

A
Guide
To
Casting
Phantoms
In
The
Revolution

by Adam Vass and Will Jobst

rules



Credits

Game Design: Adam Vass and Will Jobst

Writing: Will Jobst

Art and Layout: Adam Vass

Playtesting: Jason Brown, Colleen Duffy, Ben Garbow, Alex Hersh, Colton Morris, Megan Porch, Adam, and Kay Watson.

Special thanks to Nathan D. Paoletta, Takuma Okada, Banana Chan, Nell Raban, Alex Roberts, Lucian Kahn, and every member of the Brain Trust. Thank you to the backers who made this game possible. Without the Brain Trustees, this wouldn't exist.

We thank you!

A GUIDE TO CASTING PHANTOMS IN THE REVOLUTION

*by Adam Vass and Will Jobst
and The Brain Trust*



Contents

Introduction.....	2
The Rules.....	4
Create the Cabal.....	6
The First Phantom.....	9
Phantom Slides.....	10
Scenes.....	14
Cast Phantoms.....	21
End the Game.....	25
Phantoms.....	26
Phantasmagoria.....	33

Introduction

A magic lantern is a strange machine. Light feeds reflector feeds condenser into upside down glass slide into objective unto target. The trick is in the slide. It is illustrated, made special to project the likeness of whatever the artist dreams.

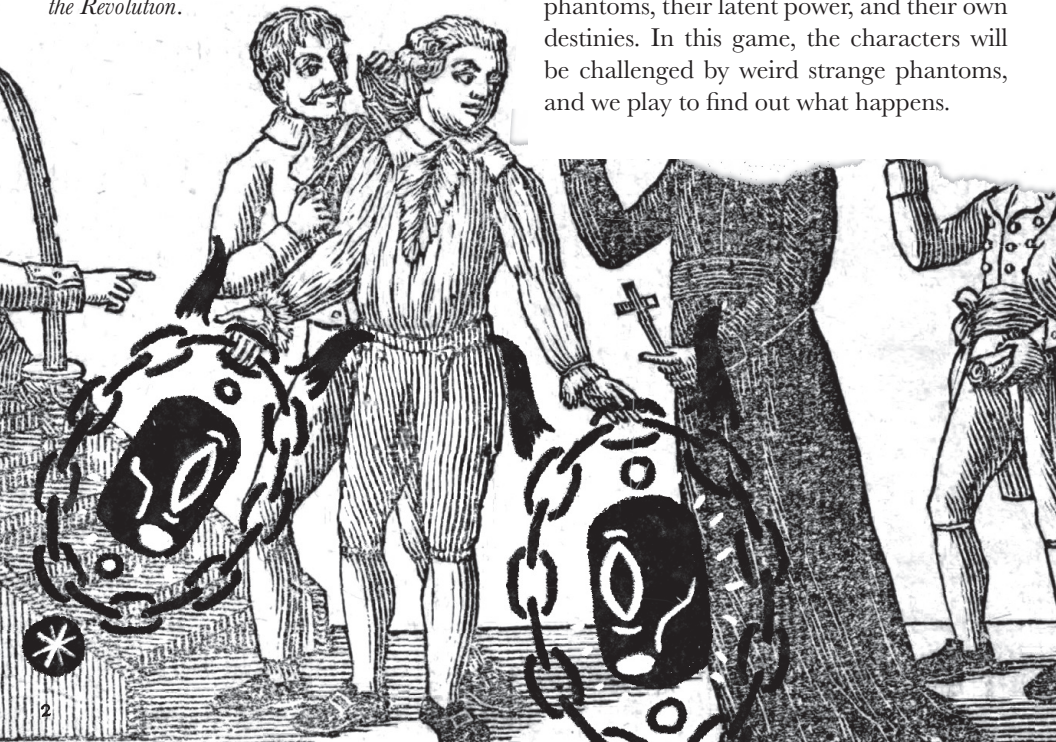
These *phantasmagoria* shows were hypnotizing, both awesome and awful. A lanternbearer in a disused church, with an altar and broken pews as their stage, could project demons and devils to terrify the assembled. Or perhaps a fresco of gods lazing in Olympus, a king mid-proclamation, or something more alive.

These pages hold the secret of the art: the magic lamp. The images that spill from this projector are alien-alive, drawn from the unseen world into ours. This tool is also known as the wraith projector or the moon seep. It might have many names, but this work has one: *A Guide to Casting Phantoms in the Revolution*.

The Game

In this game, you'll play a group of characters who summon phantoms to fight a despotic regime. Set during the French Revolution, people from every walk of life interact in the struggle of their time. You are a cabal of lanternbearers, their attendants, their ghosts. You will topple the aristocracy and reform the world in your phantasmic image.

A Guide to Casting Phantoms in the Revolution is a game that's played in a single sitting over the course of two to four hours for three or more players. *Guide* focuses on a group of characters fighting for what they believe in. In *Guide*, no one character belongs to one player. Players create a cast of characters and take turns embodying them. These characters, members of a radical cabal of phantom casters, live, die, and grow through a single session. We see their nature, their history, and their actions through play. Learn how they handle the capricious phantoms, their latent power, and their own destinies. In this game, the characters will be challenged by weird strange phantoms, and we play to find out what happens.



A Note on Eating the Rich

We're not monarchists or royalists or boot-lickers. If you want to play a game that involves the subjugation and disenfranchisement of the poor, look elsewhere.

"If you're a fascist, you're not welcome to play this game. It's against the rules. If you're reading this and thinking, 'You just call everyone you disagree with a fascist,' then you're probably a fascist, or incapable of drawing inferences from context and acknowledging a dangerous political climate that causes the oppressed to be hyperbolic. Don't play this game. Heal yourself. Grow. Learn." - Olivia Hill

A Note on Historical Roleplaying

If you're more comfortable with games that exist in a fantastical world, or a world very close to your own, playing in a historical setting can be intimidating. This note is to encourage you to explore historical roleplaying, and to provide a few tips. It's important to get the large details right: 1790s France. This is the revolution of their age. Use large-scale touchstones to help get you in the mindset, movies about the French Revolution, paintings, books, or just browsing Wikipedia. None of these are required, but history often gives you little gifts that you can incorporate into your games.

Small anachronisms are unimportant, and if you know something that a fellow player has established incorrectly, silently congratulate yourself, but be wary of the potential damage you might cause. Vocalizing that type of negative feedback will not only alienate your fellow player, but makes you look bad. You don't want to look bad! If you're a history wonk, just mention at the start of the game that you're familiar with the topic, and if anyone has any questions, you're more than happy to help. Obviously, if an anachronism is causing harm at the table, for instance, the myth that people of color weren't part of the revolution—shut that down.

French accents are fully important to the enjoyment of this game. Knowing the right kind of lightbulb isn't.



*a curious thing - this lantern
at first my excitement was
dying
Now that I see
its way
how clear in my
deliberation*

The Rules

In *Guide*, players first create a cabal of characters. This cabal is an occult splinter group that casts phantoms to fight in the French Revolution. In this game, we meet them and tell their stories through the chapters of their lives.

This game is for three to eight players. One of the players needs to read this book and help guide the other players through the rules. A typical playthrough of *Guide* lasts for a single session, anywhere from two to four hours.

The boxed version of this game includes:

- A cloth pentagram playmat
- This rulebook
- Character portrait cards
- Scene cards
- Foldable lantern
- Tokens to represent each player

To play, gather:

- Something for everyone to write with and scissors to cut character sleeves
- Character sleeves and phantom slides from worldchampgame.co/guide
- 20 six-sided dice
- Make an X-Card

Printer friendly versions of these items can be found at worldchampgame.co/guide.

If you don't have that many six-siders, use whatever dice you have on hand as long as they have more than six sides. No value in the game can go above six, so do whatever fancy math or rerolling you want to make that work. Paper or text representations of dice and a dice roller work as well. If you're playing digitally, make sure everyone is able to access and edit a shared virtual table or board.

Guide is played in **chapters**.

- A typical game has two to four chapters.
- A chapter is anywhere from 30 to 90 minutes.
- A chapter has two parts: **casting a phantom** and **playing scenes**.
- A session can finish at the end of any chapter by **casting the final phantom** (see page 25).

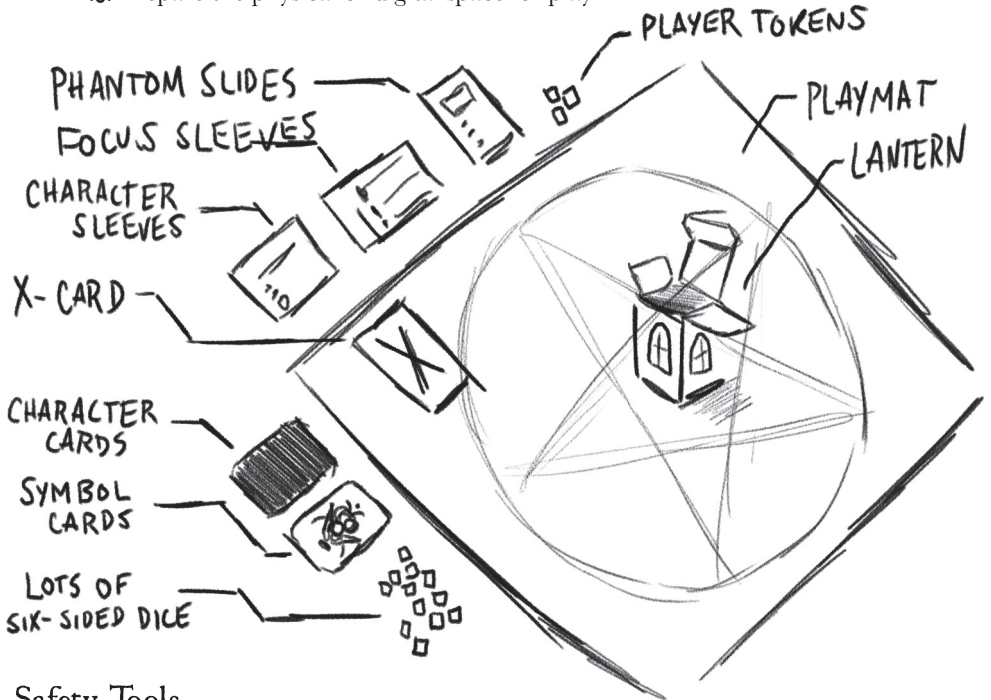
An outline of play can be found on page 36.



Before Playing

Here's a checklist to complete before starting the game:

- ☼ If you're facilitating this game, give yourself enough time to read through this rulebook
- ☼ Print out character sleeves and phantom slides (found at worldchampgame.co/guide)
- ☼ Shuffle the scene deck and the character deck
- ☼ Prepare the physical or digital space for play



Safety Tools

Guide is a story game that includes horror elements. Talk to your table about the kinds of things that'll be included in this game. A typical game of Guide is rated PG-13 or R. Make sure everyone is on the same page.

This game requires players to use an X-Card. For more about the X-Card (created by John Stavropoulos), check out <http://tinyurl.com/x-card-rpg>. Talk to your table about these tools, ask your fellow players if there are any other tools that they want to use, like Open Table, Line and Veils, Script Change, or others.

Read Aloud Text

When you see text indented in italics, read it aloud to the table. Here's an example:

Thanks for coming! We're going to play A Guide to Casting Phantoms in the Revolution. Before we start, I want to let you know that this game is two to four hours long, and we'll be making a story together. Is that alright with everyone?

*guide
with light cardstock.*

Starting The Game

It is the early days of the French Revolution. We and the people are throwing off the yoke of the old regime and King Louis XVI. Our goal? To rebuild the world in our image. To uphold liberty, equality, and community.

Our story begins with the first meeting of our cabal. We have a magic lantern, a tool normally used to create spectacular phantasmagoria shows, casting demons and gods and spirits. They appear and dance in the lantern's light.

For us and in the hands of the chosen few, it's a way to make real these revenants and phantoms. Our lantern is connected to the unseen world, and we've learned to pull things alien and powerful out of the ether.

We'll find out how we got it, what it does, and how our cabal deals with this newfound power.

During this game, no one player has complete control over any one character—they're shared among all of us. We're all responsible for challenging the characters and collaborating together as players.

To start the game, we'll **create the cabal** and **cast the first phantom**. After that, we'll play scenes (see page 14) and cast phantoms (see page 21) until the end, and then we'll cast the final phantom (see page 25). This game is structured into chapters. Each chapter starts with the cabal casting a phantom and then a set of scenes.

Create The Cabal

Here we'll create the cabal and its members at the same time. After that, we'll sleeve and name the characters. Then we'll cast the first phantom. To begin:

1. Deal two character cards to each player, face-up.
2. Give each player one six-sided die.
3. Answer the following **cabal questions**, one-by-one.
Each question has two parts. Read the first part out loud and let the player answer. Then, read the second part out loud and let the player answer and indicate a character from their cards. Characters can be indicated more than once. Other players should feel free to offer details or to ask for clarification, but the player answering the question gets final say.
4. After a player has answered a question, they place a die into the lantern.
5. Once each player has answered a question and placed a die into the lantern, answer the remaining questions as a group.

Cabal Questions

- ⊗ This is our first meeting. Are we the revived remnants of something long forgotten or a newly formed group? Why has the name *redshank* stuck to us?
 - Point to the character that most loves this name and explain why.
- ⊗ We've acquired a magic lantern with the power to cast phantoms. Was it a gift from an elder or did we make it ourselves? Why do we keep this information secret?
 - Point to the character that takes care of it and explain how.
- ⊗ Violence touched our group, as it has for many groups like us. Did we strike first or did they? What was unusual about it?
 - Point to the character who was most affected and explain how.
- ⊗ Other than the lantern, there's something that sets us apart from the rest. How do we identify cabal members? Do we wear something in particular, change our bodies, the way we speak, or is it something else?
 - Point to the character who most adamantly upholds this tradition and explain why.
- ⊗ We're proud of where we meet. Is it secret, in the cover of night, or are our meetings public forums where anyone can join? What's unique about our meeting?
 - Point to the character that takes care of the space and explain how.
- ⊗ A phantom lurks in the shadows of this meeting place, *A Phantom Named the Neighbors*. They've offered to link our lantern to the unseen world. Did we accept or did we find our own way? What about this process was dangerous?
 - Point to the character that is most weary of the Neighbors and explain why.
- ⊗ Our initiation ceremony is strange. One of the requirements asks for a rare ingredient. Is it man-made or is it from the earth? Is it just superstition or does something extraordinary happen?
 - Point to the character most disgusted by this process and explain why.
- ⊗ We recently cut ties with a former member, *Quinn Vipond*. Were they a nonbeliever or did they believe something else entirely? What parting curse did they give the group?
 - Point to the character for which that curse will come true and explain how.
- ⊗ Tonight, we cast our first phantom. When we attempted before, why didn't it work? What gifts did we bring to ensure tonight's success?
 - Point to the character that brought nothing and explain why.

Now that we've learned about the cabal and placed the dice into the lantern, it's time to pick and name the characters.

*were splinters
of this movement's oak
Lately that way*

Pick and Name the Characters

Each player picks one card, puts it into a character sleeve, and gives the character a name.

If a character was indicated during the cabal questions, but not named, tuck them under the playmat so only their portrait is visible. These are now minor characters that might become more prominent during play.

Take the remaining cards and shuffle them back into the character deck.

Name Them

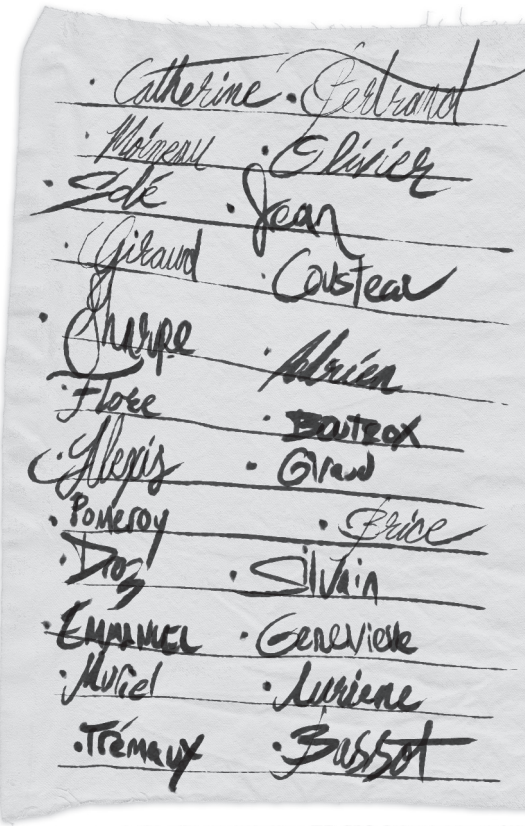
Give this character a name. Choose for yourself or choose from the ledger here.

Don't add a title or a quote yet. After we see these characters as they live and breathe, we'll find elements that resonate with their personality as it actually appears in play. At the end of a scene, players have an opportunity to add these elements (more on scene rewards on page 17).

Put Them on the Bench

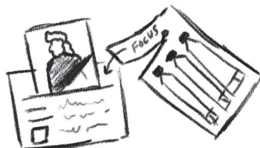
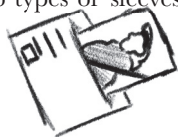
When all the sleeved characters are named, place them all on one side of the pentagram. This is called the *bench*. Characters will be added to the bench throughout the game. Some may leave for a short while. Some permanently.

Guide starts with a small group of characters. Throughout the game, players and phantoms add new characters that make the cabal more complicated and interesting.



Character Sleeves

Every character card fits into a character sleeve. There are two types of sleeves used in this game.



Character Sleeve

The basic type of sleeve that all named characters use. It includes a name, title, and quote, as well as a space for their dares. Learn more on dares on page 12.

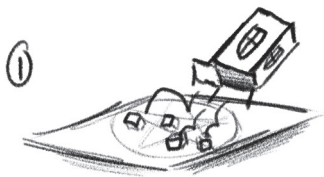
Focus Sleeve

Focus sleeves are how we shine the spotlight on particular characters. We learn how these characters rise and fall within their own arcs. More about focus characters on page 19.

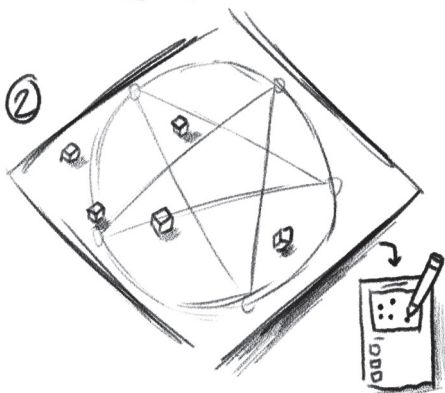
The First Phantom

At this point, we've created the cabal, named some of its members, and placed them on the bench. Now it's time to cast the first phantom.

1. Dump the lantern full of dice onto the pentagram.

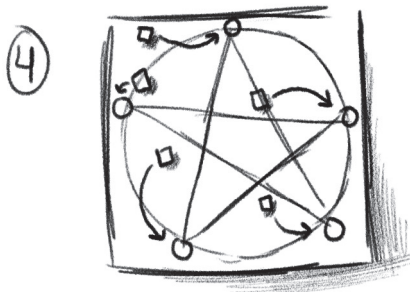


2. Add up the numbers on the dice and take note of their shape. Mark it on a phantom slide as a constellation or a more detailed drawing.



3. Add the value of the dice together and read the entry from the First Chapter Phantom table, find the corresponding phantom from pages 26-32, and read it aloud. Resolve the phantom scenario requirements.

4. Place each die into their nearest circle of the pentagram.



First-Time Dice Rules

If this is your first game, change the values of the dice so they read 1, 2, 3, 4, and 5. If you have more than five dice, roll those and add them to the circles they rolled nearest. Make sure that no circle has more than two dice. If there are, move the extra dice to the next available circle.

First Chapter Phantoms

<u>3-5 players</u>	<u>6-8 players</u>	<u>Phantom</u>
9-	10-	Pretender
10-14	11-20	Bronze KING
15-21	21-29	OUR
22+	30+	

we get they seem!

Phantom Slides

To represent the phantom's look, name, and needs, we use a phantom slide.

A. Look

The shape of a phantom is revealed by a constellation of dice rolled upon the playmat. Use dots to record the approximate shape here. Any player may choose to make a more elaborate drawing of the phantom at any time.

B. Name

The phantom's name will be given to you by the phantom table according to the dice roll that summoned it. Write it here.

Each phantom has three goals: a revolutionary goal, a caster goal, and an ethereal goal.

C. Revolutionary goal

Revolutionary goals are tenants that the phantom helps uphold: **liberty, equality, community, and anticlericalism.** Pick a revolutionary goal when the phantom is casted.

D. Caster goal

Phantoms imprint on the lanternbearer, creating the caster goal. This is a deep, secret need of the character. To create the caster goal, embody the lanternbearer in a scene and discuss it with the phantom.

The caster and ethereal goals are player-generated. When creating these goals, consider the number on the slide, the caster, and the phantom. It's alright to wait a few scenes before determining these goals. Feel free to discuss as a group what these goals could be.

PHANTOM SLIDE

X

B

Name:

C

Revolutionary Goal

D

Caster Goal

E

Ethereal Goal

E. Ethereal goal

Ethereal goals are mysterious. This is some business unfinished for the phantom, a spectral desire, or something more strange and complicated. To create the ethereal goal, inhabit the phantom in a scene and declare the goal.

Goal Values

Each one of these goals is given a number from between 1 and 5. When a phantom is cast, an array of three numbers are generated, expressed like this:

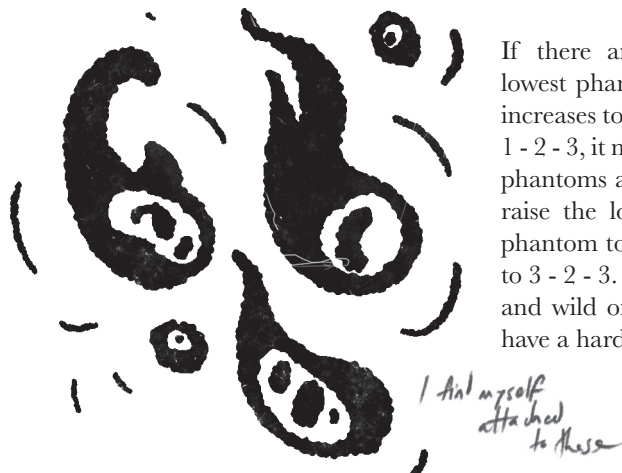
Make a phantom slide 1 - 2 - 3.

The numbers represent the number of scenes in which their goal is addressed. The placement of the number represents which goal they're relating to. The first number represents the revolutionary goal, the second number represents the caster goal, and the third number represents the ethereal goal.

Place three dice on the slide, using the numbers to represent the value of the goal. Each time the goal is addressed, the dice tick down one number. When the goal would tick down from 1 to 0, it ticks to 6, indicating that it's complete. A fully completed phantom slide should read 6 - 6 - 6.

666 Rewards

When phantom goals are at 6 - 6 - 6, they are complete and the players get a 666 reward. Each phantom has a set of 666 rewards, which can be found in each phantom listing starting on page 26. Choose one of the two available 666 rewards. This will be active for the rest of the session.



Failing Goals

If these goals aren't met by the next phantom casting, the phantom must be appeased during the next chapter, during the phantom casting. Any dice on the phantom slide that aren't complete (not at a 6) draw dice from the next phantom. When goals aren't met, the phantom isn't under control.

For example, if a phantom is left at 2 - 4 - 6 at the time of the next casting, the dice from the next cast must be added to the phantom goals, to increase the 2 and 4 to at least 6. This might not work out nicely, it could take more than two dice if the values are small.



When a phantom's goals aren't complete by the end of the round, keep the die values where they were and continue to the next round of scenes with two phantoms in play.

Multiple Active Phantoms

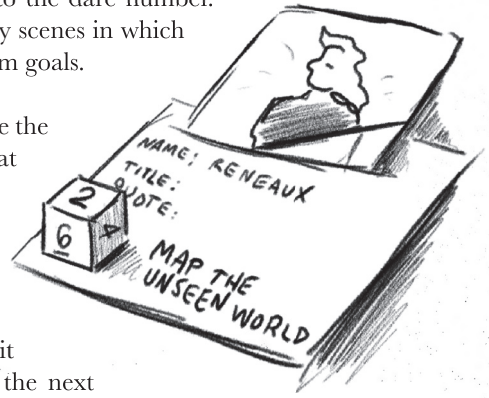
If all three of a phantom's goals have not been met by the end of the chapter, it remains active for the next chapter.

If there are two phantoms in play, the lowest phantom goal of the new phantom increases to 2. If a the phantom array reads 1 - 2 - 3, it must be raised to 2 - 2 - 3. If three phantoms are in play with unresolved dice, raise the lowest starting dice of the new phantom to 3. So a 1 - 2 - 3 array is raised to 3 - 2 - 3. When more phantoms are loose and wild on the world, the lanternbearers have a harder time controlling them.

Dares

Dares give characters small arcs to accomplish during each chapter. To give a character a dare, put a six-sided dice on the dare square of the character sleeve and write the dare next to it. Set the dice to the dare number. The number of the dare indicates how many scenes in which character must address the dare, like phantom goals.

Dare 2 means it will take two scenes to resolve the dare. If the character resolves a dare, put that dice into the lantern and describe how they complete it. If a dare isn't resolved by the end of a chapter, decide whether it makes sense for the dare to remain for the next chapter. If it is time-sensitive or there are other factors, remove the die from play. If it results in fruitful scenes and resolution for the next chapter, keep it.



Now that we've created the cabal, the characters, and cast the first phantom, let's see these characters in action.





Scenes

Guide is played through a series of scenes, in which players embody a single character of their choice. Each player sets and plays a scene. After each player has set and played a scene, it's time to cast a phantom.

Before any scenes are played, set five face-up scene cards onto the wedges of the pentagram from the scene deck.

Consider your playthrough of *Guide* to be four-dimensional. In your story, all the events have already happened. We play to see what those events and scenes are. This allows us to focus on only the most interesting bits, and to blaze past things that might slow us down.

Outline

Here's a quick look at how to play scenes:

- **Choose a slice of the pentagram to place your token**

- **Predict the scene**

Using the die on the circle, predict what happens in the scene. You may attempt to go for three possible dice challenges, where X represents the number on the die in the circle:

- **Symbols:** Use at least X symbols in the scene
- **Characters:** Cast at least X characters in the scene
- **Time:** Set the scene in X time (more on this on page 15)

- **Play the scene**

Pick characters to inhabit the scene. The player that predicted the scene gets first choice. Embody characters and play the scene. The scene is over when the prediction has been met.

- **Gain rewards**

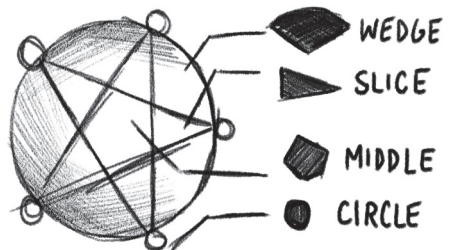
Each player may add a title or quote to their character sleeve. If they have a focus character sleeve, add an event and choose rise or fall. If any phantom slide goals were addressed, tick dice down. If all phantom goals have been addressed, choose a 666 reward. If any dares were addressed, tick dice down.

- **Repeat until each player has called a scene**

Then it's time to cast a phantom, beginning a new chapter.

Pentanavigation

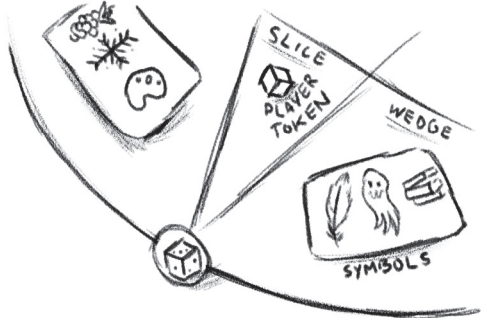
A pentagram is broken up into four areas: **circles**, **slices**, **wedges**, and the **middle**. *Guide* is concerned with what symbols are present in the wedges, the dice in the circles, and where the players are on the slices.



Choose

During the first round, the active player chooses any slice to place their token. There's no turn order—be generous with your other players and their time. If you've read through this book, you should probably go first.

Each slice is next to two wedges and the point of a slice is a circle. The wedges house the scene cards, which provide optional elements for scenes. Players may draw elements from either of these scene cards. Circles have dice, which are cast from the lantern.



Dice Challenges

The dice in the circle represents an optional goal, called a *dice challenge*. A dice challenge has three possible requirements, all incorporating the number shown on the dice:

1. At least X symbols incorporated into this scene.

A [3] means at least three symbols should be incorporated.

2. At least X characters in this scene.

A [4] means at least four characters should be included.

3. The place in time this scene happens.

Lower numbers are earlier in time, and larger numbers are further in the future. This is a relative measure. A [1] indicates somewhere close to the start of the chapter and a [3] indicates somewhere near the end of the chapter. That could be late last night, weeks or months into the future, or even worse.

If there are multiple dice in a circle, choose one to represent the challenge.



Predict

Before playing a scene, the active player predicts it. Tell the group what should happen in the scene and how it should end. Connect the symbols in the neighboring wedges to add elements to the scene. Use the dice challenges to set the number of characters and when in time this scene takes place. Other players may add elements, but the active player gets the final say.

Once the prediction is made, choose a character to embody. The other players decide which characters they'd like to be. Take these characters off of the bench and place them near the active slice.

When a player takes a character card, describe their relationship to the active player's character. If it hasn't been established, decide now. If it's obvious, go with that. If not, read the symbols and take inspiration as it comes.

New Characters

If a scene needs a character that doesn't exist yet, take the top card from the character deck and add it to the scene. At the end of the scene, decide as a group if that character should be a permanent addition to the bench. If they are, give them a sleeve and a name. If not, return them to the bottom of the character deck.

Magic and Phantoms

Players without characters may choose to be a sense of magic or a phantom.

⊗ If a player is embodying **a sense of magic**, they may add perspective elements to the scene as it goes on and describe what magic lies just beyond the sight of the characters. Inhabit anything that comprises the world of play. Multiple players can embody a sense of magic.

⊗ If a player is playing **the phantom**, they may add perspective elements to the scene as it goes on, especially the phantom's effect on the scene. This is how phantom goals get established. Only one player can embody the phantom at a time.

Play

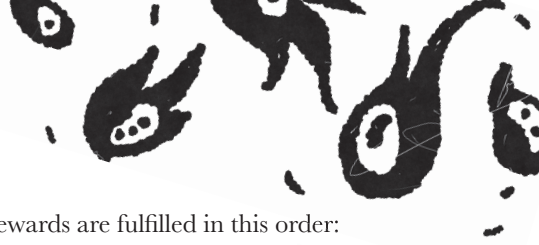
Now the players act out the scene. Begin as far into the action as you can. When in doubt, keep scenes short and simple. Small powerful scenes are better than rambling ones.

Characters exchange dialogue and players describe what their characters are doing. Players speak to each other in the first and third person.

The scene ends when the active player says so, when the characters have achieved their goal, or another purpose of the scene has been achieved.

*This movement
pulls me in direction
I thought impossible
Now! Let's know!*

Gain Rewards



After a scene is over, it's time for rewards. Rewards are fulfilled in this order:

- ☒ Score scenes
- ☒ Add new characters
- ☒ Upgrade characters
 - Add a quote or title to existing characters
 - If the character sleeves are completed, give them a focus sleeve
 - Add the scene to a focus character and mark rise or fall.
- ☒ Tick down dares
- ☒ Add and tick down phantom goals

Droz is captured by Rose embos. His third downfall

After rewards are collected, it's the next player's turn to choose a slice.

Score Scenes

Score the scene based on the dice challenges. There are three challenges: symbols, characters, and time, all indicated by the number of the dice in the circle.

Dice Challenges

A dice challenge has three possible requirements, all incorporating the number shown on the dice:

- † Number of symbols incorporated into this scene.
- † Number of characters in this scene.
- † The place in time this scene takes place.

Dice Challenge Rewards

- **If one dice challenge is met**, the player may collect one die from the circle and place it in the lantern.
- **If any two dice challenges are met**, the player may collect all the dice from a circle and place them into the lantern. Then they may add an extra die from the dice pile to the circle of their choice.
- **If three dice challenges are met**, the player may add a die from the dice pile to the active circle and collect all the dice that circle and place them into the lantern.

Add New Characters

If a new character appeared in a scene, decide as a group whether to add them to the cast or to keep them as a minor character. To add them to the cast, give them a character sleeve and add a name.

If a character might be useful in future scenes, but not as a main character, place them on the opposite side of the pentagram. This will be our group of minor characters.

Upgrade Characters

If a character appeared in a scene, add a title or a quote to their sleeve. If the character already has a title and a quote, they become a focus character.

Tick Down Dares

If a character contributed to their dare, tick the dice down by one. If the dare is completed (a dare of one goes to zero), add the dare dice to the lantern.



Add and Tick Down Phantom Goals

Go through the phantom goals (revolutionary, caster, ethereal). If a goal was addressed, tick the dice down by one. If a goal is completed (a goal of one goes to zero), set the dice to 6, indicating that it's complete.

If a caster goal or ethereal goal was established, write it on the phantom slide and, if it was addressed, tick the phantom goal down.

As a reminder, revolutionary goals are added when the phantom is casted, and is either liberty, equality, community, or anticlericalism.

A caster goal is one imprinted onto the phantom by one of the members of the cabal. This goal is created during a scene when a character and a phantom are in a scene together.

An ethereal goal is known only to the phantom. This goal is created during a scene when a player inhabits the phantom and declares the goal.

If all phantom goals are now at 6, go to the phantom entry on pages 26-32 and read the options for the 666 reward. Choose one as a group. Remove the dice from play and write 6 - 6 - 6 in the phantom goal squares.

Once all the rewards are given, it's the next player's turn. Repeat until every player has called a scene. Once every player has called a scene, it's time to end the chapter and start a new one by casting phantoms. A chapter can exceed one-scene-per-player if need be.

Focus Characters

Focus characters are our character actors, the memorable heroes and villains of our story. Focus characters are ones we pay attention to—they step to the front of the fold.

A character becomes a focus character after they've been given a name, title, and quote, after they've completed a scene.

A focus character has three elements: **a strong start, a struggle for identity, and to secure their place in history.**

These can be added in any order.

A. A strong start is when a character establishes themselves in the field of play. This is something distinctive and iconic, something that makes this character worth remembering.

B. A struggle for identity is when a character is tested. A crisis of faith, a loss of self, and an interrogation of themselves and their values. This is when a character is challenged and shows their true mettle.

C. To secure their place in history is when a character's actions are solidified forever. They've done their greatest work, worst deeds, or enacted grand plans. Think of it as the moment a character gains a Wikipedia entry.

D. Rise or Fall

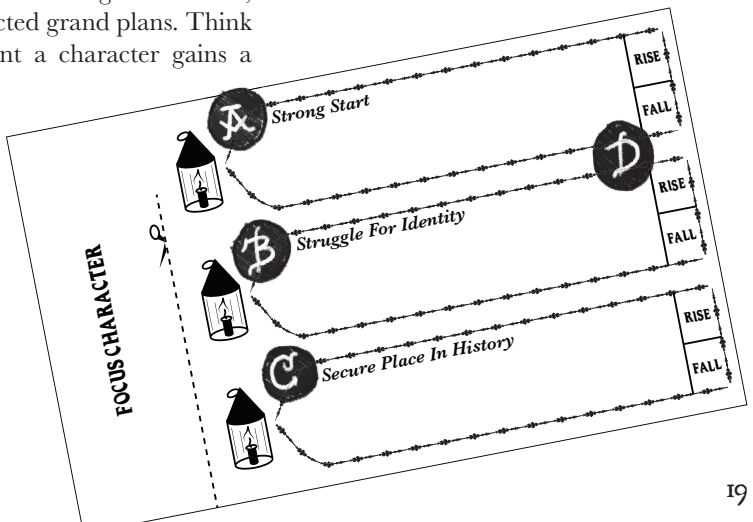
Once a scene with this character is over, the player who inhabited that character decides which scene category it is. Write the blurb in the box, and then circle rise or fall next to the blurb. This will determine what path the character is on. By the time all three boxes have been filled, the character will be set on their terminal arc.

Terminal Arc

When a focus character has all three scenes filled and is destined to either rise or fall, it's time to set their terminal arc. At the end of this arc, they are retired from the game.

How will this character's story end? As a table, determine this character's terminal arc, and add it as a new dare. Take into account the strong start, the struggle for identity, and their place in history.

If the previous scene served as an appropriate end, make it a Dare 1 and tick it down immediately. If it wasn't, make it a Dare 2 or 3. Once this final arc is completed, retire the character. Retired characters are set aside and cannot enter any new scenes. We'll return to them at the end of the game.





Cast Phantoms

A casting scene is a special scene that happens two to four times a game. This is when all the characters gather and cast a phantom in the revolution.

- **Gather**

Bring the characters together and remove the scene cards from the pentagram. Put any remaining dice on the pentagram aside.

- **Cast**

Spill the lantern across the pentagram, letting the dice fall. Don't touch them. Draw the silhouette of the phantom by using the outline of the fallen dice like a constellation on the phantom slide.

- **Read**

Add the dice results together and read the corresponding casting phantoms table.

- **Resolve**

Apply changes based on the casting of the phantom. Place new scene cards in the wedges of the pentagram.

- **Ebb**

Each player then describes the world as it has changed. Assign phantom dares for any dice that fell off the pentagram. Begin the scenes.

Gather

A lanternbearer casts phantoms. As a group, decide who and where the lanternbearer is, and who among the characters is here. Each player should inhabit the character of their choice and share a few words with the lanternbearer. If there's any dice remaining in the pentagram, put them in the dice pile.

Cast

Pour the dice over the pentagram. Don't touch them, even those that fall off. Draw the outline of the phantom like a constellation on a new phantom slide.

*A stench will fix
the air.
Some of us find it interesting
Others moved to Sickness.
I smell nothing*

Read

Add the facing numbers of the dice together and read the corresponding entry on the phantom casting chart. All the descriptions, phantoms, and effects can be found on page 26. If the phantom has already been cast, choose an adjacent one.

Result 3-5 Players	Result 6-8 Players	A Phantom Named...
3-9	6-15	TIDE
10-14	16-21	BRONZE
15-18	22-27	DAUPHIN
19-22	28-32	GARDENER
23-26	33-36	MIASMA
27-29	37-40	CINNAMON TREE
30-31	41-43	LIGHTNING
32-33	44-46	HARMONY
34	47-49	PRETENDER
35	49-50	NUIT
36	51-52	POISON
37-38	53-55	OURS
39-40	56-58	KING
41-43	59-62	SHUTTER
44-47	63-66	WOE
48-51	67-71	TALON AND TOOTH
52-55	72-77	URSINE
56-59	78-83	SOOTH
60+	84+	TRANQUILITY

Resolve

Now resolve the effects of the phantom across the pentagram, characters, and the dice.

Scene Cards

Add five new face-up scene cards to the pentagram.

1 an historically inspired

Dice

For dice that landed on the pentagram, place dice in the nearest circles, but make sure that there's at least one per circle. If there are less than five dice on the pentagram, add dice from the pile until there are five. If there are more than eight dice on the pentagram, move the extra dice to the dice pile.

For dice that landed outside the pentagram, collect up to three of them to assign as phantom dares. Put the rest of the dice into the dice pile.

Phantom Dares

Phantom dares are special dares that relate to the cabal and the phantom. Give these dares to characters with the least time in scenes. This gives the characters an opportunity to develop and to interact with the cabal in new ways.

② Dare 1: Spread/squelch news of this phantom (choose)

③ Dare 1: Spread/squelch news of the cabal (choose)

④ Dare 1: Spread word of the cabal to those that need it most

⑤ Dare 1: Bring a member of the cabal to the light

⑥ Dare 2: Infiltrate a loyalist cabal and foil/bolster their plans (choose)

⑦ Dare 2: Connect with and recruit new members

⑧ Dare 1: Question the cabal's judgement

⑨ Dare 1: Bring a member of the cabal to the dark

⑩ Dare 2: Directly support/oppose the phantom in its caster goal (choose)

⑪ Dare 2: Directly support/oppose the phantom in its revolutionary goal (choose)

⑫ Dare 2: Directly support/oppose the phantom in its ethereal goal (choose)

Fbb

Each player describes the world as it has changed in the wake of the phantom casting. The goal here is to set up the next portion of gameplay. Review the names, titles, quotes, and dares of characters, along with the phantoms in play. Is there a time jump between the casting and the first scene?

Play scenes until every player has called a scene. Then it's time to begin a new chapter.



End the Game

The game can finish at the end of any chapter. If your game is reaching a natural endpoint, we encourage you to cast the final phantom when it works for your group.

It's time to cast the last phantom. A Phantom Called Hypothesis.

A Phantom Called Hypothesis

Hypothesis is an epilogue. While casting this phantom, the pieces of *Guide* will be organized and put away. This does not require another phantom slide.

☼ Collect

Gather all of the phantoms and characters (including the retired ones) and place them on the bench. Put all remaining dice into the lantern.

☼ Ask

One-by-one, turn a character over and ask a question about their future. Do not answer it. Write that question on the back of the sleeve.

☼ Answer

One-by-one, answer each of the questions. When a question is answered, remove the sleeve from the card and add the card to the character deck. Put the sleeve to the side to keep or throw away.

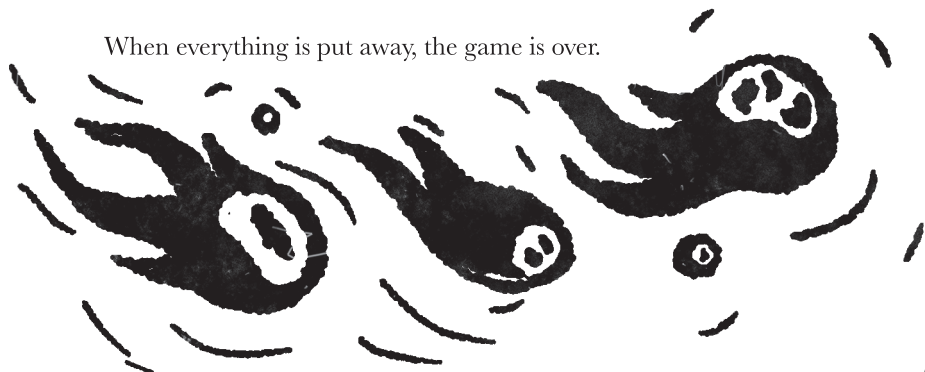
☼ Cast

Spill the lantern on the pentagram. One-by-one, pick up a die and put it away while describing a detail about the future related to the characters, the cabal, and the people of France.

☼ Remove

Deconstruct the lantern and fold up the playmat. Discuss and speculate as to the phantoms. Are they confined to history or are they lurking nearby?

When everything is put away, the game is over.



Phantoms

This is a collection of phantoms to use in your playthrough of *Guide*. For advice on making your own, see page 33. Each phantom has read-aloud text, a bulleted list of instructions, and two 666 rewards.

Bronze

For a moment, nothing happens. Then the lantern implodes, metal and glass fusing into a ball the size of an apple. It smells like tar. A migraine blossoms in the head of the lanternbearer, and an alien voice rises from their throat: "Glass shatters glass. Make me a lantern of bronze."

- ⊗ Make a phantom slide 1 - 1 - 3
- ⊗ Give a character the title: Red Migraine
- ⊗ Give a character Dare 2: Build the bronze lantern
- ⊗ Make a new character with the title: Royal Blacksmith

666 rewards:

- Once per chapter, invoke Bronze to reduce something to a ball the size of an apple
- Enlist Bronze to imbue your weapons and tools with phantomic material

Cinnamon Tree

Sonic boom, crater around lantern. Dust and rubble. A phantom emerges, form incomplete. A rooted figure stretching upwards. It begins speaking to a wall, you realize, to another unseen group. An attendant realizes, "This is from... I've heard of this. We're casting the same phantom as someone else! It's an interdiction!"

- ⊗ Make a phantom slide 2 - 2 - 1
- ⊗ Give one character Dare 2: Hide your traitorous ways
- ⊗ Give one character Dare 2: Find and silence the other cabal
- ⊗ Make a new character with the title Caller of the Cinnamon Tree

666 rewards:

- Once per chapter, invoke Cinnamon Tree to cleave and split
- Enlist the rogue cabal and its supporters to build your numbers

Dauphin

A ghostly fanfare fills the room as translucent attendants, courtiers, and lords crawl out of the light. One unfurls a ceremonial scroll and begins to read: "Assembled gentry, guests, and members of the clergy: it is my humble honor to introduce our newest member, Louis Joseph, Dauphin of France, Son of France..." They pause, gazing back into the lantern. The attendants grow worried, and the caller turns to the cabal. "He is... blocked. If you bring us to where the Dauphin lies, we will absorb him in our number."

- ⊗ Make a phantom slide 1 - 2 - 2
- ⊗ Give one character Dare 2: Find the grave of the Dauphin
- ⊗ Give one character Dare 2: Show the attendants the state of their country
- ⊗ Make a new character with the title Gravekeeper

666 rewards:

- Haunt the ruling class with the ghosts of all of their dead friends
- Once per chapter, invoke Dauphin to gain an audience with anyone

Gardener

The lantern seems to malfunction as the internal light goes out. Several attendants rush the lantern and the room lies in busy darkness. The eyes of the attendants begin to emit lantern's light, but it's wrong. Their sight-rays fall across the room. In their wake, plants grow and bloom and alien fruit ripens and rots. The lantern eye'd attendants are blindfolded, but not before a member of the cabal was stricken.

- ⊗ Make a phantom slide 3 - 1 - 1
- ⊗ Give one character Dare 2: Keep the blindfold on
- ⊗ Give one character Dare 2: Test the light of the Gardener
- ⊗ Make a new character with the title: Touched by the Gardener

666 rewards:

- Harvest the gardener's fruit to provide for the masses
- Once per chapter, invoke Gardner to bloom an otherwise desolate area

Harmony

An unwritten alien symphony streams out of the lantern. The attendants are enraptured. One of the cabal speaks up, with a voice not before heard, singing in harmony with this sound. Before long, they're leading the entire group with counterpunctual grace. The phantom emerges from the voices, phasing with the sound. It revitalizes the cabal. It's a thing to be witnessed.

- ⊗ Make a phantom slide 1 - 1 - 3
- ⊗ Give a character Dare 2: Serenade the masses
- ⊗ Give a character Dare 2: Bring The Voice to Versailles and sing for the King
- ⊗ Make a new character the the title: The Voice

666 rewards:

- Once per chapter, invoke Harmony to diffuse any situation with sound
- Word of The Voice and the cabal are spread far and wide, providing untold support

King

The lantern is lit and an image of a throne is cast upon the wall. This was not the plan. Standing before you, an attendant declares themselves the Roi Revenant. They step into the projected light and sit on the throne. The light fades, but not before they reach for the hand of one of the attendants.

- ⊗ Make a phantom slide 1 - 1 - 3
- ⊗ Give one character the title: Phantom Hand of the King
- ⊗ Give one character Dare 2: Topple the Roi Revenant

666 rewards:

- Once per chapter, invoke King to command others as your pawn
- Gain the unseen world's treasures

Lightning

Fog spills from the lantern and accumulates into thick clouds, sparks of lightning rolling through the room. The electrified mist clears and reveals a mass, a glimmering orb: ball lightning. An attendant steps back and jostles the lantern. It mirrors the movement. The lantern commands the ball lightning. There is a sound, but it's no language they understand.

☞ Phantom slide 1 - 2 - 2

☞ Give a character Dare 2: Harness the power, and live/die (choose)

☞ Give a character Dare 1: Unleash the power, and live/die (choose)

☞ Give a character Dare 2: Squelch the power, and live/die (choose)

☞ Make a new character with the title: Student of Voltics

666 rewards:

- Release Lightning into the world and call upon it to affect the weather at will
- Once per chapter, invoke Lightning's wrath

Miasma

Slinking out of the lanterns light are three figures under a ruined tapestry. The fabric is riddled with holes, revealing skin, scales, hair, and limbs. They speak, alternating words: "You are entirely too well." The air becomes fixed with the smell of vinegar. "You are entirely too clean." The walls of the room buckle as the phantom crouches closer to the ground, oil and mud seeping into the room. "You are entirely too alive." It leaps—in an instant two attendants fall dead. Soon, they stir, awake with undeath. "Much better."

☞ Phantom slide 1 - 2 - 2

☞ Give a character Dare 2: Enlist the fellow dead

☞ Give a character Dare 2: Return the undead to life

☞ Append the title *of the dead* to two characters

☞ Make a new character with the title: Dead relative of X, with the X being any character on the bench

666 rewards:

- Speak with the dead freely
- Once per chapter, invoke Miasma to temporarily awake the dead

Ours

The shine of the lantern floods your vision, your mind, your hearing. When the ringing stops, a member of the cabal is gone. In their place is something howling from unseen pores. The familiar voice is in your ears: "I chose this. I will be our seer into the unseen. I am ours. Prepare a vessel for me to inhabit, so I may walk between worlds."

☞ Make a phantom slide 2 - 1 - 2

☞ Give one character Dare 2: Map the unseen world

☞ Give one character Dare 1: Learn why they left

☞ Give one character Dare 2: Prepare the vessel

666 rewards:

- Once per chapter, invoke Ours to spy through the unseen world through ours
- Gain knowledge of the unseen world's geometry, and thereby the hidden geometry of our world

Nuit

Strange rays emit from the lantern, drawing in color and light and warmth. At the light's termination point, a person-sized larvae lies still, colorful and glowing. The attendants surround the translucent mass and see the psychedelic insides. It communicates, "I must hatch on the top of the world."

☼ Make a phantom slide 1 - 1 - 3

☼ Give a character Dare 2: Hide and study Nuit

☼ Give a character Dare 3: Bring Nuit to the top of the world

☼ Make a new character with the quote: I'm going to kill that god damned bug

666 rewards:

- Nuit hatches, bringing a strange change in the seasons and in the cabal
- Invoke Nuit to sap an area of all warmth, color, and light

Poison

The phantom steps out of the light with ease, inspecting the cabal with myriad eyes. "I am the poisoner. I lived here one hundred years ago. Liberate my home and my arts are yours." One of the attendants recognizes her, but before they speak, she says, "I am a king killer. I am your great grandmother."

☼ Make a phantom slide 1 - 2 - 2

☼ Give one character Dare 2: Find and liberate Poison's Estate

☼ Make a new character with the title: King Killer Bloodline and Dare 2: Learn the her ways

666 rewards:

- Once per chapter, invoke Poison to gain a unique untraceable poison
- Rebuild the poisoner's quarters as a hub for the cabal and the revolution

Pretender

The sound of the end of the world, everything is wrong. When your eyes focus, you're not even here. The attendants are a fisheyed warp, curling at the corners. Someone and the phantom have traded bodies, and your attendants might never know. The Pretender says, "this was a failure, let us meet back here in a week and try again."

☼ Make a phantom slide 1 - 1 - 3

☼ Give one character the title The Pretender and Dare 2: Prepare to cast my brother

☼ Give one character Dare 2: Discover the Pretender

666 rewards:

- Once per chapter, invoke Pretender to tell perfect lies and be believed
- Add a character with the title Pretender's Kin

lies lies
lies lies lies lies
lies

Shutter

The light of the lantern flickers on and off. With these flickers, the lantern and the caster blip in and out of existence. The phantom is barely visible, except for many blinking eyes. It does not speak. After a night of study, it seems as though this phantom can selectively make things appear invisible. In the morning, the phantom and its examiner are long gone.

☞ Make a phantom slide 2 - 1 - 2

☞ Give one character Dare 2: Track Shutter

☞ Give one character the title Invisible Runaway and Dare 2: Hide and plot a heist with Shutter

666 rewards:

- Once per chapter, invoke Shutter to make somewhere invisible
- One character may become invisible at will

Sooth

As the slide dips into the lantern's light, an archer steps out of the rays. She raises her bow and the attendants flinch. "I will give you a gift. Stand tall if you're worthy." Two attendants steady themselves. The archer looses two arrows at their heads. They pass clean through, unharmed the attendants. "One of you will see the doom that lies ahead. The other will see the boons yet to come."

☞ Make a phantom slide 1 - 2 - 2

☞ Give one character the title Doomsayer and Dare 2: Convince the masses/cabal (choose)

☞ Give one character the title Boonspeaker and Dare 2: Convince the masses/cabal (choose)

666 rewards:

- Once per chapter, invoke Sooth to state an uncertainty and make it true
- Gain Sooth's arrows, tools to impart wisdom from a distance

Talon and Tooth

The lantern screams. A shrill tone moves into supersonic sound as the attendants recoil, eardrums straining, and then not at all. Across Paris, across France, the exotic animals of the aristocracy struggle against their captivity. The phantom speaks through a birdlike revenant that appears in the room. "Help us, liberate us, and we will aid in your cause, talon and tooth."

☞ Make a phantom slide 3 - 1 - 1

☞ Give one characters Dare 2: Liberate exotic animals

☞ Give one character Dare 2: Plan and lead the charge

☞ Make a new character with the title: Keeper of the Royal Menagerie

666 rewards:

- Once per chapter, invoke Talon and Tooth to your aid
- Transform one character into the animal of their choice

Tide

As the phantom slide dips into the lantern focus, the world comes to a halt. Everyone's body locks up, unable to move. The phantom seeps like sludge out of the bottom of the lamp, and spreads over every surface. Several members of the cabal are covered in this phantom moisture, and they themselves descend into the ground, disappearing. The phantom speaks: "Collateral. For their return or my help, bring me what lies beneath King Henry's corpse"

- ⊗ Make a phantom slide 1 - 2 - 2
- ⊗ Give one character Dare 2: Find the missing members
- ⊗ Give one character Dare 2: Raid the tomb of King Henry
- ⊗ Make a new character with the title: Lost in the Catacombs

*it is surely
the end of the
world*

666 rewards:

- Harvest the sludge of Tide and find its many strange uses
- Once per chapter, invoke Tide to travel along the unseen world to your destination

Tranquility

As the lantern begins projecting, the light gains physical form. It seeks the noses and lungs of the attendants, striking them with a preternatural calm. A peacefulness beyond cognition. Several members of the cabal managed to stay unstricken by the tranquility, covering their faces before it was too late.

- ⊗ Make a phantom slide 2 - 1 - 1
- ⊗ Choose three characters to stay on the bench. The rest must be removed from play until the following dares are completed:
- ⊗ Give one character Dare 1: Examine those afflicted
- ⊗ Give one character Dare 2: Experiment with Tranquility
- ⊗ Give one character Dare 2: Discover the cure

666 rewards:

- Once per chapter, invoke Tranquility to calm anyone
- Characters that were afflicted by Tranquility shared a dream about somewhere soon to be discovered

Ursine

A roar. Out of the lantern explodes a massive protean bear with cryptic markings. It rears on its hind legs and looks even more impressive. "My resting place has been disturbed. Return it back to its former state. I will lead you to the outskirts, but I must not enter." The bear leads the attendants through the night The Forest of Tronçais, a day's ride south of Paris. When you get close, you see new iron forges consuming the forest tree-by-tree.

- ⊗ Make a phantom slide 2 - 1 - 2
- ⊗ Make a new character with the title Forge Boss
- ⊗ Give one character Dare 2: Befriend the laborers
- ⊗ Give one character Dare 2: Find the resting place of the bear

666 rewards:

- Once per chapter, invoke Ursine to lay waste
- Stage a base of the revolution in the old iron forge, coexisting with the forest

Woe

As the slide dips into the lantern, a chill descends everyone's spine. A fear unnatural. The group doesn't breathe. When the phantom crawls across the light, it is something small. It says: "This form is incomplete. Bring me the garments to mirror that feeling that affects you so awesomely. I scare you, but I do not frighten myself." Woe is small and semi-corporal. It's soft and gentle.

- ⊗ Make a phantom slide 1 - 2 - 2
- ⊗ Give one character Dare 2: Seek clothes for Woe
- ⊗ Give one character Dare 2: Keep Woe safe
- ⊗ Make a new character with the title Tailor and Spy

666 rewards:

- Any member wearing the garments of Woe radiates terror
- Once per chapter, invoke Woe to cause large scale panic



Phantasmagoria

Within these pages, there are tables for phantom castings, dares, 666 rewards, and more. Using these are all optional—feel free to make your own, to customize your Guide experience however you want.

Here's the guide to *Guide*.

Making Phantoms

When designing your own phantom prompts, the goal is to create a several scene arc within a chapter. Every phantom prompt has read-aloud text, phantom slide values, and character elements (a dare, character addition, title addition, or something else).

The read-aloud text should be about 100 words long, open-ended, leaving lots of space for interpretations and solutions for the players. A good piece of text has hooks for character, supernatural atmosphere, and players. Avoid physically describing the phantom. Rather, describe its effect on the characters. Remember, it's the players who decide what it looks like, and the dice that give us the outline.

Phantom slide values are indicated by three numbers like this: 3 - 1 - 1. The first number is the revolutionary goal, the second is the caster goal, and the third is the ethereal goal. Three is the highest a goal should go. It indicates it's important somehow to that phantom. A phantom that makes the cabal's life harder might have a high ethereal goal or caster goal, while a phantom that gives boons might have a high revolutionary goal.

There are three general types of phantoms: boon phantoms, bane phantoms, and mission phantoms. Boon phantoms have the cabal dealing with unexpected power. How do they handle this internally and externally? A bane phantom makes the cabal's life harder in weird ways. These show the links between characters and how they break. A mission phantom sets a clear goal for the players, a task. Good phantoms are one of these, and great phantoms are two or more.

Character elements like dares, new characters, or new titles should be additive to the phantom. They should build on the read-aloud text and create potential energy for the players to tap into during the chapter. Two characters in direct opposition? A character with a secret goal and another who is to discover it? A new character as a specific antagonist?

When assigning dares, try to stick to one to three new dares, at no higher than Dare 2. One dare promotes a lot of player-driven character exploration, while three dares locks players into completing character dares. Dare 3 is quite difficult, and should only be used when you want to set up characters to fail or to narrow the scope of the chapter onto that character.

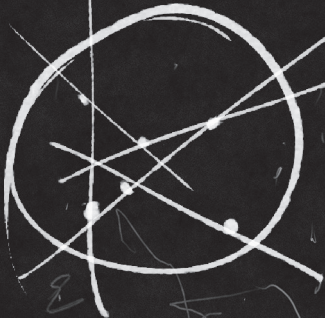
Consider the most interesting parts of the phantom: these are candidates for 666 rewards. There are two types of 666 rewards in Guide, an invocation and an ability. An invocation is when the players use big-deal magic in a scene, available once a chapter. This is meant to be huge and wild. An ability is an additive element to add to a game that reshapes the narrative as a whole, giving the players and characters access to a permanent bonus.

Guided by Phantoms

If you'd like to make a game inspired by *A Guide to Casting Phantoms in the Revolution*, shoot us an email at jointhebraintrust@gmail.com with a brief pitch of your game so we can give you express permission, and to also boost and support your design. We'll send you a credit block to include in your game, as well as this graphic to use somewhere on the cover:



they trust me...
I'm a Neighbor
Myself.





A Guide To Casting Phantoms In The Revolution ✨ *Player Reference*

Before the Game:

1. Read through the rulebook
2. Print out and cut the character sleeves and phantom slides
3. Gather 20 six-sided dice and pencils for each character
4. Shuffle the scene deck and the character deck

Starting the Game:

1. **Create the cabal.** Deal two cards per player, and then answer the cabal questions one-by-one (page 7). Once every player has answered a cabal question and placed one die into the lantern, answer the remainder as a group.
2. **Pick a card.** Pick a character indicated during the cabal creation, and place the unused character cards into the character card pile. Place the characters indicated during the cabal creation but not picked to the side.
3. **Sleeve and name the characters.**
4. **Cast the first phantom.** Spill the dice from the lantern and add the numbers up. Read the corresponding text from pages 9 and 26. Create a phantom slide and establish the revolutionary goal. Then assign titles, dares, and new characters as indicated by the phantom text.
5. Place the dice into the circles and put scene cards face-up on the wedges.

Scenes

1. **Choose a slice of the pentagram to place your token.**
2. **Predict the scene.** Using the die on the circle, predict what happens in the scene. You may attempt to go for three possible dice challenges, where X represents the number on the die in the circle:
 - a. Using at least X symbols in the scene
 - b. Casting at least X characters in the scene
 - c. Setting the scene in X time

3. **Play the scene.** Pick characters to inhabit the scene. The player that predicted the scene gets first choice. Embody characters and play the scene. The scene is over when the prediction has been met.
4. **Gain rewards.** If dice challenges were completed, gain dice to put in the lantern:
 - a. If one dice challenge is met, the player may collect one die from the circle.
 - b. If any two dice challenges are met, the player may collect all the dice from a circle and add an extra die to the circle of their choice.
 - c. If three dice challenges are met, the player may add a die to the active circle and collect all the dice that circle.

Each player may add a title or quote to their character sleeve. If they have a focus character sleeve, add an event and choose either rise or fall.

If any phantom slide goals were addressed, tick dice down. If all phantom goals have been addressed, choose 666 rewards.

If any dares were addressed, tick dice down. If dares are completed, add the dice to the lantern.

5. **Repeat until each player has called a scene.** Players can call additional scenes if required. After these scenes, it's time to cast a phantom, starting a new chapter.

Cast a Phantom

1. **Gather.** Bring the characters together and decide who the lanternbearer is. Each player embodies a character and speaks to the lanternbearer. Put any remaining dice on the pentagram aside, and shuffle the scene cards into the deck.
2. **Cast.** Spill the lantern across the pentagram, letting the dice fall. Don't touch them. Draw the silhouette of the

phantom by using the outline of the fallen dice like a constellation on the phantom slide.

3. **Read.** Add the dice results together and read the corresponding casting phantoms table.
4. **Resolve.** Apply changes based on the casting of the phantom. If dice fell off the pentagram, add a phantom dare per die (found on page 23), with a maximum of three.
5. **Ebb.** Each player then describes the world as it has changed. Place new cards in the pentagram wedges. Begin the scene phase again.

Play chapters (phantom casting and scene setting) until four phantoms have been cast, or the game comes to a natural end point. Then, cast the final phantom (page 25).

Casting the final phantom:

1. **Collect.** Gather all of the phantoms and characters (including the retired ones) and place them on the bench. Put all remaining dice into the lantern.
2. **Ask.** Turn characters over and ask a question about their futures. Do not answer them. Write that question on the back of the sleeve.
3. **Answer each of the question.** When a question is answered, remove the card from the sleeve and add it to the character deck.
4. **Cast the lantern on the pentagram**
One-by-one, pick up a die and put it away while describing a detail about the future.
5. **Remove.** Deconstruct the lantern and fold up the pentagram playmat. Discuss and speculate as to the phantoms. Are they confined to history or are they lurking nearby?



