

## Bindings 2: Deep Trouble

There's someone who needs your help, or something you must do, because you work with the kinds of things you work with.

...Unfortunately, you have no idea what you're doing. This is big. This is complicated. Maybe leap in feet-first and hope to figure it out as you go?

**Reward** You're oriented now. You have a plan.

### Alternate Bindings 2: This is Fixable

There's someone who needs your help, or something you must do, because you work with the kinds of things you work with.

...It'll be tough, but you know what to do.

**Reward** You've tangibly helped them or made tangible progress.

## Bindings 2 Quests

**Science!**<sup>0</sup> (Core 344) This troublesome situation bothers you. But it also interests you as... a scientist, or magician, or whatever.

**Someone's in Trouble!**<sup>0</sup> (Core 346) Someone's in trouble. Usually it's a relative innocent. You help them out!

**Taking Care of a Small Child (Core 339)** You raise and nurture, or help with, a small child.

**The Door Into Memory (Core 326)** You've opened a door into somebody's memories. Now, you explore in the hopes of changing something.

**A Brush With a Mystery (Fortitude 297)** A Mystery touches your life.

**Encounters in the Night!**<sup>0</sup> (GMD 323) Something sacred comes into your life, and there's this person who denies it.

**Haunted!**<sup>0</sup> (GMD 308) Something is visiting your dreams. Something is intimately tangled with you, like a thorn in your mind.

**Sins of the Father (GMD 384)** Evil broke. It cracked, like an egg, and things fell out. You have to deal with one of these wicked legacies.

**Drowning!**<sup>0</sup> (Glitch 360) Your sense of self is losing ground against your bane.

**Taking Care of a Small Child [Glitch (Glitch 332)]** You raise and nurture, or help with, a small child.

**The Angel's Vigil (Glitch 326)** You're keeping watch over something you're guarding or something that you don't understand.

**The Crossroads!**<sup>0</sup> (Glitch 368) You're coming to a crossroads. Both paths are covered in mist. The cost, of going either way, is pretty high.

**The Gaol of the Just!**<sup>0</sup> (Glitch 346) The heart of some bastion of order and "the good" proves rotten. Inside, you encounter nightmares and traumatic things.

**Things Break Down!**<sup>0</sup> (Glitch 339) The orderly procession of your life isn't working any more.

**Harpy: the Haunting!**<sup>0</sup> (Tumblr) You are called to quest against Harpy.

## Bindings 3

You risk yourself on a complicated and difficult plan. Usually you know what you're doing, and you're doing it right, but you're doing something so hard and complicated that you might lose midway through anyway.

**Reward** You win! ...unless you already lost. If you already lost, finishing this quest results in the ongoing catastrophe staggering to its natural halt.

### Bindings 3 Quests

**Engineering!**<sup>0</sup> (Core 348) You know enough about what's going on now to move forward in a thoughtful and organized fashion to solve the problem at hand.

**Poisoned (Core 336)** You've been poisoned. You keep having these horrible visions, or possibly even real, physical manifestations, of yourself as something else.

**The Great Dread Witch Hunt (Fortitude 280)** You get involved with some of the rats who are hoping to count coup on, or kill, Caroline Yatskaya.

**Trying to Fix Some Social Problem (Fortitude 233)** There's some problem that isn't getting enough attention that you think people should fix.

**Surreal Environments!**<sup>0</sup> (GMD 386) You're spending time in a surreal or stylized environment.

**The Troubled Sky!**<sup>0</sup> (GMD 326) You struggle to reach up from where you've been and become something better than you were.

**The Wishes of Birds and Beasts\* (GMD 105)** You can tell what animals want. So you help.

**Wishing for Healing!**<sup>0</sup> (GMD 320) You've learned a little more about life and put your powers to use fixing things and mistakes you didn't know enough to fix before.

**A Distant Dream!**<sup>0</sup> (Glitch 341) You're on a long and winding journey to a mythic place.

**Event Planning/Preparation (Glitch 328)** You're preparing for some big event that's coming soon.

**Grail Quest!**<sup>0</sup> (Glitch 362) You hunt for the tangible representation of a great abstract.

**On, Into Nightmare!**<sup>0</sup> (Glitch 347) To achieve your ends, you must dive into nightmare.

**Poisoned [Glitch (Glitch 330)]** Something has gotten into you. Something has twisted you, has woken something that is you—but not you—within you.

**The Flower Rite (Glitch 328)** The flower rite is an attack in which you pit an Estate against itself.

**The Great Work!**<sup>0</sup> (Glitch 370) You take something that was broken, damaged, or just let decay, and make it whole and new.

**Harpy: "That Which Is Not Hope!"**<sup>0</sup> (Tumblr) You're hunting something bright and high and far away. Only... It's too late, isn't it?

\*: includes only any-time quest(s)

<sup>0</sup>: part of quest set

## Bindings 4

You're making a proactive choice or gamble. You've decided to fix things, *change* things, or reveal the truth of how they already are.

**Reward** You made an impact. You changed things. Was it right to do so? Time will tell.

### Bindings 4 Quests

**Above the Fray**<sup>†</sup> (Core 350) You rise above the conflict and... mess... of things. You seek objectivity. Maybe you're affecting to the role of a god: deciding what something's worth, where it comes from, and what its destiny should be.

**Concentrated Awesome** (Core 323) You're a total master of some environment or totally in synch with a partner, lover, friend, or rival.

**Exploration of a Wish** (Fortitude 227) A wish or miracle has just changed the whole world. Now you have to work out what this means for you!

**Helping Arkady Sosunov** (Fortitude 268) You meet Arkady Sosunov on one of his attempts to run away and establish an independent life. You step in to help him.

**Transcendence\*** (Fortitude 241) You've become kind of an avatar or expression of a place or situation, or you've let a person subsume you. Build on that to save or redeem them.

**The Struggle of the Knight**<sup>†</sup> (GMD 332) This is your chance to push past everything that's holding you back and seize your destiny.

**Triumph**<sup>†</sup> (GMD 388) You're a legend. You're awesome. This is you hanging out, being cool, and doing something amazing.

**Wishing for Power**<sup>†</sup> (GMD 314) This is the story of what happens when you make one or more wishes (or similar) to give yourself amazing powers, seize power over Town or Fortitude, or otherwise become a bigger deal than you are.

**Wishing/Using Power for Ease**<sup>†</sup> (GMD 310) This is the story of what happens when you start taking big shortcuts to make your life a little easier.

**Searching**<sup>†</sup> (Glitch 359) Your old answers don't satisfy you. You go looking for new ones.

**Study** (Glitch 331) You're trying to understand something. You're trying to learn something. It's usually something weird.

**The Flower Rite** (Glitch 328) The flower rite is an attack in which you pit an Estate against itself.

**The Sharp, the Sweet**<sup>†</sup> (Glitch 340) The story of old friendships that have become great burdens and new loves that are painful.

**The Shrouded Hills**<sup>†</sup> (Glitch 369) You are called away to a beautiful vale to face some ancient, unsleeping foe.

**Two Worlds Collide**<sup>†</sup> (Glitch 348) You've achieved something, or committed folly. You've changed the world. And it's big.

**Harpy: Epilogue**<sup>†</sup> (Tumblr) There's something left-over that you have to do, generally more epic in scope than the thing whose loose ends you're tying off.

## Bindings 5: The Aftermath

You explore the consequences of a big decision you made for somebody else.

**Result** It's time to turn your attention to something new.

### Alternate Bindings 5: The Axis of the World

You become, or take up your mantle as, part of the axis of the world—e.g., the chain that holds evil at bay, the order that holds the world together, the power that binds all nightmares or dreams away from reality or makes what is alive to live.

**Reward** You fulfill a key cosmos-stabilizing task.

### Bindings 5 Quests

**Bind\*** (Core 320) You will imprison a defeated horror in a sacred place and there you will strive to teach it humanity or humaneness.

**Walking the Boundaries**<sup>†</sup> (Core 352) You have space and time to explore the aftermath of previous quests in full.

**Exile** (Fortitude 251) You've had to leave a good place. You feel hollow.

**Exploration of a Wish** (Fortitude 227) A wish or miracle has just changed the whole world. Now you have to work out what this means for you!

**Love for the Water\*** (Fortitude 350) It comforts you, being out on the water.

**Asserting Your Existence**<sup>†</sup> (GMD 318) You're lost somewhere—your soul, your self has gone away. You can connect to it only in dream-like visions (and actual dreams.)

**Atonement**<sup>†</sup> (GMD 330) You've failed somehow; or maybe you were never worthy. But this is your chance to make good.

**The Story of Your Life**<sup>†</sup> (GMD 380) You're working—probably on a big project. Something that matters.

**A Peaceful Life**<sup>†</sup> (Glitch 358) You are a renunciate. You have withdrawn yourself from the world, chosen not to engage with it.

**A Symbol of Hope**<sup>†</sup> (Glitch 349) You have brought something new into the world. Now, you must take ownership of that.

**Fitting In**<sup>†</sup> (Glitch 342) You've accepted an ordinary life; an insignificant life; maybe even a pathetic, shameful, or degenerate existence... because that's your path to what you want.

**The Long Night**<sup>†</sup> (Glitch 366) A timeless interregnum of listlessness, when you have lost your bearings and everything is grey.

**The Welken-Rite** (Glitch 334) You plant a seed of unreality in Creation, tend it, and allow it to spread its metaphorical roots.

**The Work of Time**<sup>†</sup> (Glitch 364) Some things you just have to live through, slowly, bit by bit, until you understand.

**Harpy: Unmoored**<sup>†</sup> (Tumblr) Things are getting a little bit out of hand.

\*: includes only any-time quest(s)

†: part of quest set

## 🗡️ Knight 2

This quest is a story of the thing that's in your way. Think of it as a "documentary"—it's not about how you *conquer* your problem, it's just a tool to help explore what that problem is.

A vice? A weakness? An enemy? Or is it just that you're kind of raw and new?

**Outcome** This chapter of your life is over—things are about to change. You've either just made a big decision, just gotten the first big sign of that change, or you'll do so tonight or tomorrow morning.

### Knight 2 Quests

**A New Hobby (Core 316)** You've started a new hobby!

**Changes<sup>0</sup> (Core 364)** A big change is coming. The world, or your body, or your soul, or that of a friend—it's shifting.

**Let's Doing!<sup>0</sup> (Core 356)** The problem here is pretty massive, pretty complicated, pretty big. You're going to try to bull through it with sheer can-do gumption anyhow.

**Physical Training (Core 334)** You engage in rigorous training.

**Friend to the Rats (Fortitude 290)** You fight loyally to help, support, and defend your friends among the rats.

**Good Catch\* (Fortitude 339)** You're learning how to bring in a good haul of fish.

**Learning the Ropes<sup>0</sup> (Fortitude 328)** You've made a change in your life, resulting in your being completely lost, raw, and new at what you're doing now.

**Sacred Child\* (Fortitude 257)** Fortitude recognized you as a sacred child.

**Trying to Fix Some Social Problem (Fortitude 233)** There's some problem that isn't getting enough attention that you think people should fix.

**A Mortal Life\* (GMD 192)** You're new to the lower world. You're an alien here, and you spend a lot of time figuring this place out.

**A Troubled Protagonist\*<sup>0</sup> (GMD 355)** You're messed up. There's something you just can't get over, can't get past.

**Art Shop and Garden\* (GMD 257)** You're working to restore an old manor but sometimes your mask of normalcy slips.

**The Troubled Sky<sup>0</sup> (GMD 326)** You struggle to reach up from where you've been and become something better than you were.

**The Grand Scheme<sup>0</sup> (Halloween 60)** You've figured out who you want to be. *What* you want to be. And now: a grand scheme to either... *do* that, *here, now*, or to save the world so that you can do that thing later on.

**Harpy: the Weight of the World<sup>0</sup> (Tumblr)** Your world is under a fog.

## 🗡️ Knight 3: The Challenge

Something infects you or tries to change you. Something challenges your conception of yourself.

**Result** You err. Or fall from grace. Or are changed. Or possibly you grow.

### Alternate Knight 3: A Fish out of Water

You're taken completely outside your normal context. Maybe you try to stick to your role and vice and aspirations. Maybe you take a break from them. I don't know! Everything is different for a while.

**Reward** This has a two-part reward:

- 🌀 first, you have new inspiration about how to be what you want to be and do what you want to do.
- 🌀 second, if there's nothing preventing you—that is, if there's no pressing story reason why you have to stay out of your element—it's time to wrap things up and come back home or back to normal.

### Knight 3 Quests

**Labyrinth Diving<sup>0</sup> (Core 358)** You've got a labyrinth to take on.

**Mental Training (Core 328)** An intensive program of study: books of lore, intensive training, or an academic environment.

**Poisoned (Core 336)** You've been poisoned. You keep having these horrible visions, or possibly even real, physical manifestations, of yourself as something else.

**The Belly of the Whale<sup>0</sup> (Core 368)** You've been swallowed up by literal or metaphorical chaos.

**A Brush With a Mystery (Fortitude 297)** A Mystery touches your life.

**Crisis of Confidence\* (Fortitude 230)** You've reached a big step in your life, you've found your role or purpose, but... what if you're not actually any good at it?

**Drawn into the Titovs (Fortitude 273)** You're pulled into the story of the Titovs. Usually that means that they need you for something, so they used magic to summon you.

**Exploration of a Wish (Fortitude 227)** A wish or miracle has just changed the whole world. Now you have to work out what this means for you!

**Friend to the Rats (Fortitude 290)** You fight loyally to help, support, and defend your friends among the rats.

**Joining the Kichi (Fortitude 264)** You become entangled with the Kichi—you study their magic or find a home among them.

**Love for the Water\* (Fortitude 350)** It comforts you, being out on the water.

**Starry-Eyed Adventure<sup>0</sup> (Fortitude 331)** You're out in the world, on your big new adventure—Who knows what'll happen now?

**The Great Dread Witch Hunt (Fortitude 280)** You get involved with some of the rats who are hoping to count coup on, or kill, Caroline Yatskaya.

**Trouble in Dreams\* (Fortitude 267)** Something gets into your dreams from the Outside. It tempts, corrupts, or traumatizes you.

**Behind the Mask<sup>0</sup> (GMD 329)** You're targeted by masked or secretive enemies who want to turn you to their service.

**Your Social Burdens<sup>0</sup> (GMD 354)** You're surrounded by all these ridiculous *social games* and *events*.

**The Emissary<sup>0</sup> (Halloween 62)** You're chosen as an emissary, and this or something else is infecting you.

**Harpy: the Haunting<sup>0</sup> (Tumblr)** You are called to quest against Harpy.

\*: includes only any-time quest(s)

<sup>0</sup>: part of quest set

## Knight 4

You've fallen short of who you wanted to be. You've erred, or lost your path. Now you have to make amends, and grow.

**Outcome** Redemption is an ongoing process, but you've made a start. If possible, an NPC acknowledges that. Either way, the weight of guilt and wrongness on you lightens.

### Knight 4 Quests

**Down**<sup>†</sup> (Core 324) This quest is your descent into the underworld. A scary time in your life, with difficult truths and painful things.

**The Door Into Memory (Core 326)** You've opened a door into somebody's memories. Now, you explore in the hopes of changing something.

**The Trials of the Sun**<sup>†</sup> (Core 370) You're losing sight of yourself. You're being pushed so hard by internal and external factors that you can't maintain a solid picture of who you are.

**Exile (Fortitude 251)** You've had to leave a good place. You feel hollow.

**Love for the Water\*** (Fortitude 350) It comforts you, being out on the water.

**Wrecked**<sup>†</sup> (Fortitude 333) You've been left stranded—caught without the resources you need to get through what is to come.

**Atonement**<sup>†</sup> (GMD 330) You've failed somehow; or maybe you were never worthy. But this is your chance to make good.

**Coming to Grips with Death**<sup>†</sup> (GMD 366) Something bad has happened. It's hard to understand. It's hard to deal with.

**The Golden Snake of the Rooftops (GMD 153)** You have to hunt your escaped core of rage down and stop it from hurting anyone else.

**Harpy: Epilogue**<sup>†</sup> (Tumblr) There's something left-over that you have to do, generally more epic in scope than the thing whose loose ends you're tying off.

## Knight 5

You have it in sight now. You know where you're going. This is the quest that takes you that last step to becoming something better than you've been.

**Reward** And now you've become that. If possible, an NPC you care about acknowledges that. If not, then the universe does—one day, it's just... done.

### Knight 5 Quests

**Apotheosis**<sup>†</sup> (Core 372) This is your chance to meet, and become, your new yourself.

**Climbing the Sacred Mountain**<sup>†</sup> (Core 360) You ascend towards some personal victory or enlightenment.

**Concentrated Awesome (Core 323)** You're a total master of some environment or totally in synch with a partner, lover, friend, or rival.

**Mental Training (Core 328)** An intensive program of study: books of lore, intensive training, or an academic environment.

**Home for a While**<sup>†</sup> (Fortitude 335) Your voyage ended, you're spending a while at home.

**Sacred Child\*** (Fortitude 257) Fortitude recognized you as a sacred child.

**Shrine Duties (Fortitude 229)** You fulfil the ritual functions associated with your shrine.

**Transcendence\*** (Fortitude 241) You've become kind of an avatar or expression of a place or situation, or you've let a person subsume you. Build on that to save or redeem them.

**Action!**<sup>†</sup> (GMD 364) You fight a god-like, amorphous being or conspiracy.

**The Struggle of the Knight**<sup>†</sup> (GMD 332) This is your chance to push past everything that's holding you back and seize your destiny.

**Harpy: Unmoored**<sup>†</sup> (Tumblr) Things are getting a little bit out of hand.

\*: includes only any-time quest(s)

†: part of quest set

## Otherworldly 2

You're on a scary or difficult path. Part of you is resisting—clinging to the way things used to be. Even if you're on this path by choice, it's scary, or hard, or against your natural way of thinking, or costing something you really hate having to give up.

**Afterwards** You release some of that. More of you accepts that you can't go back.

### Otherworldly 2 Quests

**Connecting with Someone (Core 324)** You're consciously trying to make a connection with someone—to get to know them.

**Someone's in Trouble!**<sup>†</sup> (Core 346) Someone's in trouble. Usually it's a relative innocent. You help them out!

**The Refusal of the Call!**<sup>†</sup> (Core 366) You struggle to find a way out of the situation you're in. You look for help.

**Helping Arkady Sosunov (Fortitude 268)** You meet Arkady Sosunov on one of his attempts to run away and establish an independent life. You step in to help him.

**Learning the Ropes!**<sup>†</sup> (Fortitude 328) You've made a change in your life, resulting in your being completely lost, raw, and new at what you're doing now.

**Love for the Water\*** (Fortitude 350) It comforts you, being out on the water.

**Sacred Child\*** (Fortitude 257) Fortitude recognized you as a sacred child.

**The Great Dread Witch Hunt (Fortitude 280)** You get involved with some of the rats who are hoping to count coup on, or kill, Caroline Yatskaya.

**The Troubled Sky!**<sup>†</sup> (GMD 326) You struggle to reach up from where you've been and become something better than you were.

**Wishing for Power!**<sup>†</sup> (GMD 314) This is the story of what happens when you make one or more wishes (or similar) to give yourself amazing powers, seize power over Town or Fortitude, or otherwise become a bigger deal than you are.

**Wishing/Using Power for Ease!**<sup>†</sup> (GMD 310) This is the story of what happens when you start taking big shortcuts to make your life a little easier.

**A New Approach!**<sup>†</sup> (139 43) You're living your normal everyday life, augmented with a new prop, trick, or compelling problem.

**Strange Tales of the 139!**<sup>†</sup> (139 27) You travel through, or repeatedly visit, a peculiar, dream-like landscape.

**Things Go... Poorly!**<sup>†</sup> (Halloween 79) You've decided what to do. But... It's difficult to stick by this decision.

**Troubled Legacies!**<sup>†</sup> (Horizon) You're somewhere you belong, but facing severe pressure.

**Harpy: the Weight of the World!**<sup>†</sup> (Tumblr) Your world is under a fog.

## Otherworldly 3

Something is trying to *make* you into something *else*.

There's usually a sense that it's trying to take you over, devour you from within, kick you out of your life, or something.

Or maybe it's the other way around: maybe it's *pulling* you.

**Result** You find a part of yourself that hasn't changed, or won't.

### Otherworldly 3 Quests

**Mental Training (Core 328)** An intensive program of study: books of lore, intensive training, or an academic environment.

**Poisoned (Core 336)** You've been poisoned. You keep having these horrible visions, or possibly even real, physical manifestations, of yourself as something else.

**The Belly of the Whale!**<sup>†</sup> (Core 368) You've been swallowed up by literal or metaphorical chaos.

**Walking the Boundaries!**<sup>†</sup> (Core 352) You have space and time to explore the aftermath of previous quests in full.

**Exploration of a Wish (Fortitude 227)** A wish or miracle has just changed the whole world. Now you have to work out what this means for you!

**Explorer\*** (Fortitude 344) You explore the paths through Big Lake.

**Love for the Water\*** (Fortitude 350) It comforts you, being out on the water.

**Starry-Eyed Adventure!**<sup>†</sup> (Fortitude 331) You're out in the world, on your big new adventure—Who knows what'll happen now?

**The Great Dread Witch Hunt (Fortitude 280)** You get involved with some of the rats who are hoping to count coup on, or kill, Caroline Yatskaya.

**Art Shop and Garden\*** (GMD 257) You're working to restore an old manor but sometimes your mask of normalcy slips.

**Behind the Mask!**<sup>†</sup> (GMD 329) You're targeted by masked or secretive enemies who want to turn you to their service.

**Wicked Creatures!**<sup>†</sup> (GMD 316) You've found a connection to something wicked.

**A Forlorn State!**<sup>†</sup> (139 26) You perceived the jewel of your ambition—the treasure that you longed for—and it betrayed you.

**An Interesting Life!**<sup>†</sup> (139 42) You meet someone, encounter something cool, or realize something's missing from your colorful life.

**How Sharper than a Serpent's Tooth!**<sup>†</sup> (Halloween 81) Something is reaching out from Halloween to change and corrupt you.

**Deadline!**<sup>†</sup> (Horizon) You worry about faraway things while being damaged.

**Harpy: the Haunting!**<sup>†</sup> (Tumblr) You are called to quest against Harpy.

\*: includes only any-time quest(s)

†: part of quest set

## Otherworldly 4

You've lost a key part of your sense of *self*.

You look for a way to get that back.

**Reward** You discover that it wasn't really gone. If that's observably impossible—e.g., you're mourning a severed limb—you discover either that your terminology was off and what you were really missing was something else that *isn't* gone, e.g., the sense of yourself as a whole person or your ability to play an instrument; or, you find a potential in you to recover it.

### Otherworldly 4 Quests

**Above the Fray**<sup>0</sup> (Core 350) You rise above the conflict and... mess... of things. You seek objectivity. Maybe you're affecting to the role of a god: deciding what something's worth, where it comes from, and what its destiny should be.

**The Door Into Memory** (Core 326) You've opened a door into somebody's memories. Now, you explore in the hopes of changing something.

**The Object** (Core 330) There's some object that has become a big part of your life. It soaks up and comes to *represent* your life.

**The Trials of the Sun**<sup>0</sup> (Core 370) You're losing sight of yourself. You're being pushed so hard by internal and external factors that you can't maintain a solid picture of who you are.

**Crisis of Confidence\*** (Fortitude 230) You've reached a big step in your life, you've found your role or purpose, but... what if you're not actually any good at it?

**Exile** (Fortitude 251) You've had to leave a good place. You feel hollow.

**Exploration of a Wish** (Fortitude 227) A wish or miracle has just changed the whole world. Now you have to work out what this means for you!

**Love for the Water\*** (Fortitude 350) It comforts you, being out on the water.

**Wrecked**<sup>0</sup> (Fortitude 333) You've been left stranded—caught without the resourced you need to get through what is to come.

**Asserting Your Existence**<sup>0</sup> (GMD 318) You're lost somewhere—your soul, your self has gone away. You can connect to it only in dream-like visions (and actual dreams.)

**Atonement**<sup>0</sup> (GMD 330) You've failed somehow; or maybe you were never worthy. But this is your chance to make good.

**A Legendary Collaboration**<sup>0</sup> (139 45) You and an enemy or rival work together to find some treasure or secret.

**A Mysterious Teacher**<sup>0</sup> (139 21) There's someone you're teaching in a relatively pastoral, peaceful portion of your life.

**The Big Picture**<sup>0</sup> (Horizon) You recover in a shadowy place.

**Harpy: Unmoored**<sup>0</sup> (Tumblr) Things are getting a little bit out of hand.

## Otherworldly 5: Love Together, Die Alone

You reconcile with someone or something you've been fighting.

**Result** You help them find peace, acceptance, or find their way back from being lost.

### Alternate: Blurring the Boundaries

You merge with some spiritual force. You become its exemplar or its host. You are you and you are also that.

**Result** You've grown into who the new combined-self you will be.

### Otherworldly 5 Quests

**Apotheosis**<sup>0</sup> (Core 372) This is your chance to meet, and become, your new yourself.

**Bind\*** (Core 320) You will imprison a defeated horror in a sacred place and there you will strive to teach it humanity or humaneness.

**Engineering!**<sup>0</sup> (Core 348) You know enough about what's going on now to move forward in a thoughtful and organized fashion to solve the problem at hand.

**Home for a While**<sup>0</sup> (Fortitude 335) Your voyage ended, you're spending a while at home.

**Love for the Water\*** (Fortitude 350) It comforts you, being out on the water.

**The Struggle of the Knight**<sup>0</sup> (GMD 332) This is your chance to push past everything that's holding you back and seize your destiny.

**Wishing for Healing**<sup>0</sup> (GMD 320) You've learned a little more about life and put your powers to use fixing things and mistakes you didn't know enough to fix before.

**A Rival's Troubles**<sup>0</sup> (139 49) An enemy, rival, or antagonist is troubling you—but possibly this time you're actually going to need to help them, not defeat them, or even to get their help?

**A Troubled History**<sup>0</sup> (139 25) There's someone you hurt, or maybe they hurt you. You wound up with *baggage*. ...but there was still something there worth saving.

**"Intrepid"**<sup>0</sup> (Horizon) You unite two worlds.

**Harpy: Epilogue**<sup>0</sup> (Tumblr) There's something left-over that you have to do, generally more epic in scope than the thing whose loose ends you're tying off.

\*: includes only any-time quest(s)

<sup>0</sup>: part of quest set

## Storyteller 2: Taking Charge

You're taking charge of a situation.

**Result** An enemy/opponent praises you, threatens you in a vaguely flattering way, or tries to recruit you.

### Alternate Storyteller 2: Your Way

You're ignoring the pressures on you and just doing things your own way.

**Result** You've attracted dangerous attention and/or trimmed down the problem to an approachable space. Usually it's both, one during the quest and one when it ends.

### Storyteller 2 Quests

**A New Hobby (Core 316)** You've started a new hobby!

**Beautiful and Far Away<sup>†</sup> (Core 374)** A secret place is calling to you. You'll visit it in dreams, or visions, or via the Outside.

**Bind\* (Core 320)** You will imprison a defeated horror in a sacred place and there you will strive to teach it humanity or humaneness.

**Cleaning Up an Old House (Core 81)** You're cleaning up an old house to make it habitable again.

**Concentrated Awesome (Core 323)** You're a total master of some environment or totally in synch with a partner, lover, friend, or rival.

**Let's Doing!<sup>†</sup> (Core 356)** The problem here is pretty massive, pretty complicated, pretty big. You're going to try to bull through it with sheer can-do gumption anyhow.

**Preparing for a Festival or Event (Core 338)** You're getting things ready for a big upcoming event.

**The Object (Core 330)** There's some object that has become a big part of your life. It soaks up and comes to *represent* your life.

**This is So Surreal<sup>†</sup> (Core 378)** Someone you're involved with is using their powers in ways that are just plain goofy.

**This is Such a Bad Idea (Core 380)** Someone you're involved with has gone on a bit of a power trip.

**Helping Arkady Sosunov (Fortitude 268)** You meet Arkady Sosunov on one of his attempts to run away and establish an independent life. You step in to help him.

**Trying to Fix Some Social Problem (Fortitude 233)** There's some problem that isn't getting enough attention that you think people should fix.

**A Mortal Life\* (GMD 192)** You're new to the lower world. You're an alien here, and you spend a lot of time figuring this place out.

**The Troubled Sky<sup>†</sup> (GMD 326)** You struggle to reach up from where you've been and become something better than you were.

**Wishing for Power<sup>†</sup> (GMD 314)** This is the story of what happens when you make one or more wishes (or similar) to give yourself amazing powers, seize power over Town or Fortitude, or otherwise become a bigger deal than you are.

**Wishing/Using Power for Ease<sup>†</sup> (GMD 310)** This is the story of what happens when you start taking big shortcuts to make your life a little easier.

**Stepping Up<sup>†</sup> (Halloween 41)** You step up to help people who aren't as good at dealing with this whole "everything's gone all horror" as you.

**Harpy: Epilogue<sup>†</sup> (Tumblr)** There's something left-over that you have to do, generally more epic in scope than the thing whose loose ends you're tying off.

## Storyteller 3

You're in a confusing situation! You must traverse a labyrinth, maze, or noir mystery. Or, if not *literally* any of these, that's what it feels like!

**Reward** You've cut through the confusion. You've found what you needed to know, and either:

- ⚙️ Tied everything up neatly with a bow; or
- 👁️ You've got your eyes on your prize and you know where to go but you've got a ways to go before you actually get it.

### Storyteller 3 Quests

**Bind\* (Core 320)** You will imprison a defeated horror in a sacred place and there you will strive to teach it humanity or humaneness.

**Labyrinth Diving<sup>†</sup> (Core 358)** You've got a labyrinth to take on.

**This is So Surreal<sup>†</sup> (Core 378)** Someone you're involved with is using their powers in ways that are just plain goofy.

**This is Such a Bad Idea (Core 380)** Someone you're involved with has gone on a bit of a power trip.

**A Brush With a Mystery (Fortitude 297)** A Mystery touches your life.

**Drawn into the Titovs (Fortitude 273)** You're pulled into the story of the Titovs. Usually that means that they need you for something, so they used magic to summon you.

**Exploration of a Wish (Fortitude 227)** A wish or miracle has just changed the whole world. Now you have to work out what this means for you!

**Joining the Kichi (Fortitude 264)** You become entangled with the Kichi—you study their magic or find a home among them.

**Joining the Sosunov (Fortitude 270)** You start integrating your life with the Sosunovs—you apprentice to them, or they adopt you, or you fall in love with a cute Sosunov boy or girl.

**The Great Dread Witch Hunt (Fortitude 280)** You get involved with some of the rats who are hoping to count coup on, or kill, Caroline Yatskaya.

**Trouble in Dreams\* (Fortitude 267)** Something gets into your dreams from the Outside. It tempts, corrupts, or traumatizes you.

**Behind the Mask<sup>†</sup> (GMD 329)** You're targeted by masked or secretive enemies who want to turn you to their service.

**Haunted<sup>†</sup> (GMD 308)** Something is visiting your dreams. Something is intimately tangled with you, like a thorn in your mind.

**The Labyrinth<sup>†</sup> (Halloween 43)** You're looking for something you need in a labyrinth.

**Harpy: *the Weight of the World*<sup>†</sup> (Tumblr)** Your world is under a fog.

\*: includes only any-time quest(s)

<sup>†</sup>: part of quest set

## Storyteller 4: The Ascent (1)

You're *ascending*. You're going beyond the world, rising past your limitations, reaching for some transcendent height.

...because you're chasing someone, or you have something you have to obtain.

**Reward** You catch them. You obtain it. You've surpassed the trials of the peak.

## Alternate Storyteller 4: The Ascent (2)

You're *ascending*. You're going beyond the world, rising past your limitations, reaching for some transcendent height.

...because that's what you decided to do.

**Reward** You reach the top—or your target, anyway, or as high as you can go—and gain some level of self-confidence, self-acceptance, or release.

## Storyteller 4 Quests

**Climbing the Sacred Mountain<sup>†</sup> (Core 360)** You ascend towards some personal victory or enlightenment.

**Mental Training (Core 328)** An intensive program of study: books of lore, intensive training, or an academic environment.

**Physical Training (Core 334)** You engage in rigorous training.

**Something Heals<sup>†</sup> (Core 384)** An unexpected chance to find closure on something.

**The Door Into Memory (Core 326)** You've opened a door into somebody's memories. Now, you explore in the hopes of changing something.

**Dependable Person\* (Fortitude 253)** You're trying to be somebody that anybody can call on, or depend upon, at need.

**Friend to the Birds (Fortitude 300)** You live your life as a friend to the birds of the Docks.

**Friend to the Rats (Fortitude 290)** You fight loyally to help, support, and defend your friends among the rats.

**Generic Project (Fortitude 224)** Working on a big project.

**Getting to Know the Vasili (Fortitude 276)** You become close to the Vasili—you become friends with them, or fans of theirs.

**The Northern Beach (Fortitude 309)** The northern stretches of the beach can take a person away from themselves.

**Asserting Your Existence<sup>†</sup> (GMD 318)** You're lost somewhere—your soul, your self has gone away. You can connect to it only in dream-like visions (and actual dreams.)

**Atonement<sup>†</sup> (GMD 330)** You've failed somehow; or maybe you were never worthy. But this is your chance to make good.

**Harpy: "That Which Is Not Hope"<sup>†</sup> (Tumblr)** You're hunting something bright and high and far away. Only... It's too late, isn't it?

## Storyteller 5: The Descent

You're doing rough, terrible work. You're facing hard truths of death, guilt, embodiment, meaning, identity, and failure.

**Result** You complete the work; you can go on with your life.

## Alternate Storyteller 5: Torn

You're torn between two loyalties.

**Result** You make a choice between them; if you've already done so, you come to an acceptance of it.

## Storyteller 5 Quests

**Down<sup>†</sup> (Core 324)** This quest is your descent into the underworld. A scary time in your life, with difficult truths and painful things.

**Poisoned (Core 336)** You've been poisoned. You keep having these horrible visions, or possibly even real, physical manifestations, of yourself as something else.

**A Brush With a Mystery (Fortitude 297)** A Mystery touches your life.

**Drawn into the Titovs (Fortitude 273)** You're pulled into the story of the Titovs. Usually that means that they need you for something, so they used magic to summon you.

**Exile (Fortitude 251)** You've had to leave a good place. You feel hollow.

**Friend of the Beaches (Fortitude 306)** You're a good conservator of the beaches: the clam beds, snail farms, and salterns.

**Love for the Water\* (Fortitude 350)** It comforts you, being out on the water.

**The Great Dread Witch Hunt (Fortitude 280)** You get involved with some of the rats who are hoping to count coup on, or kill, Caroline Yatskaya.

**The Northern Beach (Fortitude 309)** The northern stretches of the beach can take a person away from themselves.

**Transcendence\* (Fortitude 241)** You've become kind of an avatar or expression of a place or situation, or you've let a person subsume you. Build on that to save or redeem them.

**Troubled Divination (Fortitude 262)** You've sensed that someone you care about is threatened, staring into the Kichi Sacred Pools.

**The Golden Snake of the Rooftops (GMD 153)** You have to hunt your escaped core of rage down and stop it from hurting anyone else.

**The Struggle of the Knight<sup>†</sup> (GMD 332)** This is your chance to push past everything that's holding you back and seize your destiny.

**Wishing for Healing<sup>†</sup> (GMD 320)** You've learned a little more about life and put your powers to use fixing things and mistakes you didn't know enough to fix before.

**You've Lost Them<sup>†</sup> (GMD 398)** A friend, an enemy, or you have lost a piece of themselves—something important.

**Harpy: the Haunting<sup>†</sup> (Tumblr)** You are called to quest against Harpy.

\*: includes only any-time quest(s)

†: part of quest set

## Aspect 2

You're presented with the option of another way of life or another way of thinking.

**Result** You have an insight: you see or hear something that you wouldn't have been able to before.

### Aspect 2 Quests

**Cleaning Up an Old House (Core 81)** You're cleaning up an old house to make it habitable again.

**Mental Training (Core 328)** An intensive program of study: books of lore, intensive training, or an academic environment.

**Someone's in Trouble!**<sup>†</sup> (Core 346) Someone's in trouble. Usually it's a relative innocent. You help them out!

**Something Heals!**<sup>†</sup> (Core 384) An unexpected chance to find closure on something.

**Exploration of a Wish (Fortitude 227)** A wish or miracle has just changed the whole world. Now you have to work out what this means for you!

**Friend to the Rats (Fortitude 290)** You fight loyally to help, support, and defend your friends among the rats.

**Getting to Know the Vasili (Fortitude 276)** You become close to the Vasili—you become friends with them, or fans of theirs.

**Home for a While!**<sup>†</sup> (Fortitude 335) Your voyage ended, you're spending a while at home.

**Joining the Kichi (Fortitude 264)** You become entangled with the Kichi—you study their magic or find a home among them.

**Joining the Sosunov (Fortitude 270)** You start integrating your life with the Sosunovs—you apprentice to them, or they adopt you, or you fall in love with a cute Sosunov boy or girl.

**Joining the Yatskaya (Fortitude 282)** You find yourself spending more and more time in the Yatskaya temple.

**Ship's Crew\*** (Fortitude 339) You learn the ways of a given ship.

**Troubled Divination (Fortitude 262)** You've sensed that someone you care about is threatened, staring into the Kichi Sacred Pools.

**A Mortal Life\*** (GMD 192) You're new to the lower world. You're an alien here, and you spend a lot of time figuring this place out.

**An Unlikely Friendship!**<sup>†</sup> (GMD 360) You befriend someone who is your opposite in a lot of ways but keeps you balanced.

**Learning the Ways of Fortitude\*** (GMD 84) You've been spending a lot of time in Fortitude—mostly on weekends.

**Meet the Other PCs\*** (GMD 285) *Something* is pushing you towards the other PCs.

**The Hidden Library (GMD 125)** Your research into other things leads you to the hidden truths of Professor Hayashi's archive.

**The World is Changing\*** (GMD 172) You're coming out of your shell now. And it's fascinating to you.

**Triumph!**<sup>†</sup> (GMD 388) You're a legend. You're awesome. This is you hanging out, being cool, and doing something amazing.

**A Mysterious Teacher!**<sup>†</sup> (139 21) There's someone you're teaching in a relatively pastoral, peaceful portion of your life.

**An Interesting Life!**<sup>†</sup> (139 42) You meet someone, encounter something cool, or realize something's missing from your colorful life.

**On the Case!**<sup>†</sup> (Horizon) In a new situation, you meet people who need help.

**Harpy: the Haunting!**<sup>†</sup> (Tumblr) You are called to quest against Harpy.

## Aspect 3

You're dealing with stressful, bizarre, and confusing social situations.

**Result** You finish up your latest obligation, optionally come home and take your literal or metaphorical shoes off, and learn something shattering.

### Aspect 3 Quests

**Bind\*** (Core 320) You will imprison a defeated horror in a sacred place and there you will strive to teach it humanity or humaneness.

**Fascination!**<sup>†</sup> (Core 376) There's someone or something that fascinates you—Both as a person (or entity) and as a power, a force of nature.

**Preparing for a Festival or Event (Core 338)** You're getting things ready for a big upcoming event.

**Walking the Boundaries!**<sup>†</sup> (Core 352) You have space and time to explore the aftermath of previous quests in full.

**Crisis of Confidence\*** (Fortitude 230) You've reached a big step in your life, you've found your role or purpose, but... what if you're not actually any good at it?

**Drawn into the Titovs (Fortitude 273)** You're pulled into the story of the Titovs. Usually that means that they need you for something, so they used magic to summon you.

**Friend to the Birds (Fortitude 300)** You live your life as a friend to the birds of the Docks.

**Learning the Ropes!**<sup>†</sup> (Fortitude 328) You've made a change in your life, resulting in your being completely lost, raw, and new at what you're doing now.

**Art Shop and Garden\*** (GMD 257) You're working to restore an old manor but sometimes your mask of normalcy slips.

**Meet the Other PCs\*** (GMD 285) *Something* is pushing you towards the other PCs.

**Sins of the Father (GMD 384)** Evil broke. It cracked, like an egg, and things fell out. You have to deal with one of these wicked legacies.

**The Wishes of Birds and Beasts\*** (GMD 105) You can tell what animals want. So you help.

**Your Social Burdens!**<sup>†</sup> (GMD 354) You're surrounded by all these ridiculous *social games* and *events*.

**A Baroque Invention!**<sup>†</sup> (139 23) There's something you want or need to do, but the work involved exhausts you; it's at the limits of what is possible.

**A Legendary Collaboration!**<sup>†</sup> (139 45) You and an enemy or rival work together to find some treasure or secret.

**Troubled Legacies!**<sup>†</sup> (Horizon) You're somewhere you belong, but facing severe pressure.

**Harpy: Unmoored!**<sup>†</sup> (Tumblr) Things are getting a little bit out of hand.

\*: includes only any-time quest(s)

†: part of quest set

## Aspect 4

This is an epic struggle with something terrifying and supernatural.

**Result** You win. Sometimes you're left stranded and far from home, sometimes you get a victory parade; sometimes there's more to do, sometimes it's 100% triumph; sometimes the HG has to delay your victory a few scenes or invoke silly tropes like "but that wasn't the real big bad" to stop play from grinding to a halt, and sometimes your victory is pure awesome. But, no matter what?

You win.

### Aspect 4 Quests

**Poisoned (Core 336)** You've been poisoned. You keep having these horrible visions, or possibly even real, physical manifestations, of yourself as something else.

**Science!**<sup>†</sup> **(Core 344)** This troublesome situation bothers you. But it also interests you as... a scientist, or magician, or whatever.

**This is So Surreal!**<sup>†</sup> **(Core 378)** Someone you're involved with is using their powers in ways that are just plain goofy.

**This is Such a Bad Idea (Core 380)** Someone you're involved with has gone on a bit of a power trip.

**A Brush With a Mystery (Fortitude 297)** A Mystery touches your life.

**Drawn into the Titovs (Fortitude 273)** You're pulled into the story of the Titovs. Usually that means that they need you for something, so they used magic to summon you.

**Starry-Eyed Adventure!**<sup>†</sup> **(Fortitude 331)** You're out in the world, on your big new adventure—Who knows what'll happen now?

**Action!**<sup>†</sup> **(GMD 364)** You fight a god-like, amorphous being or conspiracy.

**The Golden Snake of the Rooftops (GMD 153)** You have to hunt your escaped core of rage down and stop it from hurting anyone else.

**The Sidekick!**<sup>†</sup> **(GMD 382)** A pet or fresh-faced sidekick arrive.

**A Forlorn State!**<sup>†</sup> **(139 26)** You perceived the jewel of your ambition—the treasure that you longed for—and it betrayed you.

**A Rival's Troubles!**<sup>†</sup> **(139 49)** An enemy, rival, or antagonist is troubling you—but possibly this time you're actually going to need to help them, not defeat them, or even to get their help?

**Deadline!**<sup>†</sup> **(Horizon)** You worry about faraway things while being damaged.

**Harpy: Epilogue!**<sup>†</sup> **(Tumblr)** There's something left-over that you have to do, generally more epic in scope than the thing whose loose ends you're tying off.

## Aspect 5

You're lost in the dark.

**Result** You find your way home, maybe even with some treasure, maybe having left something good behind—

But the experience has changed you.

### Aspect 5 Quests

**Engineering!**<sup>†</sup> **(Core 348)** You know enough about what's going on now to move forward in a thoughtful and organized fashion to solve the problem at hand.

**Exile (Fortitude 251)** You've had to leave a good place. You feel hollow.

**Love for the Water\*** **(Fortitude 350)** It comforts you, being out on the water.

**Wrecked!**<sup>†</sup> **(Fortitude 333)** You've been left stranded—caught without the resources you need to get through what is to come.

**Coming to Grips with Death!**<sup>†</sup> **(GMD 366)** Something bad has happened. It's hard to understand. It's hard to deal with.

**Surreal Environments!**<sup>†</sup> **(GMD 386)** You're spending time in a surreal or stylized environment.

**You've Lost Them!**<sup>†</sup> **(GMD 398)** A friend, an enemy, or you have lost a piece of themselves—something important.

**Strange Tales of the 139!**<sup>†</sup> **(139 27)** You travel through, or repeatedly visit, a peculiar, dream-like landscape.

**The Rekindling of the Sun!**<sup>†</sup> **(139 47)** Your chance to bring about a sort of healing of the way of things: you'll travel to strange places, bargain with horrors, and console something grieving.

**"Intrepid!"!**<sup>†</sup> **(Horizon)** You unite two worlds.

**Harpy: "That Which Is Not Hope!"!**<sup>†</sup> **(Tumblr)** You're hunting something bright and high and far away. Only... It's too late, isn't it?

\*: includes only any-time quest(s)

†: part of quest set

## Shepherd 2

You're having a little trouble keeping your life on an even keel.

**Result** You're doing OK, but there's a big challenge coming up.

### Shepherd 2 Quests

**A New Job (Core 318)** You've just started a new career! You have taken your first steps into what is most likely a dazzling world far bigger than anything you could have imagined.

**Beautiful and Far Away<sup>†</sup> (Core 374)** A secret place is calling to you. You'll visit it in dreams, or visions, or via the Outside.

**Bind\* (Core 320)** You will imprison a defeated horror in a sacred place and there you will strive to teach it humanity or humaneness.

**Connecting with Someone (Core 324)** You're consciously trying to make a connection with someone—to get to know them.

**Fascination<sup>†</sup> (Core 376)** There's someone or something that fascinates you—Both as a person (or entity) and as a power, a force of nature.

**Let's Doing!<sup>†</sup> (Core 356)** The problem here is pretty massive, pretty complicated, pretty big. You're going to try to bull through it with sheer can-do gumption anyhow.

**Preparing for a Festival or Event (Core 338)** You're getting things ready for a big upcoming event.

**Taking Care of a Small Child (Core 339)** You raise and nurture, or help with, a small child.

**A Good Life\* (Fortitude 238)** You've gotten to know this person or situation. You're kind of at home here.

**Exile (Fortitude 251)** You've had to leave a good place. You feel hollow.

**Helping Arkady Sosunov (Fortitude 268)** You meet Arkady Sosunov on one of his attempts to run away and establish an independent life. You step in to help him.

**Learning the Ropes<sup>†</sup> (Fortitude 328)** You've made a change in your life, resulting in your being completely lost, raw, and new at what you're doing now.

**Sacred Child\* (Fortitude 257)** Fortitude recognized you as a sacred child.

**Ship's Friend\* (Fortitude 341)** You invest socially or emotionally in the fate of a ship.

**Troubled Divination (Fortitude 262)** You've sensed that someone you care about is threatened, staring into the Kichi Sacred Pools.

**Trying to Fix Some Social Problem (Fortitude 233)** There's some problem that isn't getting enough attention that you think people should fix.

**Meet the Other PCs\* (GMD 285)** *Something* is pushing you towards the other PCs.

**The Sidekick<sup>†</sup> (GMD 382)** A pet or fresh-faced sidekick arrive.

**Your Social Burdens<sup>†</sup> (GMD 354)** You're surrounded by all these ridiculous *social games* and *events*.

**A Baroque Invention<sup>†</sup> (139 23)** There's something you want or need to do, but the work involved exhausts you; it's at the limits of what is possible.

**An Interesting Life<sup>†</sup> (139 42)** You meet someone, encounter something cool, or realize something's missing from your colorful life.

**A New Job [Glitch (Glitch 325)]** You're taking your first steps into a new career.

**Searching<sup>†</sup> (Glitch 359)** Your old answers don't satisfy you. You go looking for new ones.

**Taking Care of a Small Child [Glitch (Glitch 332)]** You raise and nurture, or help with, a small child.

**The Long Night<sup>†</sup> (Glitch 366)** A timeless interregnum of listlessness, when you have lost your bearings and everything is grey.

**Things Break Down<sup>†</sup> (Glitch 339)** The orderly procession of your life isn't working any more.

**A New Job [Epic Fantasy (Tumblr)]** You've just started a new career!

**Harpy: *the Weight of the World*<sup>†</sup> (Tumblr)** Your world is under a fog.

## Shepherd 3: Absolution

There's something haunting you from the past, but you've got the chance to make it right.

**Result** It's the most amazing thing. *You do.*

### Alternate Shepherd 3: An Extraordinary Life

This is the story of your extraordinary life—the larger-than-life magic, battles, and wonder that form the fabric of your days.

**Result** A chance at greater happiness falls on you out of nowhere.

### Shepherd 3 Quests

**Climbing the Sacred Mountain<sup>†</sup> (Core 360)** You ascend towards some personal victory or enlightenment.

**Concentrated Awesome (Core 323)** You're a total master of some environment or totally in synch with a partner, lover, friend, or rival.

**The Door Into Memory (Core 326)** You've opened a door into somebody's memories. Now, you explore in the hopes of changing something.

**This is So Surreal<sup>†</sup> (Core 378)** Someone you're involved with is using their powers in ways that are just plain goofy.

**This is Such a Bad Idea (Core 380)** Someone you're involved with has gone on a bit of a power trip.

**Friend to the Birds (Fortitude 300)** You live your life as a friend to the birds of the Docks.

**Joining the Sosunov (Fortitude 270)** You start integrating your life with the Sosunovs—you apprentice to them, or they adopt you, or you fall in love with a cute Sosunov boy or girl.

**Love for the Water\* (Fortitude 350)** It comforts you, being out on the water.

**The Great Dread Witch Hunt (Fortitude 280)** You get involved with some of the rats who are hoping to count coup on, or kill, Caroline Yatskaya.

**Trouble in Dreams\* (Fortitude 267)** Something gets into your dreams from the Outside. It tempts, corrupts, or traumatizes you.

**Up-to-Date\* (Fortitude 254)** You try to keep up with the lives of the ordinary people of Fortitude.

**Wrecked<sup>†</sup> (Fortitude 333)** You've been left stranded—caught without the resources you need to get through what is to come.

**A Mortal Life\* (GMD 192)** You're new to the lower world. You're an alien here, and you spend a lot of time figuring this place out.

**Sins of the Father (GMD 384)** Evil broke. It cracked, like an egg, and things fell out. You have to deal with one of these wicked legacies.

**The Wishes of Birds and Beasts\* (GMD 105)** You can tell what animals want. So you help.

**A Troubled History<sup>†</sup> (139 25)** There's someone you hurt, or maybe they hurt you. You wound up with *baggage*. ...but there was still something there worth saving.

**The Rekindling of the Sun<sup>†</sup> (139 47)** Your chance to bring about a sort of healing of the way of things: you'll travel to strange places, bargain with horrors, and console something grieving.

**Drowning<sup>†</sup> (Glitch 360)** Your sense of self is losing ground against your bane.

**Event Planning/Preparation (Glitch 328)** You're preparing for some big event that's coming soon.

**The Angel's Vigil (Glitch 326)** You're keeping watch over something you're guarding or something that you don't understand.

**The Flower Rite (Glitch 328)** The flower rite is an attack in which you pit an Estate against itself.

**The Great Work<sup>†</sup> (Glitch 370)** You take something that was broken, damaged, or just let decay, and make it whole and new.

**The Sharp, the Sweet<sup>†</sup> (Glitch 340)** The story of old friendships that have become great burdens and new loves that are painful.

**Harpy: *"That Which Is Not Hope"*<sup>†</sup> (Tumblr)** You're hunting something bright and high and far away. Only... It's too late, isn't it?

\*: includes only any-time quest(s)

<sup>†</sup>: part of quest set

## Shepherd 4

You're facing a big challenge or adventure.

**Result** It ends, leaving you battle-hardened or refreshed and, either way, ready to face the trials of your ordinary life.

### Shepherd 4 Quests

**Adventure GET<sup>†</sup> (Core 354)** You're on an adventure! You're all dazzled by the newness and interest value of it all. It could be scary. It could be traumatizing. But it's *an adventure!*

**This is So Surreal<sup>†</sup> (Core 378)** Someone you're involved with is using their powers in ways that are just plain goofy.

**This is Such a Bad Idea (Core 380)** Someone you're involved with has gone on a bit of a power trip.

**A Brush With a Mystery (Fortitude 297)** A Mystery touches your life.

**Exploration of a Wish (Fortitude 227)** A wish or miracle has just changed the whole world. Now you have to work out what this means for you!

**Friend to the Rats (Fortitude 290)** You fight loyally to help, support, and defend your friends among the rats.

**Starry-Eyed Adventure<sup>†</sup> (Fortitude 331)** You're out in the world, on your big new adventure—Who knows what'll happen now?

**Action!<sup>†</sup> (GMD 364)** You fight a god-like, amorphous being or conspiracy.

**Surreal Environments<sup>†</sup> (GMD 386)** You're spending time in a surreal or stylized environment.

**You've Lost Them<sup>†</sup> (GMD 398)** A friend, an enemy, or you have lost a piece of themselves—something important.

**A Forlorn State<sup>†</sup> (139 26)** You perceived the jewel of your ambition—the treasure that you longed for—and it betrayed you.

**A Legendary Collaboration<sup>†</sup> (139 45)** You and an enemy or rival work together to find some treasure or secret.

**A Distant Dream<sup>†</sup> (Glitch 341)** You're on a long and winding journey to a mythic place.

**A New Job [Glitch (Glitch 325)]** You're taking your first steps into a new career.

**Grail Quest<sup>†</sup> (Glitch 362)** You hunt for the tangible representation of a great abstract.

**Study (Glitch 331)** You're trying to understand something. You're trying to learn something. It's usually something weird.

**The Shrouded Hills<sup>†</sup> (Glitch 369)** You are called away to a beautiful vale to face some ancient, unsleeping foe.

**Harpy: the Haunting<sup>†</sup> (Tumblr)** You are called to quest against Harpy.

## Shepherd 5

You've become a new person—a stronger, better person. Isn't it awesome?

**Result** You create or do something amazing and revolutionary.

### Shepherd 5 Quests

**Concentrated Awesome (Core 323)** You're a total master of some environment or totally in synch with a partner, lover, friend, or rival.

**Labyrinth Diving<sup>†</sup> (Core 358)** You've got a labyrinth to take on.

**Something Heals<sup>†</sup> (Core 384)** An unexpected chance to find closure on something.

**Taking Care of a Small Child (Core 339)** You raise and nurture, or help with, a small child.

**Home for a While<sup>†</sup> (Fortitude 335)** Your voyage ended, you're spending a while at home.

**Transcendence\* (Fortitude 241)** You've become kind of an avatar or expression of a place or situation, or you've let a person subsume you. Build on that to save or redeem them.

**Coming to Grips with Death<sup>†</sup> (GMD 366)** Something bad has happened. It's hard to understand. It's hard to deal with.

**Triumph<sup>†</sup> (GMD 388)** You're a legend. You're awesome. This is you hanging out, being cool, and doing something amazing.

**A Rival's Troubles<sup>†</sup> (139 49)** An enemy, rival, or antagonist is troubling you—but possibly this time you're actually going to need to help them, not defeat them, or even to get their help?

**Strange Tales of the 139<sup>†</sup> (139 27)** You travel through, or repeatedly visit, a peculiar, dream-like landscape.

**A Nameless Light<sup>†</sup> (Glitch 367)** Something draws you into the world. It is ambiguous. It may frighten you as much as it allures.

**Event Planning/Preparation (Glitch 328)** You're preparing for some big event that's coming soon.

**Fitting In<sup>†</sup> (Glitch 342)** You've accepted an ordinary life; an insignificant life; maybe even a pathetic, shameful, or degenerate existence... because that's your path to what you want.

**Taking Care of a Small Child [Glitch (Glitch 332)]** You raise and nurture, or help with, a small child.

**The Welken-Rite (Glitch 334)** You plant a seed of unreality in Creation, tend it, and allow it to spread its metaphorical roots.

**The Work of Time<sup>†</sup> (Glitch 364)** Some things you just have to live through, slowly, bit by bit, until you understand.

**Harpy: Unmoored<sup>†</sup> (Tumblr)** Things are getting a little bit out of hand.

\*: includes only any-time quest(s)

†: part of quest set

## 🌀 Emptiness 2

There's something you can't stop thinking about—it absorbs your thoughts, it obsesses you, it's sucking you into the abyss of its enigmas, emptiness, and strangeness.

**Outcome** Your ordinary life stops feeling safe/normal/OK to you.

### Emptiness 2 Quests

**A New Hobby (Core 316)** You've started a new hobby!

**Cleaning Up an Old House (Core 81)** You're cleaning up an old house to make it habitable again.

**Fascination<sup>0</sup> (Core 376)** There's someone or something that fascinates you—Both as a person (or entity) and as a power, a force of nature.

**Mental Training (Core 328)** An intensive program of study: books of lore, intensive training, or an academic environment.

**Science!<sup>0</sup> (Core 344)** This troublesome situation bothers you. But it also interests you as... a scientist, or magician, or whatever.

**The Belly of the Whale<sup>0</sup> (Core 368)** You've been swallowed up by literal or metaphorical chaos.

**A Brush With a Mystery (Fortitude 297)** A Mystery touches your life.

**Exploration of a Wish (Fortitude 227)** A wish or miracle has just changed the whole world. Now you have to work out what this means for you!

**Getting to Know the Vasili (Fortitude 276)** You become close to the Vasili—you become friends with them, or fans of theirs.

**Joining the Yatskaya (Fortitude 282)** You find yourself spending more and more time in the Yatskaya temple.

**Love for the Water\* (Fortitude 350)** It comforts you, being out on the water.

**Ship's Friend\* (Fortitude 341)** You invest socially or emotionally in the fate of a ship.

**The Northern Beach (Fortitude 309)** The northern stretches of the beach can take a person away from themselves.

**Trouble in Dreams\* (Fortitude 267)** Something gets into your dreams from the Outside. It tempts, corrupts, or traumatizes you.

**Troubled Divination (Fortitude 262)** You've sensed that someone you care about is threatened, staring into the Kichi Sacred Pools.

**Trying to Fix Some Social Problem (Fortitude 233)** There's some problem that isn't getting enough attention that you think people should fix.

**The Golden Snake of the Rooftops (GMD 153)** You have to hunt your escaped core of rage down and stop it from hurting anyone else.

**The Sidekick<sup>0</sup> (GMD 382)** A pet or fresh-faced sidekick arrive.

**A Baroque Invention<sup>0</sup> (139 23)** There's something you want or need to do, but the work involved exhausts you; it's at the limits of what is possible.

**A New Approach<sup>0</sup> (139 43)** You're living your normal everyday life, augmented with a new prop, trick, or compelling problem.

**A Distant Dream<sup>0</sup> (Glitch 341)** You're on a long and winding journey to a mythic place.

**A Nameless Light<sup>0</sup> (Glitch 367)** Something draws you into the world. It is ambiguous. It may frighten you as much as it allures.

**Entangled<sup>0</sup> (Glitch 345)** You're entangled in the schemes of the law-beings and their slaves.

**Searching<sup>0</sup> (Glitch 359)** Your old answers don't satisfy you. You go looking for new ones.

**Study (Glitch 331)** You're trying to understand something. You're trying to learn something. It's usually something weird.

**The Angel's Vigil (Glitch 326)** You're keeping watch over something you're guarding or something that you don't understand.

**The Treasure (Glitch 334)** There's something in the world that's caught your eye. That's become the focus of your life for now.

**The Project<sup>0</sup> (Halloween 22)** You start in with new energy on something cool, or productive, usually a new building.

**On the Case<sup>0</sup> (Horizon)** In a new situation, you meet people who need help.

**Harpy: the Haunting<sup>0</sup> (Tumblr)** You are called to quest against Harpy.

## 🌀 Emptiness 3

You're trying to cope with an impossible situation. This quest spends a lot of time on your emotional state, your memories, and your history as you do.

**Result** You remember something important that you'd forgotten, and make a decision on how to deal with it.

### Emptiness 3 Quests

**Poisoned (Core 336)** You've been poisoned. You keep having these horrible visions, or possibly even real, physical manifestations, of yourself as something else.

**Preparing for a Festival or Event (Core 338)** You're getting things ready for a big upcoming event.

**The Refusal of the Call<sup>0</sup> (Core 366)** You struggle to find a way out of the situation you're in. You look for help.

**This is So Surreal<sup>0</sup> (Core 378)** Someone you're involved with is using their powers in ways that are just plain goofy.

**This is Such a Bad Idea (Core 380)** Someone you're involved with has gone on a bit of a power trip.

**Walking the Boundaries<sup>0</sup> (Core 352)** You have space and time to explore the aftermath of previous quests in full.

**A Brush With a Mystery (Fortitude 297)** A Mystery touches your life.

**Drawn into the Titovs (Fortitude 273)** You're pulled into the story of the Titovs. Usually that means that they need you for something, so they used magic to summon you.

**Exile (Fortitude 251)** You've had to leave a good place. You feel hollow.

**Generic Project (Fortitude 224)** Working on a big project.

**The Great Dread Witch Hunt (Fortitude 280)** You get involved with some of the rats who are hoping to count coup on, or kill, Caroline Yatskaya.

**A Mortal Life\* (GMD 192)** You're new to the lower world. You're an alien here, and you spend a lot of time figuring this place out.

**Surreal Environments<sup>0</sup> (GMD 386)** You're spending time in a surreal or stylized environment.

**The Wishes of Birds and Beasts\* (GMD 105)** You can tell what animals want. So you help.

**You've Lost Them<sup>0</sup> (GMD 398)** A friend, an enemy, or you have lost a piece of themselves—something important.

**A Forlorn State<sup>0</sup> (139 26)** You perceived the jewel of your ambition—the treasure that you longed for—and it betrayed you.

**A Legendary Collaboration<sup>0</sup> (139 45)** You and an enemy or rival work together to find some treasure or secret.

**Drowning<sup>0</sup> (Glitch 360)** Your sense of self is losing ground against your bane.

**Poisoned [Glitch (Glitch 330)]** Something has gotten into you. Something has twisted you, has woken something that is you—but not you—within you.

**The Angel's Vigil (Glitch 326)** You're keeping watch over something you're guarding or something that you don't understand.

**The Crossroads<sup>0</sup> (Glitch 368)** You're coming to a crossroads. Both paths are covered in mist. The cost, of going either way, is pretty high.

**The Gaol of the Just<sup>0</sup> (Glitch 346)** The heart of some bastion of order and "the good" proves rotten. Inside, you encounter nightmares and traumatic things.

**Things Break Down<sup>0</sup> (Glitch 339)** The orderly procession of your life isn't working any more.

**The Struggle<sup>0</sup> (Halloween 24)** A look into what you're going through, and what you're thinking, and what you're feeling, as things get weird; as the world, slowly, dies.

**Troubled Legacies<sup>0</sup> (Horizon)** You're somewhere you belong, but facing severe pressure.

**Harpy: "That Which Is Not Hope"<sup>0</sup> (Tumblr)** You're hunting something bright and high and far away. Only... It's too late, isn't it?

\*: includes only any-time quest(s)

<sup>0</sup>: part of quest set

## Emptiness 4

You deal directly with something unnatural—pacifying it, taming it, or maybe struggling and losing against it.

**Reward** You find “the key to the world”—something mysterious but which seems to hold the key to making your life, or the things around you, have more value to you.

### Emptiness 4 Quests

**Engineering!**<sup>†</sup> (Core 348) You know enough about what’s going on now to move forward in a thoughtful and organized fashion to solve the problem at hand.

**Poisoned** (Core 336) You’ve been poisoned. You keep having these horrible visions, or possibly even real, physical manifestations, of yourself as something else.

**The Trials of the Sun**<sup>†</sup> (Core 370) You’re losing sight of yourself. You’re being pushed so hard by internal and external factors that you can’t maintain a solid picture of who you are.

**This is So Surreal**<sup>†</sup> (Core 378) Someone you’re involved with is using their powers in ways that are just plain goofy.

**This is Such a Bad Idea** (Core 380) Someone you’re involved with has gone on a bit of a power trip.

**Exploration of a Wish** (Fortitude 227) A wish or miracle has just changed the whole world. Now you have to work out what this means for you!

**Explorer\*** (Fortitude 344) You explore the paths through Big Lake.

**Joining the Sosunov** (Fortitude 270) You start integrating your life with the Sosunovs—you apprentice to them, or they adopt you, or you fall in love with a cute Sosunov boy or girl.

**Troubled Divination** (Fortitude 262) You’ve sensed that someone you care about is threatened, staring into the Kichi Sacred Pools.

**Sins of the Father** (GMD 384) Evil broke. It cracked, like an egg, and things fell out. You have to deal with one of these wicked legacies.

**Strange Tales of the 139**<sup>†</sup> (139 27) You travel through, or repeatedly visit, a peculiar, dream-like landscape.

**The Rekindling of the Sun**<sup>†</sup> (139 47) Your chance to bring about a sort of healing of the way of things: you’ll travel to strange places, bargain with horrors, and console something grieving.

**Grail Quest**<sup>†</sup> (Glitch 362) You hunt for the tangible representation of a great abstract.

**On, Into Nightmare**<sup>†</sup> (Glitch 347) To achieve your ends, you must dive into nightmare.

**Poisoned** [Glitch (Glitch 330)] Something has gotten into you. Something has twisted you, has woken something that is you—but not you—within you.

**The Flower Rite** (Glitch 328) The flower rite is an attack in which you pit an Estate against itself.

**The Sharp, the Sweet**<sup>†</sup> (Glitch 340) The story of old friendships that have become great burdens and new loves that are painful.

**The Shrouded Hills**<sup>†</sup> (Glitch 369) You are called away to a beautiful vale to face some ancient, unsleeping foe.

**Deadline**<sup>†</sup> (Horizon) You worry about faraway things while being damaged.

**Harpy: Epilogue**<sup>†</sup> (Tumblr) There’s something left-over that you have to do, generally more epic in scope than the thing whose loose ends you’re tying off.

## Emptiness 5: Solutions

You find out what to do, moving forward.

**Reward** You gain a sense of completion.

### Alternate Emptiness 5: Answers

You tackle a mystery that’s been bugging you for a long time—something where *not knowing* has been driving your character Arc and hurting you. It’s often a social or emotional thing, or a senseless crime, but it could also be a scientific mystery.

**Reward** You find the answers that you needed.

### Emptiness 5 Quests

**Above the Fray**<sup>†</sup> (Core 350) You rise above the conflict and... mess... of things. You seek objectivity. Maybe you’re affecting to the role of a god: deciding what something’s worth, where it comes from, and what its destiny should be.

**Apotheosis**<sup>†</sup> (Core 372) This is your chance to meet, and become, your new yourself.

**Something Heals**<sup>†</sup> (Core 384) An unexpected chance to find closure on something.

**Joining the Kichi** (Fortitude 264) You become entangled with the Kichi—you study their magic or find a home among them.

**Love for the Water\*** (Fortitude 350) It comforts you, being out on the water.

**Transcendence\*** (Fortitude 241) You’ve become kind of an avatar or expression of a place or situation, or you’ve let a person subsume you. Build on that to save or redeem them.

**Triumph**<sup>†</sup> (GMD 388) You’re a legend. You’re awesome. This is you hanging out, being cool, and doing something amazing.

**A Mysterious Teacher**<sup>†</sup> (139 21) There’s someone you’re teaching in a relatively pastoral, peaceful portion of your life.

**A Rival’s Troubles**<sup>†</sup> (139 49) An enemy, rival, or antagonist is troubling you—but possibly this time you’re actually going to need to help them, not defeat them, or even to get their help?

**A Symbol of Hope**<sup>†</sup> (Glitch 349) You have brought something new into the world. Now, you must take ownership of that.

**Fitting In**<sup>†</sup> (Glitch 342) You’ve accepted an ordinary life; an insignificant life; maybe even a pathetic, shameful, or degenerate existence... because that’s your path to what you want.

**The Great Work**<sup>†</sup> (Glitch 370) You take something that was broken, damaged, or just let decay, and make it whole and new.

**The Treasure** (Glitch 334) There’s something in the world that’s caught your eye. That’s become the focus of your life for now.

**The Work of Time**<sup>†</sup> (Glitch 364) Some things you just have to live through, slowly, bit by bit, until you understand.

**“Intrepid”**<sup>†</sup> (Horizon) You unite two worlds.

**Harpy: Unmoored**<sup>†</sup> (Tumblr) Things are getting a little bit out of hand.

\*: includes only any-time quest(s)

†: part of quest set

## Mystic 2

You're courted and tempted by your "opposite number"—by someone who's playing in the same basic cosmology you are, but for the other team.

Someone with a decent pitch, too—

If you're fighting for Love, for instance, then you won't get a growly enemy dude who fights for Hate and sticks to "'cause Hate is awesome" as their argument. You'll get someone awesome and seductive who happens to stand for Hate; or someone clever enough to make a good play to get you to hate someone; or, most likely of all, you'll face off against Science, Reason, Duty, Dispassion, or Will and not against Hate at all.

**Result** Your life falls apart. You're betrayed by something you had faith in or you're abandoned by your own "side" in some fashion. Your spiritual pleas go unanswered.

### Mystic 2 Quests

**A New Job (Core 318)** You've just started a new career! You have taken your first steps into what is most likely a dazzling world far bigger than anything you could have imagined.

**Connecting with Someone (Core 324)** You're consciously trying to make a connection with someone—to get to know them.

**Labyrinth Diving<sup>†</sup> (Core 358)** You've got a labyrinth to take on.

**The Refusal of the Call<sup>†</sup> (Core 366)** You struggle to find a way out of the situation you're in. You look for help.

**A Brush With a Mystery (Fortitude 297)** A Mystery touches your life.

**Exploration of a Wish (Fortitude 227)** A wish or miracle has just changed the whole world. Now you have to work out what this means for you!

**Getting to Know the Vasili (Fortitude 276)** You become close to the Vasili—you become friends with them, or fans of theirs.

**Joining the Yatskaya (Fortitude 282)** You find yourself spending more and more time in the Yatskaya temple.

**Love for the Water\* (Fortitude 350)** It comforts you, being out on the water.

**Starry-Eyed Adventure<sup>†</sup> (Fortitude 331)** You're out in the world, on your big new adventure—Who knows what'll happen now?

**The Great Dread Witch Hunt (Fortitude 280)** You get involved with some of the rats who are hoping to count coup on, or kill, Caroline Yatskaya.

**Trying to Fix Some Social Problem (Fortitude 233)** There's some problem that isn't getting enough attention that you think people should fix.

**An Unlikely Friendship<sup>†</sup> (GMD 360)** You befriend someone who is your opposite in a lot of ways but keeps you balanced.

**The Golden Snake of the Rooftops (GMD 153)** You have to hunt your escaped core of rage down and stop it from hurting anyone else.

**Wicked Creatures<sup>†</sup> (GMD 316)** You've found a connection to something wicked.

**A Forlorn State<sup>†</sup> (139 26)** You perceived the jewel of your ambition—the treasure that you longed for—and it betrayed you.

**A Rival's Troubles<sup>†</sup> (139 49)** An enemy, rival, or antagonist is troubling you—but possibly this time you're actually going to need to help them, not defeat them, or even to get their help?

**The Big Picture<sup>†</sup> (Horizon)** You recover in a shadowy place.

**A New Job [Epic Fantasy (Tumblr)]** You've just started a new career!

**Harpy: the Haunting<sup>†</sup> (Tumblr)** You are called to quest against Harpy.

## Mystic 3

Your life's a mess, and you're not sure what to make of things, but over the course of this quest you hammer out a plan for moving forward.

For putting together a new life. A new purpose. A new plan.

**Result** Your plan falls apart. Things get confused and out-of-control and the whole affair sort of ends with you feeling carried along by events. You might get to do something awesome, but it doesn't feel like you had much of a chance to be consciously decisive in how it all played out.

### Mystic 3 Quests

**A New Hobby (Core 316)** You've started a new hobby!

**Let's Doing!<sup>†</sup> (Core 356)** The problem here is pretty massive, pretty complicated, pretty big. You're going to try to bull through it with sheer can-do gumption anyhow.

**The Belly of the Whale<sup>†</sup> (Core 368)** You've been swallowed up by literal or metaphorical chaos.

**The Door Into Memory (Core 326)** You've opened a door into somebody's memories. Now, you explore in the hopes of changing something.

**Exploration of a Wish (Fortitude 227)** A wish or miracle has just changed the whole world. Now you have to work out what this means for you!

**Learning the Ropes<sup>†</sup> (Fortitude 328)** You've made a change in your life, resulting in your being completely lost, raw, and new at what you're doing now.

**Sacred Child\* (Fortitude 257)** Fortitude recognized you as a sacred child.

**The Wishes of Birds and Beasts\* (GMD 105)** You can tell what animals want. So you help.

**Wishing for Power<sup>†</sup> (GMD 314)** This is the story of what happens when you make one or more wishes (or similar) to give yourself amazing powers, seize power over Town or Fortitude, or otherwise become a bigger deal than you are.

**Wishing/Using Power for Ease<sup>†</sup> (GMD 310)** This is the story of what happens when you start taking big shortcuts to make your life a little easier.

**Your Social Burdens<sup>†</sup> (GMD 354)** You're surrounded by all these ridiculous *social games* and *events*.

**A Legendary Collaboration<sup>†</sup> (139 45)** You and an enemy or rival work together to find some treasure or secret.

**A Troubled History<sup>†</sup> (139 25)** There's someone you hurt, or maybe they hurt you. You wound up with *baggage*. ...but there was still something there worth saving.

**Deadline<sup>†</sup> (Horizon)** You worry about faraway things while being damaged.

**Harpy: Unmoored<sup>†</sup> (Tumblr)** Things are getting a little bit out of hand.

\*: includes only any-time quest(s)

†: part of quest set

## Mystic 4

There's a hole in the world. Or at least a hole in the way your life is put together. It's partly psychological but it's symbolized by a very real monster, trap, curse, demon, or miraculous effect.

**Result** You manage to suppress it with the help of your family and friends. Or, if you're completely cut off from all of those, by the intervention of a higher power or an unexpected friend.

...It's probably not a permanent solution.

### Alternate Mystic 4: Things Are OK

Trouble? Whatever. Awful trouble? *Whatever!* You're going to stay happy and optimistic. Ganbatte!

**Outcome** You get a shattering piece of news. Your efforts fall to pieces in your hands. This probably means that you or somebody you care about is dying.

## Mystic 4 Quests

**A New Hobby (Core 316)** You've started a new hobby!

**Adventure GET<sup>†</sup> (Core 354)** You're on an adventure! You're all dazzled by the newness and interest value of it all. It could be scary. It could be traumatizing. But it's *an adventure!*

**The Door Into Memory (Core 326)** You've opened a door into somebody's memories. Now, you explore in the hopes of changing something.

**The Trials of the Sun<sup>†</sup> (Core 370)** You're losing sight of yourself. You're being pushed so hard by internal and external factors that you can't maintain a solid picture of who you are.

**Home for a While<sup>†</sup> (Fortitude 335)** Your voyage ended, you're spending a while at home.

**Asserting Your Existence<sup>†</sup> (GMD 318)** You're lost somewhere—your soul, your self has gone away. You can connect to it only in dream-like visions (and actual dreams.)

**Coming to Grips with Death<sup>†</sup> (GMD 366)** Something bad has happened. It's hard to understand. It's hard to deal with.

**The Golden Snake of the Rooftops (GMD 153)** You have to hunt your escaped core of rage down and stop it from hurting anyone else.

**A Mysterious Teacher<sup>†</sup> (139 21)** There's someone you're teaching in a relatively pastoral, peaceful portion of your life.

**An Interesting Life<sup>†</sup> (139 42)** You meet someone, encounter something cool, or realize something's missing from your colorful life.

**Troubled Legacies<sup>†</sup> (Horizon)** You're somewhere you belong, but facing severe pressure.

**Harpy: "That Which Is Not Hope"<sup>†</sup> (Tumblr)** You're hunting something bright and high and far away. Only... It's too late, isn't it?

## Mystic 5

This is your struggle to live as a better person; to be a blessing unto others, in spite of everything. To be the light of a miracle.

To make things right.

**Result** Unknown. Call it a canon flexpoint—if you're ever going to find out that it was all worth it, or all for nothing, it's at the end of this quest. If you're ever going to find out that your faith has value, or that it was all a lie... it's at the end of this quest. There'll be some campaigns where which one'll happen is obvious, but others where it might surprise you!

## Mystic 5 Quests

**Apotheosis<sup>†</sup> (Core 372)** This is your chance to meet, and become, your new yourself.

**Climbing the Sacred Mountain<sup>†</sup> (Core 360)** You ascend towards some personal victory or enlightenment.

**Taking Care of a Small Child (Core 339)** You raise and nurture, or help with, a small child.

**Transcendence\* (Fortitude 241)** You've become kind of an avatar or expression of a place or situation, or you've let a person subsume you. Build on that to save or redeem them.

**Troubled Divination (Fortitude 262)** You've sensed that someone you care about is threatened, staring into the Kichi Sacred Pools.

**Wrecked<sup>†</sup> (Fortitude 333)** You've been left stranded—caught without the resources you need to get through what is to come.

**Action!<sup>†</sup> (GMD 364)** You fight a god-like, amorphous being or conspiracy.

**Wishing for Healing<sup>†</sup> (GMD 320)** You've learned a little more about life and put your powers to use fixing things and mistakes you didn't know enough to fix before.

**A Baroque Invention<sup>†</sup> (139 23)** There's something you want or need to do, but the work involved exhausts you; it's at the limits of what is possible.

**A New Approach<sup>†</sup> (139 43)** You're living your normal everyday life, augmented with a new prop, trick, or compelling problem.

**"Intrepid"<sup>†</sup> (Horizon)** You unite two worlds.

**Harpy: Epilogue<sup>†</sup> (Tumblr)** There's something left-over that you have to do, generally more epic in scope than the thing whose loose ends you're tying off.

\*: includes only any-time quest(s)

<sup>†</sup>: part of quest set

## Chibi Quests

**A Comfortable Life\* (Fortitude 239)** You've gotten to a comfortable, untroubled place in your dealings with this place, situation, or person. You know how to live with them.

**A Good Life\* (Fortitude 238)** You've gotten to know this person or situation. You're kind of at home here.

**Explorer\* (Fortitude 344)** You explore the paths through Big Lake.

**Exploring\* (Fortitude 236)** You're interested in this place, situation, or person. You're alert. You're having fun figuring it/them out.

**Friend of the Beaches (Fortitude 306)** You're a good conservator of the beaches: the clam beds, snail farms, and salterns.

**Friend to the Street Cats and Dogs (Fortitude 302)** You make yourself a friend to the cats and dogs that wander Fortitude.

**Leaving Offerings (Fortitude 261)** You travel regularly to the Kichi pools, leaving offerings for the health and safety of a loved one.

**Lost And Confused\* (Fortitude 235)** You don't understand this place, situation, or person. It's confusing to you and it stresses you a little!

**Never Lost\* (Fortitude 348)** You study and practice navigation, eventually becoming or demonstrating yourself the kind of person who is never lost even in the most freakish portions of Big Lake or the near Outside.

**Rinley and the Prince\* (Fortitude 278)** You discover that Rinley Yatskaya has been socializing with the rat Prince Eduard Fujimoto.

**Ship's Friend\* (Fortitude 341)** You invest socially or emotionally in the fate of a ship.

**Ship's Hand\* (Fortitude 337)** You're learning how to be a good sailor.

**Swift\* (Fortitude 343)** You know how to help a boat move swiftly through the paths around Big Lake.

**The River-Wolf\* (Fortitude 305)** You've met a dog and the dog has a river-wolf spirit.

**Transcendence\* (Fortitude 241)** You've become kind of an avatar or expression of a place or situation, or you've let a person subsume you. Build on that to save or redeem them.

**Troubled Divination (Fortitude 262)** You've sensed that someone you care about is threatened, staring into the Kichi Sacred Pools.

**A Keeper of Treasures\* (GMD 271)** You're using your Craft to train an animal or person in something.

**A Maker of Wonders\* (GMD 271)** You're awakening a power in one of your Treasures.

**An Otherworldly Tree\* (GMD 96)** You're dreaming about the island of King Death.

**Deeds of the Binder\* (GMD 144)** You're working on some grand project of nightmare science.

**Great Work of Fable\* (GMD 182)** You have something you need to do, but you just don't have the means. But if you keep trying, you're sure you'll figure *something* out.

**Hide the Evidence\* (GMD 104)** You want to cover up the fact that Chuubo wished you into existence.

**Knight Path Miracles\* (GMD 92)** You're trying to reconnect with something that you used to, or "should," be.

**Mentor Syndrome\* (GMD 230)** You're here to see things that the other PCs can't. You're plagued by omens and visions now and then.

**Miracles of Emptiness\* (GMD 269)** You have something going on in your heart. So you're making a minion or a twisted space as a way to explore/deal with it.

**Natural Scientist\* (GMD 121)** You're a student of the natural world, which in your case extends between the physical world and the world of nightmares.

**Otherworldly Divination\* (GMD 204)** You're dreaming about another world, a place that's deeply connected to you.

**Peaceful Moments\* (GMD 151)** You like the simple, peaceful moments.

**Precious Memories\* (GMD 83)** You want to make precious memories with your friends.

**Rinley's Dreams\* (GMD 183)** To wield some of your greater miracles you must exist outside yourself—walk into *dreaming*.

**Slipping into the World\* (GMD 240)** You are manifesting in a distant place. Signs and omens of your presence are already appearing.

**Special/Spiritual Training\* (GMD 160)** You're working on a new martial arts technique or developing a useful Chi aura.

**Story Time!\* (GMD 171)** You love stories.

**The Angel of Fortitude (GMD 231)** You experiment with mutagenic blood and creatures of the evil world.

**The Light of Hope\* (GMD 191)** You're the light of hope now. That means shining on the darkness in people's lives.

**"Under Siege"\* (GMD 256)** You're plagued. You're harassed. There's something fundamentally *wrong* with the world.

**Justify\* (Halloween 38)** You want the things you do to be OK. But there's a deep part of you that thinks you are *not*.

**The Boy in the Mirror\* (Halloween 76)** There's a boy in the mirror who can tell you about your *homeland*. It's got you in turmoil.

**The "Halloween King"\* (Halloween 20)** Halloween—that's a holiday you can get behind.

**~Sparkle~\* (Halloween 56)** You're sparkling and dazzling and majestic.

## Miscellaneous Quests

**A Maker of Wonders\* (GMD 271)** You're awakening a power in one of your Treasures.

**Blackmailing your Dog into Learning Martial Arts (Techno 30)** You blackmail your dog into learning martial arts.

**Magical Training (Techno 39)** You're learning magic in an organized fashion.

**On the Path to a Breakup (Techno 37)** You're dramatically building up to a breakup with a SO.

**Winning Back your Soul with Danger Cuisine (Techno 38)** You become a danger chef to win back your soul.

**Writing Example Quests (Techno 39)** You're writing quests for CMWGE.

**Goblin: the Calling (Tumblr)** You are called to face Goblin, who is named Cruelty.

**Goblin: the Quest (Tumblr)** You must deal with the Far Roofs Muystery, Goblin.

**Alienation (Xmas)** You purchased a bleak alchemical infusion from Dennings Goulard.

**The Christmas Throne (Xmas)** You are peculiarly compelled to seek judgments from the Christmas Throne.

**The Weapon (Xmas)** You seek to claim a meritorious weapon from a hidden weapons shop.

\*: includes only any-time quest(s)

0: part of quest set