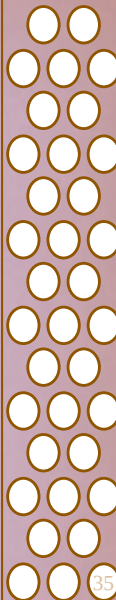




Generic Project

(1-2 person projects; Fortitude Style)

XP



Bonus XP

You're thinking of the project. You're working on the project. You're doing things so you can work on the project. What do you say? What's the thing that you say that expresses that?

I'm thinking about things like:

- "It's *rough* building a rocket!"
- "I wonder if the salinity's right?"
- "I want to make something beautiful."
- "It's for the initiative."
- "I have too many chickens."
- "I watch for fires."

. . . I don't know. The point is, you say it, and suddenly it brings it all into focus: yes, you are working on that project. Yes, it's relevant to what's going on.

This'll make the most sense when you're working on the project but that isn't otherwise obvious. Like, you're out shopping for wire, and you're thinking about the clam bed you're trying to set up, but that isn't necessarily obvious just from your shopping for wire. But if you muse, "I wonder if the salinity's right?" it shows where your mind is and thus what the shopping's about.

Using the catchphrase will make *some* sense when you're working on the project and it is obvious. You'll pause in painting a mural, or whatever, and wipe your brow, and say, "I want to make something beautiful."

It won't make much sense at all when you're completely off the project, like, if you sit stark upright in your tent while camping with friends and suddenly declare, "I watch for fires!" But I trust that if you do that it'll at least be funny and maybe actually relevant in one or another respect!

You can earn a bonus XP (up to once per scene/15 minutes) for this quest by using your catchphrase. What's yours?



Generic Project

(3+ person projects; Fortitude Style)

XP

Major Goals

The HG can award you 5 XP towards this quest when:

- ☐ The project demonstrates its value;
- ☐ You deal with someone terrifying, someone monstrous, but they turn out to be just a misunderstood person or spirit that wants to be left alone;
- ☐ Someone gets lost and you help to find them.

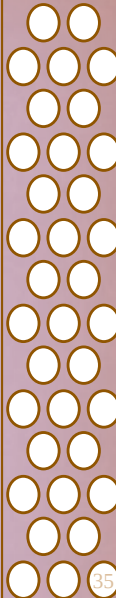
You can earn each bonus once, for a total of up to 15 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-  you go out into the hills looking for something
-   you find yourself missing somebody who is far away
-  having a friendly conversation at work with someone you used to dislike
-  eating with a co-worker in an unusually high or low place
-   you're caught between two problems, e.g. a problem with the project and an incoming storm
-   a dangerous animal causes trouble for the project
-  something gross happens

You can combine this with an XP Action, but you're not required to.





Exploration of a Wish (Fortitude Style)

XP

Major Goals

The HG can award you 5 XP towards this quest for ...

- ☐ a compelling statement of the moral heart of the wish, or a compelling illustration of it if the moral heart itself was easily found;
- ☐ a compelling statement of its refutation or self-contradiction;
- ☐ a cool demonstration of how to get past that.

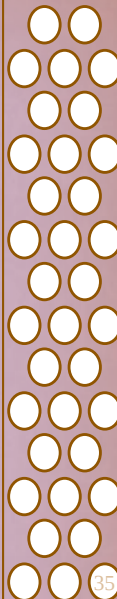
You can earn each bonus once, for a total of up to 15 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest through:

-  trying to understand the changed world and the wish
-  experiencing the changes in the world
-  discussing these changes with your friends
-  wish-related things getting completely over the top

You can combine this with an XP Action, but you're not required to.





Shrine Duties

XP

Major Goals

The HG can award you 5 XP towards this quest when:

- ☐ Someone tries to set you up (romantically) with a relative or friend of theirs;
- ☐ Someone seeks you out and asks you to perform an exorcism or cleansing;
- ☐ You participate in some costumed event or dance at a festival.

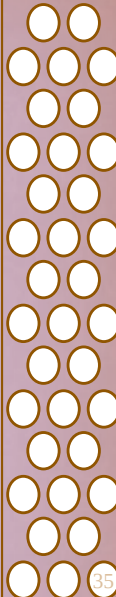
You can earn each bonus once, for a total of up to 15 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest by:

-  having tea with a friend at your shrine
-   selling fortunes and good luck charms
-   performing a sacred dance or shrine-related ceremony at a wedding
-   advising visitors to the shrine and/or making offerings on their behalf
-  purifying the dust of the Outside
-  helping to prepare the grounds of a shrine for a festival
-   performing a special seasonal ritual (e.g., something done in spring to help bless the crops)

You can combine this with an XP Action, but you're not required to.





Crisis of Confidence (Pastoral Version)

XP

Bonus XP

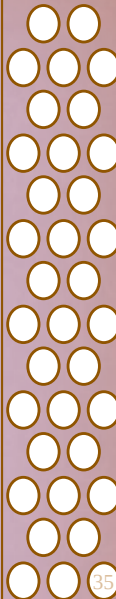
You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by facing your fears and uncertainty about the newest elements in your life.

Pick a standard phrase to indicate this, and then just say that phrase or some close variant when you want to claim the bonus. For instance, after doing something that's related to the recent changes or recently-assumed responsibilities in your life, you'd say something like:

- "What am I *doing*?"
- "I'm supposed to be doing this, right?" *or*
- emote something like "*head in my hands and trying to figure this out.*"

The idea is that by saying that, you tie this otherwise-normal event, particularly if it went swimmingly, into your uncertainty and your crisis of confidence.

What's your catchphrase?





Crisis of Confidence (Tragic Version)

Bonus XP

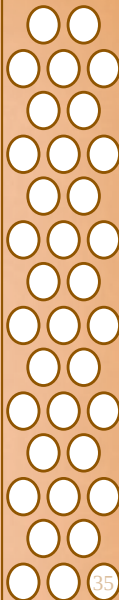
You have a destiny, a *purpose*, or at least a new kind of forward motion in your life, but it's come with a psychological or social burden—a private cross to bear. Pick a “crisis of confidence” sign from the orange signs labelled “I Have To Do This”, “This is MY DESTINY”, or “I Have To Try,” or design something similar yourself; you may wish to keep the sign around even after completing the quest.

The emotion or social position on the sign represents a feeling or state that gives you trouble. You can earn a bonus XP at any time (though only once per 15 minutes/scene) by expressing that emotion—normally, by holding up the sign.

The back side of the sign reminds you of your flaws. If you're not playing in a place where you can actually hold up the sign, it's OK to just remind yourself quietly of what it says, or, if you must, ignore the back side in its entirety.

What's your sign?

XP



35



Trying To Fix a Social Problem (Fortitude Style)

Major Goals

The HG can award you 5 XP towards this quest when:

- ☐ Some supernatural enemy becomes involved or entangled with the quest;
- ☐ You find an important ally (natural, political, or supernatural) in your quest;
- ☐ You use a Celdinar Day, Landing Day, or Cleaning Day celebration as a platform for pushing your cause.

You can earn each bonus once, for a total of up to 15 XP.

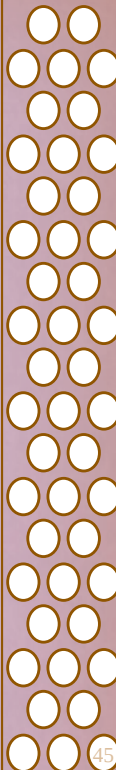
Quest Flavor

1/chapter, you can earn a bonus XP towards this quest by:

- participating in a local project to address the problem directly (if only locally)
- taking a petition around
- writing letters about the cause
- preparing and reviewing a proposal for submission to the Regional Council
- meeting with a club or group that's pushing for the cause
- arguing the importance of the cause

You can combine this with an XP Action, but you're not required to.

XP





Lost and Confused (Connection 0-1)

Bonus XP

Arrange for a sign. It says “**Over the Top.**”

This quest is built on your (lack of) Connection to a specific circumstance, situation, place, or person. You’re lost and confused there, or in dealing with them. You don’t know what’s going on!

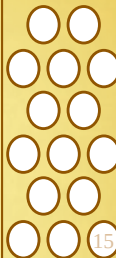
You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) when the situation itself, the person’s interactions with you, or the consequences of your not knowing what’s going on get a little bit over the top.

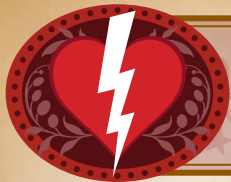
Or, for that matter, when you decide to *make* them a little over the top.

When that happens, hold up the sign or otherwise declare/observe that things have gotten over the top and you can claim the XP.

You don’t even have to say anything in character! You just have to be willing to hold up a sign. It’s even OK if sometimes you’re being ironic or making a suggestion instead of an observation, as long as an observation is more typical.

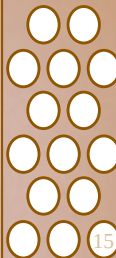
XP





Exploring (Connection 1+)

XP



Bonus XP

You're poking around trying to figure out what's going on here. You're having a good time. This is *interesting*.

This place, person, whatever—

Is *neat*.

So... you can earn a bonus XP for this quest with an emote or statement that says, basically: *oo, cool!*

Pick a catchphrase for this. You don't have to use the exact same catchphrase every time, but it's the core of your experience here. It's something like:

"Wow, look at this." or

"I *love* this place!"

Ideally it's something even more thing-specific, like, if you're exploring the House of Crystal you might sigh, "So *pretty*," while if you were exploring the stories and corners of an adventuresome ship like ***the Tikhvin*** it might be more like "Wow, this ship's been *everywhere*."

Anyway, for you, it's...



A Good Life (Connection 2+)



Bonus XP

You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by contextualizing what you've been doing in the current scene as "for" the target of this Connection or "about" this Connection.

Pick a standard phrase to indicate this, and then just say that phrase or some close variant when you want to claim the bonus. For instance, after a heroic standoff against a witch or a walk up the beach, you'll say:

"Well, I'm a Fortitude kid, after all." *or*

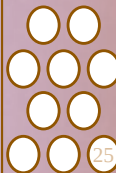
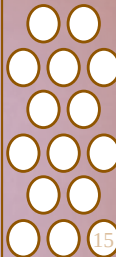
"I had to, I'm your friend."

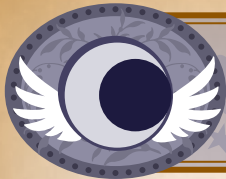
Or whatever! The catchphrase is going to depend on what the thing you're connecting to is, after all.

This catchphrase is explicitly here to replace judgment calls on whether something you did related to the Connection or not. If you're willing to say something appropriate and catchphrase-like IC, I'm willing to assume it's about your Connection. If you're not, then, well, maybe it's not!

What's your catchphrase?

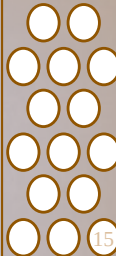
XP





A Comfortable Life (Connection 3+)

XP



Bonus XP

There's something you do or say that orients you in this space. There's a catchphrase for your love or your friendship; there's something you always say in a place or situation.

I'm struck by the memory of a friend of mine, looking at the back of her departing SO, saying, almost involuntarily, "So beautiful." I'm thinking of that; but also of in-jokes and mock-insults between friends —

- "You know what?" (preferentially said to a particular person) "...chicken-butt."
- "Dork."
- (*gasp*) "It's you!!"

— and things you say that make you *that* guy or *that* girl at a particular place, like,

- "This place has the best chairs." • "Hey, let's focus."
- "Gimme the usual!" • (*emoted*) "I'm staring off at nothing again."
- "My PEOPLE!" • (*emoted*) "I'm peering over your shoulder."
- "Can I help?" • (*emoted*) "I'm cleaning up a little, I guess."
- "Thank you. Sorry. Thank you." • (*emoted*) "Poke. Poke."
- "Ganbatte!"

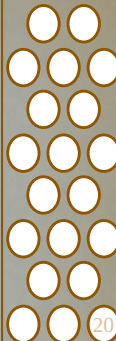
You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by directing attention to this experience and saying some variant on your phrase.

What catch phrase do you use?



Concentrated Awesome (Connection 4+)

XP



Major Goals

The HG can award you 5 XP towards this quest if there's a scene where you've been cut off somehow from your normal power sources, memories, or sense of self, but use your deep connection to this environment to still be pretty awesome.

You can earn this bonus once, for a total of 5 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest through:



having a montage of incidents showing off your situation mastery



hanging out admiring the thing or situation

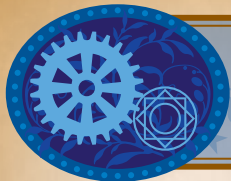


exaggerated tongue-in-cheek drama about the thing in question



having a casual conversation while doing what “should” be exciting or difficult things in the situation or with the person in question—e.g., arguing over laundry or talking about stuff you've been reading with your Connection 4+ SO while fighting to stabilize a storm-tossed ship

You can combine this with an XP Action, but you're not required to.



Transcendence

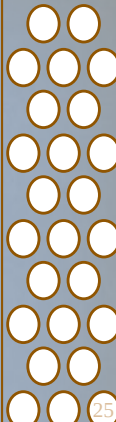
Bonus XP

You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by **proposing a theory about the purpose, destiny, or needs of the thing you're connected to.**

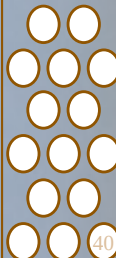
Basically, you'll constantly be thinking about what it *means* that the thing or person you're connected to is a certain way and how to navigate that in the waters of the world. If it's a place or situation, you'll basically be setting forth policy: *we have to do this* or, e.g., *Fortitude needs us to do that*. If it's a person, obviously, it's a bit more intrusive to speculate on their purpose or set their policy, but you can still do a lot of thinking about what they need and make suggestions to them about their destiny.

Your character must propose the theory aloud or, at minimum, in their official internal narration—it can't just be you, as the player, at the table, it has to be IC.

XP



25

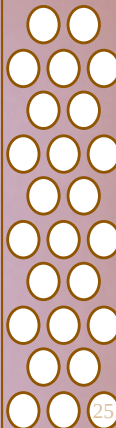


40



Keeping a Good Place (Dramatic Version)

XP



Major Goals

The HG can award you 5 XP towards this quest:

- ☐ If you bring someone who wronged you, or someone who needs it desperately, into the good place—if you forgive and/or accept them, even though people would understand you not doing so—and make them welcome.
- ☐ If you attend a Christmas, Easter, or Pancake Week feast at the good place, or spend part of that day mourning that you can't.

You can earn each bonus once, for a total of up to 10 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest by:

-  working on relevant chores
-  having a meaningful conversation with a PC or important NPC there
-  playing out part of your daily routine in the good place
-  savoring your presence there

You can combine this with an XP Action, but you're not required to.



Keeping a Good Place (Casual Version)

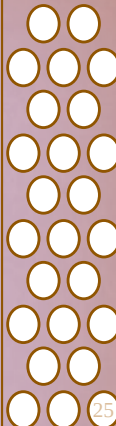
Bonus XP

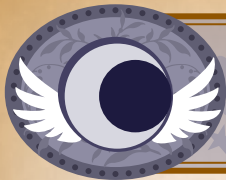
You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by declaring that what you've been doing in the current scene is "for" the good place. Pick a standard phrase to indicate this, and then just say that phrase or some close variant when you want to claim the bonus. For instance, after picking up groceries or fighting off an invading armada, you'd say something like:

- "(well,) It's for the House." or
- "Anything for Tank Pastry!"

The idea is that by saying that, you confirm that something is about your struggle to keep a good place; or, if not, at least, you make yourself sound a little goofy and perhaps overly earnest in a place-connected fashion.

XP





Exile (Dramatic Version)

XP

Major Goals

The HG can award you 5 XP towards this quest—

- ☐ at the end of your first season/book while on this quest;
- ☐ at the end of your second season/book while on this quest;
- ☐ when you find love or family and you realize (and the HG suggests or agrees) that at some point while you weren't looking you re-invented yourself.

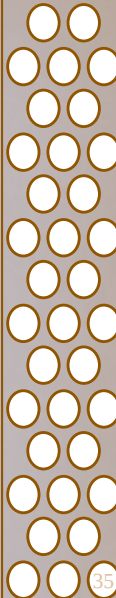
You can earn each bonus once, for a total of up to 15 XP.

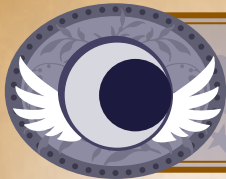
Quest Flavor

1/chapter, you can earn a bonus XP towards this quest by:

-  experiencing your hollowness and loneliness
-  losing control over your own life
-  talking things through with a friend
-  interacting with your former good home
-  consciously trying to rebuild your life
-  quietly helping someone out with something

You can combine this with an XP Action, but you're not required to.





Exile (Casual Version)

Bonus XP

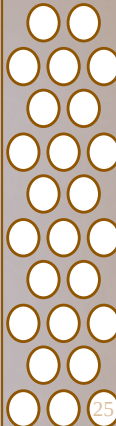
You have something—some experience—that marks out the time of your exile. There is something that draws your attention while you’re trying to heal.

You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by directing attention to this experience. This usually relies on a specific catch phrase—e.g., your attention drifts to the birds flying out over Big Lake, and you say, “Listen to those birds.”

...or whatever.

What catch phrase do you use?

XP





Dependable Person (Fortitude Style)



Bonus XP

The catchphrase for someone who's working on this is "People need people."

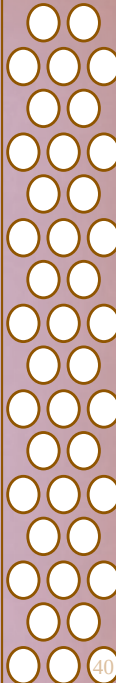
It's the explanation for anything in the dependability oeuvre that you'd do. Why do you help out? Why do you do what you can? Why aren't you afraid of the scary people, the damaged people, the weird people?

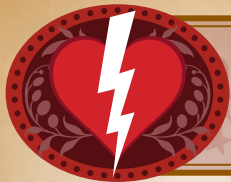
Because "people need people."

So you can earn a bonus XP for this quest at any time (but only once per scene/15 minutes) by recontextualizing or explaining what you've been doing or what's been going on with that catchphrase or a personalized variant.

What's yours?

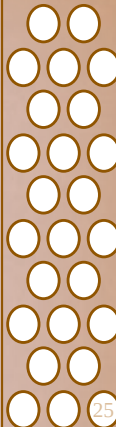
XP





Up-to-Date

XP



Bonus XP

You love hearing news and gossip and the like. That's *important*. That's *cool*.

So... you can earn a bonus XP for this quest with an emote or statement that says, basically: *oo, this data I'm about to get is going to be good!*

Pick a catchphrase for this. You don't have to use the exact same catchphrase every time, but it's the core of your experience here. It's something like:

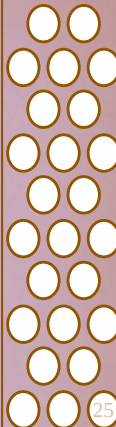
"Tell me more." or "Ooh, dish!"

More specifically, it's...



Shrine or Park Guardian

XP



Major Goals

The HG can award you 5 XP towards this quest if:

- ☐ You have an emotional, meaningful parting with someone important to you in the shrine or park. It has to be a real separation, but it doesn't have to be permanent or complete: a change in the state of a friendship, a breakup among two people who are staying friends, or a few-months'-long parting suffices.
- ☐ You attend a flower-viewing festival, star festival, or spirit-honoring day celebration at the shrine or park.

You can earn each bonus once, for a total of up to 10 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest by:

-  doing shrine/park-related chores
-  having a meaningful conversation with a PC or important NPC there
-   engaging in some meditative action there
-  playing out part of your daily routine in the park or shrine
-   having a spiritual experience there

You can combine this with an XP Action, but you're not required to.



Sacred Child

Bonus XP

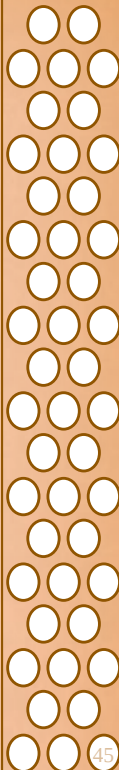
This quest comes with a psychological or social burden—a private cross to bear. Pick a “sacred child” sign from the orange signs labelled “I Know What I’m Doing,” “It’ll Be OK,” or “Calm,” or design something similar yourself; you may wish to keep the sign around even after completing the quest.

The emotion or social position on the sign represents a feeling or state that gives you trouble. You can earn a bonus XP at any time (though only once per 15 minutes/scene) by expressing that emotion—normally, by holding up the sign.

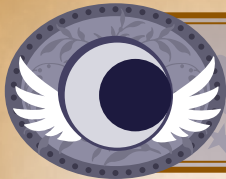
The back side of the sign reminds you of your flaws. If you’re not playing in a place where you can actually hold up the sign, it’s OK to just remind yourself quietly of what it says, or, if you must, ignore the back side in its entirety.

What’s your sign?

XP

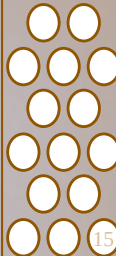


45



Leaving Offerings

XP



Major Goals

The HG can award you 5 XP towards this quest if you meet someone interesting, or have something interesting happen, while you're at the Kichi pools leaving an offering for a loved one.

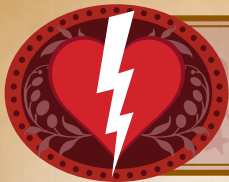
You can earn this bonus once.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest by:

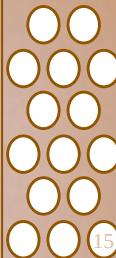
-  talking to someone on the walk to the Kichi pools
-  talking to someone about the loved one you leave the offerings for
-  making an offering at the Kichi pools
-  staring after a heron or other water-bird taking flight
-   having a spiritual experience or vision relating to your loved one

You can combine this with an XP Action, but you're not required to.



Troubled Divination

XP



Major Goals

The HG can award you 5 XP towards this quest when—

- ☐ the HG gives you a nightmare about (your fears about) what's going to happen;
- ☐ you get sick from worry (e.g., your nightmares overflow your dream-catcher and produce Outside-dust psychosis, or you wind up vomiting from fear);
- ☐ you follow a false lead, only to realize that it *can't* be the coming threat.

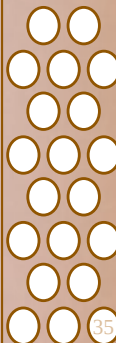
You can earn exactly one of these bonuses on the chibi-quest; on the full quest you can earn all three, once each, for a total of up to 15 XP.

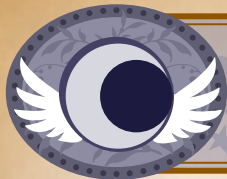
Quest Flavor

1/chapter, you can earn a bonus XP towards this quest by:

-  investigating elements of your vision
-   meditating and trying to understand
-  consciously purifying yourself
-  staring at/listening to something that you think relates somehow
-  spending time out in nature
-  spending time talking to/writing to the person you're worrying about
-  getting worked up about what might happen

You can combine this with an XP Action, but you're not required to.





Joining the Kichi

XP

Major Goals

The HG can award you 5 XP towards this quest if you:

- ☐ Push yourself to face emotions that you aren't ready to deal with while interacting with the Kichi—if you show more vulnerability than you feel safe doing;
- ☐ Have an unexpected moment of connection with a water-bird or bird-spirit;
- ☐ Declare love, swear loyalty, are adopted, or otherwise become a genuine or tentative part of the Kichi family during the course of this quest.

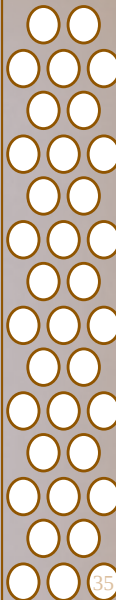
You can earn each bonus once, for a total of up to 15 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest through:

-  meeting a new member of the Kichi for the first time
-  teasing Thomas Kichi (it is a “cottage industry”)
-  other shared moments with the Kichi
-  helping prepare Outside dust
-  doing other “work” with them—even if it's just the long trek to the pools
-  talking with someone else about your connection to the/a Kichi
-  staring into the Kichi pools

You can combine this with an XP Action, but you're not required to.





Trouble in Dreams



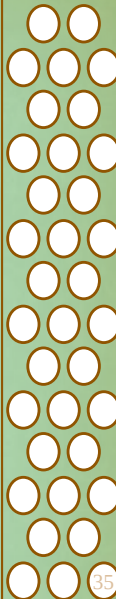
Bonus XP

This quest comes with a division of states—there's the you who's haunted/tempted and the you who's focused on the waking world.

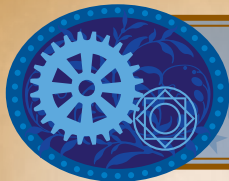
I've made a sign for this—a reversible “Haunted/Awake” card, which you could in theory have on the table in front of you in play to show which state you're in. You can earn a bonus XP at any time (though only once per scene/15 minutes) by flipping the card, showing that you're moving between states—that the influence of whatever's troubling your dreams is being felt, or that it's receding. If you can't actually keep the card in front of you, holding up the card with the relevant side facing people or just saying or emoting something appropriate can earn you the XP instead.

This quest can come into play while you're awake—either you suffer hypnagogic effects, dissociation, and the trembling of the world as it intrudes into your mindset; you suffer the accumulated effects of rest deprivation and night trauma; or the HG brings real-world special effects into play in the world around you.

XP



35



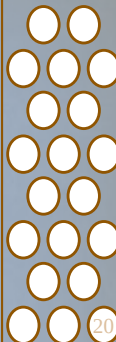
Helping Arkady Sosunov (Casual Version)

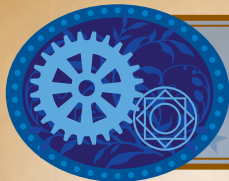
Bonus XP

You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by **proposing a theory about how to help Arkady or what he should do with his life.**

Your character must propose the theory aloud or, at minimum, in their official internal narration—it can't just be you, as the player, at the table, it has to be IC.

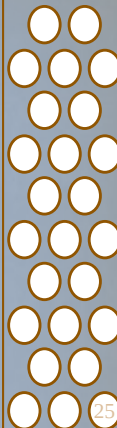
XP





Helping Arkady Sosunov (Dramatic Version)

XP



Major Goals

The HG can award you 5 XP towards this quest when—

- ☐ it becomes really obvious that Arkady needs your help;
- ☐ you find an answer or a really solid situation for him.

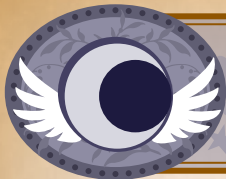
You can earn each bonus once, for a total of up to 10 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

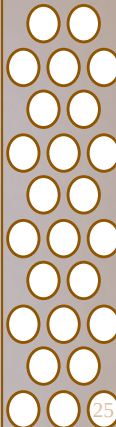
-  you try to guide him
-  you talk about the emptiness/self-loss that he's afraid of
-  you discuss his life and why he's running away
-  you help him materially in establishing himself somewhere
-  his trying to establish himself outside the family makes goofy trouble for you
-   you risk yourself a little to help him
-   he wanders into your dreams
-  you rely on him to save you from something (e.g. an Outside storm or a dream-witch)
-    you have a meaningful scene of asserting friendship, romantic interest, parental support, or other forms of closeness to/with him.

You can combine this with an XP Action, but you're not required to.



Joining the Sosunov

XP



Major Goals

The HG can award you 5 XP towards this quest when—

- ☐ you establish some symbol or catchphrase to represent the heart of Sosunov sacred meditation;
- ☐ you help a Sosunov through trouble, or vice versa;
- ☐ you use the symbol or catchphrase (*see quest description*) to resolve an interpersonal conflict with a Sosunov or to let go of some psychological issue that was spurring it.

You can earn up to two of these bonuses, once each, for a total of up to 10 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-  you have dinner with a Sosunov family
-  Rakkashima and other family authorities teach you things about the Sosunov
-  someone explains elements of the Sosunov magic to you
-  you walk the cobbled paths of the main temple
-  you interact with Miruna Sosunov (her statue, or see her in a dream)

You can combine this with an XP Action, but you're not required to.



Drawn into the Titovs (Understated)

Bonus XP

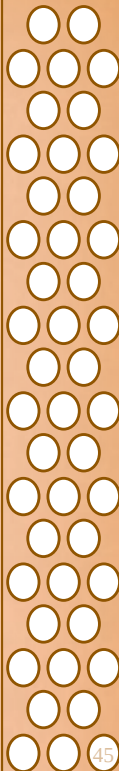
This quest comes with a psychological or social burden—a private cross to bear. Pick a “Entangled with the Titovs” sign from the orange signs labelled “I Don’t Have a Choice,” “I Can Reach Them,” “Totally Fine,” “Happy,” or “Calm,” or design something similar yourself; you may wish to keep the sign around even after completing the quest.

The emotion or social position on the sign represents a feeling or state that gives you trouble. You can earn a bonus XP at any time (though only once per 15 minutes/scene) by expressing that emotion—normally, by holding up the sign.

The back side of the sign reminds you of your flaws. If you’re not playing in a place where you can actually hold up the sign, it’s OK to just remind yourself quietly of what it says, or, if you must, ignore the back side in its entirety.

What’s your sign?

XP



45



Drawn into the Titovs (Baroque)

XP

Major Goals

The HG can award you 5 XP towards this quest when—

- ☐ you get badly hurt because of your connections to the Titovs, but still can't or won't leave;
- ☐ you try to call things off with the Titovs and fail, or *did* call things off but got drawn back in;
- ☐ you try to rescue one of the Titovs from themselves but they betray you or fail you in some knife-twisting manner;
- ☐ you have a terrifying encounter with the thing underneath the shrine.

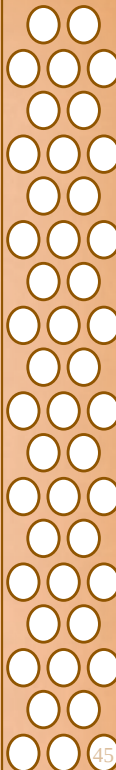
You can earn each bonus once, for a total of up to 20 XP; however, you can't earn the first two bonuses in quick succession. There has to be a bit of drama in between them or it only counts as a single major goal.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest with:

-   labor in or for the Titovs
-   your first in-depth scene with a given Titov
-  exploration of the Titov family and shrine
-  a fierce struggle to overcome the situation
-  bending your morality because of your association with the Titovs
-  losing some of yourself to this situation, or to the thing under the shrine
-   studying a bit of the Titov magic
-  suffering at Titov hands or on the Titov lands

You can combine this with an XP Action, but you're not required to.

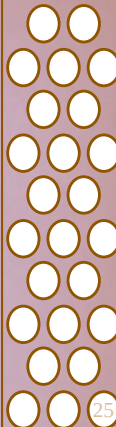


45



Getting to Know the Vasili

XP



Major Goals

The HG can award you 5 XP towards this quest when:

- ☐ You have a dramatic encounter with Vasili magic;
- ☐ You get invited by their home.

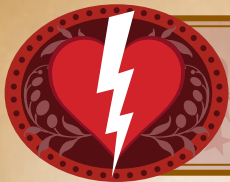
You can earn each bonus once, for a total of up to 10 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest by:

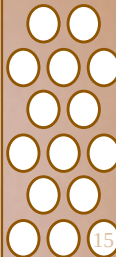
-  meeting Mayu Vasili in a high, windy place
-  exploring the strangeness of Herakleides' garden
-  watching Asuka and Gorou practice for the seasonal dances
-  hanging out with 1+ Vasili for dinner or a walk
-  helping them with some sort of chore (e.g. bringing them groceries)

You can combine this with an XP Action, but you're not required to.



Rinley and the Prince

XP



Bonus XP

You find this (that is, the stuff about Rinley and the Prince of the Rats) an interesting story. You want to uncover more. And random things you learn or stumble across—like the movements of the rats, or details about the Yatskaya temple—play into that.

So... you can earn a bonus XP for this quest with an emoted statement or reaction to events that boils down, basically, to *aha! this is relevant to my growing understanding of the story of Rinley and that rat.*

Pick a catchphrase for this. You don't have to use the exact same catchphrase every time, but it's the core of your experience here. It's something like:

(thoughtful tone) "Rats," or

"Seems like... trouble." or even just

"Hmmmmm."

But be careful with that last one, though, because you do have to make it clear that you're reacting to something as *connected to this storyline* rather than just hmmm-ing at the generic mysterious wonders of life.

What's your phrase?



The Great Dread Witch Hunt

XP

Major Goals

The HG can award you 5 XP towards this quest for:

- ☐ Freezing up in fear or awe the first time you encounter the Witch of the Far Roofs in the flesh;
- ☐ Suffering a curse or enchantment from her (probably as a wound);
- ☐ Taking advantage of rat-lore (that you've previously heard/read) on the Witch.

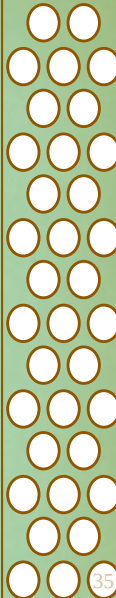
You can earn each bonus once, for a total of up to 15 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-  you spy on Caroline Yatskaya from the roofs
-  you listen to the rats' stories of the Witch
-  you talk with the rats about their plans for Caroline and the Witch
-  you talk with the rats about other things—their lives, the Mysteries, &c.
-  you learn how to travel the roofs like a rat does
-  you win some small victory against the Witch
-  there's trouble instead—something's gone wrong!
-  you make an important choice in regards to this story.

You can combine this with an XP Action, but you're not required to.



35



Joining the Yatskaya (Mind-Blowing Version)

Bonus XP

You're getting involved with the Yatskaya.

This quest comes with a division of states. There's the you who knows what's going on, who has a very clear sense of what you're doing and what's going to happen and what you're getting into.

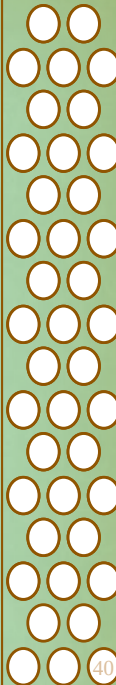
And then there's the... mind-blown you. The you that has totally lost track of it. The you that is confused by your encounters with the Yatskaya, or by the daydream/reality blurring in the temple, or where you stand.

I've made a sign for this—a reversible “I Know What's Going On/WTF” card, which you could in theory have on the table in front of you in play to show which state you're in. You can earn a bonus XP at any time (though only once per scene/15 minutes) by flipping the card, showing that you're moving between states—between “calm and certain about what's going on” and “completely lost.”

If you can't actually keep the card in front of you, holding up the card with the relevant side facing people or just saying or emoting something appropriate can earn you the XP instead.

You're allowed to flip the card for reasons that have nothing to do with interacting with the Yatskaya, but, please don't finish the quest without actually interacting with them!

XP





Joining the Yatskaya (Dramatic Version)

XP

Major Goals

The HG can award you 5 XP towards this quest for being unexpectedly taken with the Yatskaya—for feeding the sense that they're impressive, mysterious, and alien by being awed when a more down-to-earth reaction would have been equally or more believable.

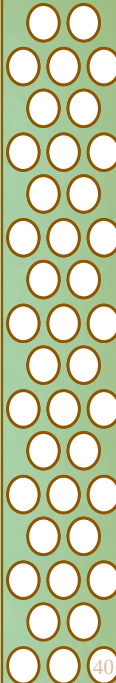
You can earn this bonus up to once per book, potentially up to all 40 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest by:

-  watching the Yatskaya
-  having a mysterious interaction with the Yatskaya
-   moving to the temple
-   helping out at the temple
-  having a bizarre experience at the temple
-  doing Yatskaya-related chores
-   interacting with a cat
-   sharing stories of the Yatskaya

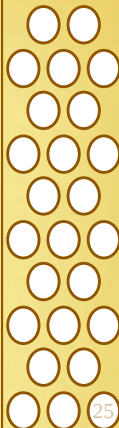
You can combine this with an XP Action, but you're not required to.





Friend to the Rats (Serious)

XP



Major Goals

The HG can award you 5 XP towards this quest if:

- ☐ You get drawn into a reasonably long adventure. You can get this whenever the HG realizes that some rat-related adventure has gone on reasonably long.
- ☐ You prove more useful on such an adventure than the rats had any right to expect.

You can earn each bonus once, for a total of up to 10 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-  getting in trouble to defend or protect a rat
-  getting in trouble doing a favor for a rat
-  doing something charming and thoughtful for a rat
-  doing something helpful and supportive for a rat
-  listening to the stories of the rats
-  exchanging stories with them
-  traveling along the Fortitude roofs

You can combine this with an XP Action, but you're not required to.



Friend to the Rats (Comedic)



Bonus XP

Arrange for a sign. It says “**Over the Top.**”

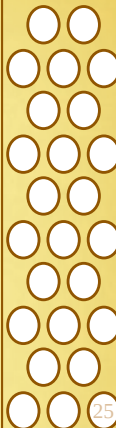
You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) when your interaction with the rats gets, or your adventures with the rats get, a little over the top.

Or, for that matter, when you decide to *make* them a little over the top.

When that happens, hold up the sign or otherwise declare/observe that things have gotten over the top and you can claim the XP.

You don’t even have to say anything in character! You just have to be willing to hold up a sign. It’s even OK if sometimes you’re being ironic or making a suggestion instead of an observation, as long as an observation is more typical.

XP





A Brush With a Mystery

XP

Major Goals

The HG can award you 5 XP towards this quest when:

- ☐ You lose a battle against the Mystery;
- ☐ You discover “what must be done;”
- ☐ You find signs that the Mystery is troubling Fortitude Below, or some other campaign-relevant location.

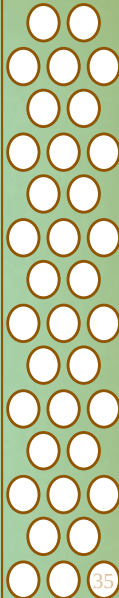
You can earn each bonus once, for a total of up to 15 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when you:

-  encounter an ominous sign of the Mystery’s presence or interest
-   have a terrifying encounter with the Mystery, before it departs/slips away
-   have an inexplicable encounter w/ the Mystery before it departs/slips away
-   encounter a Main Character while you’re traveling the roofs of Fortitude
-   talk about personal traumas thematically relevant to the Mystery
-   search for signs of the Mystery
-   listen to or tell people stories of the Mystery

You can combine this with an XP Action, but you’re not required to.





Friend to the Birds (Casual/Comic)

Bonus XP

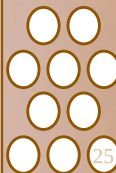
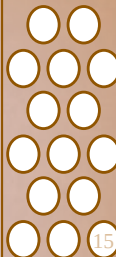
You get distracted a lot. You spend a lot of time thoughtfully staring at the sky.

Pick a catchphrase that indicates that you were paying attention to the birds and not to the world around you—either because you’re being distractable and not very grounded, or because the birds are doing something really interesting. The classic example is “Sorry, I was sky-watching.” (Optionally followed by “What?” or “What were you saying?”)

You can earn a bonus XP towards this quest at any time (but only once per 15 minutes/scene) by invoking that catch phrase or some reasonably close variant.

What’s yours?

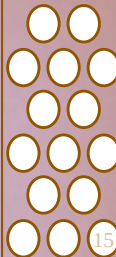
XP





Friend to the Birds (Serious/Procedural)

XP



Major Goals

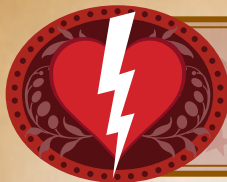
The HG can award you 5 XP towards this quest if you make a major personal sacrifice or take a major risk to protect a bird or the birds of Fortitude. You can get this whenever the HG feels like honoring that sacrifice, so even slow sacrifices like long hours and tight budgets might get rewarded eventually.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest by:

-  taking care of the local birds
-  investigating an issue pertaining to the local birds
-  bird-watching as a casual activity
-  ominous bird-watching

You can combine this with an XP Action, but you're not required to.



Friend to the Street Cats and Dogs (Casual/Comic)

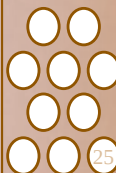
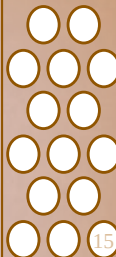
Bonus XP

So a lot of what goes on between people and cats and dogs is wordless. I'd like to recommend a prop for this quest—a stuffed animal or possibly, if there's a cat or dog who wanders around the gaming area, a real animal—so that you can indicate that you're paying attention to an animal by, well, picking up or calling over and *paying attention to an animal*. You can do this at any time (up to once per scene/15 minutes) to pick up a bonus XP.

If you don't have a stuffed or real animal available, or you're playing online and people can't see you pick it up, you can earn the XP by saying or emoting whatever seems appropriate to show that your attention is fixated on one of the cats or dogs in the scene instead. Some standard ways of doing this include a delighted "Look at them" while watching a dog run and play, or "C'mere," when interacting with and grabbing a nearby dog or cat.

If the environment is appropriate and the HG is OK with it, you can use picking up the prop or saying or emoting one of your standard cat/dog phrases as a way of implicitly indicating that such a cat or dog has come into the scene.

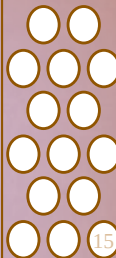
XP





Friend to the Street Cats and Dogs (Serious/Procedural)

XP



Major Goals

The HG can award you 5 XP towards this quest if you lose one of the cats or dogs you care about—if they die, or disappear, or are taken away by their family to some other Region or to Earth.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest by:

  having a conversation with one of the street cats or dogs, as if with family

  investigating an issue that pertains to them

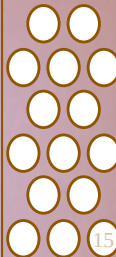
You can combine this with an XP Action, but you're not required to.



The River-Wolf



XP



Bonus XP

You've met a dog and the dog has a river-wolf spirit—sleek and white-furred, vast of bone and jaw, and able to flow along or under the roofs and the water.

That's what you think this dog really is, inside. Not just some furry ol' mutt. This dog is the strength of a wave. This dog is wind and water. This dog is a river-wolf.

So you bring it out.

You earn a bonus XP for this quest at any time (but only once per scene/15 minutes) by re-contextualizing some interaction or work you've been doing with something like "That dog's a river."

The dog's been running around and knocking things over? You've been fishing absurd amounts of mud out of its fur? You've taken it down to the lake and let it swim and splash? You can't get it to come in for the rain? You've been drawing diagrams of water flow all over its fur? You're trying to hold on to hope by working with the dog while both of you are imprisoned in some unbreakable cell somewhere?

"I swear," you might say, "That dog's a river."

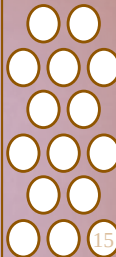
Or "It'll be OK. This dog's a river."

Something, anyway, like that!



Friend to the Beaches (Purple Version)

XP



Major Goals

The HG can award you 5 XP towards this quest if a conversation that you have with someone while out walking along the beach turns into a pivotal moment for you or them. Details like “was this moment pivotal enough?” or “just which NPCs are important enough that their having a pivotal moment should count?” are up to the HG, but at the very least, anything that makes a major difference to the game should qualify.

You can earn this bonus once.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest by:

-  having an honest conversation with friends or family while out along the shore
-  doing beach-related chores
-  figuring out something about life while talking to someone on the beach

You can combine this with an XP Action, but you’re not required to.



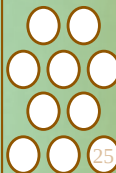
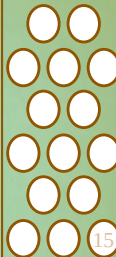
Friend to the Beaches (Green Version)

Bonus XP

This quest comes with a division of states—there's the you who's caught up in the day-to-day ordinary life of *people* and then there's the you stripped clean, made pure and honest, by the atmosphere of the beach.

I've made a sign for this—a reversible “Locked Inside Myself/Open to the World” card, which you could in theory have on the table in front of you in play to show which state you're in. You can earn a bonus XP at any time (though only once per scene/15 minutes) by flipping the card, showing that you're moving between states—that you're slipping back into the trivialities of ordinary life, or relaxing into the openness of the shore. If you can't actually keep the card in front of you, holding up the card with the relevant side facing people or just saying or emoting something appropriate can earn you the XP instead.

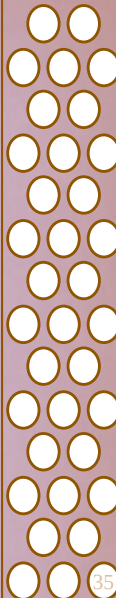
XP





The Northern Beach

XP



Major Goals

The HG can award you 5 XP towards this quest when:

- ☐ You're injured by a fall;
- ☐ You make a peculiar discovery on the northern beach;
- ☐ You have a spiritual experience there.

You can earn each bonus once, for a total of up to 15 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest by:

-  showing someone something you found/sketched on the northern beach
-  guiding someone through the mangal or by the cliffs
-  talking to people about birds and the sky
-  talking about some tragedy in your past
-  suffering somehow or other in Fortitude
-  loving someone from afar

You can combine this with an XP Action, but you're not required to.



Stale Life

XP

Major Goals

The HG can award you 5 XP towards this quest when:

- ☐ You're delighted by an interesting/exciting problem;
- ☐ You see a ship come in laden with glory;
- ☐ You're caught in a terrifying storm;
- ☐ You realize something's been stolen from you or that you've been led into a trap.

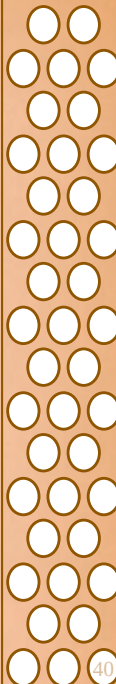
You can earn each bonus once each, up to a total of 20 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-   stacking crates
-   talking about why your life is this way (whatever way it is)
-   leaning against a dock railing
-  standing in high places
-   an animal or person annoys you while you're shopping.
-   paying annoying bills
-   feeling dismal
-   dreaming of distant lands

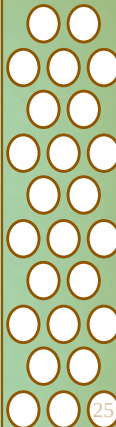
You can combine this with an XP Action, but you're not required to.





Stale Life (Simplified)

XP



Major Goals

The HG can award you 5 XP towards this quest when:

- ☐ Some spiritual presence visits you and meddles in your life;
- ☐ You see a shipwreck;
- ☐ Someone warns you that your life is going to change.

You can earn up to two of these bonuses, once each, for a total of up to 10 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-   being trapped or caged somewhere and watching things that are free
-   being life-threateningly ill
-   hallucinating
-   working with or opposing dangerous people
-  implementing a plan

You can combine this with an XP Action, but you're not required to.



Learning the Ropes

XP

Major Goals

The HG can award you 5 XP towards this quest when:

- ☐ You wear a truly ridiculous outfit or assemblage, with details suggested by the HG and the other players;
- ☐ You wear that outfit again at least 3 chapters later, only with a new player-suggested twist to take it even further over the top;
- ☐ You sight a shockingly green island or island-like thing in the distance, or, you're swarmed by birds;
- ☐ You suffer violence, betrayal, or other acts of grievous malice;
- ☐ You suffer a further, even more egregious act at least 3 chapters on.

You can earn up to four of these bonuses, once each, for a total of up to 20 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:



witnessing someone suffering



slacking off



working with wood and metal



training on the job, either at others' direction or your own



eating with a rowdy group of co-workers



you have to work while really sleepy

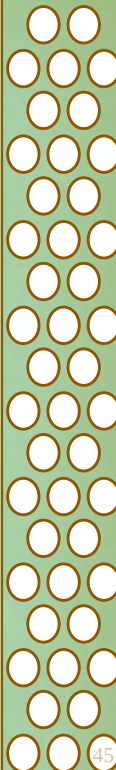


you hurt your hands



you're out in terrible weather

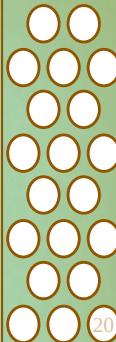
You can combine this with an XP Action, but you're not required to.





Learning the Ropes (Simplified)

XP



Major Goals

The HG can award you 5 XP towards this quest when:

- ☐ Someone acknowledges that you've been learning, or reacts to how harsh your experiences have been;
- ☐ You discover a treasure or crisis while half-asleep.

You can earn each bonus once, for a total of up to 10 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-   you risk yourself for the work
-   time blurs past, or you talk about how it seems to be doing that
-   pulling together with others in a crisis situation
-  watching a demonstration of some skill

You can combine this with an XP Action, but you're not required to.



Starry-Eyed Adventure

XP

Major Goals

The HG can award you 5 XP towards this quest when:

- ☐ You find a hidden creek, flow, or spring of pure, untainted water;
- ☐ The sun comes up at an unexpected hour or dramatic moment;
- ☐ You find yourself in the arms of a shadowy friend, enemy, or lover*;
- ☐ You meet a star in human form.†

You can earn each bonus once, for a total of up to 20 XP.

Quest Flavor

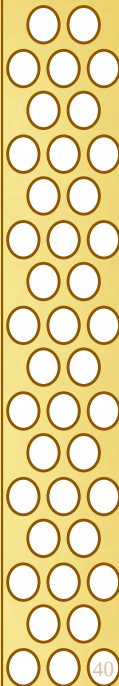
1/chapter, you can earn a bonus XP towards this quest when:

-  you overflow with love for your friends and the world
-  you sleep under a clear sky
-  you witness a storm in the distance
-  you ride, sail, run, or otherwise travel all-out at incredible speeds
-  you're tempted by a strange fruit
-  you're offered salvation by a shadowy enemy, friend, or lover
-  you betray a friend
-  you argue with a star

You can combine this with an XP Action, but you're not required to.

** I mean this literally, like, a ghost, spirit, or shadow creature in the shape of a shadow, but someone really suspicious or wicked who is standing in shadows works too!*

† a glamorous enough celebrity is also OK





Starry-Eyed Adventure (Simplified)

XP

Major Goals

The HG can award you 5 XP towards this quest when:

- ☐ You pay a terrible price for your sins;
- ☐ You trust your fate to somebody else, e.g., letting them lead you somewhere blindfolded;
- ☐ You suffer unexpected clothing damage (at whatever level both your player and the group are comfortable with).

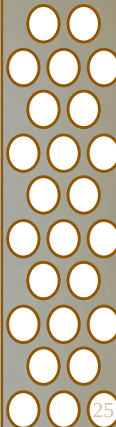
You can earn up to two of these bonuses, once each, for a total of up to 10 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-   you weather a terrible crisis
-   you laugh and play on a beach
-   you do something that disrespects the sacred
-   you are given a chance at salvation

You can combine this with an XP Action, but you're not required to.





Wrecked

XP

Major Goals

The HG can award you 5 XP towards this quest when:

- ☐ The full horror of your situation is established in play;
- ☐ An incredibly lucky coincidence helps you out, but on its own won't be enough to save you;
- ☐ You see a comet, meteor, fireball, or other arcing, descending, fiery thing. (Potentially a missile, crashing plane, or descending sun deity);
- ☐ Death or some other hungry power rips a bit out of you and eats it, probably in a dream sequence.

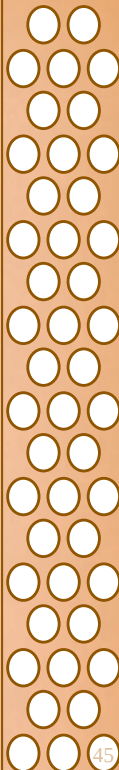
You can earn each bonus once each, up to a total of 20 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-   you stand facing the base of a cliff with something behind you
-   you're bleeding. It's unusually bad.
-   you're temporarily blinded
-   you rip your heart open, probably metaphorically, sharing a pain or trauma
-   you start ranting
-  you're thirsty
-   you're delirious
-   you reluctantly let others help you

You can combine this with an XP Action, but you're not required to.

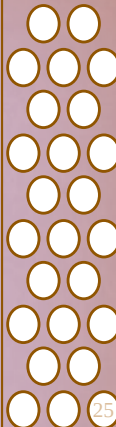




Wrecked (Simplified)



XP



Major Goals

The HG can award you 5 XP towards this quest when:

- ☐ You discover that you're trapped somewhere;
- ☐ You expel a parasite or unwanted symbiote from your body, mind, or soul;
- ☐ You do something desperate or grandiose.

You can earn up to two of these bonuses, once each, for a total of up to 10 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:



you're convinced that you're dying.



you make a mess, with blood or ink or mud everywhere



you dream of drowning

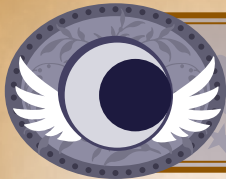


possibly in a dream sequence, you set the sky or the world around you on fire



you vomit or magically expel toxins in some fashion.

You can combine this with an XP Action, but you're not required to.



Home for a While

XP

Major Goals

The HG can award you 5 XP towards this quest when:

- ☐ You encounter something rotten while out walking on the beach;
- ☐ You learn that an old friend, lover, rival, or enemy is dead;
- ☐ You see a glider or kite dancing in the wind;
- ☐ You have a spooky encounter.

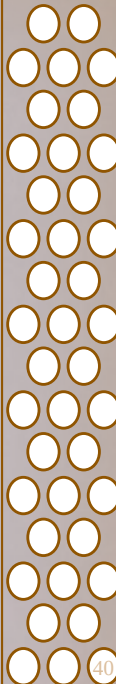
You can earn each bonus once, for a total of up to 20 XP.

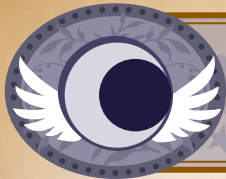
Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-  you stare out at the water
-  you fiddle with cut flowers in a vase
-  you play with a child or dog
-  you drink tea with a loved one
-  you lift boxes and stack crates
-  you balance an account book.
-  you listen to the creaking of a ship or dock
-  you find driftwood on the beach

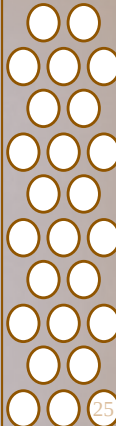
You can combine this with an XP Action, but you're not required to.





Home for a While (Simplified)

XP



Major Goals

The HG can award you 5 XP towards this quest when:

- ☐ You receive a gift package from an old enemy or old flame;
- ☐ You make up with someone you'd had a long conflict with;
- ☐ You see something beautiful and new.

You can earn up to two of these bonuses, for a total of up to 10 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

  you talk about the experiences of this Arc

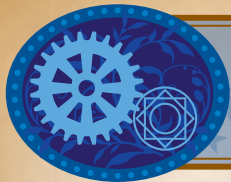
  you convalesce

 clouds pass over the sun

 you watch a child at play

  you talk about your dreams

You can combine this with an XP Action, but you're not required to.



Ship's Hand

Bonus XP

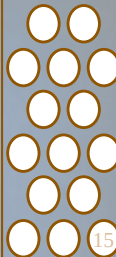
You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by **proposing a theory about something relevant to a ship's voyage: e.g., the weather, luck, the moods of a lake, or a ship's trim.**

The classic version of this is stuff like “three seagulls on your roof? Bet it'll rain tomorrow.” Or “that ship's riding a little low, I bet there's a crack in the mast.”

You can extend this a little bit to cars, bicycles (“oh, this bike just needs someone to tighten up the rigging”), and land-related luck as long as the core experience here is a nautical sort of theme.

Your character must propose the theory aloud or, at minimum, in their official internal narration—it can't just be you, as the player, at the table, it has to be IC.

XP





Good Catch



Bonus XP

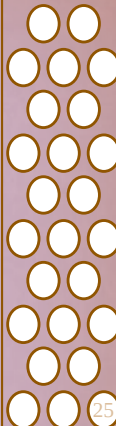
You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by pausing to reflect on how important fish and fishing are to the health of Fortitude and Town. For instance, while wandering the market, you stop and think—

- “Fish are the lifeblood of this place.”

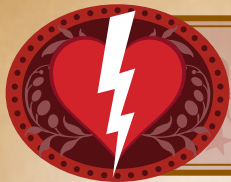
Normally you’ll use just those words, but you can shake it up a bit, find a habitual phrasing of your own, and even adapt it on the fly to the circumstances of play.

It’s pretty easy to get bonus XP, obviously, but that’s fine: either this quest is slow and stays on your mind a long time; it makes you a fish-obsessed goofball who talks about fish at random times; or it drives you to do fishing-related stuff a lot so that you feel wise and folksy instead of silly working that line into play. All three options, I hope, will fit the quest and play out well.

XP



25



Ship's Crew

Bonus XP

You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by admiring and re-stating some quality of the ship.

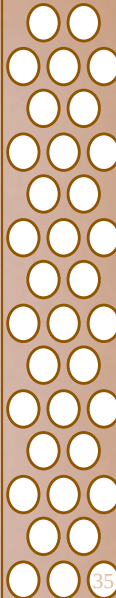
“She’s a fast ship,” for instance. Or

“*The Sparrow*’s a good ship for trade.”

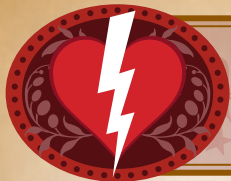
Pick a suitable catchphrase for this. You can shake it up in play with variations on the statement and you can change it mid-stream if you wind up changing your mind about the ship.

What’s your phrase?

XP



35



Ship's Friend

Bonus XP

You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by admiring and re-stating some quality of the ship.

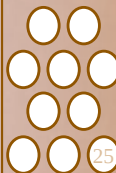
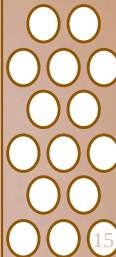
“She’s a good ship,” for instance. Or

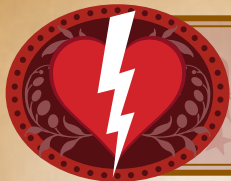
“*The Queen of Thorns* always brings a great catch!”

Pick a suitable catchphrase for this—something that reflects the strong feelings you have for that ship. You can shake it up in play with variations on the statement and you can change it mid-stream if you wind up changing your mind about the ship.

What’s your phrase?

XP





Swift

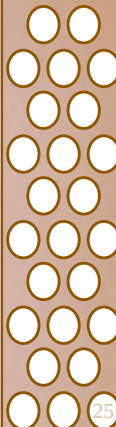
Bonus XP

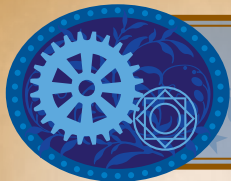
You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by showing off your sheer enthusiasm for speed. Pick a suitable catchphrase for this, but the assumed default is:

- “Faster! Faster!” *or possibly*
- “Faster! Faster! AHAHAHAHAHA-HAHA!”

What’s yours?

XP





Explorer

Bonus XP

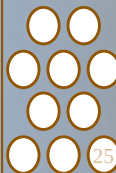
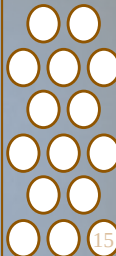
Explorer is a way of understanding the world. You're filtering everything through your spatial models and your adventurous history.

So you can earn a bonus XP towards this quest at any time (up to once per scene/15 minutes) by **proposing a theory about how something is laid out or how it relates to one of your adventures on Big Lake.**

The standard catchphrase here is "This is like..." or "This must be like..."

For instance, *This is like that time on the island of the dog-people!* Or *This place must be like a twelve-dimensional spindle, spinning on top of a flattened map—which means if we take that escalator, we're almost certain to find our noodle shop!*

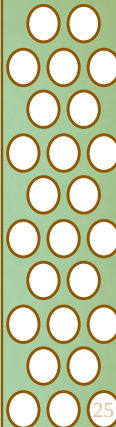
XP





Little Ship (Dramatic Version)

XP



Major Goals

The HG can award you 5 XP towards this quest when:

- ☐ You have a mysterious encounter while working on the ship;
- ☐ You do something a little dumb as part of showing off or building the ship that could get you into trouble later (invite a witch or demon over to show it off, borrow money from a jerk to finish it, spend time on the boat and miss a few days of your job, or something like that).

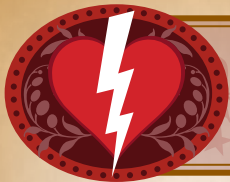
You can earn each bonus once, for a total of up to 10 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest by:

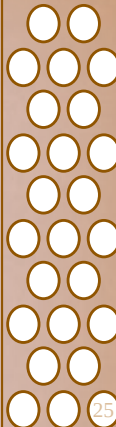
-  actively working on the boat
-  inviting people over to see the boat
-  messing around with the boat (cleaning, poking at it)
-  staring out at the Lake and daydreaming about sailing
-  making concrete plans for when the boat is finished

You can combine this with an XP Action, but you're not required to.



Little Ship (Melodramatic Version)

XP



Bonus XP

It's hard to pay attention to the real world. You've got a sweet little boat!

Or, you know, you *will*!

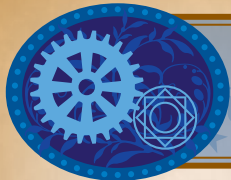
Just think how awesome it's going to be!

Pick a catchphrase that indicates that your mind has totally wandered off into ship-space. The classic examples are

- "We're going to be *sailing*." Or
- "I'm going to have a *ship*."

You can earn a bonus XP towards this quest at any time (but only once per 15 minutes/scene) by invoking that catch phrase or some reasonably close variant.

What's yours?

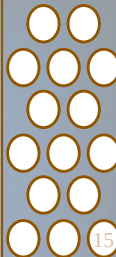


Never Lost

Bonus XP

You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by **proposing a theory about how to get somewhere or about where you are.**

XP





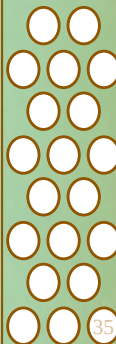
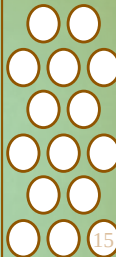
Love for the Water

Bonus XP

This quest comes with a division of states—there's the you who is lost in the waves and the water, and the you who is trapped on the land. I've made a sign for this—a reversible "Troubled/Free" card, which you could in theory have on the table in front of you in play to show which state you're in. You can earn a bonus XP at any time (though only once per scene/15 minutes) by flipping the card, showing that you're moving between states—that you're refocusing on the troubles of your life, or your mind and heart are drifting off to lose themselves in the water and the wind. If you can't actually keep the card in front of you, holding up the card with the relevant side facing people or just saying or emoting something appropriate can earn you the XP instead.

The normal version of this quest needs 15 XP; the extended version, with additional rewards, needs 35.

XP



OVER THE TOP



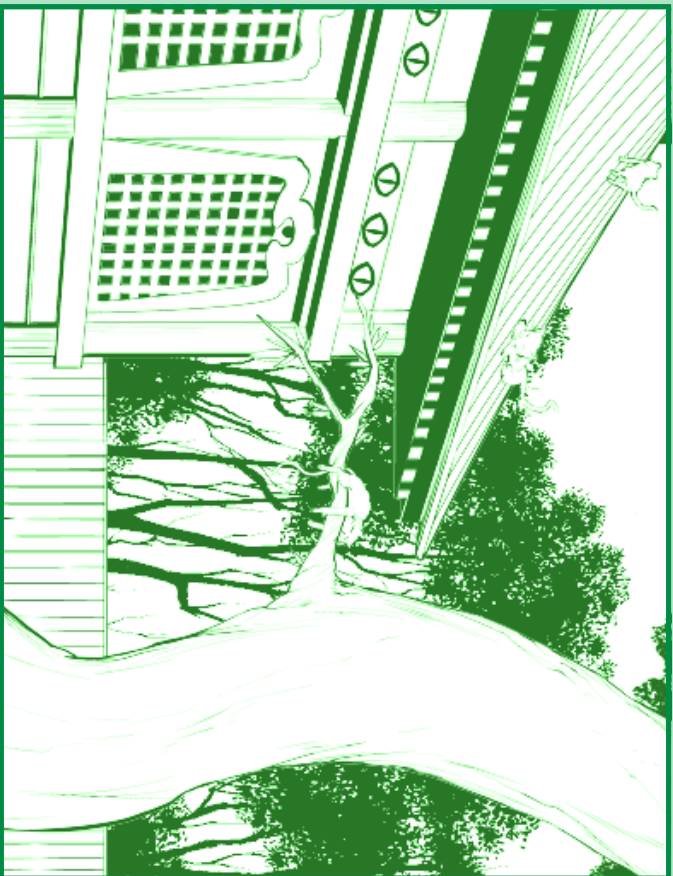
Haunted



Awake



I Know What's Going On



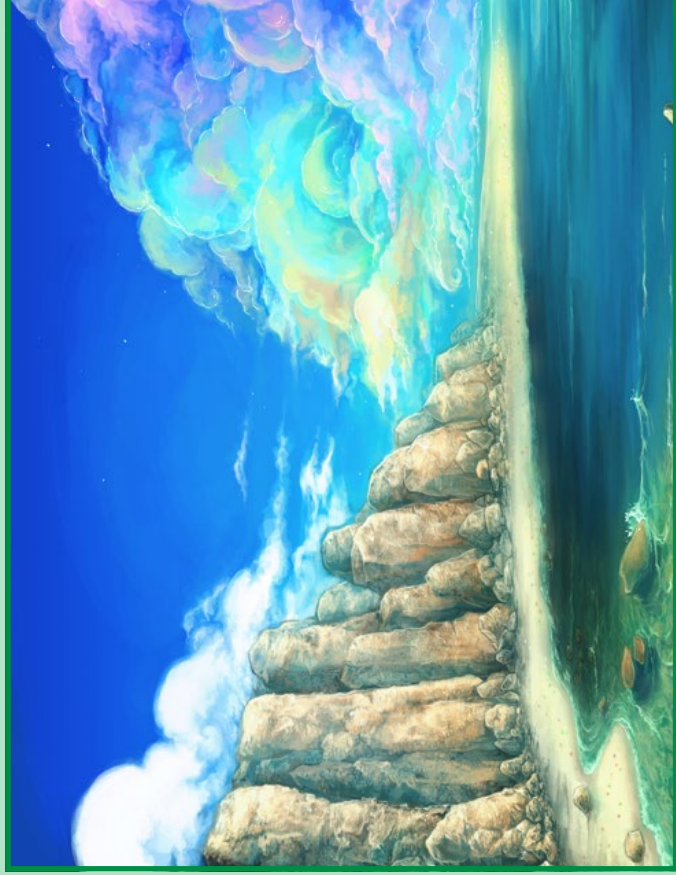
WTF



Locked Inside Myself



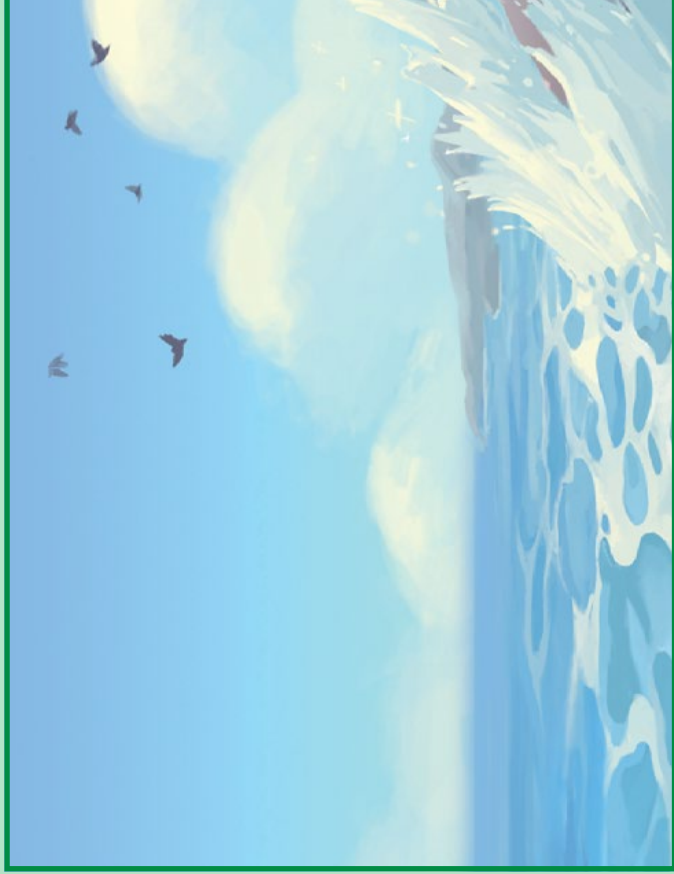
Open to the World



Troubled



Free



Side A

I Have to Do This



Side B

(I don't know how to do this.)



Side A

I Have to Do This



Side B

(I can't do this.)



Side A

I Have to Try



Side B

(I don't know how to do this.)



Side A

This is MY DESTINY



Side B

(What am I doing?!?)



Side A

I Know What I'm Doing



Side B

(You don't know what you're doing.)



Side A

It'll be
OK



Side B

(You don't know what you're doing.)



Side A

Calm



Side B

(Why can't they just leave me alone?)



Side A

Happy



Side B

(It'll be OK.)



Side A

I Don't Have A Choice



Side B

*(You could stop. You really could.
Please stop.)*



Side A

Totally Fine



Side B

(I'm not important.)



Side A

I Can Reach Them



Side B

(I have to be able to reach them.)

