

BLESSINGS FROM YOUR GOD

2 - Birth

Black - Beginner's luck. Automatically gain +1 bonus die (this can push you to four dice) to your first action in each scene.

Red - As your action, you can revive an unconscious pact-mate with a touch or by calling their name (no test needed). They immediately clear two conditions, but they have no memory of (and cannot work on) any village tasks for the rest of the stave.

3 - Clan

Black - Once per location, you can use your action to lead your pact in prayer and remove one point of heresy from each pact-mate. You do not need to roll for this action, but may not combine this with giving assistance or making your own test.

Red - Once per session, you can perform a ritual of blessing as your action. You do not need to roll, it is automatically successful. On the following round, all pact-mates (including you) receive the additional assistance die for free. No other assistance can be provided by anyone for that round.

4 - Death

Black - You can sense impending disaster. Gain +1 bonus die (this can push you to four dice) whenever you are being attacked by heretics, Horrors of the Woods, or Eldritch Beasts.

Red - As your action, you may touch a living adversary for a few seconds to drain their life (gain an auto-success against them, no test needed) and clear one damaging condition to yourself.

5 - Fire

Black - By snapping your fingers, you can create a spark in your palm to light things on fire. This grants you +1 die (can push you to four dice) if it would be of help to your actions.

Red - Once per location, As your action, you can control fire with your faith. You may use this to cause an existing fire to spread, “leap” to a nearby location, or die down into coals. This grants an automatic success (no test needed) when it helps complete a task.

You can also spend your first action to create a safe zone vs the Fire (5) rune, when it is drawn as a Horror of the Woods. All other pact-mates are then free to act as normal in the round.

6 - Blood

Black - Once per location, as an action, you can inflict a condition on yourself to inflict two successes of damage to any target that you can see.

Red - Your blood only leaves your body when you allow it to do so. Marking the body condition has no negative effect for you.

7 - Beast

Black - You have been blessed with claws, fangs, or talons. Gain a bonus die (up to a max of four dice) when such features would aid you in a test. You no longer need to carry a weapon and may instead choose something else to take with you on adventures.

Red - Upon marking all three conditions, you can enter a frenzied, feral state and will not fall unconscious (but still suffer penalties) until the end of the scene. Only then do you pass out. Your pact-mates will have to revive you in the following scene.

8 - Water

Black - Once per location, as your action, you may call a rainstorm down from the sky. This change of weather lasts for the rest of the current scene. Any pact-mate can gain +1 die if this rain helps with their task (up to the normal max of three dice).

Red - During any Community phase, or at any location with water, as your action you can perform a small ritual, submerging or splashing your pact-mates to clear all of their conditions.

9 - Tree

Black - Once per location, as your action, you can cause all vegetation in your immediate area to burst forth into life, obscuring your passage, tearing down walls, or trapping foes within. This grants an automatic success (no test needed) when it would help you complete a task.

Red - The Eldritch Woods blesses your every action. You may now count results of 3 on any dice that you roll as a costly success instead of a failure.

10 - Dirt

Black - Once per location, as your action, you may sniff out and uncover something useful that was “buried” and forgotten. This grants an automatic success (no test needed) on tasks that involve finding supplies, magic items, lost villagers, or small gods.

Red - As an action, you may dig a tunnel to your next location at the end of any scene. This is a new task that requires one solid success (6) to complete. You cannot have assistance for it.

If successful, mark the tunnels you have dug on the map with a double line between the two hexes. They remain as long as locations on either side continue to exist. Do NOT remove a token from the Gloaming pool, or test for an Eldritch Beast attack, when the pact travels through one of these tunnels.

J - Sun

Black - The gods help you see hidden dangers. When anyone draws for the Horror of the Woods, draw two and you decide which one to use. The Watcher ability can be used to replace one of the cards before you choose.

Red - As your action, you can channel the light of the sun through your own body. Inflict a condition and remove a Gloaming token to burn away the Horrors of the Woods in your location and ignore their effects for the rest of the scene.

Q - Moon

Black - You can cloak yourself in shadows. Gain a bonus +1 die (this can push you to four dice) to any tests involving sneaking or hiding. You do not need to spend an action to activate this ability.

Red - Your shadow functions independently of your body. It makes no sound and has minimal physical substance, but otherwise looks like whatever you need it to be. Once per location, this grants an automatic success (no test needed) when it could help complete a task. You are free to take an action as well.

K - Stars

Black - You can see the tendrils of Eldritch Ways that flow through the woods. When drawing a Mandate of the Runes for a bonus die, you may draw two and take the one you like the best.

Red - Once per session, when an Ace or face card is drawn for an Eldritch Beast attack, you can instead direct the beasts to attack the heretics' village. Remove a token from the Heretic pool. All subsequent Eldritch Beast draws (and attacks) proceed as normal.

A - Void

Black - Once per scene, on your tests only, you may ignore a failure and treat the result as a costly success instead.

Red - Once per scene, at the end of a round, you may completely reverse *either* all damaging conditions incurred by anyone this round, all items broken this round, or all tokens added to the Heretic pool this round. (You may only choose one of these effects, but may pick any of the three each time you use this ability.)

COMMUNITY CRISES

2 - Birth

In the dead of night, the heretics sneak into the village and steal away all of the children. If any villager NPCs have been described as children, remove (but do not destroy) those cards. Add a number of tokens to the Heretic pool equal to the number of NPC cards removed. Place a single token in the Village pool.

From this point forward, if the Birth rune (2) is drawn as a community task, discard it and place a token in the Heretic pool. Do not draw a new task to replace it.

3 - Clan

Half of your village has given up and decided to join the heretics. Randomly select half of the existing village NPC cards (rounded up) and remove them from the game. Do not destroy these cards.

Add a token to the Heretic pool for each villager NPC removed. Place a single token in the Village pool to represent the loyalists.

4 - Death

A swift plague sweeps through the village. For each villager NPC created, have someone roll a single die. On a roll of 6, that villager survives. Any other roll results in their demise. Once the fate of every villager has been determined, place a single token in the Village pool to represent the survivors.

5 - Fire

A fire burns through the village and destroys all of the buildings, but most of the villagers survive and seem determined to rebuild. Place a single token in the Village pool to represent the survivors.

From this point forward, you must select an additional community task to perform as a pact responsibility (place at the top of the playmat) and suffer the consequences if it is not completed.

6 - Blood

The villagers blame you for their troubles and attack the pact at the start of the next Community phase. Each pact-mate must mark a damaging condition AND break one of their items.

You may not interact with villager NPCs to heal damage or repair items during this Community phase. Place a single token in the Village pool to represent your resentful villagers.

7 - Beast

Your villagers give in to their primal nature and begin tearing each other apart in a frenzy. Randomly select half of the villager NPC cards and tear them in half. These villagers have perished. Place a single token in the Village pool to represent the survivors.

8 - Water

A flood wipes out the village and drowns most of your villagers. Discard all existing villager NPC cards. Scribble out the Village hex on your map. Relocate the village to a new hex in the inner ring and write the word *Village* there.

Place a single token in the Village pool. On your next Community phase, you may begin establishing the new surviving villagers.

9 - Tree

An eldritch curse spreads through your village, turning random villagers into petrified wooden statues of themselves. For each villager NPC card on the table roll a single die. On a roll of 1 to 3, that villager has turned to wood. Fold their card in half but leave it on the table. Place a single token in the Village pool to represent all the remaining survivors.

For the rest of the game, you may use a petrified villager to serve as an automatic success (no test needed) on any task that requires sticks, building materials, or firewood. However, one of the pact-mates must take a point of heresy every time you do this.

10 - Dirt

There is no more food and the villagers are starving. Each pact-mate may mark a single damaging condition to save one villager of their choice. You are going hungry so that villager will survive. Discard all remaining villager NPC cards.

Place a single token in the Village pool to represent the remaining, but greatly weakened, villagers.

J - Sun

The heretics have discovered one of your villagers out in the woods and interrogated them. Randomly select a single villager NPC card and tear it in half. That villager has been lost. The heretics, now fully aware of your village's existence, begin building up their forces for an attack.

Add a number of tokens to the Heretic pool equal to the number of remaining villager NPC cards you have defined. Place a single token in the Village pool for each fully fleshed out villagers you may still possess.

Q - Moon

Your villagers have lost all of their important memories. Erase everything from each NPC card, except the villager's name and breed. You must rebuild their occupations and personalities from scratch. Place a single token in the Village pool.

K - Stars

Your village has drawn the ire of the Eldritch Beasts. When it is time for your next Community phase, you must turn to pg. 184 (An Eldritch Beast Has Found You!) and resolve that encounter instead of the normal NPC interaction part of the Community phase...

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K - Stars (continued)

For each round you spend hiding or fighting the Eldritch Beast, randomly discard one villager NPC sheet by crumpling it into a ball and throwing it away. That villager has been devoured, but it does not stop the Beast's hunger. Only being driven off or eating a pact-mate will suffice.

Once the Eldritch Beast has been resolved, place a single token in the Village pool and continue with any remaining steps of the Community phase.

A - Void

Your villagers have simply vanished, though the village itself remains. Discard all existing villager NPC cards. Leave your Village pool at zero.

You may no longer call on villagers to aid you, they do not vote when required, nor may you define new villagers. However, your pact no longer needs to draw and resolve community tasks for the rest of the game.



ELDRITCH TAINTS

2 - Birth

You are like a newborn babe, all of your memories and fears have been wiped completely away. Erase all of the previous blessings granted by your god and choose any one from the full list that you did not already have.

However, your god also is more lenient, due to your newfound innocence and ignorance; add one empty rank to your heresy track on your character sheet. You can push things a bit further before being smited.

3 - Clan

There are two of you now. Though one of you is the evil twin and resides with the heretics. Add a token to the Heretic pool now.

Every time you channel your god's blessing or your vocation ability, you must draw a card to see if he gives the power to you, or to the other one. If you draw the Heretic Rune (or a rune in its group), your blessing fizzles and has no effect.

4 - Death

You died for real inside the belly of the beast. In fact, you are still dead. But your god is not done with you yet, so your soul is stuck in your still animated body. Like a zombie!

You can only be healed in the village itself, and only during the Community phases. On the upside, ignore all condition penalties, but still mark them as you can be knocked out when all three are filled.

5 - Fire

You have felt fires hotter than anything in this realm, and they left you badly burned and permanently scarred. You cannot take advantage of the care and comfort action in the woods, as you are beyond the healing efforts of your pact-mates. (Blessing abilities and villager healing during the Community phase can still affect you.)

But there is no fire in the Eldritch Woods hot enough to burn you anymore. You can ignore the effects of the Fire (5) rune when drawn as a Horror of the Woods, though it will still impact your pact-mates.

Once per scene, if you were somehow using fire as part of your action, you may ignore all consequences on a single test.

6 - Blood

You now weep blood from your eyes, constantly. There is no stopping it and you never run out. Permanently mark the body condition. This can never be healed, but you do not suffer a penalty from it.

You can also ignore the Blood (6) rune requirement when drawn for a Mandate of the Runes. (You are already spilling blood, always.)

7 - Beast

Your very essence has become mingled with the last creature the Eldritch Beast devoured, and when you escaped you brought some of them back with you. You now have the physical features of a second animal-folk and may gain another ability relevant to that animal.

However, you are also seen as an abomination to the Woodland gods. Permanently cross off one dot on your heresy track. This can never be recovered.

8 - Water

The inside of the Eldritch Beast was wet, so terribly wet, and you distinctly remember the sensation of drowning inside it, gulping for air, and sinking into oblivion.

You can now breathe underwater (one automatic success when this helps you complete a task), but getting wet brings back terrifying memories and forces you to mark the Mind condition.

9 - Tree

A tree is growing inside your soul, turning your skin rough and bark-like. Your joints become stiffer, your movements slower. You may never push to five dice, no matter what.

Add two more dots to your clothing item, allowing you to mark it three individual times to soak consequences. You cannot recover these dots once they have been marked, however.

10 - Dirt

You are surrounded by a foul miasma. You stink horribly and cannot grant assistance (pass a die) or give comfort and counseling (heal their conditions) to conscious pact-mates.

However, this also works in your favor, giving you +1 bonus die (this can push you to four dice) on any tests against heretics, Eldritch Beasts, or living Horrors of the Woods. Nothing wants to get close enough to strike you.

J - Sun

Every time you close your eyes, you see the burning light of the Eldritch Beasts emblazoned on the back of your eyelids. The good news is that you no longer seem to require any sleep and may take two turns during all Community phases...

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J- Sun (continued)

But the lack of restful slumber means your Heart condition is permanently marked. Ignore the consequence from this. You are still able to provide assistance or care and comfort.

Q - Moon

Your eyes now glow with the light of the moon. You gain a bonus die to finding things or performing ritual magic. (This can push you to four dice.)

However, you cannot gain any bonus dice, from any source, when hiding, sneaking, or trying to blend in.

K - Stars

Having seen the bewildering array of possibilities in the cosmos first hand, and all in the blink of an eye, you now find it near impossible to focus on any one task for too long.

If you repeat the same action in a subsequent round you can gain no bonuses from assistance, items, or abilities (but you can always draw Mandates of the Rune cards). This insight also grants you +1 bonus die (to a max of four) on any mythic or magical tasks out in the woods .

A - Void

When you escaped the eldritch horror, you didn't make it all the way back. People find it hard to notice you, or even remember that you exist anymore.

Gain +1 bonus die to any test involving hiding and sneaking, but assistance bonuses now require extra effort. You will need two cult mates to provide assistance to you in order to gain a single assistance bonus.



FISHING RESULTS

2 - Birth

Tiny fish still count, but you could also use them as bait! Either remove this card from the pool and place a token on the fishing task, or use this catch as bait for your next fishing test. Gain +1 die to your next fishing roll (this can push you above four dice).

3 - Clan

There is a veritable bounty of fish to be caught and they are practically leaping into your buckets or baskets. Choose one outcome: Place any missing tokens on this task and mark it as complete -or- share the wealth with your pact and each pact-mate clears one marked condition.

4- Death

Poison fish! Place a token on the fishing task and set this card with your NPC sheets as a reminder. The next time you are directed to kill a random villager, you may choose which villager dies instead.

5 - Fire

Campfire crawlers! Not technically a fish, these oily crustaceans still make good eating or good kindling. You can use this catch to place a token on either the fishing task, or any wood-gathering or fire-based tasks you may also have to complete.

6 - Blood

Leeches! You can actually eat these blood sucking horrors (though you should probably cut off the heads and cook them first). Place a token on the task card and discard this catch. However, for the rest of the stave anyone may remove a token from the fishing task card to count as the cost for the Blood rune when drawn as a Mandate of the Runes or to automatically heal a damaging condition.

7 - Beast

Arghhhhhhh! An Eldritch Beast rises from the deeps! Spend three Gloaming tokens to “toss” this card back. Otherwise, flip to [pg. 186](#) (An Eldritch Beast Has Found You!).

8 - Water

Sometimes fishing is just a waste of time. Make no progress on your task. Remove this card from the pool and replace it with a new, face-down card.

9 - Tree

The water here is full of dangerous, tangled tree roots. You may still count this card as a catch and place a token to mark progress toward the task, but if you do so you must also break a piece of gear on your character sheet.

10 - Dirt

Treasure! Unfortunately, you didn't catch any fish, but you did catch something useful. You may not place a token on the fishing task for this turn.

But you can either place a token on any other card that requires an item to complete -or- a single pact-mate may replace a damaged stash item.

J - Sun

The water here becomes crystal clear, making it easier to see the other fish! Place a token on the task to mark your progress toward completion and remove this card from the pool.

Then, flip over two more cards in the pool, but do not remove them, mark additional progress, or remove these cards from the pool. You can see what choosing these cards in later tests will do for you, but you do NOT have to choose these cards if you don't want them.

Q - Moon

Mutant were-fish! Choose one effect:

Count this catch as progress toward your task. At the end of the current stave, randomly select a villager. This villager mutates into a horrible monster and runs off into the forest. Add a token to the Heretic pool and remove the villager NPC sheet from play.

Or, you are bitten by the fish and undergo a horrible transformation. Mark a point of heresy and draw a card from the Deck of Eldritch Ways. Consult the [Eldritch Taints](#) table on [pg. 209](#) to see how your character changes. (You may always choose to toss this card back into the pool and ignore both effects.)

K - Stars

You have caught a magical fish and it promises the gift of foresight in exchange for its release and a promise to never fish in this pond again. You may choose to ignore its wishes and tally it as part of the day's catch. If you do so, add a token to both the fishing task card and the Heretic pool.

If you agree to its demands, return this card to the fishing pond and flip over any face-up cards in the pond (so only the backs of the cards are showing). Shuffle the cards in the pond and deal them out into a new random grid. Do not add cards from the Deck of Eldritch Ways to account for cards already drawn in the fishing task, simply make a smaller pond.

Then, flip over the top card of the Deck of Eldritch Ways and leave it face up on top of the deck.

As long as you draw no more cards from the fishing pond, whatever card is on the top of the Deck will always be face up.

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K - Stars (continued)

Any abilities that reference the top card(s) of the Deck ignore the face up card and consider only the unknown ones below it. After you draw a card from the Deck, flip the new top card face up.

If anyone chooses to fish again in this stave, flip the top card of the Deck of Eldritch Ways face down and lose this effect.

A - Void

The body of water contains no fish at all. In fact, they never even existed in the first place. Gain two Gloaming tokens. Remove all tokens from this card and leave it on the table.

Remove the fishing pond from the table. No fishing tasks can be completed during this stave.

You cannot **“Toss It Back”** to ignore this card.

Mark through any mention of water in this location’s hex on the playmat. In subsequent staves, you must use a different location to complete fishing tasks.



HORRORS OF THE WOODS

2 - Birth

Something in the air makes everyone dizzy and their memories start slipping away. You are lost and must roll for a random location when you leave this location. Use the diagram on the playmat as a guide to determine where you end up next.

3 - Clan

The heretics got here first and claimed all the resources. You must achieve, as a group, a number of successes equal to the current Heretic pool fighting the heretics before you can safely leave this location.

Any pact-mate can instead choose to flee from the scene, but this will allow the heretics a “free attack.” Mark a single damaging condition as you escape. If the pact does not achieve enough successes by the end of Round 3, you must all flee from the location and each take the required damaging condition.

4 - Death

This location is haunted by ghosts of the long dead. Heresy, marking the Heart condition, or removing Gloaming tokens are the only consequences that you can take here.

5 - Fire

A wildfire has swept in and the location is literally burning. All pact-mates mark a damaging condition now. A safe zone (three successes) must be created before anything else can be done here.

6 - Blood

The forest here is literally oozing blood. It’s pretty gross and sticky. We are limited to a max of two dice here, even when taking a Mandate card. Blessings or passing a die from assistance can push this to three, but no higher. If blood is drawn as a **Mandate of the Runes** here, consider it already covered.

7 - Beast

Rabid beasts attack the pact the first time anyone fails a test here. Chasing them off is a new task that requires three successes. At the end of each round that they remain in play, every pact-mate must break an item or mark a damaging condition.

8 - Water

A terrible thunderstorm strikes without any warning. One consequence is automatically inflicted to a pact-mate at the start of each and every round in this location. We can choose among ourselves what the consequence is and who takes it. It does not have to be the same consequence or target each time.

9 - Tree

The wood is growing at an unnatural and alarming rate. This location will become overgrown and unavailable at the end of this scene. Blacken it out on the playmat when the pact leaves this location. You can never return here again.

10 - Dirt

The ground here is rumbling and shaking at random intervals. Gathering any items, magical or mundane, requires four successes here instead of the normal three. Finding a small woodland god or magical artifact only takes two successes, however. Communing with a god will still take the normal three.

J - Sun

Sweltering heat gives rise to rotting undergrowth and swarms of stinging insects. Their incessant buzzing covers up any sounds the pact-mates make. You cannot take noise as a consequence in this location.

Q - Moon

For whatever reason, this location is cloaked in midnight shadow. Add a token to the Gloaming pool. Lights won't work here and finding anything at this location, including a small god, requires four successes. (Communing with a god, once you have found it, only takes the normal three.)

K - Stars

This location is warped by the dreams of a slumbering god. Draw a second card to see what sort of god's dreams these are.

Leave the second rune on the table as a reminder, until the pact leaves this location. This second rune dictates what small god, gifts, or artifacts can be found here. When instructed by the book to draw to reveal any of the above, ignore that instruction. The rune on the table stands in its stead.

When the pact leaves, roll at random for a new location to travel to. Use the guide on the playmat to determine which location you arrive at next.

A - Void

This location is now a nest of an Eldritch Beast. Remove one additional token from the Gloaming pool now. Mark this location on the playmat with the initials EB.

Returning to it later will result in an automatic Eldritch Beast attack, no card draw required.



TENETS OF THE WOODLAND GODS

2- Birth

Be fruitful and multiply. Give birth to new followers, who must be protected and raised by all. Create at least one new villager each stave and define them as a child. Other villagers created in a stave do not need to be children.

3 - Clan

We serve each other. You must always help any cult mate that asks for it. Choose one extra pact responsibility each stave.

4 - Death

Your god demands sacrifice. At the end of each stave, pick a villager card at random and tear it in half. This villager has been sacrificed. (You do not have to lose two villagers if you fail Stave II.)

5 - Fire

Spread my words and ways like wildfire. You must visit at least two new locations in every stave. Failure to do so inflicts two points of heresy on each pact-mate.

6 - Blood

Our enemies must be punished. Give them no reprieve, grant them no mercy, and spill their blood at every meeting. Must choose to “Attack the Heretics” in Stave III.

7 - Beast

Let instincts alone guide you. Make no plans, write nothing down. Roll randomly for each location you travel to in the woods.

8 - Water

Water is life. You must travel to a location with water at least once during each stave and spend an action bathing there to remove one point of heresy. Failure to do so will by the end of the stave will add a token to the Heretic pool.

9 - Tree

Protect the forest and harm none of the trees. Anyone who damages any tree in the woods, for any reason, immediately takes one point of heresy.

10 - Dirt

My faithful must embrace poverty and cannot own possessions (cross off your personal item slot) and must reject treasure, bribes, and any display of wealth.

J - Sun

My people do not creep or hide in the darkness. Go boldly in the light of the day, make your intentions known to all. Secrets and sneaking cannot be tolerated. Anyone who whispers, hides, or sneaks takes an immediate point of heresy.

Q - Moon

My secrets are sacred. Speak not above a whisper, never shout, always hide your intentions from outsiders. Noise is no longer usable as a consequence.

K - Stars

You must guide those that follow after. Always write down your knowledge and leave signs so others can find you. (Add one to the Heretic pool every time you move to a new location.)

A - Void

Everything will fade, thus everything is expendable. Make no attachments. If someone is lost, they are on their own. You cannot help them. Pact-mates may no longer provide assistance or comfort and counseling to each other.



VILLAGE TASKS

2 - Birth

Bring a kid to work day! You have been saddled with a small group of youngsters who want to be just like you when they grow up. You need to teach/show them three important things about being a pact out in the woods to complete this task.

3- Clan

Wedding day! Gather or make gifts to help the happy couple start their life together.

4 - Death

Compost culture! The village gardens need some help getting going. Bring back three elements of decay (mushrooms, earthworms, rotting leaves, etc.) to jump start the compost piles.

5 - Fire

Marshmallow bonfire! We always need more firewood. Suitable sticks need to be gathered up and delivered.

6 - Blood

Berry picking! Gather up enough berries and deliver them to the village chef to be baked into delicious pies.

7 - Beast

Parade of the animals! Everyone in the village needs a new costume and mask for this festive party. Find three interesting things to incorporate to fulfill this task.

8 - Water

Fishing trip! Bring back a whole bunch of fish for the village. If no location is marked on the inner ring that provides water, add one to the outer ring now and describe a danger that lurks there. If you are using the optional fishing rules, see [pg. 199](#) to set up the fishing pond.

9 - Tree

Fix-it frenzy! Several of the village buildings are crumbling. Gather supplies or help with the repairs.

10 - Dirt

Laundry day! You need to collect the cult's soiled garments and make sure they get washed. If there is not a location in the inner circle to provide water, add one now (even if this adds to an existing location.)

J - Sun

Pottery class! Pots are cool. But the village needs clay to make them. Gather clay and maybe even help with the decorations.

Q - Moon

Hide and seek! Villagers have ventured into the "safe" part of the woods for a giant game of hide and seek. Find (and most likely rescue) three of them to complete this task.

K - Stars

Catching fireflies! You can use them for so many things. Make or acquire containers to hold them in and start catching!

A - Void

Closet cleaning! The villagers are cleaning out their closets and sweeping out the cobwebs. You need to dispose of the "donations" so they don't lead back to your village



MASTER RUNES AND SYMBOLISM



2 - Birth: bees, dawn, eggs, flowers, fruit, lotus, nest, new beginnings, parenting, potential, rabbits, spring, twins



3 - Clan: bread, community, friendship, gardens, hands, hearth, house, marriage, pottery, singing, walls, weaving



4 - Death: black, funeral wraps, graves, incense, moth, nightshade, poison, raven, rosemary, skull, sleep, white



5 - Fire: ash, brick, candles, coal, destruction, flint, glass, magma, orange, phoenix, renewal, resin, smoke, warmth



6 - Blood: bat, bonds, chalice, dagger, garnet, heart, kinship, leeches, motherhood, pain, red, ruby, sacrifice, salt



7 - Beast: bear, bones, combat, den, feathers, fossils, fur, howling, meat, primal urges, rage, survival, talons, wolf



8 - Water: blue, bottle, clouds, crystal, fish, healing, ice, lakes, pitcher, rain, shells, smooth stones, streams, tears



9 - Tree: acorn, branches, green, growth, leaf, nuts, pine cone, sap, shelter, staff, strength, squirrel, thorn, wood



10 - Dirt: brown, clay, gemstones, iron, mud, mushrooms, rocks, root vegetables, shoes, spade, travel, weeds, worms



J - Sun: bravery, bright, circle, crown, drought, eclipse, falcon, glory, gold, leather, lion, sun flower, war, yellow



Q - Moon: dreams, hare, lantern, mask, mirror, moonflower, owl, shield, silver, sleep, tides, unicorn, wisdom



K - Stars: cloak, cold, constellations, diamonds, distance, fireflies, glitter, magic, mica, mysteries, prophecy, wand



A - Void: absence, bag, blank, clear, emptiness, fog, holes, nothingness, onyx, pocket, screaming, silence, space, time

MANDATES OF THE RUNES

2 - Birth: Let this test fail (but take no consequences.) Try something else next round and gain a free +1 bonus then. (This can push you to five dice.)

3 - Clan: You must give assistance to a pact-mate before the end of the scene, or gain two heresy.

4 - Death: Reminisce about and honor someone you have lost or left behind by the end of the scene, or gain two heresy.

5 - Fire: Burn something as an offering for your god by the end of the scene, or gain two heresy.

6 - Blood: Spill your own blood now to prove your faith. Mark one damaging condition.

7 - Beast: Embrace your inner beast. Viciously attack someone (or something) by the end of the scene, or gain two heresy.

8 - Water: We all drink from the same stream. You may not attack anything for the rest of the scene. If you do, gain two heresy.

9 - Tree: The wood will provide all that you need. Break an item in your stash now.

10 - Dirt: By the end of the scene, bury an item from your stash and leave it behind, or gain two points of heresy.

J - Sun: Go boldly about your duties. Do not skulk, sneak, or hide for the rest of the scene. If you do, gain two heresy.

Q - Moon: Howl loudly, so all may hear of your faith and devotion. Remove one token from the Gloaming pool.

K - Stars: Look inward and confess a damaging secret to your pact-mates or to an enemy. If you have not done so by the end of the scene, gain two heresy.

A - Void: Your god ignores you entirely. They are busy elsewhere. Take the die, there is no cost.

