

Even In Death

*pointing
reaching
meaningful wounds
in pieces*

Play when the wanderer finds a dead body.

Something about the dead body constitutes a bonus piece of lore in this scene (as created by you). Briefly take over the role of world and tell everyone about the corpse and what it means.

1

Unexpected Company

*pursuing their own agenda
pursuing the adversary
pursuing the wanderer*

BONUS SCENE

Play at the start of any scene.

A character who is not normally present in this location is here, now, and will remain here after. If the world now wishes to make this an interaction scene instead of whatever they had planned, they can do so.

2

Their Own Agenda

*not where they were before
not who they were before*

Play at the start of any scene set in a location where another character has been seen.

The character who was here before has dramatically changed their behaviour, or is now engaged in a new activity, although they remain in this location. Tell everyone what they are doing now.

3

A Glimpse Within

*a diary, read
a manifesto, written
a statement, heard*

Play during any scene when you are the wanderer.

During this scene, we gain a glimpse into the wanderer's inner life. You can describe the thought processes behind their actions, or reveal emotional states that have so far remained hidden.

At the end of the scene, instead of a *behaviour* the wanderer can gain a *trait* – a quality of their personality which remains constant, even if their behaviour suggests something else.

4

Praise The Sun

*a genuine hero
earnest but unprepared
our interests align... for now*

Play when a character is first revealed in an interaction scene.

Unlike other characters in *Bleak Spirit*, this one is open and helpful. They can be counted on in a pinch, and will not betray the wanderer unless manipulated by some external force.

5

A Bleak Mirror

*dark and haunted
oversaturated and dreamlike
twisted into a spiral*

BONUS SCENE

Play after a scene in part one or two where the wanderer leaves to go somewhere else.

Frame a bonus scene of any type in a new location. This location is similar-but-different to an existing location the wanderer has visited, and holds warped versions of the same characters and threats. The wanderer arrives here instead of wherever it was they wanted to be.

Lore discovered here might suggest how such a mirror-place came to be.

This location now exists as a location other players can use when they are the world.

6

Trapdoor

*a hidden trapdoor
a giant crow
a localised wormhole*

Play during any scene in part one or two, after the lore has been revealed but before the scene ends.

PART ONE

Some sudden and inescapable method moves the wanderer to a new location of your own creation. The next scene must be set there before the wanderer can escape.

PART TWO

As part one, except there is no way back to the locations already discovered. Any further change of location must be to an entirely new one.

7

Rich History

*a hidden clue
a talkative person
faded graffiti*

Play when the wanderer examines an object or enters a new place where lore might be found.

Play only while you are not the world.

Reveal an additional piece of lore in this scene. You get to choose what that lore is and describe it yourself, then control of the scene returns to the world.

8

Flashback

something familiar dredges up old memories

BONUS SCENE

Play after any scene in part one or two.

Frame a bonus scene set somewhere in the wanderer's past. This scene can be of any type; if it's a danger scene then any prices paid will be reflected by old wounds – physical or psychological – on the present-day wanderer.

9

Bleak Spirit



Special Cards

Bleak Spirit



Special Cards

Bleak Spirit



Special Cards

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Bleak Spirit



Special Cards

Bleak Spirit



Special Cards

Bleak Spirit



Special Cards

Bleak Spirit



Special Cards

Bleak Spirit



Special Cards

Reprisals

*you've made someone angry
demons from your past*

BONUS SCENE

Play after any scene in part one or two.

Frame a bonus danger scene in the current location. The threat is an individual or group who have sought out the wanderer for past wrongs committed against them. Whatever lore is discovered in this scene is rooted in the wanderer's personal history.

10

The Beast Inside

*lycanthropy
a mysterious tincture
they were never human*

Play during any interaction scene.

PART ONE

The character the wanderer is talking to transforms into some sort of monster and flees the location. If they are encountered again, it will be as a monster in a danger scene. If the lore has not yet been discovered, this scene becomes a feature scene instead.

PART TWO

As part one, except instead of fleeing the monster leaps to the attack. The scene becomes a danger scene instead.

11

A Covenant

*a new family
a fallen order
a sinister conspiracy*

Play during any interaction scene.

The character in the interaction scene will offer the wanderer membership in some group or organisation, as determined by the world player.

If the wanderer accepts, leave this card on the table. The wanderer may play it once in a future scene for assistance from the group they have joined.

12

To Each, A World Entire

*mirror magic
time travel*

Play during any scene.

A duplicate of the wanderer arrives in the scene. Describe the one way in which they are unlike the wanderer, and the action they take as they enter. Then control of the scene returns to the world.

13

Visions

*ghosts of the past
hallucinogenic poison
psychic attack*

BONUS SCENE

Play after any scene in part one or two.

PART ONE

Frame a bonus interaction or feature scene, set entirely inside an unreal vision.

PART TWO

As part one, except you can also frame a danger scene. Prices paid in this scene usually take the form of self-doubt, loss of identity, lingering visions, or warped perceptions.

14

Consequences

*everything falls apart
something new manifests*

Play when the wanderer does something that feels momentous, dread, or important.

PART ONE

The whole area changes, immediately and irrevocably, as a result of the wanderer's actions.

PART TWO

As the part one effect, plus someone or something is immediately killed or destroyed. Parts of that person or thing will reappear incorporated into the adversary or the adversary's lair during the final confrontation.

15

Co-Operation

*an ally arrives
an assistant is summoned
a fiend is bound to service*

Play during any danger scene, including the clash.

Another character enters the scene to help the wanderer.

At the wanderer's option, they can foist the price of the danger scene onto their ally. (Just one price if this happens during the clash.) If the ally survives, they react as their character would suggest – but they are unable or unwilling to harm the wanderer for the remainder of the scene.

16

Transformation

*inner strength
an external curse
an adaptation to the world*

Play at any time.

The wanderer undergoes a physical transformation into a new form, possibly with accompanying emotional or intellectual changes.

This new form has to be one that can continue their journey.

17

A Powerful Foe

*a mighty warrior
a huge beast
a dark mirror of the wanderer*

BONUS SCENE

Play during the final (fifth) scene of part one.

Immediately take the role of the world (passing the role of wanderer to your left, if necessary) and play a revelation and clash with a terrible enemy. Something about this enemy constitutes an extra piece of lore, as created by you.

18



Bleak Spirit

Special Cards



Bleak Spirit

Special Cards



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Bleak Spirit

Special Cards



Bleak Spirit

Special Cards



Bleak Spirit

Special Cards

Asepsis

*someone or somewhere...
clean
innocent
unfaded or uncorrupted by time*

BONUS SCENE

Play after any scene in part one or two.

Frame a bonus feature scene. This scene takes place in either an existing location somehow restored to grandeur, or a new location of singular beauty or glorious purpose.

19

Time Passes

*day turns to night
an alien moon rises*

Play this card after any scene. You may move any existing characters to new locations, and all established dangers escalate in some way.

You may choose one danger to escalate immediately, and describe how it does so. All others will be escalated when a new scene is set in that location, by whoever is the world at that time.

20

The World

YOUR RESPONSIBILITIES

Choose the type of scene: danger, interaction, or feature.

Introduce the scene.

Describe the scene, and how it reacts to the wanderer's actions.

Set a price in danger scenes.

Introduce a piece of lore.

End the scene once the lore has been revealed and any threats escaped from.

Make sure to invoke the Bleak Spirit tone wherever possible: melancholy, mystery, and faded glory.

Make space for the chorus to contribute.

The Wanderer

YOUR RESPONSIBILITIES

Describe the wanderer's actions and speech as they explore the scene.

Ask questions of the world and chorus to elicit more details.

Portray the wanderer in line with the behaviours already established.

Choose the price the wanderer will pay in danger scenes.

Do *not* describe the wanderer's thoughts any deeper than surface-level.

The Chorus

YOUR RESPONSIBILITIES

Add atmospheric details to the scene the world describes.

Do *not* add new story elements.

Answer any questions the world puts to you with whatever feels right at the time.

Play any characters the world asks you to.

Set a price in danger scenes.

Danger

The wanderer confronts a threat of some kind: an enemy, a trap, a dangerous environment, or something similar.

The lore is often related to the threat in some way. Something the wanderer would learn only by overcoming the threat.

Overcoming the threat will require the wanderer to pay a price.

PART ONE

Enemies are slow or weak, traps are relatively simple, and environments are dangerous but not terrible.

PART TWO

Enemies are fast, aggressive or both. Traps are murderous or cruel. The environment seeks the wanderer's death as if possessed of a malign will.

Interaction

The wanderer meets someone – or something – which is willing to converse rather than fight.

The lore is usually something the character says, or something which their simple presence in the area reveals.

Interaction scenes might become danger scenes if the wanderer provokes – or outright attacks – the other character.

PART ONE

Characters are strange, eccentric, sometimes manipulative, but not hostile without provocation.

PART TWO

Characters are judgemental, quick to anger, and act on their feelings with no pause for discussion. Expect reckonings, revelations, and betrayals.

Feature

The wanderer finds a place or object of significant meaning, and has the time to examine it at their leisure.

The lore in a feature scene can be almost anything, and can be quite detailed – world and wanderer alike have plenty of time to focus on the environment and what it means.

PART ONE

Reminders of what the world once was and might be again. Moments of beauty or awe amid the ruins.

PART TWO

Examples of how far the world might fall, should the adversary have free rein. Places of dread and terror.

