



FORCES

THE VINE

I am subtle and sinewy. I am the unseen interloper. I coil at the edges of perception. I prick at reality with my thorns. My work remains unseen until it is too late and my tendrils choke everything.

When you embody the Vine you may;

- Introduce subtle plans and secret works.
- Reveal that events were connected the whole time, part of a larger web.
- Show the small details of the weird, of the uncanny valley.
- Create small dangers, death by a thousand cuts.
- Advance plans the characters cannot yet comprehend.
- Insert whispers and secrets.

Ask of the other players;

- What truth that you held close do you now begin to doubt?
- What past event do you now view in a revealing new light?
- What small detail now seems much more important?
- What invisible connections now gleam darkly?

THE CORNERSTONE

I am constructed. I am the unseen origin. I am older than everything before. I have been covered and obscured but I still rest at the heart of this. I have seen everything topple and burn before, and I will see it happen again.

When you embody the Cornerstone you may;

- Hold steady against the rising tide.
- Reveal a secret layer that has always been beneath everything.
- Unveil a surviving fragment after it's all been burned to the ground.
- Advance the plans of a lone power.
- Create dangerous, formerly hidden leaders and figureheads.
- Introduce the constructed, created, purposefully formed.

Ask of the the other players;

- How does this secret fortify you against your doubts?
- Why does this element seemingly support you, for now?
- Why do you have the feeling that this thread leads to the apex of the pyramid?
- Who do you suspect as being far more important than previously imagined?

THE SINKHOLE

I am the sudden and catastrophic change that is oh so obvious in hindsight. I am underneath what you thought was sturdy and sure. I am the steady drip that turns into a cascade. I am steadily, secretly, growing larger.

When you embody the Sinkhole you may;

- Lead well laid plans to suddenly collapse.
- Consume disparate secrets to increase your amalgamated mass.
- Reveal the cracks in the dam that are ready to burst.
- Hint that the disaster you see now is only a small facet of a larger whole.
- Turn the status quo completely on its head.
- Refuse to be filled in; swallow the efforts of the desperate.

Ask of the the other players;

- What flood do you fear is approaching?
- How is the once steady ground beneath your feet crumbling?
- Why are you desperately fighting against the inevitable?
- How has your understanding been completely inverted?

THE SHADOW

I slide over your eyes, redirecting, obfuscating, hiding both truths and falsehoods in equal measure. I am all that smothers and wraps around the light with soft whispers of misdirection. I am the veil between places, the darkness that looms at the end of the hall. I exist only in a state of contrast; one side of a strange coin. I am waiting.

When you embody the Shadow you may;

- Work to hide the light from others.
- Redirect seekers down a more harrowing path.
- Open a door to the darkest of places, letting in something new.
- Reveal your counterpart; the brightness to your darkness, yet equally as dangerous.
- Drop a smokescreen, making the truth and lies equally obfuscated.
- Shrink away to the umbra, hidden from those that would flood you with light.

Ask of the the other players;

- What truth here sputters like a dying candle?
- How have you been unwittingly working toward my goal?
- What whispers in the dark have I sent you in the past?
- Which of your fears emerges from the darkness?

THE PAWNS

I lack the vision and blueprints but I am undaunted. I am the individual fingers of the larger hand. I am working independently but for a singular cause. I am the gnashing teeth that fill the mouth. I cannot be stopped. I am many.

When you embody the Pawns you may;

- Introduce the small playthings of higher powers.
- Create rivaling antagonistic forces.
- Hint that these forces may not be as singular as believed.
- Reveal higher levels of secret hierarchies.
- Move the chess pieces in ways that will only make sense in the endgame.
- Gnash and tear; work as one to crush what stands in the way.

Ask of the the other players;

- What offer can I make to tempt you to my side?
- Who do you know that I have now revealed as one piece of the legion?
- Why does this puzzle piece only pose a threat when there are many?
- What small elements have been following, stalking, watching you?

THE FRACTAL

I am the never ending, the always branching, the cyclically infinite. I am ever churning, ever spiraling; a maelstrom and an event horizon. I am the hydra, forever sprouting new heads and new teeth. I am the beginning and I am the end, the smallest piece yet the total whole. I spiral out from the heart.

When you embody the Fractal you may;

- Writhe and twist, coiling your body like a snake.
- Form plans within plans within plans within plans.
- Show how this has all happened before, and will happen again and again.
- Reveal that a threat once defeated, has reemerged stronger than before.
- Describe how the path toward the goal has only grown more perilous.
- Link together separate patterns that now fit tightly together.

Ask of the the other players;

- Which of your past mistakes suddenly strikes from the dark?
- What must you do to escape the pull of the extracausal?
- What small victory twists into a new challenge?
- What do you think lies at the center of this horrible pattern?



ASPECTS

Secretive: *They know things, things that are wrong, things that you need. Those who are Secretive can always;*

- Act suspiciously around others
- Hint at a previously unknown clue
- Hide away the needed answer

Hidden: *They hide for a reason. There are things out there in the dark that would have them. Those who are Hidden can always;*

- Be on the run
- Reveal hunters in pursuit
- Offer a place to hide

Ambitious: *They are driven, standing at the edge of cliff, surveying their destiny. Those who are Ambitious can always;*

- Advance their plans at any cost
- Cling and claw their way up
- Leave others in the dust

Empty: *Something took them, and hollowed them out. Those who are Empty can always;*

- Act as a vessel
- Become a reminder of the dark past
- Draw in danger

Trusting: *Naive, earnest, faithful. A small beacon in the dark. Those who are Trusting can always;*

- Follow others blindly
- Be drawn to the flame
- Believe

Knowing: *They know things, things that are wrong, things that you need. Those who are Secretive can always;*

- Provide a dangerous answer
- Reveal a key source
- Spread an idea

Weathered: *This is not their first time at this, and it likely will not be their last. Those who are Weathered can always;*

- Recall the forbidden past
- Reveal the heavy cost
- See this through to the end

Twisted: *They have already given in, embracing the thorns that prick away at reality. Those who are Twisted can always;*

- Creep and crawl
- Feast on misfortune
- Create cracks in the foundation

Darkened: *Shades of the strange shadow their brow. They have seen what lies waiting. Those who are Darkened can always;*

- Obscure the way forward
- Unlock a doorway
- Share a warning

Apostate: *They are Judas. They are chaos. They have become the profane. Those who are Apostate can always;*

- Slip a dagger between the ribs
- Turn their back
- Reveal a trap

Monstrous: *They are changed forever by the extracausal. Their true nature lies beneath. Those who are Monstrous can always;*

- Wreak havoc
- Reveal a plan
- Roar

Defiant: *They refuse to give up. They stand facing the oncoming wave. Those who are Defiant can always;*

- Fight forever on
- Wipe away the blood
- Stand alone

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Effigy: *They are a puppet, a construct, a mask. Their skin writhes. Those who are an Effigy can always;*

- Embrace the uncanny
- Act as a subtle warning of danger
- Reveal their true nature

Wanted: *They hide for a reason. There are things out there in the dark that want them. Those who are Hidden can always;*

- Be on the run
- Reveal hunters in pursuit
- Offer a place to hide

Dangerous: *They have a cutting edge that makes others bleed. Those are Dangerous can always;*

- Force another to make the sacrifice
- Reveal a weapon
- Threaten and intimidate

Clinging: *They are an unraveling thread. They grasp at others with desperation. Those who are Clinging can always;*

- Weigh someone down
- Fall in with the wrong crowd
- Thrash and struggle

Between: *They stand in two worlds. They have a special connection to the extracausal. Those who are Between can always;*

- Prepare a threshold
- Act as a conduit
- Reveal a bridge

Hungry: *They have a hunger that must be fed. It is insatiable and gnashing. Those who are Hungry can always;*

- Have their vision clouded
- Accept a dangerous bargain
- Feed on what they most desire

Fallen: *They once faced a wall of darkness and shadow. They never fully recovered. Those who are Fallen can always;*

- Share their tainted soul
- Play both sides
- Expose catastrophic flaws in well made plans

Echoed: *They are a mirror, a double, one truth and one lie. Those who are Echoed can always;*

- Feel dangerously familiar
- Be in two places at once
- Resemble the past and future



CORES

LIMINAL

A Liminal place is between two spaces. It bleeds into everything that it touches.

While in a Liminal place;

- See beyond the threshold
- Transfer ideas and emotions
- Blur the lines between truths

Moods

- *Rain-slicked empty highways*
- *Neon lights streaking into infinity*
- *The fluttering of moth wings*

ABANDONED

An Abandoned place is a skeleton. A haunted vestige of the past.

While in an Abandoned place;

- Stir up the ghosts of the past
- Discover buried secrets
- Run into what was forgotten

Moods

- *Wind rushing through a hallway*
- *Scrabbling of debris from behind*
- *Steel bones and concrete skin*

KALEIDOSCOPIING

A Kaleidoscoping place is sharp and bright. A window to somewhere else.

While in a Kaleidoscoping place;

- Experience the extracausal
- Warp perspectives and perceptions
- Be transformed

Moods

- *Staring up at the surface of a lake*
- *Words that split and fractal*
- *Endless and dizzying spinning*

RUINED

A Ruined place is a derelict. A hulking corpse of a once grand past.

While in a Ruined place;

- Become lost in past mistakes
- Reveal an old catastrophe
- Awaken what was once dead

Moods

- *The sense of past desecration*
- *Stone that clings to old truths*
- *A miasma of incense*

C R O W D E D

A Crowded place is overwhelming, it is dense. Secrets hide within the masses.

While in a Crowded place;

- Get swallowed up by the swarm
- Lose a face in a crowd
- Feel the walls closing in

Moods

- *A faceless grin at the periphery*
- *Soft murmurs that grow to a roar*
- *Mirrors reflected onto each other*

C O R P O R A T E

A Corporate place is sterile. It is malicious, and leeches away color.

While in a Corporate place;

- Steal important information
- Become trapped by convention
- Sign on the dotted line

Moods

- *Stale air, forever circulated*
- *Blank stares and bared teeth*
- *A stark white maze*

BRUTALIST

A Brutalist place is looming. It is a slab, unfeeling and unforgiving.

While in a Brutalist place;

- Realize just how small you are
- Face cold, hard, unfortunate facts
- Lose your sense of self

Moods

- *A door that opens to darkness*
- *A room with no windows*
- *A winter rainstorm*

ISOLATED

An Isolated place is a lonely. It stands apart and filled with half-real shadows.

While in an Isolated place;

- Find truth in solitude
- Amplify the whispers
- Catch of glimpse the hidden

Moods

- *A lone tree atop an ancient hill*
- *A point of light from a keyhole*
- *The windswept and eroded*

BEYOND

A Beyond place is alien. It follows different rules, touched by the extracausal.

While in a Beyond place;

- Meet the extracausal
- Steal new perspectives on the old
- Become untethered

Moods

- *The sensation of floating*
- *Many eyes watching from above*
- *A never ending pathway*

TWISTING

A Twisting place is a circus. A place of darkness, where the shadows have won.

While in a Twisting place;

- Lose yourself completely
- Grasp at what slips away
- Face the extracausal

Moods

- *A forest of finger-like spindly trees*
- *The red light of a laughing moon*
- *A trail of too-vibrant blood*

INDUSTRIAL

An Industrial place is loud and metallic. A place of artifice and smoke.

While in an Industrial place;

- Gain a machined resource
- Lose something natural
- Begin construction

Moods

- *White clouds of acrid smog*
- *The noise of metal on metal*
- *Pooling oil and gouts of flame*

DEEP

A Deep place is a distant reflection. It fills the lungs and eyes like dark waters.

While in a Deep place;

- Commune with the depths
- Open your eyes, at a cost
- Witness the purposefully forgotten

Moods

- *The stars blink out one by one*
- *Stairs that spiral into the darkness*
- *The lost depths of the ocean*