YOU MUST:

find or identify:
ROLL ≤ VISION

*empathize with
or withstand:*
ROLL ≥ VISION

challenge or destroy:
ROLL ≤ RESOLVE

evade or dissemble:
ROLL ≥ RESOLVE

Each player rolls a die to see if they make it past the **TEST** unscathed.

Regardless of the outcome of your roll, the group will move on to the next **TEST**. Your roll determines the toll the test takes on you.

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VI. REACHING THE FONT

Survivors reach the **FONT**. Each describes it with a single sense.

- ◆ If you still have your **BOON**, share what hope the **FONT** represents to you.
- ◆ If you sacrificed your **BOON**, acknowledge what even the **FONT** cannot change.

All survivors roll 1D6 and describe the outcome:

- ◆ If **ROLL ≤ VISION**: the **FONT** changes the dying world.
- ◆ Otherwise, the **FONT** changes you.

All survivors roll again:

- ◆ If **ROLL ≤ RESOLVE**: reveal a great secret
- ◆ Otherwise, bury a secret forever

VII. CLOSING

All describe how you escape the **FISSURE** or why you stay.

You come from a government research facility, fruitlessly studying the FISSURE

I. DESCRIBE AN IMAGE OF LIFE IN THIS WORLD.

Ask the other players about the images they describe. Discuss what these images say about the world you live in. Share ideas about what the FISSURE may look like and how your group might enter it.

II. CREATE YOUR CHARACTER

- ◆ Come up with a **TITLE** for your character. Names are forbidden in the FISSURE.
- ◆ In secret, choose a number from 2 to 4, representing your **VISION**. A low number represents an inward vision, self-awareness. A high number represents an outward vision, perception.
- ◆ Your **RESOLVE** is 6 minus your **VISION**. A low number represents flexibility, a high number represents a strong will.
- ◆ Come up with a **BOON** your character brings with them into the FONT. A character's **BOON** is something deeply precious to them, that no one else would have. It may be part of their job or function on the team, but it also holds a personal meaning.

TITLE

VISION

RESOLVE

BOON

MARKS

- HAUNTED -1 VISION
- AFRAID -1 RESOLVE
- BROKEN

You may never enter the FONT

- DEAD

*Haunt the survivors.
Interject frequently to remind them of their sacrifices and portend their doom*

Marks can be chosen in any order.

III. INTRODUCTIONS

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ROLL ≤ VISION

*empathize with
or withstand:*
ROLL ≥ RESOLVE

challenge or destroy:
ROLL ≤ RESOLVE

evade or dissemble:
ROLL ≥ RESOLVE

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Regardless of the outcome of your roll, the group will move on to the next **TEST**. Your roll determines the toll the test takes on you.

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VI. REACHING THE FONT

Survivors reach the FONT. Each describes it with a single sense.

- ◆ If you still have your **BOON**, share what hope the FONT represents to you.
- ◆ If you sacrificed your **BOON**, acknowledge what even the FONT cannot change.

All survivors roll 1D6 and describe the outcome:

- ◆ If **ROLL ≤ VISION**: the FONT changes the dying world.
- ◆ Otherwise, the FONT changes you.

All survivors roll again:

- ◆ If **ROLL ≤ RESOLVE**: reveal a great secret
- ◆ Otherwise, bury a secret forever

VII. CLOSING

All describe how you escape the FISSURE or why you stay.