

## Stats:

-1 to +3

+Flit: (Thinking fast, acting quick),  
(Slipping through, sneaking around)

+Hit: ("the basic battle move"), ("the  
aggressive magic move"), (Coercing  
someone to assist)

+Wit: Read Between the Lines (Reading a  
person or situation for your advantage),  
(Convincing someone to assist), (helping  
someone else)

+Grit: (Enduring a Hit), (Protecting  
Someone/Something else), (Physical  
prowess)

## Basic Moves:

### ***+FLIT***

INITIATE (8) (Thinking Fast, Acting Quick)

- 5 or less: You freeze up and leave yourself open for an action against you
- 6-9: While stumbling, you manage to

act while another has an action against you.

- 10+: You manage to seize the initiative and act before someone else.
- 12+: Advanced move options.

ELUDE (6) (Slipping through, sneaking around)

- 5 or less: You've been spotted and now everyone's eyes are on you.
- 6-9: While stumbling, you manage to act while another has an action against you.
- 10+: You slip past unnoticed. Choose one:
  - You move into an advantageous position. Take +1 forward.
  - You maintain your cover over a deception or obfuscation.
  - You manage to "borrow" an item for later and quickly stow it away
- 12+: Advanced success options.

## ***+HIT***

AGGRESS (9) (basic battle move)

5 or less: You take 1 extra harm as you leave yourself open.

6 to 9: You and whomever you're fighting inflict harm on each other.

10+: Choose one extra effect:

12+: Advanced success options

MENACE (10) (Coercing someone to assist)

5 or less: Your intimidation backfires and you take a Hard Choice or a Price to Pay.

6 to 9: They'll do it, but they are not loyal to you and will quickly turn on you should the opportunity arise.

10+: You make a convincing threat and they will not dare cross you, so long as you keep an eye on them.

12+: You have intimidated your target into service, surrender or immediate retreat.

This character will be afraid of you going forward and will make every effort not to cross you.

## ***+WIT***

GLEAN (6) (Reading a person or situation for your advantage)

5 or less: Your attempts to GLEAN information are fruitless

6 to 9: You may ask the Storyteller a question, though the information you gain may be vague or unreliable.

10+: You may ask the Storyteller a question from the following list, or a yes-or-no question of your own:

- Who are the characters at play?
- What are their methods?
- When did this happen?
- Where might it happen again?
- Why did they do it?
- How do we fix this?

12+: You may ask the Storyteller up to three questions from the list

GLIB (7) (Convincing a person to assist you)

5 or less: Your persuasion backfires and you take a Hard Choice or a Price to Pay.

6 to 9: They'll do it, but only if you do something for them in return and soon. If you asked for too much or back out, they'll tell you what would get them to do it or who else would be willing to do it.

10+: They'll do it for you, and you choose one extra effect:

12+: Not only will they do it, they'll come along with you as an ally to make sure it's done right for the rest of the chapter. If you do enough for them in return, they may even join you permanently.

## ***+GRIT***

### **ABIDE (8)**

5 or less: The threat finds its way past your defenses. You take an additional harm included with its effects.

6 to 9: You reduce the harm you take by 1 and suffer no 0-harm effects, but you have drawn all impending danger to yourself.

10+: Choose an extra effect:

- You significantly mitigate the harm you would have received (-2 harm)
- You strike back at your attacker, dealing back some or all of the harm you would have taken.
- You temporarily disarm your attacker, giving them -1 going forward.

12+: You are unmoved, unshaken, and miraculously unharmed.

### **GUARD (7)**

5 or less: You fail to protect someone and now both of you are in more danger than

before. You both take 1 harm.

6 to 9: You guard them well, but you suffer some or all of the harm they were going to receive.

10+: Choose one extra effect:

- You mitigate the harm you took for someone (-1 harm)
- All impending danger is now focused on you
- You inflict harm back on the attacker
- You push the attacker away, giving an opportunity for the character you're protecting

12+: You manage to get yourself and the one you're guarding out of danger's path. If you were guarding a non-Player, they also want to repay their gratitude.

IMPEL (9)

5 or less: You seriously fumble and injure yourself or someone around you for 1 harm.

6 to 9: You aren't in good form for this feat. If you choose to push to 10, take 1 harm.

10+: You execute your athletic feat adequately. Choose 1:

12+: Your athleticism brings additional benefits outside of what you were trying to achieve. Choose 2:

During play, each Reader will have 7 letter glyphs randomly pulled from a pool. These letters are used in the resolution called Spell Checks. Each letter of the alphabet has a corresponding number of points assigned to it. When a Reader does a Move, they must spell a word related to the action they are trying to do with the glyphs in their pool with a value equal or greater than the target number they are trying to reach.

When glyphs are used in a Spell Check, they are returned to the communal letter

pool and the Reader resupplies themselves with up to 7 letters; regardless of whether a move succeeds or fails.

Should a Reader struggle to form a word with their existing pool of Glyphs, they may use points from their Acuity pool to discard a glyph and draw a new glyph once per point expended. When a Reader fails a Spell Check, they will gain one Growth Point and one Acuity Point, should they have any Acuity points expended. If a Reader fails a Spell Check with no Acuity remaining, the Storyteller gives them a Hard Choice as part of their Failure resolution.

Different Playbooks, Moves and Advanced Moves will provide the opportunity for ways to affect these glyphs and uses of Acuity as you make Spell Checks:

- +X Forward: Draw X additional random glyphs to be used in a future Spell

Check of your choice, which are then consumed with use.

- +X Blank: Draw X number of blank glyphs which can be used to represent any letter glyph of your choice in a Spell Check, which are then consumed with use. The blank glyph does not count for scoring points on a Spell Check.
- Core Glyphs: Certain Playbooks unlock the ability to use reusable glyphs from a Keyword. These Core Glyphs count for scoring and require Acuity to be used, one Acuity per score point on the glyph (I.E. 4 Acuity for "H")
- Gain Multiply X: Multiply a letter score by X on a glyph of your choice for your next Spell Check.

## Character Growth

When a Reader reaches the maximum number of Growth points in their

Playbook's bar, they Level Up and choose one benefit from the Level Up list on their Playbook. Since each Reader uses two Playbooks simultaneously, they can assign Growth points they receive to either bar at their choice. When a Reader has Leveled Up at least 3 times on a Playbook, they gain access to a list of Advanced Level choices.

At the end of a session, the Storyteller can also review a list of questions with the players and assign bonus Growth points to the whole table based on their discussion and answers.

Common Fairytale/Folklore Roles:  
(Passive to Active)

King/Queen/Monarch - One who rules over/  
Rules with help from. PRESIDE (10)

- Of the Castle: You establish a domain over a building or structure where you

are ruler. When you invoke this domain, you may choose two from the following list:

- You are aware of any and all creatures within your domain and their general distance from you.
- No one can enter or leave your domain without your permission.
- Any Harm dealt to you or your allies in your domain deals 1 Harm to the attacker.
- Anyone within your domain cannot knowingly lie to you. Any Reader who attempts to lie must make a +WIT (GLIB) check against you.
- You are aware of the features of your domain, how they work and how to operate them at will - even from a distance; this can include doors, machines, alarms, and other non-living objects.

- Make an Example: When you use your influence to set an example of obedience, take +1 glyph Forward on +HIT OR +WIT.
- Absolute Authority: (SPECIAL) When using Of the Castle, you may use the entire list of features when establishing a domain.
- Power Corrupts: Just as you seek to reign over your Colour, your Colour seeks to reign over you. When you have an opportunity to indulge your Colour's affinity, you must choose whether to resist or not. If you indulge freely, you gain Multiply 2 on your next Spell Check. If you resist, make a +WIT Spell Check:
  - 5 or less: Your Colour lashes out around you, hurting someone you care about or ruining something you love.

- 6 to 9: You must do something drastic to satisfy the urge, or take 1-Harm and -1 Forward on all Spell Checks until you indulge.
- 10+: You are able to maintain control and regal composure.
- Royal Reserves: You have a special reserve of 4 Acuity points at your disposal. These reserves are separate and may never be replenished.
- Sword of Damocles: You have a looming threat over you from your Colour that you will never be rid of. Take +2 Blank Glyphs on +FLIT and +GRIT against your personal threat whenever it arises.
- Dignified Delegation: You can grant +2 Forward to an ally when you ask them to do something for you instead of doing it yourself.
- You Should See Me in a Crown: You

carry yourself so confidently, people can't help but be impressed. You take +1 Glyph to all +WIT (GLIB) and +HIT (MENACE).

- Gracious Host: While hosting guests in your domain, you can supply yourself and your guests with all manner of food, drink, lodging and entertainment. Nothing provided in the domain can be taken outside, or else it will turn to dust.

Prince/Princess/Heir - One who inherits from/inherits by. RECEIVE (12)

- Air to the Throne: A vacuum lies empty in your Colour, one that you are drawn to fill by your very role in the Story. Choose two of the Domain Words of your Colour: one shall be your PURSUIT, the method by which you reach for the throne; the other shall be your PURSUER, always trying to take your

inheritance from you. When a Spell Check involves your PURSUIT, you may spend an Acuity Point to make it an automatic dramatic success without making a check. Likewise, when your PURSUER is present, you take -2 Glyphs to your Spell Check until you can get away.

- **Heavy is the Head:** The weight of your Colour is felt more in its presence, and the consequences more severe. When making a Spell Check that involves a domain of your Colour, your successes are considered dramatic successes; likewise, your failures are instead considered dramatic failures.
- **In Cloaked Crown:** To evade your PURSUER, you've taken up a Cloak as a less conspicuous role. Choose a Role Playbook to inherit four basic moves from. You cannot inherit any Role's

Core Moves. For as long as you maintain appearances, any who try to discern your Role will see your Cloak, and not your identity as a Prince/Princess/Heir. (Incompatible with Regal Revelation)

- **Evince Charming:** You have an inexplicable draw that encourages those around you to assist you. You take +2 Blanks on Spell Checks that you make to try and convince someone to assist you. If this person is a Reader, they may choose to help you and receive +2 Forward on their next Spell Check.
- **By My Birth Rite:** You have a rote, ritual, or superstition that has set you apart for as long as you can remember; perhaps you can never touch a spinning wheel or any form of sewing, or you are more at home in the water

than on land. So long as you maintain this RITE, you may regain an Acuity Point once per day, up to your maximum.

- Regal Revelation: You bear your regal identity openly for the world to see, along with some of its boons. Choose two moves to inherit from the King/Queen/Monarch Playbook.  
(Incompatible with In Cloaked Crown)

Witch/Wizard - One who brings/One whom is brought by. Keyword: CONJURE (16)

- Toil and Trouble: You prepare one of your Works/Moves to occur up to seven days in the future with a specified condition to trigger its effect.
- Don't F\*ck With a Witch: Your reputation as a Conjuror precedes you. You gain +2 Blanks to intimidate or coerce those who question or

undermine your influence.

- Say the Magick Wyrd: The next time you do a Spell Check, you may spend 3 Acuity to use the score of your Keyword without expending your glyphs or making a check.
- Something Wicked This Way Comes: You beckon misfortune on the horizon for your enemy through [COLOUR].  
Spell +WIT.
  - 5 or less: The misfortune comes for you instead. Take -1 glyph forward.
  - 6-9: You're caught up in the bad luck you inflicted on another, and you both take -1 glyph forward.
  - 10+: Your hex takes hold and gives -1 glyph forward to your enemy. Choose 1 extra effect:
    - Your hex is more potent (-1 forward)
    - You catch more than one person in

your curse (equal to your +Wit)

- You turn their misfortune for your [COLOUR'S] benefit. Take +1 Blank forward.
- I'll Get You, My Pretty: You know what you want from [COLOUR] and you know you're going to have it one way or another within the next seven days. Spell for +HIT.
- 5 or less: Your scheme backfires horribly and you are exposed to your [COLOUR] for attempting to acquire your target. You either suffer 1 Harm or lose something of value to you related to your [COLOUR].
- 6 to 9: Your machinations fail to bear fruit, though they cannot be traced back to you.
- 10+: Your plotting bodes well and you Conjure that which you seek. If someone or something is preventing

you from receiving it, then you learn what [COLOUR] is keeping it from you.

- 12+: Choose an extra effect:
  - You find something extra from [COLOUR] you weren't expecting.
  - You leave behind [COLOUR] to send a message. If you're attempting to do Harm, you deal 1 harm in an obvious area.
  - Your pull is forcible against opposing forces. You may spend an Acuity to overcome anything that may be blocking your summoning of [COLOUR].
- Hextra Credit: Your hexes gain greater potency. Take an additional +1 or give an additional -1 when casting hexes.
- Hex Code Colour: You've learned how to accent the main hue of your Reading with another coloured perspective.  
When you are using your [Colour] for a

Spell Check, you may spend Acuity to utilize another [Colour's] domain.

Knight/Soldier - One who enforces/one who is ordered by. To Command (14)

- As You Wish: When you follow the direction of your [COLOUR], even if it's dangerous, gain +2 Blanks forward.
- By Your Leave: When you agree to enforce the request of another and then leave to undermine said request, gain Multiply 2 for your next Spell Check.
- With Me!: When you are the first to charge into the fray of conflict, you and a number of allies equal to your +GRIT gain +1 Glyph on all Spells to AGGRESS and ABIDE.
- Noble Steed: You acquire a STEED that heeds your call, wherever you are, and comes to your aid. You may describe

what your STEED looks like as it appears on the Cover (a motorcycle, a car, a skateboard, etc) and how it may look differently in the Pages (a unicorn, a drake, a magic carpet, etc). Spell for +FLIT.

- On a 6 or less: Your Steed is currently preoccupied.
- On a 7-9: With a slight delay, your Steed will arrive
- On a 10+: Before you even finish, your Steed has arrived before you.
- Trusty Armament: You carry a WEAPON that has served you through thick and thin, carrying special power when you wield it. As a default, your Armament is Handy, 1-Harm, Magical. Choose three additional tags to add to your Armament and describe it:
  - Concealed: You are able to easily hide this weapon on your person or

around you without being detected

- Distant: You are able to use this weapon on a target from a distance
- Deadly: You deal an additional 1-Harm with this weapon
- Nonlethal: You are able to choose whether this weapon deals a killing blow or not
- Wrecking: This weapon deals Harm in an area.
- Returning: You may recall this weapon to your hand after it has left you by being thrown, disarmed or taken.
- Blessed: Your weapon grants +1 Glyph to +GRIT to ABIDE or GUARD
- Baneful: Your weapon deals an additional 2-harm to a specific kind of enemy (l.e. fairies, Readers, dragons, tyrants, etc)
- Living: Your weapon has its own

personality, knowledge and motives that you can intuit as you wield it.

You gain +1 Glyph when your goals align with that of your WEAPON, and -1 when they do not.

- **Armament Reforged:** Your Armament has gone through the fires of trial and emerged new and refined. Choose one new tag from the previous list on Trusty Armament or from here to add to your WEAPON:
  - **Flaming:** Your weapon burns brightly, will set fire to objects not being worn or carried and deal double Harm to those vulnerable to fire.
  - **Freezing:** Your weapon emits sheer cold, will freeze nearby open liquids and deal double Harm to those vulnerable to cold.
  - **Shocking:** Your weapon crackles with lightning, can power or shortcircuit

electronics, and deals double Harm to those vulnerable to lightning.

- Caustic: Your weapon weeps acid that ignores Armor
- Toxic: Your weapon is laced with a poison that inflicts -1 Glyph on a target's next Spell Check or Target Number.
- Talking: Requires Living. Your weapon is able to speak and communicate clearly with yourself and others, granting you a +1 Glyph to +WIT. This weapon cannot be Concealed.

You may choose this option more than once to receive an additional tag each time.

- Raise the Standard: You raise an emblem of your authority to prompt a desired action (this could be a flag, a badge, an ID, etc). Spell for +HIT

## (MENACE):

- On a 6 or less: Your authority goes unrecognized, ignored, or openly mocked, leaving you openly disadvantaged. Take -1 Forward.
- 7-9: They may seek some confirmation of your credentials, but it does give you time to respond. If you can't bring something believable, then you may be called into question.
- 10+: Your target is not quick to argue and will follow your instruction or request, so long as it doesn't put themselves at risk.
- 12+: Through awe or fear, your target will follow your order to the letter; even so far as enacting violence or crime for you.
- In Shining Armour: You have a suit or outfit of some kind that grants you defense in battle. You have 2 Armor.

- Solemn Pledge: You swear an oath of service, protection or devotion to a person/group of people, place, concept or being. When you make this oath, write out each of the terms you must uphold. So long as you uphold this oath, you cannot die or be killed until your current task has been complete. When you break this oath, you face a dire consequence involving whom you've pledged yourself to, even to the danger of your life or those close to you, or the loss of something dear.

Smith/Seamster - One who creates/one who works with. To Craft (10)

- Tools of the Trade: You carry tools related to your craft that allow you to make magical items and wondrous adjustments. For Example:
  - A Frying Pan

- Pointed Knitting Needles
- A Trusty Hammer
- Union Solidarity: You have connections to a guild, union or other organization dedicated to your craft that you can visit for advice, assistance or business.
- Delicate Touch: When something isn't working properly, you can try your hand at fixing it. Spell for +HIT:
- It'll Cost You: You have a knack for telling what will go into getting a job done, and even moreso for how you'll receive compensation.
- Outsourcing Material: If there's
- Blueprints, Glorious Blueprints:
- Magnum Opus (ADVANCED MOVE): You've poured a piece of yourself into a true masterwork. Describe the item you've created and its qualities infused by your Colour. Once made, this Magnum Opus cannot be lost or

destroyed except by use of another  
Magnum Opus item.

Trickster/Hood - One who evades/one who  
survives through. To Conceal (11)

- Quick Turnaround: You know how to turn a downside into an upside. When you have a -X Forward on yourself, you may spend an Acuity to turn it into a +X Forward.
- Book It: You know how to fly fast from those who would chase you. Spell for +FLIT (ELUDE):
  - 5 or less: Your pursuers managed to catch up and get the drop on you.
  - 6 to 9: You struggle to shake them. You'll need to make a Hard Choice or Price to Pay in order to escape.
  - 10+: You manage to give your pursuers the slip.
- Wily Words: You know just the right

words to help you soften a prickly person or slip from a thorny circumstance. Choose a word that is 4-letters or more. When you use this word on +WIT GLIB Spell Checks, you may treat the Check as though you scored 12+.

- Just Borrowing This: You are able to "borrow" Moves from other Reader Playbooks. You may choose one when you pick this move, or switch to another by spending an Acuity.
- Cover Story: You spend a lot of time spinning stories to pass what you do as a Reader for those on the Cover as "ordinary". You have +1 Blank Forward on Checks to convince, direct, deceive those who do not know about the Pages. If you are trying to hide from a Reader, you have +1 Forward on pretending you're on the Cover.

- I Know a Guy: You know someone who might be able to help in any given situation involving your Colour.

Describe your associate:

- Would you call them experienced? Careful? Precocious?
- Are they a woman? A kid? A man? Something else entirely?
- What are their clothes like? Frilly? Functional? Form-fitting? Frayed? Flowing? Fluffy?
- How do you know them? Friend of the family? Co-worker? Old friend or jilted lover? Rival?
- Couldn't Be Me: You can smell trouble coming a mile away, and you're not gonna get caught up in something you can call happening ahead of time. Spell for +FLIT as you make a declaration of what you are trying to avoid (i.e. "an awkward conversation with my ex" or

"waking up a fire-breathing dragon and getting attacked"):

- 5 or less: It could be you, and will most likely be you shortly. You take -1 against the upcoming threat.
- 6 to 9: You manage to avoid the worst of it, though it still rises up to meet you. Reduce any Harm you might have taken by 1.
- 10+: You manage to see it coming and sidestep the issue. If the threat itself wasn't going to occur, you take +1 Blank Forward on your next check against an unpleasant situation.

Knave/Robber - One who steals/One who takes through. To Claim (9)

Creature/Beast - One who lives among/One who feeds upon. To Consume (11)

- **Bite the Hand:** You bare your fangs to show your true colours. When you are benefitting from a situation associated with [COLOUR], you may feed upon its energy to bolster yourself. Spell for +GRIT:
  - On a 6 or Less: The [Colour] bites back; take -2 Glyphs Forward or suffer 1 Harm.
  - 7 to 9: You sink your teeth in, though it's tough and bitter. Heal 1 Harm.
  - 10+: You drink deep and feast on the hand that feeds. Heal 2 Harm or take +1 Blank Forward.
- **The Rule of Beasts:** When you repay violence in kind, take +1 Glyph Forward on +HIT or +GRIT.
- **Backed Into a Corner:** When left with no way out, you fight even more fiercely. When you spell +HIT with 3 or more Harm, treat a 6-9 as though you spelled

a 10+.

- **Beastly Body:** You have a more bestial form perceptible by Readers that comes with benefits. Choose 2 from:
  - **Big:** Your size grants you added strength and toughness. +1 Glyph to +GRIT
  - **Little:** Your size grants you swiftness and flexibility. +1 Glyph to +FLIT
  - **Bad:** You are feared for your intimidating visage, regardless of your true personality. You take +1 Glyph on +HIT (MENACE) and -1 Glyph on +WIT (GLIB)
  - **Good:** You are trusted for your welcoming visage, regardless of your true personality. You take +1 Glyph on +WIT (GLIB) Checks and -1 Glyph on +HIT (MENACE)

Along with traits of a creature or animal that you resemble.

- Lick Your Wounds: You take time to mend what harm has been done. Spell for +GRIT:
  - 5 or less: Your wounds worsen and you take 1 Harm.
  - 6 to 9: You heal 1 Harm and take -1 Forward on your next +HIT Check.
  - 10+: You heal 2 Harm.

Fairy/Goblin - One who bestows/one who gives through. To Commune (13)

- Fair Trade: You get what you give, no more and no less. Take +1 Blank Forward when you are acting in order to maintain fairness of a deal you've struck, a promise you've kept, or a price you are due. If the other party involved is a Reader, you may give them a +1 Forward on their next Spell Check.
- Glamourous Getup: You can magically disguise yourself, others or objects to

appear unassuming, captivating, or terrifying. Spell for +WIT:

- Ring Around: You create a hole in the Pages that lets you move from one place to another. Spell for +FLIT:
  - 5 or less: You're not sure where you'll end up.
  - 6 to 9: You manage to go to around somewhere you've been before.
  - 10+: You can go somewhere very specific, or in the area of a place you've never been.
- Goblin Gift: You magically give someone a "Gift" in the form of a boon, curse, or item. For example:
  - "You will receive a minor shock any time you touch something metal or someone else." (0-Harm, Magical, Stunning)
  - "Woodland creatures will trust and follow you." (Magical, Charming)

- "You receive a magic pair of socks: one will always get lost, and the other will help you find its twin."
- No Need To Thank Me: When you use magic for the sake of others, take +1 Blank Forward on your next Spell Check.
- Turnabout is Fair Play: You remember the slights done against you, and you pay their dues. When you use magic to get back at someone who has wronged you, you may regain an Acuity - but the magic will turn harshly against the target of your vengeance.
- Goblin Code: You have an oddly specific code of conduct that grants you a measure of supernatural protection. So long as you honour it, you cannot die while you have unresolved tasks at hand in a Chapter. Should you break your code, all bets are off until you either reconcile what

was broken or make a new code over the course of seven days.

- Once Upon a Dream: You magically appear to someone you know of far away in a vision, dream, or some other form of apparition to deliver a message. You may choose whether this message is a blessing, a warning, or a bargain. Spell for +WIT:
  - 5 or Less: You find yourself drained stretching so far outside yourself. Take -2 Forward.
  - 6 to 9: Your message is difficult to parse, but your target receives your intent. You may give them one instruction they may choose to follow.
  - 10+: Your message is clear and your intent is plain. Describe how you appear to your target and what you speak of to them. You may allow

them to respond in your message.

- 12+: Your message remains with your target even as you vanish from them. Take +2 Forward on your next Spell Check to deal with your target.

Monster/Dragon - One who overcomes/  
one who is overcome by. To Conquer (18)

Colours in Folklore:

Red/Rose - Blood, violence, death, carnal, survival, pearls, roses, joy, bonds/love, passion/energy, thorns, protection

- What is Red/Rose? - It is what pushes forth in heat - it is the heart pounding as you feel the wolf gnashing at your heels; the river winding and waving down the fuller of a soldier's blade; the blushing petals in a young love's first confession or an old love's latest affair.

- What does Red Do? - Red fills and pushes, both to great joy and great rage. When Red is flowing it is difficult to staunch or stop until it spreads out.
- What form does Red/Rose take?
  - BONDS (8)
  - BLOOD (8)
  - PASSION (9)
  - THORNS (9)
  - CARNAGE (10)
  - SURVIVAL (14)

Azure/Blue - Water, baptism, sorrow, sea, healing

- What is Azure/Blue? - it is what flows in cool and calm - it is the saltwater trickling down your face as you acknowledge the surrounding sea. It is salve and savior, the breath before a baptismal plunge.
- What does Blue Do? - Blue covers and

comforts, whether to great sailing or terrible shipwreck. When Blue washes over it can drown out nearly any other sense, leaving one unmoored and immersed in it all.

- What form does Azure/Blue take?
  - OCEAN (7)
  - WATER (8)
  - SORROW (9)
  - SKY (10)
  - HEALING (11)
  - BAPTISM (13)

Emerald/Green - fey, nature, tricks, mischievous, illusions, play/joy

- What is Emerald/Green? - It is the blanket of leaves that covers the eyes and tickles the nose - the laughter of the wood and the invitation to a game. It is player and host, always trusted to never be truly trustworthy.
- What does Green Do? - Green tricks

and teases, always with mischief yet never malice. When Green has overgrown it can hardly tell what is real and what is a game, always changing and growing yet never growing up.

- What form does Green take?
  - NATURE (6)
  - FEY (9)
  - GLAMOUR (10)
  - TRICK (11)
  - GROWTH (13)

Gold(en) - regal, material, luxury, power, strength, greed

- What is Gold? - it is the strength of the scepter and the weight of the crown - status, wealth and power come with its luxury, as do those who would covet it for themselves.
- What does Gold Do? - Gold asserts its power and value even where it was not previously present in a slow and steady

flow. When Gold has cooled over, it often solidifies into sloth, greed and indolence with a fragile image that is easily changed.

- What form does Gold take?
  - TRADE (6)
  - STEADY (10)
  - WORTH (11)
  - DOMINION (11)
  - LUXURY (16)

White/Snow - pure, holy, rules, death/sleep, cold

- What is White/Snow? - It is the gentle hand that sets upon the world from above - it is what covers the old in sleep, making way for the new.
- What does White Do? - White hosts a wholeness of colours in unity, where all came from and where all return to.

When the Hand of White is heavy, it is puritanical, cold and stifling - brittle as

ice and easily soiled.

- What form does White/Snow take?
  - LAWS (7)
  - COLD (7)
  - SLEEP (7)
  - DEATH (9)
  - HEAVEN (12)

Argent/Silver - Quick, cutting, sacred, resentful, second-best, betrayal

- What is Argent/Silver? - It is the biting blade that always manages to keep things clean, even when it's messy. It is the glint that blinds the eye, the brutal reflection of the looking glass, and the stab in the back.
- What does Silver Do? - Argent's agency is found in subtraction and simplicity. When the Silver weighs heavy, it is opportunistic, mercurial and bitter - a chalice at the lips, a talent changing hands... and a knife at the neck.

- What form does Silver take?
  - REDUCE (9)
  - HOLY (10)
  - RETRIBUTION (11)
  - REFLECT (12)
  - QUICK (20)

Dark/Black - fear, might, mystery, grave

- What is Dark? - Black is the void where all colours are swallowed up - the ink upon the page that gives rise to writs of fear, wonder, mystery and grave tidings.
- What does Dark Do? - The Dark is a place of contemplation, where one can find a stark definition and clarity for that which they would be blind to. When Dark blots out all else, it is madness, uncertainty, and meaninglessness to be driven out.
- What form does Dark take?
  - FEAR (7)
  - GRAVE (9)

- MIGHT (11)
- SHADOW (13)
- MYSTERY (15)

Tawny/Earthen - leather, hunting, arrows, resilience, toughness, hard-work, craftsmanship, armor, weaponry, prison/warden, binding

- What is Tawny? - Tawny is the resilient hide of the hunt, the sootstained apron of the forge, the polished wrappings of pommels and hammer hafts, the quiet slip of a quiver and the refined restraint in the braided rope. It is proletariat, professional, and pronounced in what it does for others.
- What does Tawny Do? - The Tawny hue wraps around its wearer in many forms, suited to assist in specialties with protection and precision. When overencumbered in Earthenwear, it is beleaguered, monotonous, and taxing

in the excess of labour without rest.

- What form does Tawny take?
  - HUNT (7)
  - LABOUR (8)
  - METTLE (8)
  - WARDEN (10)
  - WEAPON (11)

Grey/Ash - cinders/ashes, rebirth, transformation, ruin, rejection, lament/grief

- What is Ash/Grey? - Ash is the veil and blanket of grief, the soiled snow when everything has fallen apart, and the nest where the phoenix rises. It is betwixt ruin and restoration, harm and healing, where one decides what must continue and what must end.
- What does Grey Do? The Grey scatters to the wind and muddles the extreme hues with questions, transforming itself and others. When overcome with Ashes, the world is desaturated in hue

and defeated; in utter ruin, there's little reason to continue.

- What form does Ash take?
  - RUIN (4)
  - DENIAL (7)
  - LAMENT (8)
  - CINDER (9)
  - CHANGE (12)

Mulberry/Murrey - revelry, drunkenness, foolishness, optimism, luck, sensual, gentle, comforting, flowers

- What is Mulberry/Murrey? - Mulberry is the sweet nose on a fine vintage, the delicate silk in fond company, and the swollen eye for the morning after. It is intoxicating, serendipitous, and overflowing.
- What does Mulberry Do? - The Murrey tones take the edge off of the hardness and roughness of life and loss, granting comfort that pleasures will come and

go just as pains do - we're all fools  
sometimes. When drunken with  
Mulberry, the world is raucous and  
rowdy; a never-ending party where pain  
and pleasure are one and the same,  
and everyone is part and parcel for the  
feast.

- What form does Mulberry take?
  - FUN (6)
  - FOOL (7)
  - FEAST (8)
  - FRIEND (10)
  - FORTUNE (10)

Everybody has a story. Some have more  
pages than others, some have pretty  
pictures; others are in the margins,  
sprawling with footnotes and addendums  
that go overlooked. Everyone wonders if a  
story will have a happily ever after or never  
be seen again. Where does our prologue

begin?

Somebody has a role to play. One is the dashing prince in silver armor, another a hood of rose red, or a princess of snow white; all with their places coloured in tinctures from comical to tragic. Who are you, and could that character be something more than what was written? What are the table of contents of your power, or the fine print of consequences?

Nobody knows how it ends. Some think it will come by fire and collect their oil; others say it will flood in a deluge, shouting from the mountaintops. Others ask why a story needs an ending at all... When the final page in your tale turns, what will read on your header and epilogue?

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This is a story about once-upon-a-times in a land near-near-to-here not so long ago. It's about a power that comes with knowing the role you play in a story, and the burden that comes with that knowledge. It's a tale that asks if you will believe all that is read for you, or if you will write your own way through the pages.

## (Un)Death of the Author

What happens when you have stories so old that nobody knows who originally wrote them? You have a bunch of people argue about it and consider what the Author would have wanted or say that the Author is dead and killed by Readers when they started interpreting and negotiating.

They might even use stories to elevate themselves above others, using particular

readings as justification for cruelty or bigotry.

This story plays within the space of uncertainty, much like our own world, where a lot of the how's and why's can be unclear and uncertain at the best of times. You won't always get a solid answer on everything, and that's okay. Working with what you got and going on that journey is what's important, and as the Storyteller you'll be able to make your own choices with your Readers on things like the Author, the Pages and so forth.

Through it all, it's my hope that you will all go through this story with respect for each other, curiosity for the world, and acceptance that what lies in this game doesn't define what's outside of it.

All that being said: this game hates bigots.

The Earth is Flat(back)

In this world of words and stories and books, there are many who live on the Cover - an ordinary world with ordinary people living ordinary lives, callously called "Nobodies" or "Extras".

Beyond the Cover, there are those gifted with supernatural sense by chance or accident who become Readers, poring between the lines of reality and fantasy in the Pages - an expanded realm of wonder and danger that leads to and from the ordinary world.

Cosmic Book Club

Among these Readers, there has been a

discussion how to interact with this new facet of existence; to participate in the story as usual alongside so-called Extras, to observe the story for signs of an Author to follow, rip the Pages to shreds and burn the Book, or to take the pen and write one's own story (perhaps even the stories of others, if they're feeling particularly bold)

Amidst this conflict of perspectives, Readers have begun taking on Narrative Roles - self-imposed constraints of character in exchange for supernatural power over the Pages, from Cover to Cover. With these Narrative Roles, these factions of Readers hope to sway the story in favour of their vision for the world.

## The Cooperative

Perhaps the most common perspective, or

at least inoffensive, the Cooperative aims to be just that: a democratic understanding of the Book that seeks to maintain a sense of stable progression. Communities of Readers will often pool resources together to help newly enlightened with the process of learning a whole new facet of their existence. For them, conflict is left between the Pages and the Cover must determine how the Book is judged.

Arbiters: "I can appreciate the search for meaning and keeping things together nicely. Maybe a bit too much kool-aid though."

Vandals: "Dude, don't you realize that we're living in the Book?"

Archivists: "Nice to see someone paying attention, even if they look a little left out."

Writer's Guild: "A beautiful but tragically

naïve idea. Having that many Readers at once would just tear it all apart or lose all sense of meaning."

Nobodies: "Hey, some of my best friends are side-characters!"

## The Arbiters of Canon

For the universe to be a living written work, it would imply the existence of an Author, wouldn't it? The Arbiters of Canon would have you believe it, according to their studies and adjudication of the Pages. To be aware of the Book and have power over it, the Arbiters infer a sort of "divine responsibility" to the Readers and seek the Author. Whereas the Author's voice is unclear in a direct sense, they do seem to interpret the patterns and progression of the Pages to indicate Their intent. Despite using Author as singular, the Arbiters have

many smaller groups comprised of different faiths and belief systems as their founding focus for the Author (The Catholic Inkwell, the Gutenberg-Luther Press, Alkitaab-Alwahid or "The One Writ", the Septuagint Society, and so on).

The Cooperative: "Ignorance is bliss, I suppose."

Vandals: "I mean really: throwing a tantrum because you didn't get what you want? The Author is more patient than I..."

Archivists: "Their preservation of records has been vital in our search for the Author. Their neutrality has been frustrating."

Writer's Guild: "Heresy even with the best of intentions is still heresy. One cannot help but be in awe of such hubris."

Nobodies: "It is the intent of the Author to see the flock tended to as dutiful shepherds, even when they don't know

what's best for them."

## The Vandals

You find out that your life is words on some cosmic page that you can barely understand, and most of your family and friends will live in complete ignorance of a story they are subservient to. You can be horrified, terrified, obedient...or you can get mad and say "fuck all of this". The Vandals are of the belief that something as all-encompassing as the Book is way too dangerous to keep as the system it is now, and so they use their power as Readers to find out how to take the Book apart and remove the Pages entirely. Some question their sanity for effectively trying to destroy the universe, but they simply return the question by asking "how do you know

going along with the Book won't end everything anyway?"

The Co-op: "Imagine someone having tea on an atomic bomb and thinking it makes for good decor."

Arbiters: "No gods. No authors. No rules."

Writer's Guild: "Cool idea, but why would you want to keep any of this bullshit?"

Archivists: "Nothing here is worth keeping, don't they realize that? Oblivion is better than a cage of history."

Nobodies: "They'll be better off once we burn this Book. Some of them might have to get singed on the way."

## The Alexandrian Archive

So much of history is lost; not to fire or water but simply to time and silence. When the world itself is a story to be written, who

is keeping it recorded and well-preserved? The Alexandrian Archive, named after such a tragedy of knowledge lost, is a society of Readers acting as anthropologists, archaeologists, linguists, historians and vaultkeepers to ensure that the phenomenon of the Book is well-documented. Much like the work of historians on the Cover, they hope that these records of the past will serve the future well - if their fellow Readers are willing to learn.

The Co-op: "Simple to observe, if a bit dull."

Arbiters: "History is written by victors, though they would have you forget the unpleasant parts."

Vandals: "I'd trust them about as much as I'd trust a toddler with anything of value: at least I'll know where the destruction leads."

Writer's Guild: "While it is not our

prerogative to directly influence the material, they are an interesting factor to observe."

Nobodies: "Once you notice the patterns, they're more like noise as you read the lines."

## The Writers' Guild

When you sit down with that book that will change your life, you know it will motivate you to do something after. Perhaps you'll illustrate a vivid scene in painstaking detail, or compose a heart-rending ballad, or simply talk for hours on end to any and all who will listen. Now what if the universe itself was That Book? The Writer's Guild seeks not only to Read, but to Respond to the Pages and see what can be done to radically change the world for the better. It remains to be seen what that "better" may

be, but none doubt the Guild's ambition nor the powerful Readers who write among them.

The Co-op: "You opened the wardrobe, walked into Narnia and said 'nah'. I have to respect that utter lack of engagement with the material, I guess."

Arbiters: "No one should be the sole authority on how a work is interpreted."

Vandals: "Destroying the parts of a book that you don't like that you chose to read is...certainly a choice. Easy to sic 'em on the Arbiters, though."

Archivists: "Eager to share information, up-to-date archiving and preservation methods, comprehensive security...all things I wish I could say about them."

Nobodies: "They're called *people*, you sociopaths. Call them Neighbours if you have to make a distinction, though

everyone's quick to forget we all were once 'Nobodies'..."

## How Does it All End?

Every story has its ending; some tidier and more satisfying than others. But what happens when your entire world is that Story? What lies at the END of the Book? Is there another in a series that you might follow? Or does someone simply go back to the Cover and start again?

As a Reader, you are grappling with being both character and interpreter in a world that may very well be finished before you are. By studying the Pages and recognizing TROPES and PATTERNS in the Book, Readers may navigate Plots to find their way.

## Rhyming, Reason and Plot

"Remember, remember,  
The First of November  
No rhyming nor reason nor plot  
The writ of a month  
Found dead in the hunt  
As none can find what we forgot."

Outside of the interpretation of the Book by rivalrous factions, the world has had Pages in history that were blotted out or simply torn away. What's more mysterious is that no one can REMEMBER specifically what had happened, but Readers feel a sense of DREAD when they see what remains - as if it speaks to some FUTURE DISASTER. History doesn't repeat itself, but it does seem to rhyme...

These are what Readers have come to call FORESHADOWS; signs that suggest some future significant event that must be faced, altered or avoided.

As the Storyteller, you will reveal Foreshadows to your Readers in various stages, where they will find a REASON or a RHYME for how this event affects them.

RHYMES are echoes of what have happened in the past that may be used to learn about the future.

REASONS are present events that give cause to change what is to come.