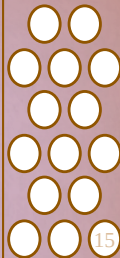




Precious Memories

XP



Bonus XP

Life—it's all about making precious memories with your friends.

Like this one!

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 a precious memory.

You can indicate this any way you like but a good catchphrase for this quest is "Scrapbook!," as to indicate that this situation is definitely one for the scrapbook.

Is that what you say?

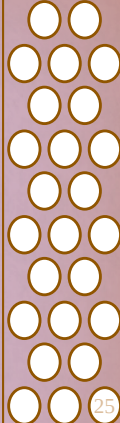
Or do you usually say something else?



Learning the Ways of Fortitude



XP



Bonus XP

You're painfully foreign here. You thought of yourself as this laid-back, unruffled, un-worried type, but in a lot of ways you were still a Horizon kid. There was always this underlying sense in your life like you were in danger of missing out. Like you needed a good game guide to your life or you might do things *wrong* or *out of order*.

Like you were always being judged.

Like being laid-back was about *fighting* to be laid-back, you know?

It wasn't easy. It wasn't free.

Bit by bit you're learning to let go of that. Bit by bit you're learning that work can be healing, that the moments of your life can be stretched to hours, that it's just as good to watch the birds and enjoy the wind as to play a new computer game or read a manga. Bit by bit you're becoming part of the world.

And here's how you show it.

When it's funny, or when it's true, or when it matters, you'll say or emote something like:

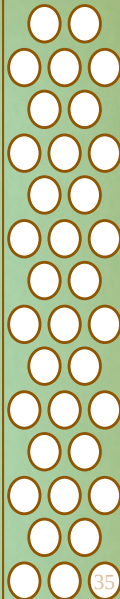
- ⚙ "I'm learning the ways of Fortitude!" *or*
- ⚙ "Well, I've been learning the ways of Fortitude."

You can do this at any time (but only once per scene/15 minutes) to earn a bonus XP for this quest.



Haunted

XP



Major Goals











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

- ☐ found someone in Fortitude who can help you or teach you how to help yourself;
- ☐ put a name and face to the power that's haunting you from afar;
- ☐ formed an important connection to it—recognized that power as, e.g., a friend, enemy, parent, or SO.

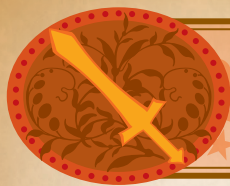
You can earn each bonus once, for a total of up to 15 XP.

Quest Flavor

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

-   doing reckless stuff together with a rival, enemy, or wicked creature
-  having a troubled dream
-   investigating magic that might help your situation
-   talking to a scholar or sailor about your situation
-  performing cleaning- or purification-related chores
-  talking with somebody about what dreams are, as compared to reality
-  talking with somebody about whether the world deserves to exist, whether it's good or bad, or whether that even matters

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



Knight Path Miracles

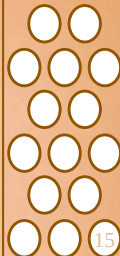
Bonus XP

You're trying to reconnect with something that you used to, or "should," be. You're trying to garb yourself in majesty or cinematic vice. As part of the process you'll usually meditate, do purification rituals, and/or do goofy stuff in order to get in touch with your former or childhood self.

Pick a two-sided sign—I've provided a few options here. One side is the side you show other people when they question (or look like they might consider questioning) this sort of activity. It's a bold statement, like "I know what I'm doing" or "I'm becoming something ... greater." You can earn a bonus XP at any time (though only once per 15 minutes/scene) by expressing that sentiment—normally, by showing others that sign.

The other side of the sign, on the other hand, reveals what you're *really* thinking. Ideally you'll re-read it, or at least remind yourself of it, every time you pick up an XP for this quest.

XP





An Otherworldly Tree

Bonus XP

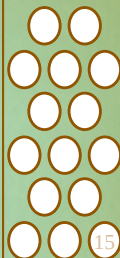
You're dreaming about the island of King Death.

This quest comes with a division of states—there's the you who's fully awake and alert to the mortal world, and then there's the you who's oppressed and burdened by thoughts or dreams of graveyards, zooming over water, the shores of distant islands, and roots tangling around your bones.

I've made a sign for this—a reversible 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—focusing on the world of life, or fading into dreams and thoughts of death.

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





Hide the Evidence

Bonus XP

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

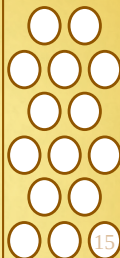
Sometimes when you’re making up your history, or taking pains to establish it as real, or when you’re caught in a lie or contradiction—

Things get a little over the top!

You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) when that happens, or when you decide to *make* it happen and *take* things over the top. At that time, 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 hold up the sign.

XP





The Wishes of ...

Bonus XP

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

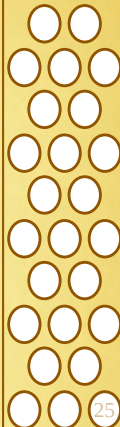
Sometimes when you’re helping out the

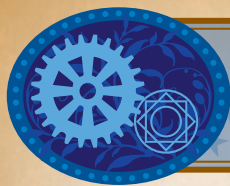
...things get a little over the top.

You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) when that happens, or when you decide to *make* it happen and *take* things over the top. At that time, 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 hold up the sign.

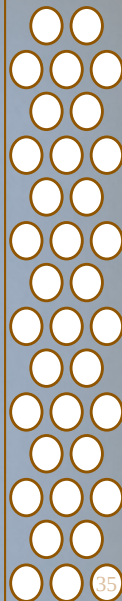
XP





Why Are You Here?

XP



Major Goals










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

- ☐ you do something that connects you spiritually or practically to death and rebirth, the sky, a holy mountain, or the sun;
- ☐ you find a place for yourself in Fortitude, ideally one that connects and relates to one or more of those ideas;
- ☐ a context is established or updated for your regular interactions with **the Walker in Darkness** as an enemy/rival you're stuck with occasionally or a friend/ally you sometimes get the chance to see.

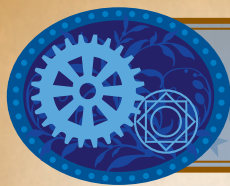
You can earn each bonus once, for a total of up to 15 XP.

Quest Flavor

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

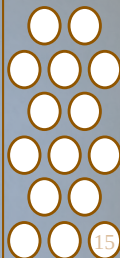
-  having one of those nightmares (about the death of the sun)
-   talking about one of those nightmares
-  talking with somebody about death and what it means in a world of potential rebirth
-  talking with somebody about the nature of the unknown chaos outside the world
-  talking with somebody about what it means to belong somewhere
-  talking with somebody about fate, free will, and meaning
-   a scene mostly leading to/motivated by your declaration, "This is my destiny!"

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



Natural Scientist

XP



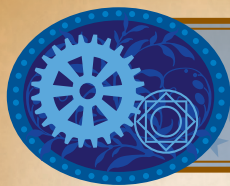
Bonus XP

To do science properly is a guilty pleasure—one of the little things that helps sustain you. There's just something so *healing* about studying a bird or slime or phenomenon, taking notes on it, thinking about it, and coming up with ideas about what the world (beyond the boundaries of your own mind and body) means!

It's not as effective as following the wild brilliance of your muse but it's more orderly. More proper. More *sustaining*. It's like your nightmare science is the junk food of your genius and this the warm steamed rice.

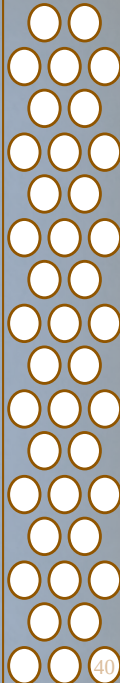
You'll do all kinds of things as part of your studies of the world around you, but most importantly, you can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by **proposing a theory about something in the natural world, the world of nightmares, or the paranatural environments around them.**

Note that you do have to actually consider/entertain the theory IC—it doesn't technically have to be *aloud*, once you've proposed the theory actually thinking about it can be confined to your inner monologue, but the *point* is to consider it in play and have it potentially shape your behavior and actions, not to come up with interesting and goofy things to say at the gaming table.



The Outside Stirs

XP



Major Goals










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

- ☐ you explicitly take responsibility or get handed responsibility for dealing with the riled-up Outside;
- ☐ you construct some sort of defensive perimeter;
- ☐ you encounter Jade Irinka, the former sun, or the Headmaster of the Bleak Academy;
- ☐ three weeks/chapters pass without obvious IC progress on the quest.

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 through:

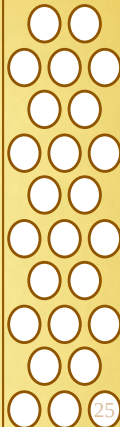
-   sympathizing with, or assisting, the outcast and the wrong
-  dreams calling you to a place of danger
-  listening to stories of strange things happening in Big Lake
-  regaling people with a legend of the Outside, the glass dragon, or the epic dangers (or whatever) that are the focus of the quest—typically a legend invented by your player but occasionally forwarded from previous discussions with the HG
-   complaining to the other PCs about the progress of your investigations/work
-  reluctantly allowing yourself to be dragged away from it *or*
-  reluctantly allowing others to get involved with it

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



The Hidden Library

XP



Major Goals










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

- ☐ get someone to show you the ropes of Professor Hayashi's archive, since that's got the best records of things like historical storm frequency and local legend;
- ☐ stumble on or are shown the hidden part of the archive's upper floors, where it fades into a portion of the Outside.

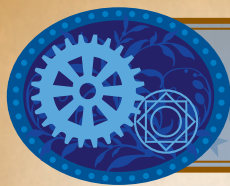
You can earn each bonus once, for a total of up to 10 XP.

Quest Flavor

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

-   you discuss the operational principles of your or Chuubo's Engine
-   you work on your theories in a café near the Archive
-   you're drawn into somebody else's obsession (manga, movies, whatever)
-   you fall off of a building
-  you are bitten by a snake

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



Deeds of the Binder

Bonus XP

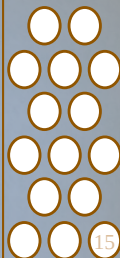
You're working on some grand project of nightmare science—to be ready upon the completion of this quest.

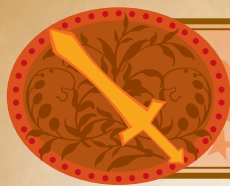
But how shall it function?

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 the device will function, how it will be built, what its design should be, or something unusual it could be used for.**

Note that you do have to actually consider/entertain the theory IC—it doesn't technically have to be *aloud*, once you've proposed the theory actually thinking about it can be confined to your inner monologue, but the *point* is to consider it in play and have it potentially shape your behavior and actions, not to come up with interesting and goofy things to say at the gaming table.

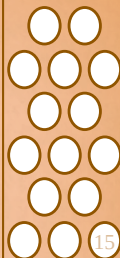
XP





Peaceful Moments

XP



Bonus XP

You need peace. You love the simple, quiet moments. But it's hard for you to accept them. It's hard for you to *allow* yourself to stop.

I've prepared a sign for this —

A sign to show that you're at peace for a moment, that things are OK for the moment, and that you're relaxing. 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 will remind you that you *don't have time*.

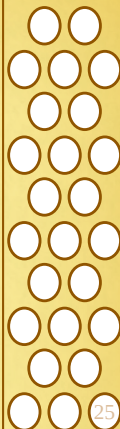
If you're not playing in a place where you can actually hold up the sign, it's OK to just remind yourself quietly of what it says, or, if you must, ignore the back side in its entirety.

What's your sign?



The Golden Snake of the Rooftops

XP



Major Goals








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

- ☐ someone accuses you of controlling the snake or being the snake;
- ☐ you have a scary fight scene with the snake and lose, run away, or can't finish it off;
- ☐ you track it to its lair at "Madcaps' Nave," atop the Archive of Professor Hideo Hayashi, where it nests with bits and pieces of your memories.

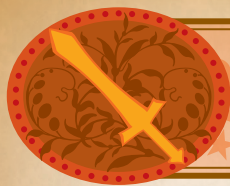
You can earn up to two of these bonuses, once each, for a total of up to 10 XP.

Quest Flavor

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

-   prowling the rooftops
-   making a new friend/acquaintance while out hunting the snake
-   helping someone who's in trouble *or*
-  talking about your past in Russia, reflecting on (IC) and developing (OOC) the memories that the snake is nesting on

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



Thaw Your Heart (aka “A Troubled Protagonist”)

Bonus XP

You don’t want to admit it when something touches your heart. You don’t want to notice it. It’s really uncomfortable. It challenges your image of yourself.

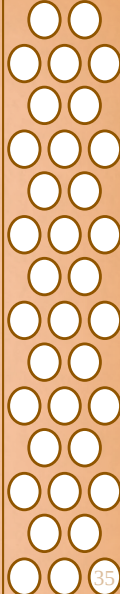
But it keeps happening

I’ve made a sign for this. It’s to show that you’ve been touched by something. That it’s reached you. 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 that this will only end in pain.

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.

XP

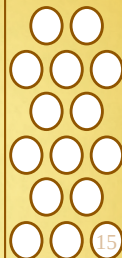


35



Special/Spiritual Training

XP



Bonus XP

You're working on a new martial arts technique or developing a useful Chi aura. When you've put 15 XP into it, you'll be able to use it for as long as you remain on this quest.

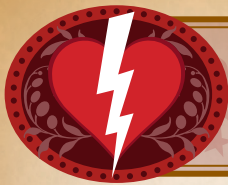
In the meantime, though, your training can get a little... over the top.

You know what I mean. Living on a grain of rice a day. Doing splits with your legs tied to stretchy tree branches, obnoxious martial arts masters, or unruly bears. Spending days at a time staring at a candle-fire. Tying yourself into awful martial arts machines. Balancing on needle-width stilts. Stuff like that!

I've provided a sign reading **"Over the Top."**

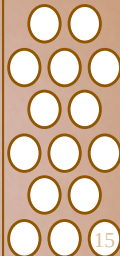
When your training gets a little over the top, or when something happens mid-training to *take* it over the top, you can earn an XP—up to one per fun scene/15 minutes—by showing the other players that sign. You don't have to prove that it's over the top. You don't even have to say anything in character! You just have to hold up the sign.

If you *can't* hold up that sign, saying something like "OTT XP! Yeah!" or "Over the Top" can work just as well.



Story Time

XP



Bonus XP

You love stories. Telling them. Listening to them. 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, storytime!*

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 usually pretty straightforward and to the point:

"Storytime!"

But it could be something like clutching dramatically at the air and declaring, "Once... upon a *time!*" even when it's not your story to tell.

So, specifically, you usually say...



The World is Changing

Bonus XP

You used to be so young. So *sheltered*.

Even a little shy.

But that's changing now. You're coming out of your shell now. And it's fascinating to you.

It's not something you ever expected to happen. In the drug-misted Yatskaya temple it always seemed to you like people just kind of *were*, like Goro and Caroline and Kuroma and you yourself were just always yourselves.

And now that you're out in the world and the wind and the air is clear—

Say it! Notice it!

✿ “Wow. I'm growing up.”

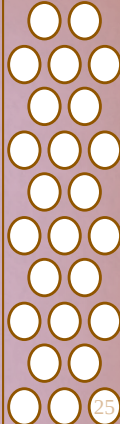
✿ “Wow. I'm coming out of my shell.”

✿ “Wow! You've changed!”

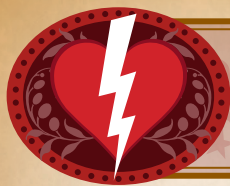
Whatever!

You can do that at any time (though only once per 15 minutes/scene) to earn a bonus XP for this quest—and once you've established the pattern there's no reason you can't be as delighted in other people growing up as in you doing it yourself!

XP

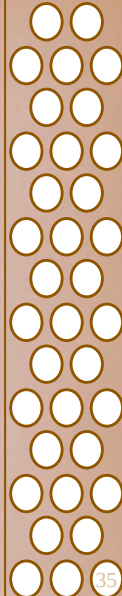


25



The Straw-Haired Kid (aka “Adventure GET”)

XP



Major Goals














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

- ☐ trouble starts or gets much worse in a well-staged way—whether that’s accidentally walking backwards into an enemy camp, breaking into a supposedly empty manor during what turns out to be a dinner party, or declaring that everything’s fine as long as there aren’t any werewolves around just before werewolves show up;
- ☐ someone rescues you;
- ☐ you stand in a shadowed place and tell someone a secret, then run away before they can react.

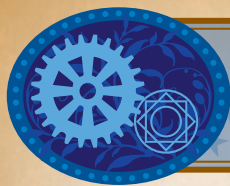
You can earn each bonus once, for a total of up to 15 XP.

Quest Flavor

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

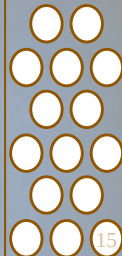
-   sneak into somewhere you shouldn’t go
-   risk trouble by digging into somebody’s secrets
-   drag others into your affairs/arrange their lives for them
-  propose a theory about the underlying situation you’re in
-   tell someone a story related to the underlying situation you’re in
-   get into trouble trying to help somebody else
-   risk trouble in the name of *adventure*!

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



Great Work of Fable

XP



Bonus XP

You have something you need to do, but you just don't have the means. Every idea you come up with has a level 4-5 Obstacle—it's as unfeasible as suddenly teleporting to Mars or building a perpetual motion machine. But if you keep trying, you're sure you'll figure *something* out.

You can earn a bonus XP towards this quest at any time (though only once per 15 minutes/scene) by **proposing a theory as to how you'll get this thing done, or, if you already know basically what you want to do, by proposing a theory about how and why it might actually work.**

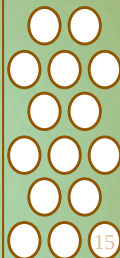
If there's nothing else important going on in the game, you'll usually then play this out in a dream sequence before cruel reality shows that it just won't work after all.



Rinley's Dreams



XP



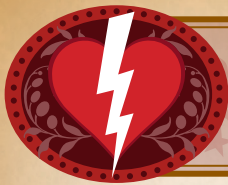
Bonus XP

To wield some of your greater miracles you must exist outside yourself—must set aside *living* and walk into *dreaming*, so that you can see your own heart's wish power from outside and shape it with a meditative care.

You may earn a bonus XP towards these miracles at any time (but only once per 15 minutes/scene) by shifting into that state—or, if appropriate, by shifting out from it. I've provided a two-sided card to help you track these events; you'll normally keep it in front of you, flipping it over in play to indicate your change of state.

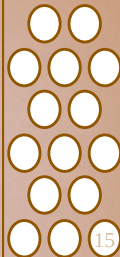
If you can't actually keep the card in front of you, though, holding up the card with the relevant side facing people or just saying or emoting something appropriate can earn you the XP instead.

Note: this is a valid quest card for “Great Work of Fable” as well as for “Rinley's Dreams.”



The Light of Hope

XP



Bonus XP

You're trying to be the light of hope in the mortal world. You're trying to be *sunny*.

You can earn a bonus XP for this quest when you or someone else thinks, basically, that you've done that well. That you've *sunnied* well.

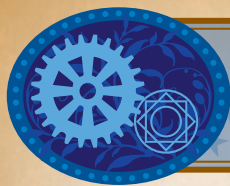
Pick a catchphrase for this—something you usually say. You don't have to say it *exactly* every time—it's just the *usual* thing.

Something like:

- ⚙ "Ding!" or
- ⚙ "Ting!" to represent a sparkle in your eye or on your tooth, or
- ⚙ "Sunny!" or
- ⚙ "Emote: sunny!" to show how sunny you are.

The rule is: you can earn a bonus XP (up to once per scene/15 minutes) just by saying or emoting that!

So, specifically, *your* usual phrase is...



A Mortal Life

Bonus XP

You don't really know how the lower world works. It's all... money, and sneezing, and denim, and dragonfruit and stuff. Is the dragon *in* the fruit? Is the fruit made *of* dragons?

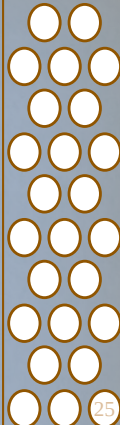
You don't know!

Any time you wisely **propose a theory about how this lower world works, or a theory/memory about how the upper world worked, or a theory about how the sun fits into it all**, you can earn a bonus XP for this quest. (Though only up to once per fifteen minutes/scene.)

The expectation here is that mostly this quest's theories are going to be silly/goofy or a little sweet—but it's fine to be profound as well if you can manage it!

All that really matters is that it's really you, coming up with that theory, IC—not just a thing to say, but a concept to consider for at least a moment as a possible actionable fact.

XP

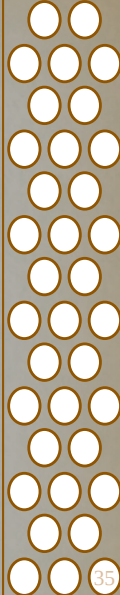




The Miracle (aka “Changes”)



XP



Major Goals












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

- ☐ you have a traumatic transformation or dissociation scene in play, where your reality gets weird because your true nature is changing or revealing itself;
- ☐ you see a confusing vision, nightmare, or premonition of your or someone else's death;
- ☐ you meet and get the chance to help a mysterious child find their way.

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:

-   wrestling with/expressing nameless feelings of loss that make you act unnaturally
-   trying and failing to burn things, to light them on fire
-   getting confused about who and where you are
-  listening to stories about things that were lost when Jade Irinka died
-  talking with somebody about your destiny/nature and what it means
-  talking with somebody about why there's such a thing as death
-   dealing with acne, braces, your period, ear infections, or other annoyingly intrusive elements of physicality

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



Otherworldly Divination

Bonus XP

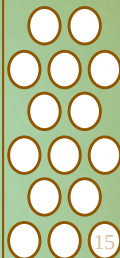
You're dreaming about another world, a place that's deeply connected to you—most likely the sky kingdom or the Bleak Academy.

This quest comes with a division of states—there's the you who's fully awake and alert to the mortal world, and then there's the you whose thoughts are on your mother's kingdom or your father's keep.

I've made a sign for this—a reversible 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—focusing on the mundane world around you, or fading into thoughts of distant and magical lands.

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.

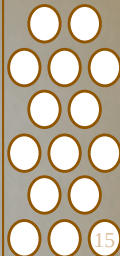
XP





Mystic Quests

XP



Bonus XP

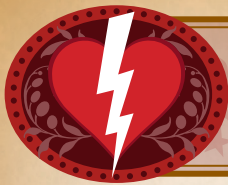
There's something going on. You think it means... you... you think it... *r-relates* to...

It is about growing up, when you are the sun.

You can earn a bonus XP towards this quest at any time (though only once per scene/15 minutes) by declaring that you can feel... someth— that, that there's a, a *thing*, you know? A-a *sensation*, a *connection*. That you're having something *happen*, because you are the sun. Something, it, it, it's *happening* but... but you, you, you don't know what. Taking you away from your you. Turning you into, into another thing for a while or or or or taking the part of you that's the *you* away from the part of you that's the not; or maybe helping, helping with some, um, some *thing* that needs to be helped. You, you don't know. No, no manual. No, I mean, *it's* not a manual. It's... a... it's a *thing*.

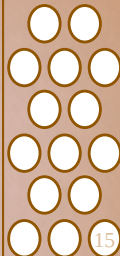
You don't have to say it that way. Certainly not at such length. But you do need to free-associate for a moment about what's going on, to claim the XP. ...talk about feathers, talk about wings, talk about frogs. Talk about tendrils writhing, twisting, and they all beyond all time and space. About, about... about setting, *fires* with your eyes. And your arms hurt. And your head, it's ringing. And your ears. And, and there's a stone, well, uh, um, it's *like* a stone, it's beneath your tongue.

Talk about what you *experience*; taste the leeks beneath the earth—and that ramble is what brings you in a bonus XP towards this quest.



Mentor Syndrome

XP



Bonus XP

There's something you say, something you do, when you're stunned and overwhelmed by the good and bad turns things take. Something you'll do to be *impressed*, and thereby make the world around you more *impressive*.

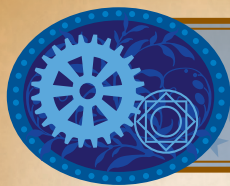
You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) when you use your catchphrase, or some close variant, or just plain emote your shock, horror, or awe.

Do you...

- ⚙ *Gasp!*
- ⚙ Whisper, "Staggering... Impossible!"
- ⚙ Declare: "Unprecedented!"

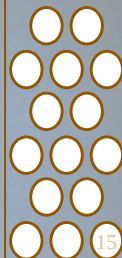
... or do you usually say something else?

You thought you had a handle on things. You thought you knew what was up.
But the world, it seems, retains a certain limitless capacity for surprise!



The Angel of Fortitude

XP



Major Goals





The HG can award you 5 XP towards this quest when you've

- ☐ put yourself at moral or physical risk to protect a creature of the evil world;
- ☐ had a meal utterly ruined by one of your experiments;
- ☐ fallen into water, mud, or something else less than perfectly pleasant because of your experiments.

You can earn one of these bonuses per (repetition of the) quest, for a total of 5 XP.

Quest Flavor

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

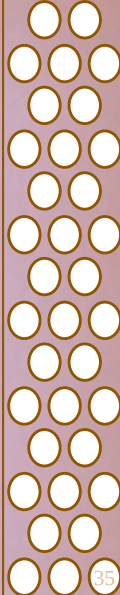
-  coming up with something new to be working on, and bringing it to Fortitude
-  experimenting with blood, *feng shui*, or the creatures of the evil world
-   doing the grunt work for an experiment in progress

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



Clean for a Day (aka “The Story of Your Life”)

XP



Major Goals










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

- ☐ you make peace with a recent setback where you lost a few days of work;
- ☐ you’re unexpectedly shy, vulnerable, or open with someone;
- ☐ you have a vision to guide your work or an elaborate dream sequence about the delights of clean hands.

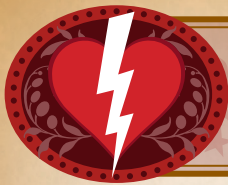
You can earn each bonus once, for a total of up to 15 XP.

Quest Flavor

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

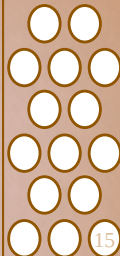
-  working on this project, involving simple, honest effort
-  working on this project, involving slightly larger-than-life or magical incidents
-  admiring the construction and atmosphere of Fortitude, often while softly lit, obscured by fog, and/or with something weird or unnatural nearby
-  enjoying the softness of fur, plush grass, carpet, fleece, etc.
-   having trouble because your clothing’s a bit too big for you
-   trying and failing to hide your identity
-  talking about your progress on the project and its positive or negative effects on the local environment

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



Slipping into the World

XP



Bonus XP

You are manifesting in a distant place. Signs and omens of your presence are already appearing; hints—and later on you'll appear fully integrated into that world, whether that means being a shop-owner in a demon city, a gardener in a royal palace, or a child's come-to-life imaginary friend.

Ideally there'll already be play happening in that place.

If there is, you can earn an XP for this quest (up to one per 15 minutes/scene) by *reacting* to something that's going on there with an ominous indication of your impending arrival. Let's boil this down to something simple: the HG can add detailed supernatural effects, but to earn the XP, *you* just stage-whisper some variation on a standard catchphrase, like:

- ⚙ "Soon."
- ⚙ "I will be in this place."
- ⚙ "Ominous emanation:" optionally followed by a noise representing ominousness (e.g. "womwomwomwomwomwom" or "zzzzt" or "oo woo oo")
- ⚙ "I... am coming."
- ⚙ "I am... already... here." or
- ⚙ "Red runs from my hands."

If there *isn't* already play happening there, so you can't just ominously interject to it, you can still use this quest. You can earn an XP towards it (up to one per 15 minutes/scene) by reacting to something that happens *here* with a sudden vision of being *there*. Again, you'll pick a standard catchphrase, and you'll quote it or some variant to earn the XP:

- ⚙ "Soon."
- ⚙ [in reaction to something you see, or touch, or feel] "It is like this, there."
- ⚙ [aloud, in character, with steepled hands] "womwomwomwomwom"
- ⚙ "The gate of the world... opens."
- ⚙ [because your attention was far away] "Sorry, say that again?"
- ⚙ "Red runs from my hands."

What's your phrase? _____



“Under Siege”



Bonus XP

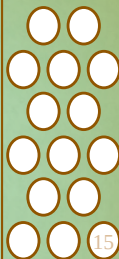
This quest comes with a division of states—there’s the version of you that’s making it, that’s *handling* it, that’s doing OK.

And then there’s the you that is not.

I’ve made a sign for this—a reversible 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 starting to be a little overwhelmed by the harshness of your life and whatever peeves you, or that you’re coming out of it and becoming OK again.

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





Art Shop and Garden

Bonus XP

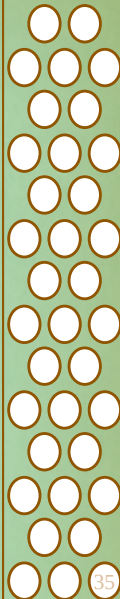
This quest comes with a division of states. Sometimes what you seem to be is a normal, if kind of stressed-out, kid putting together and then running a little shop and garden. Other times you seem suspicious. Out of place. A possible host for **the Dream-Witch!**

I've made a sign for this—a reversible 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 starting to seem a little suspicious, or, conversely, that you actually seem kind of normal.

Technically the division between these two states is in others' eyes: you can't actually control whether you "seem" suspicious or whether you "seem" innocent. But I'm going to assert that the act of having a card in front of you that says you're one or the other is going to do a pretty good job of giving that impression!

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.

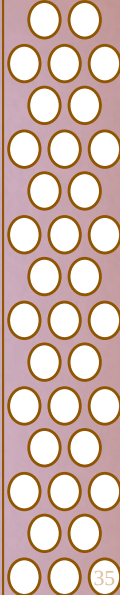
XP





The Hidden Room (aka “Beautiful and Far Away”)

XP



Major Goals









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

- ☐ others stumble on your hidden room;
- ☐ you establish a reason why you *need* the hidden room—why it’s sustaining you, why you’d be at risk without it;
- ☐ you establish a reason why the hidden room is *hurting* you, breaking you, damaging your ability to lead an ordinary life.

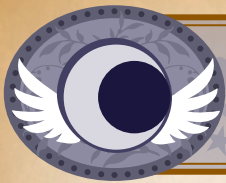
You can earn each bonus once, for a total of up to 15 XP.

Quest Flavor

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

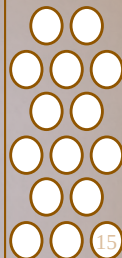
-  guiding someone through the Archive
-  talking with somebody about your hidden room
-  talking with somebody about what dreams are, as compared to reality
-  talking with somebody about whether the world deserves to exist, whether it’s good or bad, or whether that even matters
-   getting in a row with somebody over/about your hidden room
-  refusing to retreat to your hidden room, even though things are very bad or
-  retreating to your hidden room

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



Miracles of Emptiness

XP



Bonus XP

You have something going on in your heart. So you're making a minion or a twisted space as a way to explore/deal with it—

To bring those inchoate feelings out and sort through, overcome, or understand them.

And there's something that you keep turning your attention to while you do this. Something outside you, which could mean the minion, or the twisted space, or something in the world around you... maybe even a memory. Like, "The plants are so green here" or "I remember how he used to smile" or "These stones are so cold."

Like: "It smelled so good"—and if someone asks what that was, "there was this soup place that I used to eat at."

Like: "It was so nice"—and if someone asks you, you mean, the summer, that's now past.

It doesn't have to have anything to do with making a minion or a twisted space; rather, both the magic and the catchphrase are things you're doing to show your heart's all tangled up.

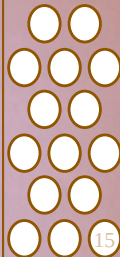
What's your catchphrase?

You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by saying that or something of the kind.



A Keeper of Treasures

XP



Bonus XP

You're using your Craft to train an animal or person in something—either making them unnaturally responsive to your needs, which acts as a +1 Tool for you or them or whomever is appropriate, or granting them a borderline-supernatural Superior Skill 2.

What are you teaching them?

You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by explaining away what you've been doing or trying for in the current scene as part of that training. Pick a standard phrase to indicate this, and then just say that phrase or some close variant when you want to claim the bonus.

This is usually pretty straightforward: if you're teaching your dog *qinggong* (light foot technique), try, "I'm teaching my dog *qinggong*," "It's for her training," or, at the outside, "Gravity is an illusion." I'd recommend against something specifically said *to* the dog, though, like "C'mon, girl, up!" because you might be buying tools or treats for the training, and explaining why you're carrying around a bunch of planks and ankle weights with "C'mon, girl, up!" only works if your dog is on the scene.

What's your phrase?



A Maker of Wonders

Bonus XP

You're awakening a power in one of your Treasures. This is usually something you already see as *there*—it just needs some work to bring it out.

What are you teaching them?

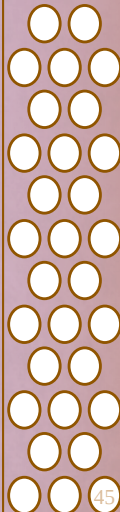
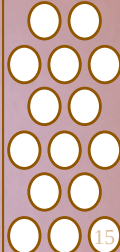
You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by explaining away what you've been doing or trying for in the current scene as part of that training. Pick a standard phrase to indicate this, and then just say that phrase or some close variant when you want to claim the bonus.

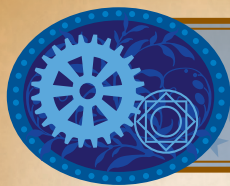
The suggested phrase is something that's kind of a smiling reflection on the power and how natural it is. If you're teaching a dog to fly, you could try, "That dog is born for the sky." If you're teaching Seizhi to breathe fire, you could say, "Dang, what a firecracker!"

What's your phrase?

If you're creating or claiming a new Treasure with this quest, as when you build a magical mask or mirror from scratch or befriend someone like Seizhi by training them, this quest costs an additional 30 XP.

XP





Meet the Other PCs

Bonus XP

You're drawn to the other PCs. You're being pushed by fate or your own plans or by some unwanted entanglement into meeting them, building an ever-stronger emotional connection to them, and committing further to whatever has the lot of you involved.

And the way to make that happen, the way to jiggle your worldview around until the other PCs snap into being a part of it, or vice versa, is to **propose a theory about the other PCs and/or their role in your life.**

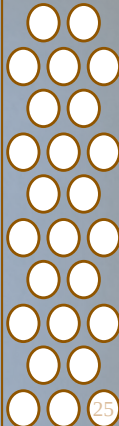
(Or are you using a variant quest where you need to propose a theory about:

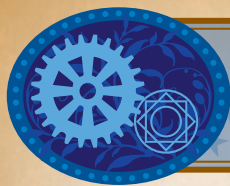
instead?)

You *do* have to propose it aloud! Or at least in your internal monologue! It can't just be the player at the table—the point is that, at least for a moment, you genuinely *consider* it. But you also don't have to prove it, or do anything *specific* about it: just raise the matter in play.

And when you do that, when you consider that—up to once per 15 minutes/scene—you earn a bonus XP towards this quest.

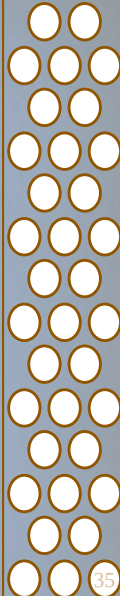
XP





A Far and A Sunless Land ("Bindings" Option)

XP



Major Goals












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

- ☐ you learn something at the edge of Town that really helps you out;
- ☐ you find a way, or at least a lever, to redeem, civilize, or humanize a wicked creature—most likely one of the minions of the Outside;
- ☐ you're hapless/head-desk-able enough that the voice of the Outside temporarily loses the ability to cope.

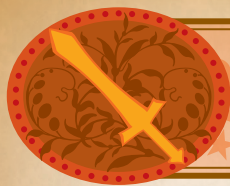
You can earn each bonus once, for a total of up to 15 XP.

Quest Flavor

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

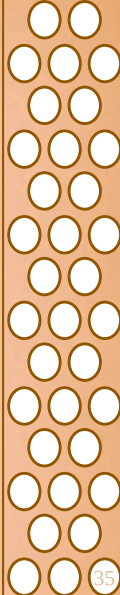
-  you spend a peaceful interval at the edge of Town
-  you explore, finding something neat, scary, or beautiful at the edge of Town
-   you learn something dramatic about "the voice of the Outside"
-   you fall under the sway of the Outside
-   you get the Outside or one of its creatures involved in your hobby; or, more generally, use whatever powers your relationship with it grants you and whatever effects it has for unimportant things
-   you hide what's going on from the people around you
-  the Outside and its creatures are a little *too* helpful

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



A Far and A Sunless Land ("Knight" Option)

XP



Major Goals









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

- ☐ you do something that connects you spiritually or practically to death and rebirth, the sky, a holy mountain, or the sun;
- ☐ you find a place for yourself in Fortitude, ideally one that connects and relates to one or more of those ideas;
- ☐ a context is established or updated for your regular interactions with **the Walker in Darkness** as an enemy/rival you're stuck with occasionally or a friend/ally you sometimes get the chance to see.

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 with:

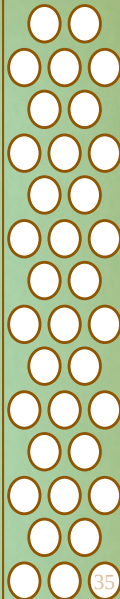
-  a nightmare of Jade Irinka (the murdered angel of the Houses of the Sun)
-  talking with somebody about one of those nightmares
-  talking with somebody about death and what it means in a world of potential rebirth
-  talking with somebody about the nature of the unknown chaos outside the world
-  talking with somebody about what it means to belong somewhere
-  talking with somebody about fate, free will, and meaning
-   a scene mostly leading to/motivated by your pretensions—by your trying to be more than you are, either out of hope or from hubris

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



A Far and A Sunless Land (“Otherworldly” Option)

XP



Major Goals









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

- ☐ you fall under the burden of the quest: you explicitly decide to fight for your life using whatever magic or science you command;
- ☐ you construct some sort of defensive perimeter;
- ☐ you encounter Jade Irinka, the former sun, or the Headmaster of the Bleak Academy;
- ☐ three weeks/chapters pass without obvious IC progress on the quest.

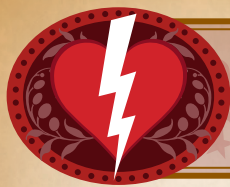
You can earn up to three of these bonuses, once each, for a total of up to 15 XP.

Quest Flavor

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

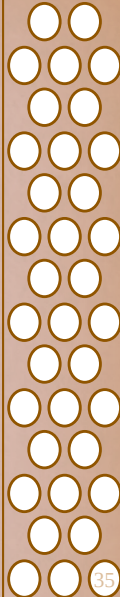
-  sympathizing with, or assisting, the outcast and the wrong
-  dreams calling you to a place of danger
-  listening to stories of strange things happening in Big Lake
-  regaling people with a legend of the Outside, the glass dragon, or the epic dangers (or whatever) that are the focus of the quest—typically a legend invented by your player but occasionally forwarded from previous discussions with the HG
-   complaining to the other PCs about the progress of your investigations/work
-  reluctantly allowing yourself to be dragged away from it *or*
-  reluctantly allowing others to get involved with it

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



A Far and A Sunless Land ("Storyteller" Option)

XP



Major Goals

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

- ☐ you express your fascination with someone or something dangerous and irresponsible;
- ☐ *after* that first reward, you go a long way out of your way (physically) in order to study the operation and mechanisms of somebody else's powers—e.g., a field trip to Horizon to watch the Wish-Granting Engine at work;
- ☐ you make yourself terrifyingly vulnerable, e.g., as an act of social/romantic trust, an act of folly, or as bait for a trap.

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:



confess a secret desire



have a troubled dream about glass, magic, and the Outside



investigate the shrine family magic for dealing with troubled dreams



dream about a Main Character or Arc-related NPC



hang out with someone you like while they do their thing



get into goofy trouble for, with, or because of someone else



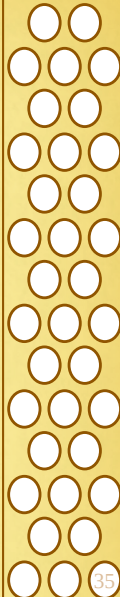
talk with someone about the various bad ends people can come to in fairy tales, stories about wishes, and stories about witches

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



A Far and A Sunless Land ("Aspect" Option)

XP



Major Goals










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

- ☐ you make peace with a recent setback where you lost a few days of work;
- ☐ you're unexpectedly shy, vulnerable, or open with someone;
- ☐ you have a vision of magic in some thing, place, person, or work, which you might one day be able to bring out (if only you weren't so tired!)

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:

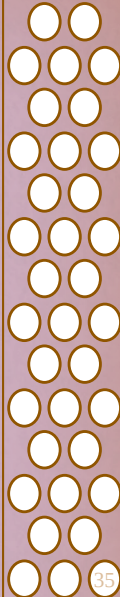
-  admiring the construction and atmosphere of Fortitude, often while softly lit, obscured by fog, and/or with something weird or unnatural nearby
-  enjoying the softness of fur, plush grass, carpet, fleece, etc.
-   having trouble because your clothing's a bit too big for you
-   trying and failing to hide your identity
-  working, involving slightly larger-than-life or magical incidents
-  working, involving simple, honest effort
-  talking about your progress on some project and its positive or negative effects on the local environment

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



A Far and A Sunless Land (“Shepherd” Option)

XP



Major Goals

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

- ☐ you visit a throne room and stand before a seated (e.g.) King or Queen;
- ☐ you’re sent into an underworld, be it basement, cave, oubliette, dungeon, or literal world of the dead;
- ☐ you’re hung on a hook, crucified, tied to a wall, suspended by telekinesis, used as a scarecrow, or otherwise imprisoned and bound above the ground. Agony is optional (you could be in a canvas sack that is hung from a hook, or stage-show-style crucified); suspension and imprisonment are not.

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 have to abandon something precious, leaving it behind



you’re lost



you’re thirsty

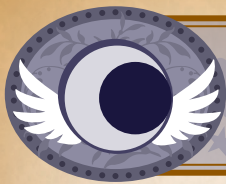


you encounter the dead



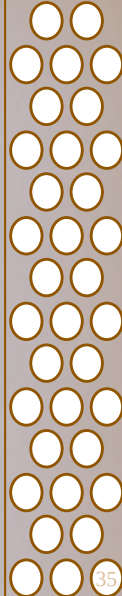
you share a meal with someone while sitting on cracked stones

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



A Far and A Sunless Land ("Emptiness" Option)

XP



Major Goals












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

- ☐ you have a traumatic transformation or dissociation scene in play, where your reality gets weird and your (forthcoming?) death reveals itself in your body;
- ☐ you see a confusing vision, nightmare, or premonition of your or someone else's fate;
- ☐ you meet and get the chance to help a mysterious child find their way.

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:

-   wrestling with/expressing nameless feelings of loss that make you act unnaturally
-   trying and failing to burn things, to light them on fire
-   getting confused about who and where you are
-  listening to stories about things that were lost when Jade Irinka died
-  talking with somebody about your destiny/nature and what it means
-  talking with somebody about why there's such a thing as death
-   dealing with acne, braces, your period, ear infections, or other annoyingly intrusive elements of physicality.

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



A Far and A Sunless Land ("Mystic" Option)

Bonus XP

You don't understand.

I wanted to give you a sign for this. You know. Something to say, "Normal life" on one side. And then you'd flip it over to say that you're "shadowed" by something. Cast into shadow. I don't know. That your life is gray.

But it's not that simple.

Look.

You don't even know why everything is so wrong. You don't even know why life is so tasteless, cardboard, and gray. You don't know why eating your cereal feels like eating the box. You don't know why laughing and running and standing in the sun feels like... eating the cereal box.

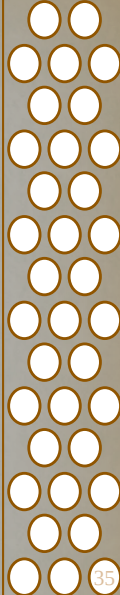
Like tails are falling off of the stars. Like the world is turning green. Like now and then you look around you and it's all gone colorless, sepia, and everything is lost. Why that dog is barking at you when it doesn't even have a head.

Your life is weird.

So, every now and then—up to once per 15 minutes/scene—you can talk about what's going on with you. You can narrate the weird sensations. Free associate them. Say, you know. Body stuff. Eye stuff. Word stuff. Things. Whatever. Share that it's all just broken, twisted, and wrong.

Oh. I'm giving you a sign anyway. But it doesn't really do anything.

XP

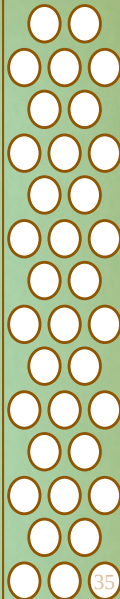


35



Haunted

XP



Major Goals











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

- ☐ found someone in Fortitude who can help you or teach you how to help yourself;
- ☐ put a name and face to the power that's haunting you from afar;
- ☐ formed an important connection to it—recognized that power as, e.g., a friend, enemy, parent, or SO.

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:

-   doing reckless stuff together with a rival, enemy, or wicked creature
-  having a troubled dream
-   investigating magic that might help your situation
-   talking to a scholar or sailor about your situation
-  performing cleaning- or purification-related chores
-  talking with somebody about what dreams are, as compared to reality
-  talking with somebody about whether the world deserves to exist, whether it's good or bad, or whether that even matters

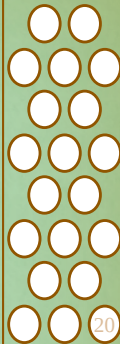
You can combine this with an XP Action, but you're not required to.



Haunted (Simplified)



XP



Major Goals








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

- ☐ found someone in Fortitude who can help you or teach you how to help yourself;
- ☐ committed to helping, connecting to, or making friends with whatever power is haunting you.

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:

-   abandoning a task or once-loved possession in disgust
-   having night terrors
-   realizing suddenly that you were very dumb sometime in the past 24 hours
-  talking with somebody about your dreams

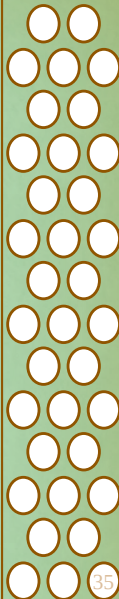
You can combine this with an XP Action, but you're not required to.



Wishing for Ease



XP



Major Goals











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

- ☐ you discover that something you were trying to give up/get rid of is actually important to you;
- ☐ you learn an important life lesson;
- ☐ a rival or enemy is making good use of your power—coming up “smelling of roses,” as it were—even as your wish blows up in *your* face.

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:

-  a wish becomes goofy and self-defeating
-   you double down and use one wish to fix another
-   a wish somehow strengthens the power of the Outside in Fortitude/your life
-   a wish somehow strengthens the evil former identity of **the Dream-Witch**
-  you're lured to a secret place
-  trying to understand the changed world and the wish that caused that change
-  you have to make a public apology for a wish

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

Special Note!

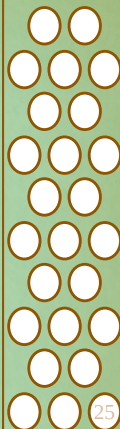
Anything that can go wrong in the same way a classic wish can (including most Imperial miracles and some magical spells) counts as a “wish” here.



Wishing for Ease (Simplified)



XP



Major Goals






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

- ☐ you wind up lost in the Outside;
- ☐ you give a monologue—often comedically serious IC, though not necessarily so OOC—to explain why a given wish was a bad idea.

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 work to repair damage caused by the wish
-  you encounter some shocking consequence of the wish
-  storms roll into Fortitude from the Outside
-  you have a cool dream of watching the glass dragon, Professor Hideo Hayashi's "country" (pg. 412, **Fortitude: the Glass-Maker's Dragon**), or the Outside from high up or far away
-  you try to fix something with a big use of power, but it goes further wrong

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

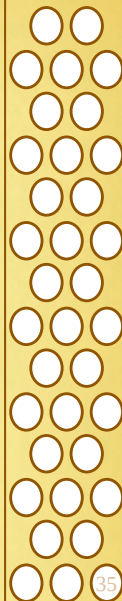
Special Note!

Anything that can go wrong in the same way a classic wish can (including most Imperial miracles and some magical spells) counts as a "wish" here.



Wishing Using Power for Ease

XP



Major Goals








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

- ☐ you realize belatedly that something you “solved” with your powers wasn’t a problem at all;
- ☐ you get in trouble because of your overconfidence;
- ☐ you lose face to a rival and your powers can’t fix it.

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:

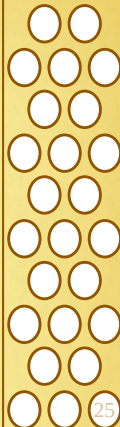
-  your powers enable goofy, self-defeating behavior
-  you try to fix a power-based screw-up by throwing *more* power at it
-  you accidentally hurt somebody with your powers
-  something corrupts or manipulates your use of your powers
-  the evil former identity of **the Dream-Witch** grows stronger
-  your life becomes strangely dream-like; it’s hard to focus on anything
-  you’re really confident that you know what you can handle

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



Wishing Using Power for Ease (Simplified)

XP



Major Goals








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

- ☐ you freak out—you have a minor or major psychological breakdown because your powers haven't fixed everything;
- ☐ you receive some implausible honor or award.

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:

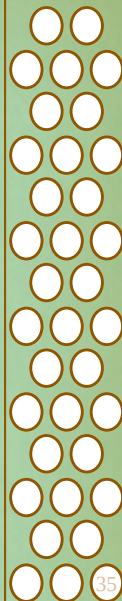
-  you get extra responsibility piled up on top of you because you stood out too much
-   you try to get things done without using your powers
-  you boast about your awesomeness
-  you have nightmares about the Outside or the laughter of Melanie (or Reginald) Malakh
-   your life falls apart a little because you went overboard with your use of powers

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



Wishing for Power

XP



Major Goals











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

- ☐ you discover that some power you wanted is actually rather dull, boring, or unpleasant;
- ☐ you wear a truly ridiculous outfit or assemblage, with details suggested by the HG and the other players;
- ☐ you, or somebody whose power you're drawing on to make wishes (e.g., if you're "wishing" by persuading **the Wishing Boy or Girl**, them), get sick, hypnotized, won over, or corrupted by someone or something.

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:

-  experiencing the wish-fueled changes in the world
-  pretending a wish is making you happy when it's not
-   events spin out of your control
-   you double down and use one wish to fix another
-   you revel in the power that a wish has brought
-   you engage in strategic use of the power that a wish has brought

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

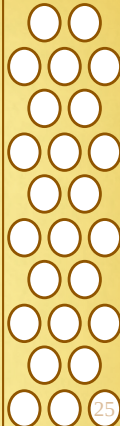
Special Note!

Anything that can go wrong in the same way a classic wish can (including most Imperial miracles and some magical spells) counts as a "wish" here.



Wishing for Power (Simplified)

XP



Major Goals






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

- ☐ you sit or lean against a wall with someone and explain how your new power went terribly wrong;
- ☐ you show off a new power, but people are more interested in something else (like your outfit or an impending store opening).

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

Quest Flavor

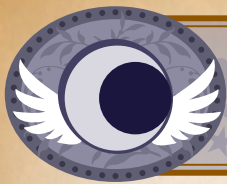
1/chapter, you can earn a bonus XP towards this quest when:

-  pushing yourself to enjoy some power that you're really... not
-  you go overboard with your new powers
-  events spin out of your control
-  experiencing annoying consequences
-  there's a moment of sudden, amazing joy or grace

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

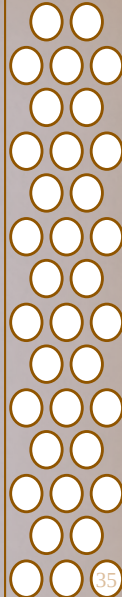
Special Note!

Anything that can go wrong in the same way a classic wish can (including most Imperial miracles and some magical spells) counts as a "wish" here.



Wicked Creatures

XP



Major Goals












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

- ☐ you learn something in the corruptor's Chapel that really helps you out;
- ☐ you find a way, or at least a lever, to redeem, civilize, or humanize a wicked creature—most likely one of your corruptor's associates or minions;
- ☐ you discover that some previously quasi-abandoned or pointless member of the cast is also somehow involved with your corruptor;
- ☐ you're hapless/head-desk-able enough that your corruptor temporarily loses the ability to cope.

You can earn up to three of these bonuses, once each, for a total of up to 15 XP.

Quest Flavor

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

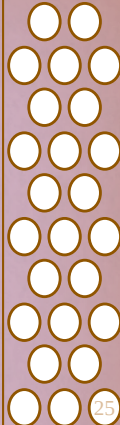
-  you spend a peaceful interval in your corruptor's Chapel
-  you explore, finding something neat, scary, or beautiful in your corruptor's Chapel
-   you learn something dramatic about your corruptor
-   you fall under the sway of your corruptor's voice, power, or dreams
-   you get your corruptor or one of their minions involved in your hobby; or, more generally, use the powers you get here for unimportant things
-   you hide what's going on from the people around you
-  the powers or minions of your corruptor are a little *too* helpful

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



Wicked Creatures (Simplified)

XP



Major Goals











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

- ☐ you tell people that you think your corruptor is lonely;
- ☐ your corruptor reveals its identity;
- ☐ some quasi-abandoned or pointless member of the cast takes on new story life as a minion of this competing power.

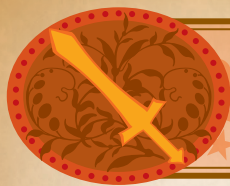
You can earn up to two of these bonuses, once each, for a total of up to 10 XP.

Quest Flavor

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

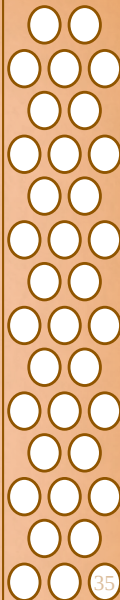
-   you're spending too much time in your corruptor's Chapel
-   you fall under the sway of your corruptor's voice, power, or dreams
-   you're sucked in to a dramatic dream or memory of your corruptor
-   your corruptor or a minion thereof comforts you
-   your corruptor, some power you got from them, or one of their minions helps you out with your chores or your ordinary life

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



Asserting Your Existence

XP



Major Goals








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

- ☐ you make someone acknowledge you as your true self, when they'd been trying to deny it;
- ☐ something useful happens because you're not really "you" any longer;
- ☐ someone monologues to you about the thing you've lost and how important it is.

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:

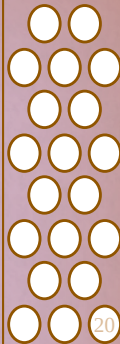
-  wrestle with questions of identity
-  get kind of worked up about the situation
-  fail at something you were good at, breaking or damaging something
-  give in to your new identity and dress or cut your hair in a fashion to show it
-  dream of your true self, far away
-  dream of a tree growing on the island of King Death
-  something useful happens because you're not "you" any longer. (This typically follows the 5-XP bonus for such things, repeating what happened before, or is too minor to count—but it *can* trigger the 5-XP bonus if you have a good idea and the HG approves.)

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



Asserting Your Existence (Simplified)

XP



Major Goals

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

- ☐ someone tells you that they miss who you used to be;
- ☐ you achieve some grand plan the old you couldn't have.

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:



talk about how you plan to get back what you've lost



give up something that you cared about in your "new" life



dream of your true self, far away



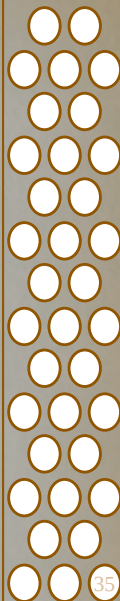
dream of the waves against the shore of the island of King Death, and the shade of a tree that grows there, and the shadow of King Death

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



Wishing for Healing

XP



Major Goals














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

- ☐ you manage to fix something you broke a long time ago;
- ☐ you manage to make something better for people in secret;
- ☐ you tend the grave of a friend, and meet their new incarnation as a star or wish spirit.

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:

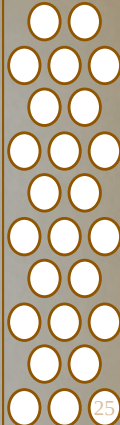
-   talk with someone about what you'd do if you could have anything you wanted
-   wander Fortitude with a friend and a snack
-   visit an old friend—probably someone sick and mostly bed/housebound
-   tease someone mercilessly
-   stand in a door, arch, or window frame with sunshine and Big Lake behind you
-   face down a dragon of some sort
-  get into goofy trouble because of a wish

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



Wishing for Healing (Simplified)

XP



Major Goals










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

- ☐ you manage to fix something you broke a long time ago;
- ☐ you ask people to keep some way you're helping others a secret;
- ☐ you look up and you see a shooting star.

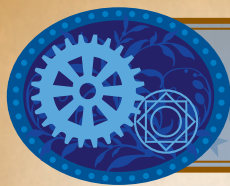
You can earn each bonus once, for a total of up to 15 XP.

Quest Flavor

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

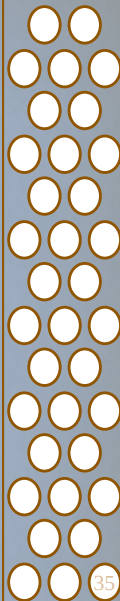
-   talk to someone about your plans for the future
-   drag someone out of seclusion into the world
-   admire the trophies from some adventure
-   go mountain-climbing or hill climbing
-  get into goofy trouble

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



Encounters in the Night

XP



Major Goals










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

- ☐ you do something that connects you spiritually or practically to death and rebirth, the sky, a holy mountain, or the sun;
- ☐ you find a place for yourself in Fortitude, ideally one that connects and relates to one or more of those ideas;
- ☐ a context is established or updated for your regular interactions with **the Walker in Darkness** as an enemy/rival you're stuck with occasionally or a friend/ally you sometimes get the chance to see.

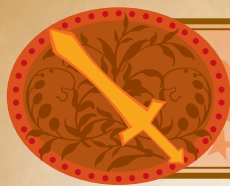
You can earn each bonus once, for a total of up to 15 XP.

Quest Flavor

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

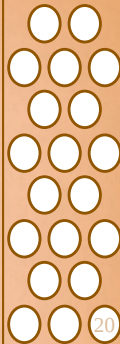
-  having one of those **Encounters in the Night**
-   talking about one of those encounters
-  talking with somebody about death and what it means in a world of potential rebirth
-  talking with somebody about the nature of the unknown chaos outside the world
-  talking with somebody about what it means to belong somewhere
-  talking with somebody about fate, free will, and meaning
-   a scene mostly leading to/motivated by your pretensions—by your trying to be more than you are, either out of hope or from hubris.

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



Encounters in the Night (Simplified)

XP



Major Goals







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

- ☐ you find or claim some sort of destiny (a role or purpose in the world);
- ☐ a context is established or updated for your regular interactions with **the Walker in Darkness** as an enemy/rival you're stuck with occasionally or a friend/ally you sometimes get the chance to see.

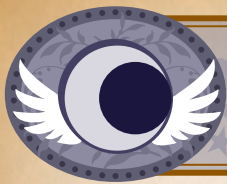
You can earn each bonus once, for a total of up to 10 XP.

Quest Flavor

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

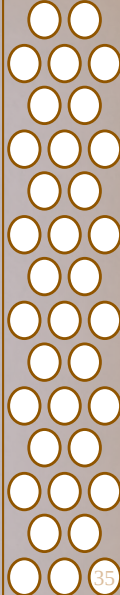
-   struggling with whether you deserve, or can afford to have, a destiny
-  talking with somebody about what it means to belong somewhere
-   a troubled or disordered sky concerns you
-  listening to stories about, or of, the dead

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



The Troubled Sky

XP



Major Goals








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

- ☐ you test yourself against your vice—test how strong it is, either giving in or realizing that you're better than you thought;
- ☐ you're introduced to **the Guardian Bird** on or shortly after a stormy night;
- ☐ you receive a message (e.g., recorded instructions or a message in a bottle) from Jade Irinka, who was the sun.

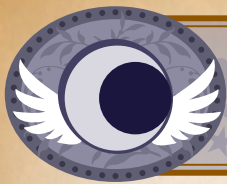
You can earn each bonus once, for a total of up to 15 XP.

Quest Flavor

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

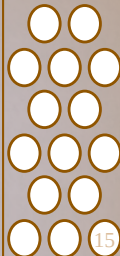
-  a scene wherein a **Cruel Prince** tries to break you
-  stories of the death of the sun and the first Principal Entropy
-  stories of people created from nothing, or raw chaos
-  marveling at a stormy night
-  a scene where **the Hero** shows up in an amusing/helpful fashion
-  hanging out, voluntarily or otherwise, with **the Walker in Darkness**
-  a scene with your supporting cast that takes your vice and/or their goofiness to new heights

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



The Troubled Sky (Simplified)

XP



Bonus XP

You're in a weird story. It's full of bizarre entities and over-the-top goofiness.

In the end there's nothing for it. You just have to live with it, don't you?

You just say... well, whatever you say about this stuff.

✿ "I just wanted to *be* somebody," maybe. Or

✿ "Of *course* that happens."

✿ "Is this really my destiny?"

—Something like that, anyway. And you sigh, then, and you shake your head.

Or maybe there's something you say to remind you that for all the troubles in it the world's still real?

✿ "I have fingers."

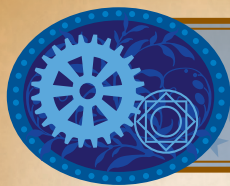
✿ "Yare, yare."

✿ "Look at those clouds."

✿ "It's cold." (Unreal things—they're never cold. Are they?)

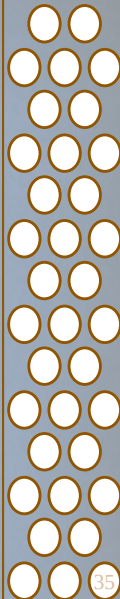
You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) with your catchphrase—with that thing that you say when *why do I have to deal with these kinds of situations?* is on your mind.

What catch phrase do you use?



Behind the Mask

XP



Major Goals

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

- ☐ you trust **the Guardian Bird** or some other bird-like figure with the guardianship of something precious;
- ☐ there's a dramatic case of mistaken identity related to the Arc events or antagonists—e.g., they kidnap a hapless bystander instead of you, or you put your trust in an enemy;
- ☐ a plan for dealing with **a Cruel Prince** blows up in your face.

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:




testing an idea on:

- ▶ how to defeat **a Cruel Prince**
- ▶ why **a Cruel Prince** chose a particular target
- ▶ how to overcome your vice *or*
- ▶ how to fulfill the destiny you're aiming towards




 admiring the guardianship abilities of **the Guardian Bird**




 investigating the Student Council of Horizon's School




 talking with someone about the first Principal Entropy and their death



 talking with someone about fate and free will *or*



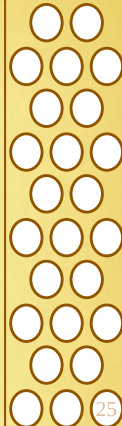
 a “death flag” scene for **the Walker in Darkness**—they talk sympathetically about their plans for life, do something needlessly dangerous, or get too interested in something you're having **the Guardian Bird** guard

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



Behind the Mask (Simplified)

XP



Major Goals









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

- ☐ you trust **the Guardian Bird** or some other bird-like figure with the guardianship of something precious;
- ☐ there's a dramatic case of mistaken identity related to the Arc events or antagonists—e.g., they kidnap a hapless bystander instead of you, or you put your trust in an enemy (mistaking them for a friend).

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:

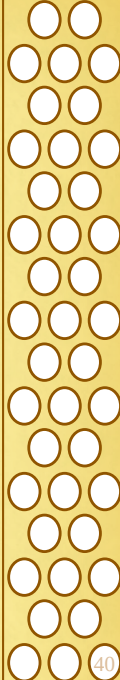
-   **the Walker in Darkness** is hurt
-   something throws a wrench into your plans
-   you test some idea pertaining to what you're trying to become
-   you're investigated or hunted by something evil

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



Atonement

XP



Major Goals
















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

- ☐ you get melodramatic about your mistakes or your hubris;
- ☐ you throw yourself into a plan that winds up making everything even worse;
- ☐ you struggle to climb something that has been strongly established as a metaphorical mountain. (If you can find an actual mountain to climb, I guess that could work too.);
- ☐ a serious storm—a hurricane, Outside storm, or mysterious flood—threatens Fortitude.

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're forced to suffer because of your errors
-   someone is struck wordless by the consequences of your mistakes
-   someone uses your own words against you
-   you witness a holy thing
-   you try to eat eggs, but somehow fail
-   you encounter staggering vistas of storms or steep slopes
-   you take dramatic steps to fix things
-   you have a sudden, stunning vision of a metaphorical Heaven or Hell—of what it would look like if your vice ruined you, or, something to help you overcome it

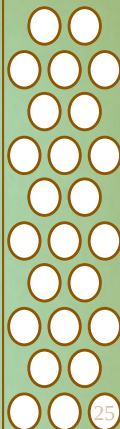
You can combine this with an XP Action, but you're not required to.



Atonement (Simplified)



XP



Major Goals











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

- ☐ you have a metaphysical/holy experience of the sacred;
- ☐ you're flung from a metaphorical mountain by the actions of some enemy (and yet, presumably, survive).

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

Quest Flavor

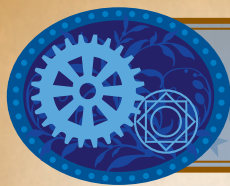
1/chapter, you can earn a bonus XP towards this quest when:

-   you're forgiven or released from punishment for some sin
-   you're sent or set to climb/surmount something as expiation
-   storms rock Fortitude
-   you screw up *badly*
-   you propose a theory about how to overcome your vice, or why it isn't actually that big a deal

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

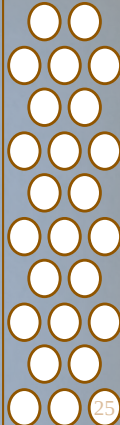


45



The Struggle of the Knight (Simplified)

XP



Major Goals











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

- ☐ you venture into the chaos beyond the world;
- ☐ you risk yourself for the sake of someone trying to hurt you;
- ☐ you find love.

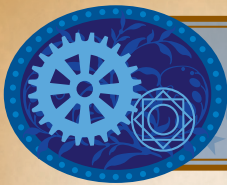
You can earn up to two of these bonuses, once each, for a total of up to 10 XP.

Quest Flavor

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

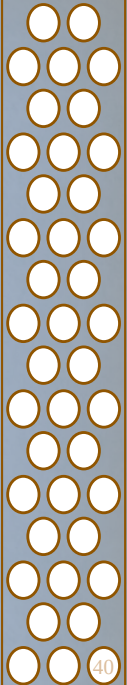
-   taunting/challenging your enemies
-   risking your life and freedom
-   sharing something beautiful
-   someone romantically befuddling you
-   stumbling into terrible danger

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



Science!

XP



Major Goals










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

- ☐ you fall under the burden of the quest: something explicitly puts the problem in your hands, or you explicitly take it up;
- ☐ you construct some sort of defensive perimeter;
- ☐ you encounter Jade Irinka, the former sun, or the Headmaster of the Bleak Academy;
- ☐ three chapters slip by without obvious IC progress on the quest.

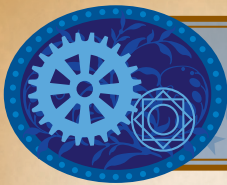
You can earn each bonus once, for a total of up to 20 XP.

Quest Flavor

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

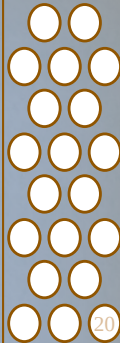
-   sympathizing with, or assisting, the outcast and the wrong
-  dreams calling you to a place of danger
-  listening to stories of strange things happening in Big Lake
-  regaling people with a legend of the Outside, the glass dragon, or the epic dangers (or whatever) that are the focus of the quest—typically a legend invented by your player but occasionally forwarded from previous discussions with the HG
-   complaining to the other PCs about the progress of your investigations/work
-  reluctantly allowing yourself to be dragged away from it or
-  reluctantly allowing others to get involved with it

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



Science! (Simplified)

XP



Major Goals

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

- ☐ you fall under the burden of the quest: something explicitly puts the problem in your hands, or you explicitly take it up;
- ☐ you construct some sort of defensive perimeter.

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 through:



witnessing the fates of the wicked



dragging other Main Characters into your work



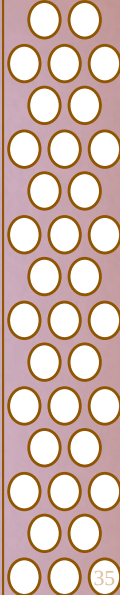
proposing new theories about the subject of your investigation or calling—the Outside, the glass dragon, the nightmare world, the Titovs, or whatever

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



Someone's in Trouble!

XP



Major Goals







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

- ☐ you formally commit (aloud or in an emote) to trying to help this person;
- ☐ they open up to you while talking to you in their home or important haunts;
- ☐ some element of their problem bridges from the metaphorical or emotional to the real—e.g., a gate opens from their nightmares to the world, or a fear turns into a curse, or someone who always gets a little too carried away gets physically carried away shortly after a reference to that tendency.

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:

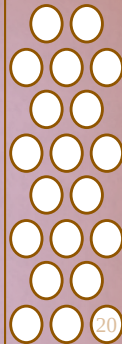
-  catch eerie glimpses/foreshadowing of a threat to them
-  have a sleepover/slumber party/visit to their dreams
-  listen to them explaining their despair
-  are shown one of their secrets
-  hunt down some specific bit of trouble
-  drag them somewhere they really shouldn't be

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



Someone's in Trouble! (Simplified)

XP



Major Goals








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

- ☐ you formally commit (aloud or in an emote) to trying to help this person;
- ☐ some element of their problem bridges from the metaphorical or emotional to the real—e.g., a gate opens from their nightmares to the world, or a fear turns into a curse, or someone who always gets a little too carried away gets physically carried away shortly after a reference to that tendency.

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:

-  identify or hypothesize about the “real” threat that will emerge
-   feverishly work on an idea to help
-   dig into their secrets
-   invoke or bargain with some terrifying power to save them

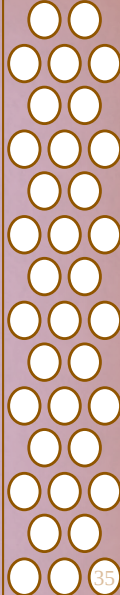
You can combine this with an XP Action, but you're not required to.



Engineering!



XP



Major Goals










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

- ☐ you complete a major inventory, map, survey, or other exploration of the territory (often dream- or dream-like territory) at hand;
- ☐ you work towards a reconciliation between apparent rivals, enemies, opposing forces, or even with something oppressing you or someone you care about;
- ☐ you find a hidden well or spring of pure or untainted water.

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:

-  clean, prepare a ritual space, or do maintenance work
-  eat with someone strange in a literal or metaphorical cave
-   catalogue or explore the territory at hand
-   groom a dog or similar animal connected somehow to the quest
-   are penned in somewhere by rain
-  bear witness to strange visions

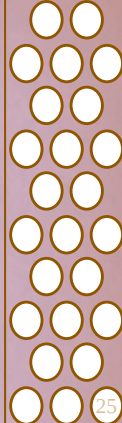
You can combine this with an XP Action, but you're not required to.



Engineering! (Simplified)



XP



Major Goals








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

- ☐ you find or gain access to a major inventory, map, survey, or other exploration of the territory (often dream- or dream-like territory) at hand;
- ☐ you're recruited or asked for help by what had previously seemed to be a rival, enemy, opposing force, or even oppressor;
- ☐ you find a hidden well or spring of pure or untainted water.

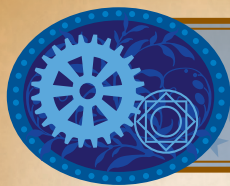
You can earn up to two of these bonuses, once each, for a total of up to 10 XP.

Quest Flavor

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

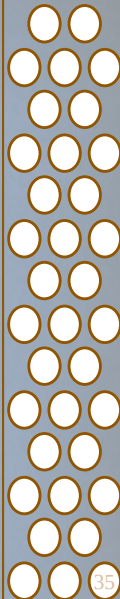
-  write off some portion of the situation as a loss, and trash/seal it
-  imprison someone or something
-   call upon some terrifying or mysterious power connected somehow to the quest
-  present yourself to "your public" in a dramatic pose for admiration; put on airs
-   declare what must be done

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



Above the Fray

XP



Major Goals


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


- ☐ you stand in a storm, overlooking a pit or dangerous depth;
- ☐ you stand before a dead power that was or is greater than yourself;
- ☐ you have a moment of spiritual insight and forgiveness, and are able to explain or solidly commit to both.


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:

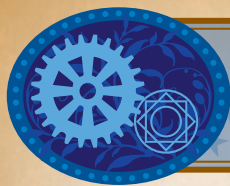
 trust yourself to a dangerous (and relevant) part of the setting, e.g., sailing Big Lake in **Nightmares Open** or visiting the nightmare world in **Nightmares' World**.

 explore daily chores in that part of the setting

 deal with a child who lives/hangs out there

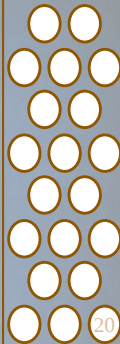
 get sucked into goofy fun there—a ridiculous game or silly experience, despite a tense situation or environment.

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



Above the Fray (Simplified)

XP



Major Goals

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

- ☐ you enact a meaningful judgment—impose a penance, punish a criminal or enemy, or forgive someone in an official capacity;
- ☐ you seek and receive some sort of divine guidance;
- ☐ you have a cathartic breakdown.

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 through:



reviewing reports or records of a dangerous (and relevant) part of the setting, e.g., the nightmare world in **Nightmares' World** or Big Lake in **Nightmares Open**.



chores piling up while you figure out what to do

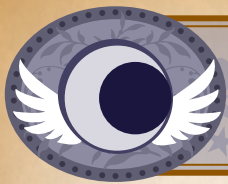


someone cooking for you, bringing you a hot drink, or putting you to bed



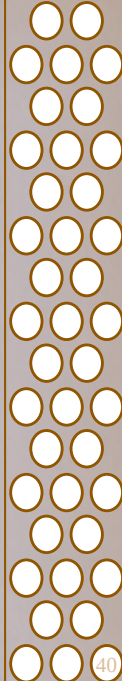
“walk and talk” decision-making scenes

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



Walking the Boundaries

XP



Major Goals








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

- ☐ you walk among flowers in a place where somebody died;
- ☐ you read or tell someone the stories of a place's history;
- ☐ you share a precious drink or meal with someone, where "precious" is relative to your available resources (and not necessarily absolute);
- ☐ you say goodbye properly to an old friend.

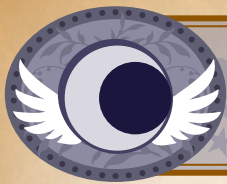
You can earn each bonus once, for a total of up to 20 XP.

Quest Flavor

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

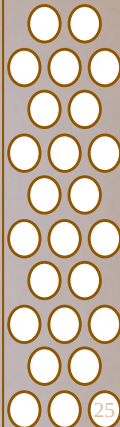
-  tending a garden or caring for a bit of wilderness
-  making repairs
-  staring into a fire
-  watching children or animals playing
-  playing ball, Frisbee, or something of the sort
-  having an encounter with something that seems at first to be dramatic and scary, before turning out to be perfectly safe and friendly
-  waking up with water dripping on you, moss growing on you, or an animal nosing you

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



Walking the Boundaries (Simplified)

XP



Major Goals










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

- ☐ you walk among flowers in a place where somebody died;
- ☐ you dream or share a story or two of a place's history;
- ☐ you say goodbye properly to an old friend.

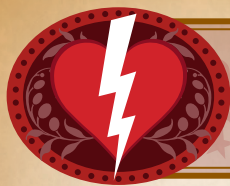
You can earn each bonus once, for a total of up to 15 XP.

Quest Flavor

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

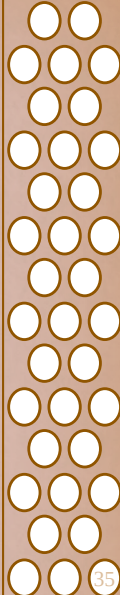
-  indulge in a lazy routine (e.g. wearing pajamas all day)
-   indulge in slightly less lazy morning routines
-   tend a shrine, grave, museum, or mausoleum
-   are pointlessly cleaning or organizing, and a visitor interrupts
-   play with a dangerous thing

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



Adventure GET

XP



Major Goals














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

- ☐ trouble starts or gets much worse in a well-staged way—whether that’s accidentally walking backwards into an enemy camp, breaking into a supposedly empty manor during what turns out to be a dinner party, or declaring that everything’s fine as long as there aren’t any werewolves around just before werewolves show up;
- ☐ someone rescues you;
- ☐ you stand in a shadowed place and tell someone a secret, then run away before they can react.

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:

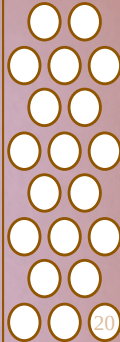
-   sneak into somewhere you shouldn’t go
-   risk trouble by digging into somebody’s secrets
-   drag others into your affairs/arrange their lives for them
-  propose a theory about the underlying situation you’re in
-   tell someone a story related to the underlying situation you’re in
-   get into trouble trying to help somebody else
-   risk trouble in the name of *adventure*!

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



Adventure GET (Simplified)

XP



Major Goals








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

- ☐ you stand in a shadowed place and tell someone a secret, then run away before they can react;
- ☐ trouble starts or gets much worse in a well-staged way—whether that's accidentally walking backwards into an enemy camp, breaking into a supposedly empty manor during what turns out to be a dinner party, or declaring that everything's fine as long as there aren't any werewolves around just before werewolves show up.

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:

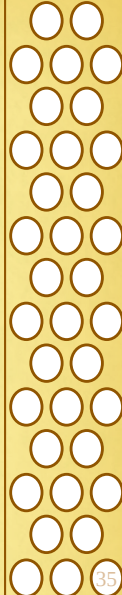
-   you discover a secret
-   you express your boredom and interest in adventure
-   you drag someone somewhere they really shouldn't be
-  whatever trouble's been dogging you shows up and/or escalates

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



Let's Doing!

XP



Major Goals

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

- ☐ you meet a new antagonist, ally, or romantic interest. (As designated by destiny/ the HG—if someone unexpectedly becomes something like that, it may or may not count);
- ☐ you discover a previously unseen shard of the glass dragon, or major new feature of one you'd seen before;
- ☐ three chapters pass without obvious IC progress on this quest. (That is, whatever problem you're trying to solve gets no closer to being solved.)

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:



narrate your impression of a PC, Main Character, Arc-related NPC, labyrinth, high place, or key location for the Arc, as if explaining them to a reader or video game player; you may do this IC or, if nobody minds, suspend play for a moment and do it OOC.



drag other Main Characters into your quest-related activities/investigations



grandstand about your reasons for being on this quest



talk with somebody about your dreams for the future

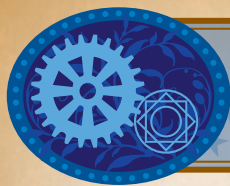


talk with somebody about death



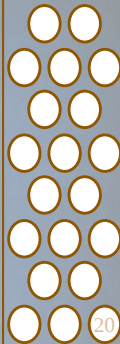
get hurt emotionally by somebody somehow involved in the story of this Arc

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



Let's Doing! (Simplified)

XP



Major Goals







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

- ☐ you've met, or seen, all the key players in this Arc;
- ☐ you discover a previously unseen shard of the glass dragon, or major new feature of one you'd seen before.

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 through:

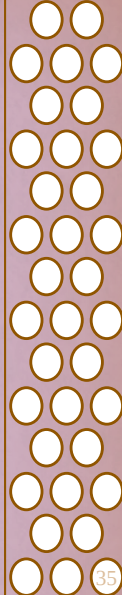
-   sympathizing with, or assisting, the outcast and the wrong
 -  proposing new theories about the subject of your investigation or adventure—the Outside, the glass dragon, or whatever else
 -   complaining to the other PCs about the progress of your investigations/plans
- or
-  reluctantly allowing yourself to be dragged away from them

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



Labyrinth Diving

XP



Major Goals










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

- ☐ you find or gain access to a major inventory, map, survey, or other exploration of the territory at hand;
- ☐ you're recruited or asked for help by what had previously seemed to be a rival, enemy, opposing force, or even oppressor;
- ☐ you find a hidden creek, flow, or spring of pure or untainted water.

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:

-  write off some portion of the situation as a loss, and trash/seal it
-  imprison someone or something
-   call upon some terrifying or mysterious power connected somehow to the Arc
-  present yourself to "your public" in a dramatic pose for admiration; put on airs
-   declare what must be done
-   feed a stray cat

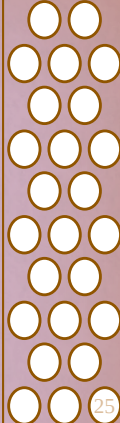
You can combine this with an XP Action, but you're not required to.



Labyrinth Diving (Simplified)



XP



Major Goals







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

- ☐ you complete a major inventory, map, survey, or other exploration of the territory (often dream- or dream-like territory) at hand;
- ☐ you make a friend in an unexpected place.

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:

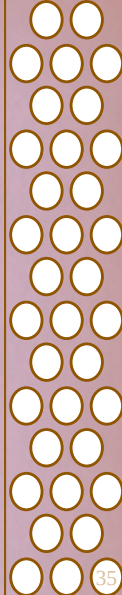
-   hang out near a fountain or water feature
-  eat with someone strange in a literal or metaphorical cave
-  catalogue or explore the territory at hand
-  are penned in somewhere by rain
-  bear witness to strange visions

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



Climbing the Sacred Mountain

XP



Major Goals








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

- ☐ you release some guilt or burden that had been weighing you down;
- ☐ you struggle alone on an arduous and metaphorically “upwards” journey;
- ☐ the wind knocks you from a height;
- ☐ you are struck by an insight or revelation that changes everything.

You can earn up to three of these bonuses, once each, for a total of up to 15 XP.

Quest Flavor

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

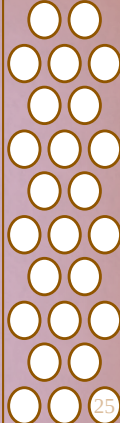
-  hunt desperately for solutions
-  stagger on despite a wasting illness
-  rise above/conquer some element of your situation
-  show someone an amazing view or vista
-  admire a distant bird, ornithopter, or zeppelin
-  see the sun break through the clouds
-  learn what it is that must be done

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



Climbing the Sacred Mountain (Simplified)

XP



Major Goals

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

- ☐ you release some guilt or burden that had been weighing you down;
- ☐ you've reached a "landing" (a place to stop and catch your breath) on an arduous and metaphorically "upwards" journey;
- ☐ you are struck by an insight or revelation that changes everything.

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:



rise above some element of your situation



stare out at an amazing vista



talk about something bad that's happened to you

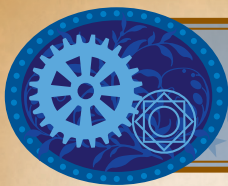


talk, while feverish, to a bird, bird-like person, or bird-like entity



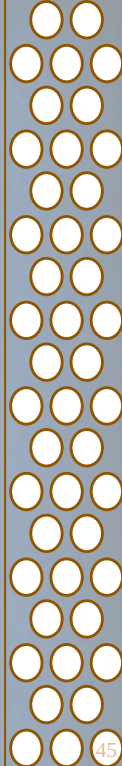
struggle with sickness, weakness, rough environmental conditions, and your own frailty

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



Down

XP



Major Goals














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

- ☐ you watch somebody die. It can be an animal but only if it's emotionally affecting (brutal, or an animal you cared about);
- ☐ you get into a fight with someone you care about;
- ☐ you break down from grief or shock;
- ☐ you get really, viscerally sick—it's either life-threatening or really gross. You don't have to nauseate squeamish players by going into the sickness itself but you do have to play up the toll it takes on you.

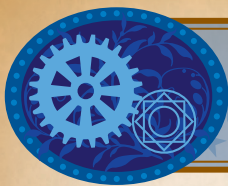
You can earn each bonus once, for a total of up to 20 XP.

Quest Flavor

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

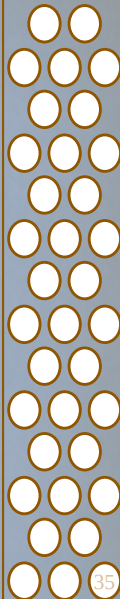
-  you talk with someone about someone or something you've lost
-  you hug a large animal, e.g., a deer
-   you walk with the Headmaster of the Bleak Academy
-   you wander in a daze
-  you can't eat or drink, or can't keep something down
-  you fall apart a little, skipping your usual hygiene/self-maintenance tasks
-   you wander a graveyard or at the edge of a cliff
-   you lock yourself in a bathroom
-  you self-harm

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



Down (Simplified)

XP



Major Goals










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

- ☐ you visit a throne room and stand before a seated (e.g.) King or Queen.
- ☐ you're sent into an underworld, be it basement, cave, oubliette, dungeon, or literal world of the dead;
- ☐ you're hung on a hook, crucified, tied to a wall, suspended by telekinesis, used as a scarecrow, or otherwise imprisoned or bound above the ground. Agony is optional (you could be in a canvas sack that is hung from a hook, or stage-show-style crucified); suspension and imprisonment are not.

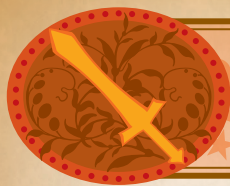
You can earn each bonus once, for a total of up to 15 XP.

Quest Flavor

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

-   you have to abandon something precious, leaving it behind
-   you're lost
-  you're thirsty
-   you encounter the dead
-   you share a meal with someone while sitting on cracked stones

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



A Troubled Protagonist

Bonus XP

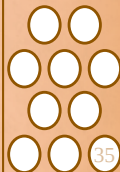
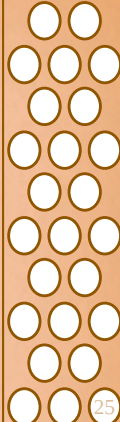
This quest comes with a psychological or social burden—a private cross to bear. Pick the sign associated with your Arc or some close relative thereof; you may wish to keep it around even after completing the quest.

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



This can be a 25 XP or 35 XP Quest



A Troubled Protagonist (Variant)

Bonus XP

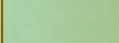
This quest comes with a division of states—there's the normal, beat-down you, and then there's the you who's starting to brighten up or change under the influence of the spiritual forces in Town.

Normally you'll pick an Arc-appropriate sign for this—a reversible 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 your ordinary world has been disrupted by a spiritual thought or experience. 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'll normally use this version of the quest for a Spring Arc and the normal version for a Winter Arc, but you can swap them around or use them for other things if you think you've found or created an appropriate sign.

XP



25

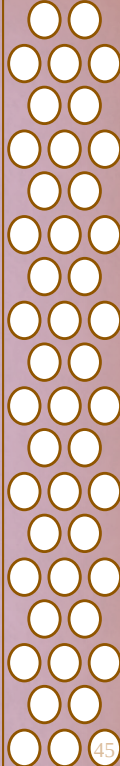
35

This can be a 25 XP or 35 XP Quest



An Unlikely Friendship

XP



Major Goals

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

- ☐ you identify/choose the “unlikely friend” for this Arc;
- ☐ you fall, and your friend either pushed you or tries and fails to catch you;
- ☐ your friend picks up a baby, cat, or small animal and panics because they don’t know what to do next;
- ☐ your friend betrays some duty out of loyalty to you—usually, quietly, and just before walking away.

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:



meet your friend while riding, or go riding with them, on an awesome mount or vehicle—ideally, a flying manta ray of some sort



have formal or at least fancy teatime with your friend



spend time with a new possibility to be the “unlikely friend” for this Arc



try tempting your friend or a possible friend out of their shell



investigate something with your friend or possible friend, often in a library



urge your friend to climb up to you (presumably, you are physically higher)



hang out with your friend on/around great expanses of bare stone



become dumbstruck by your friend’s attempt at impressive clothing and style



have a serious conflict of interest with your friend

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

45



An Unlikely Friendship (Simplified)

Bonus XP

This quest comes with a division of states—there's you, as who you usually are; and then there's the you when you're with your friend, or when that side of you comes out at another time.

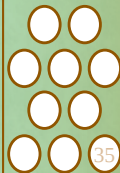
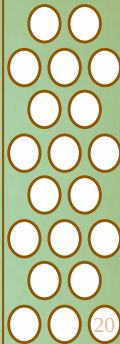
I've made a sign for this—a reversible card, which you could in theory have on the table in front of you in play to show which state you're in. You can earn a bonus XP at any time (though only once per scene/15 minutes) by flipping the card, showing that you're moving between states—that you're thinking your friend's way, or your own.

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 usually runs 20 XP, but you can push it a little further if it seems right.

This can be a 20 XP, 25 XP, or 35 XP Quest

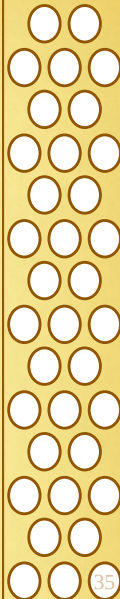
XP





Your Social Burdens

XP



Major Goals















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

- ☐ you're unexpectedly drawn to somebody—you didn't think you even liked them, but it's *magnetic*!;
- ☐ someone expresses completely baffling expectations of you;
- ☐ you have an unexpected suitor.

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:

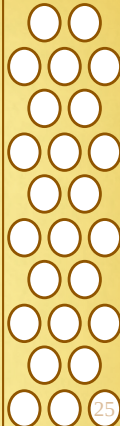
-   model formal or ridiculous clothing for friends, family, or an instructor/guide
-   leave your calling card or visiting card with someone
-   pace during a conversation at a coffeeshop or pancake house
-   refuse, or try to refuse, to dance with somebody
-   converse in an alley, leaning against the wall or sitting on a dumpster edge
-   sort through paperwork or invitations at a desk
-   get into a fight or trouble while way overdressed

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



Your Social Burdens (Simplified)

XP



Major Goals











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

- ☐ you're torn between two romances, two teams, two great friendships, or two loyalties;
- ☐ you ignore a lecture from an authority figure or the excited storytelling of a friend because it's all just foolishness;
- ☐ you have an unexpected suitor.

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:

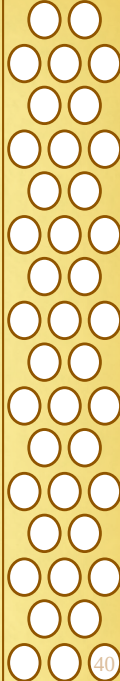
-   are interrupted while working because there's somewhere you have to be
-   experience a montage of letters, dances, calling cards, and people dragging you places
-   debut dazzlingly somewhere
-   are hugged so hard you can't breathe
-   try to conduct a fight, pull off a heist, or face big trouble surreptitiously so as not to alarm the people of the party or event you're at

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



Action!

XP



Major Goals
















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

- ☐ there's nowhere to run! (Not only are limbs, tendrils, soldiers, or whatever bursting out from all around you, but there's nowhere closer than several *minutes* of travel that's safe);
- ☐ you drag some limb or minion of the enemy out of the shadows;
- ☐ you listen to a shockingly off-kilter rant from someone you care about;
- ☐ the world freezes over or stops, as under crystal or glass.

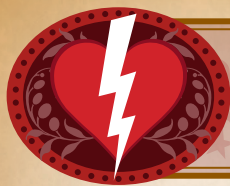
You can earn each bonus once, for a total of up to 20 XP.

Quest Flavor

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

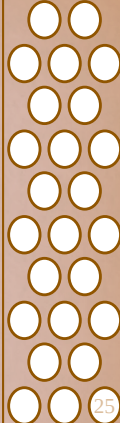
-   you create something amazing for use in this battle
-   the world goes distorted and weird—space bulges or looms in around you
-   your vision fades in and out
-   you stagger through a high-contrast location (e.g. a dark dirt road in snow)
-   you're tormented by the whispering or other noise your enemy makes
-  some job takes a lot longer than you expected—often right to the last second
-   you put on a badass longcoat or other “hero outfit”
-   bugs seethe

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



Action! (Simplified)

XP



Major Goals











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

- ☐ there's nowhere to run! (Not only are limbs, tendrils, soldiers, or whatever bursting out from all around you, but there's nowhere closer than several *minutes* of travel that's safe);
- ☐ the enemy has infiltrated or is waiting somewhere you thought was safe;
- ☐ a friend is mind-controlled by the enemy.

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:

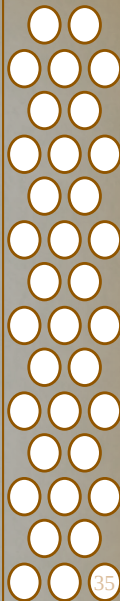
-   you reveal a new weapon, technique, or device
-   you put on a badass longcoat or other "hero outfit"
-   the world starts melting around you
-   you flee just ahead of an explosion, an implosion, or destruction
-   you're feverish or sick

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



Coming to Grips with Death

XP



Major Goals














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

- ☐ you change the world;
- ☐ you make a friend. An amazing friend, in the most unexpected place;
- ☐ someone tries to win you over to “the other side”—they take on the role of parent, mentor, older sibling, or romantic interest, and try to persuade you that what you think of as loyalty or purpose is just you clinging to things that hurt you; that they want to offer you a safer, better home.

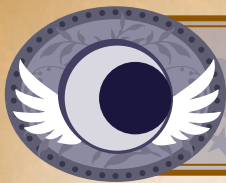
You can earn each bonus once, for a total of up to 15 XP.

Quest Flavor

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

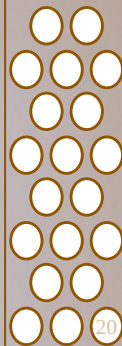
-   you stay up all night walking
-   you discover a beetle or tick climbing on you
-   your clothes are in rags
-   you notice a scarab symbol in your living quarters or dreams
-   you revert to the behavior or social position of someone younger
-   you're having trouble seeing
-  somebody is trying to change you; you have trouble fighting it off, trouble keeping your thoughts your own

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



Coming to Grips with Death (Simplified)

XP



Major Goals





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

- ☐ you receive some honor or distinction;
- ☐ you invite someone you've scarcely met to join you on an adventure.

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:

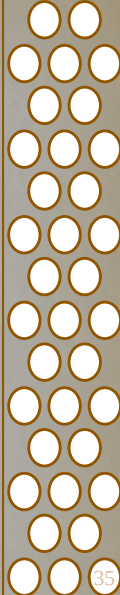
-  somebody helps you to pull yourself together
-  you stare aimlessly at somebody's grave or sickbed
-  you watch a bug of some sort fly away
-  you wander, lost

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



Changes

XP



Major Goals












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

- ☐ you have a traumatic transformation or dissociation scene in play, where your reality gets weird because your true nature is changing or revealing itself;
- ☐ you see a confusing vision, nightmare, or premonition of your or someone else's death;
- ☐ you meet and get the chance to help a mysterious child find their way.

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:

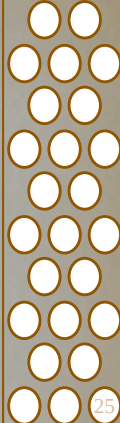
-   wrestling with/expressing nameless feelings of loss that make you act unnaturally
-   trying and failing to burn things, to light them on fire
-   getting confused about who and where you are
-  listening to stories about things that were lost when Jade Irinka died
-  talking with somebody about your destiny/nature and what it means
-  talking with somebody about why there's such a thing as death
-   dealing with acne, braces, your period, ear infections, or other annoyingly intrusive elements of physicality.

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



Changes (Simplified)

XP



Major Goals





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

- ☐ there's a scene where people are disapproving or bland but most importantly unfazed by your showing up with extra limbs or unusual physical alterations, e.g., a disdainful "Oh, that's *just* like you to have those tentacles" or "Acne! Nobody told me we were supposed to have acne today! (muttered) Showoff.";
- ☐ you meet Death, the Headmaster of the Bleak Academy, or some other feared personage, but because you're delirious or have reason to believe that it's just somebody dressed as them, you have a pleasant chat instead of anything else.

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:

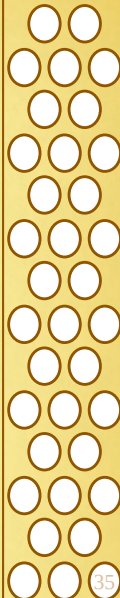
-  dreaming of merging with a great and branching tree
-  uncontrolled shapeshifting, possibly in a dream/imagination spot
-  being surrounded by dancing shadows (again, possibly in a dream)
-  noticing some weird mark or change in your body

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



The Refusal of the Call

XP



Major Goals













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

- ☐ you accept, or at least are clearly tempted by, someone's offer to help you fight off/resist your destiny;
- ☐ you stand in the shadow of an enemy's fortress or cathedral;
- ☐ you give yourself into someone else's hands, making yourself terrifyingly vulnerable either physically or emotionally.

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:

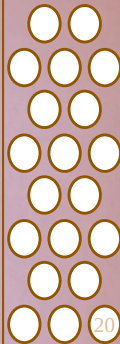
-  talking with someone about the principles that are the most important to you
-   describing yourself as a helpless pawn of fate
-   wondering if you're actually good or evil
-   trying to replace or repair torn clothing on a tight budget
-   you're overburdened—you work too hard, and with too little
-   you get confused about who and where you are
-  fretting over whether you're actually on the wrong side

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



The Refusal of the Call (Simplified)

XP



Major Goals









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

- ☐ you build or show a strong emotional bond to an “opposite number”—someone working at cross purposes to what you will become;
- ☐ they offer to help you but you have to turn them down.

You can earn up to two of these bonuses, *not* limited to once each, for a total of up to 10 XP.

Quest Flavor

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

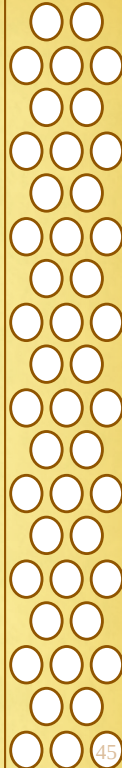
-   pleading with an enemy to understand you
-   exploring and having fun
-   a phone rings but isn't answered
-   someone helps you while you're throwing up (from overwork? Sickness? Drinking?)

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



The Belly of the Whale

XP



Major Goals









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

- ☐ you have a profound spiritual experience where you seem to blend into the world around you;
- ☐ you're trapped;
- ☐ you defeat an "opposite number" or rival, only to have a scarier enemy or problem arise;
- ☐ you're rescued by somebody;
- ☐ you rescue somebody else.

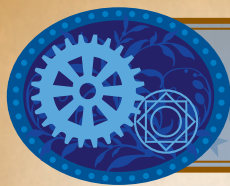
You can earn up to four of these bonuses, once each, for a total of up to 20 XP.

Quest Flavor

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

-  you stand barefoot in a high place, looking down at the world
-  you get stabbed through the torso, possibly in a dream/imagination spot
-  your hair grows in real-time, possibly in a dream/imagination spot
-  you bring light in the darkness
-  you comfort someone
-  you sit by the water eating fried fish with one or more friends
-  birds cluster around you
-  you manage a contemplative moment between troublesome circumstances

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



The Belly of the Whale (Simplified)

Bonus XP

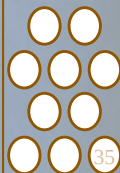
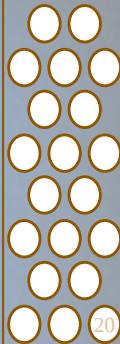
This quest takes place in a context where you're out of your element, where you're transforming or being transformed into something else.

You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by **proposing a theory about what will happen to you**.

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.

This can be a 20 XP, 25 XP, or 35 XP Quest

XP





The Belly of the Whale

(Simplified, Variant)

Bonus XP

You're dissociating from reality.

You are dissolving into these places that you find yourself in. You are awakening a strange new self inside. Everything is turning into teeth and rivers inside you.

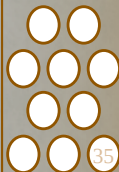
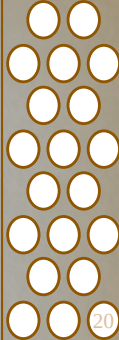
Something is being *born*.

You can earn a bonus XP towards this quest at any time (though only once per scene/15 minutes) by declaring that you can feel the touch of the impending miracle upon you—you can phrase it another way; just give some indication that you're triggering this quest condition—and then free-associating for a few moments about what your character is experiencing, feeling, thinking.

Talk about being cold, or warm; talk about visions; whatever. Flare up the light in you. Cut your teeth on cold. Have a greenness stuck in your mouth, somewhere, ugly, stopping up your tongue as you try to pry it loose. That kind of hing. That brings you in a bonus XP for this quest.

This can be a 20 XP, 25 XP, or 35 XP Quest

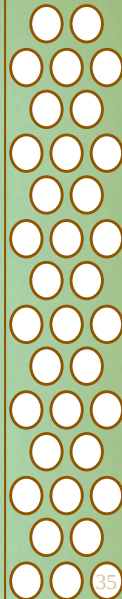
XP





The Trials of the Sun

XP



Major Goals

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


- ☐ you reclaim a lost legacy of a parent or mentor;
- ☐ you humble some enemy, bending them completely to your will;
- ☐ you unleash, or are taken over by, a bleak power.

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:




 your hands/arms sprout bladed vines, possibly in a dream/imagination spot




 you merge with/devour someone else, possibly in a dream/imagination spot




 you experiment with powers that you shouldn't




 you assert your power or your destiny




 you talk about your sense that there's a hole in the world

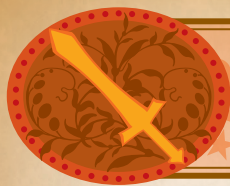


 you wander in the dark, remembering some grief or loss



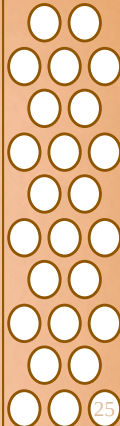
 you use an elaborate, magical-looking key

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



The Trials of the Sun (Simplified)

XP



Major Goals










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

- ☐ you build a model, duplicate, icon, or eidolon of yourself;
- ☐ someone else tells the story of how you lost or damaged some potential you once had;
- ☐ someone realizes that they were afraid of you for all the wrong reasons. (It's OK for them to wind up more afraid, less afraid, or about the same, as long as the reasons 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:

-   you transcend or apotheosize in some fashion
-   you or your player give a monologue about the nature of your power
-  you propose an enemy's fate
-   you commune with an angel or the holy part of your nature
-   you perform some sacred chore (e.g. feeding a holy fire)

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

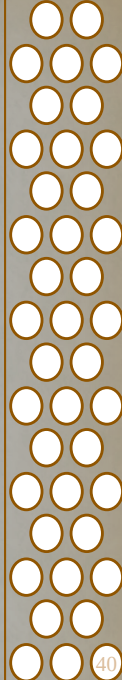
Special Note!

If the game and your powers don't support literal apotheosis/angels, handle these things as a spiritual effect—intangible and only sort of visible, but nevertheless "real" for purposes of the scene.



Apotheosis

XP



Major Goals













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

- ☐ hold a representation of the sacred eternal—a philosopher’s stone, an elixir of immortality, a key to the world—in your hands;
- ☐ return to where you started the game or the Arc, find it ruined or damaged, and rebuild/repair it;
- ☐ meet something that could be considered “the other half” of yourself;
- ☐ witness an eclipse;
- ☐ swallow a lizard, enemy, or ally spirit whole.

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

Quest Flavor

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

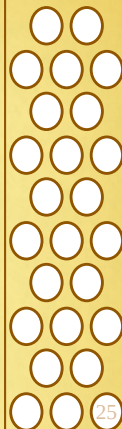
-   can’t find water
-   fix something broken or unwhole
-   eat hot cross buns or melon pan
-  guide someone else through a long journey or struggle
-  dig up someone frozen and rescue them, possibly in a dream/imagination spot
-  grow a new mouth or eye, possibly in a dream/imagination spot
-   merge with a book of some sort, possibly in a dream/imagination spot
-  pass through the gates of the Bleak Academy

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



Apotheosis (Simplified)

XP



Major Goals









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

- ☐ wander strange, misty landscapes;
- ☐ stare at a living creature frozen in or behind some sort of crystal;
- ☐ release light from or open an eye in your forehead.

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

Quest Flavor

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

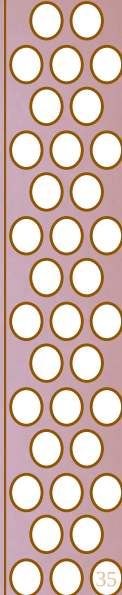
-   shatter an enemy's weapon barehanded
-   possess or infiltrate an enemy or place with your spirit/energy
-  fight imaginary enemies, hallucinatory enemies, spirits, or shadows
-   talk to people about your dreams for the future
-  call upon one of your big powers in a dramatic fashion

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



The Story of Your Life

XP



Major Goals










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

- ☐ you make peace with a recent setback where you lost a few days of work;
- ☐ you're unexpectedly shy, vulnerable, or open with someone;
- ☐ you have a vision of magic in some thing, place, person, or work, which you might one day be able to bring out

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:

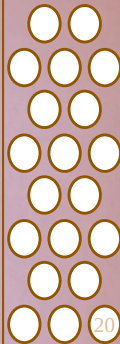
-  admiring the construction and atmosphere of Fortitude, often while softly lit, obscured by fog, and/or with something weird or unnatural nearby
-  enjoying the softness of fur, plush grass, carpet, fleece, etc.
-   having trouble because your clothing's a bit too big for you
-   trying and failing to hide your identity
-  working, involving slightly larger-than-life or magical incidents
-  working, involving simple, honest effort
-  talking about your progress on some project and its positive or negative effects on the local environment

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



The Story of Your Life (Simplified)

XP



Major Goals












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

- ☐ you have a relatively peaceful week or two;
- ☐ you receive a kindness;
- ☐ you have a chance to use your powers, Skills, and associates to help out somebody in trouble.

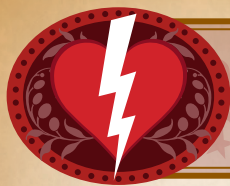
You can earn up to two of these bonuses, once each, for a total of up to 10 XP.

Quest Flavor

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

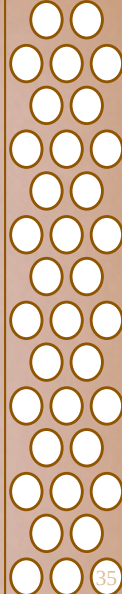
-  horrors, spirits, and other abnormalities gather to watch you at your work
-   you want to work, but don't have the right tools/environment
-   you show up in a goofy fashion in the middle of someone else's scene
-   you get pushed into things (e.g., onto a stage by a friend, forward by the wind, into a pool)
-   you find yourself in the presence of pie, cakes, and candy canes
-   you win with a scratch-off lottery ticket

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



The Sidekick

XP



Major Goals












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

- ☐ you've figured out a mysterious responsibility, or reluctantly accepted a difficult one;
- ☐ you've defended the sidekick or pet against some threat;
- ☐ you've come up with and committed to a plan for how to deal with the responsibility at hand.

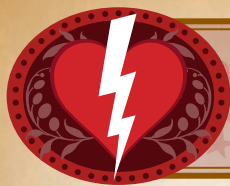
You can earn up to two of these bonuses, once each, for a total of up to 10 XP.

Quest Flavor

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

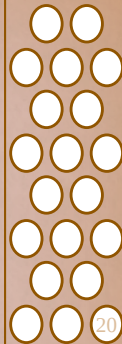
-  the sidekick or pet getting into goofy trouble
-   finding yourself stuck with responsibility for the sidekick or pet
-   chores involving voluntarily taking care of/helping the sidekick or pet
-   foreshadowing, research into, or stories about the sidekick or pet
-   talking with people about strange monsters and horrors
-  talking with someone about the nature of the unknown chaos outside the world
-  talking with someone about where destiny comes from

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



The Sidekick (Simplified)

XP



Major Goals








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

- ☐ things get harder and harder until you have a stress explosion over these new responsibilities;
- ☐ the sidekick or pet helps you in an unexpected way.

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 through:

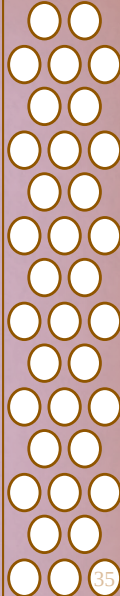
-   refusing to admit that you've taken to, and taken responsibility for, the sidekick or pet
-  keeping the sidekick or pet out of trouble
-   telling the sidekick or pet your problems
-   foreshadowing, research into, or stories about the sidekick or pet

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



Sins of the Father

XP



Major Goals














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

- ☐ you unravel a major plan of an enemy or contain a major threat;
- ☐ someone dies or gets hurt;
- ☐ people turn to you for help, even though they don't trust you.

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:

-  testing an idea on how to resolve the conflict
-   arguing with someone about fate and free will
-   social meetings or drinking (tea/sake) with your enemies
-   studying books or reports relevant to the matter at hand
-   stumbling on evidence of your enemy or target at work
-   spying on the enemy
-   being sealed in somewhere by mindless action, e.g., by a landslide, insects, spreading ice effects, bureaucracy, mind-control victims, or machines

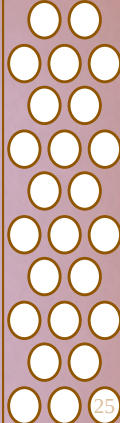
You can combine this with an XP Action, but you're not required to.



Sins of the Father (Simplified)



XP



Major Goals

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

- ☐ some enemy tries to take you out of play, often with a threat or a bribe;
- ☐ you have temporary amnesia, fall under a love spell, or otherwise stop being yourself and living as yourself for a while;
- ☐ you give yourself over to apparent death and destruction to save something else, but wind up narrowly surviving or being saved instead. (That is, that's the F/X you use for the HG fiat, defensive power, or use of the Wound system that saves you.)

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 do someone else's job for them



something throws a wrench into your plans



you pick at a cold meal, alone, often eggs, toast, and coffee

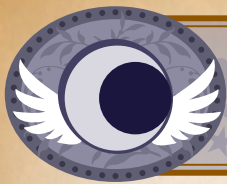


you're investigated or hunted by something evil



you give a dramatic speech to your enemies

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



Surreal Environments

Bonus XP

You're in a weird place or situation. It's full of bizarre entities and over-the-top goofiness.

In the end there's nothing for it. You just have to live with it, don't you?

You just say... well, whatever you say about this stuff.

⚙️ "I'm just the gardener, you know," maybe. Or

⚙️ "Of *course* that happens."

⚙️ "Is that really supposed to be there?"

—Something like that, anyway. And you sigh, then, and you shake your head.

Or maybe there's something you say to remind you that for all the troubles in it the world's still real?

⚙️ "I have fingers."

⚙️ "Yare, yare."

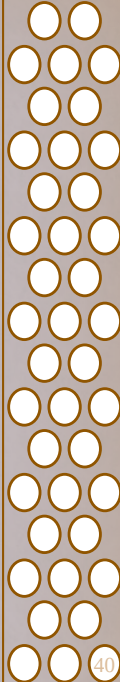
⚙️ "Look at those clouds."

⚙️ "It's hot." (Unreal people—they're never hot. Are they?)

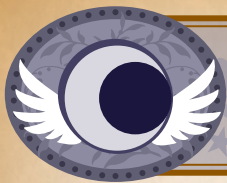
You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) with your catchphrase—with that thing that you say when *why do I have to deal with these kinds of situations?* is on your mind.

What catch phrase do you use?

XP

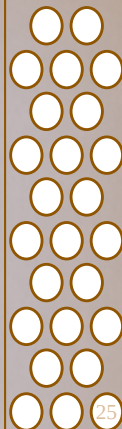


40



Surreal Environments (Simplified)

XP



Major Goals









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

- ☐ something happens that tests your character;
- ☐ you articulate a good theory for where you've been going wrong in your life and how you might do/have done better;
- ☐ you receive a message (e.g., recorded instructions or a message in a bottle) from Jade Irinka, who was the sun.

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 through:

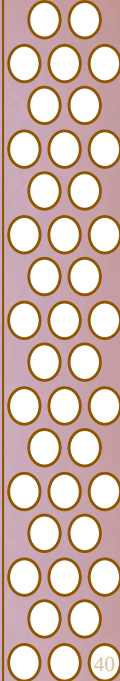
-  stories of the death of the sun and the first Principal Entropy
-   marveling at the weirdness around you
-   a scene where the sun flares up or does something weird
-   hanging out with someone doomed or dying
-  sketching diagrams in the dirt

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



Triumph

XP



Major Goals








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

- ☐ you finish a big project—with the possible exception of waiting for the festival, solstice, assistant, opening day, or event that'll let you reveal it or power it up;
- ☐ you recover something you'd thought lost forever;
- ☐ you share a kiss with your romantic interest under some sort of fireworks; or, you have a similar scene with an inanimate object; or, you try to do so, but are refused.

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:

-  talking about what you're doing and what it will accomplish
-  dreaming of a happy future
-  attending a wedding or a funeral
-  sleepless nights
-  testing your work, putting it through its paces
-  montages of strange incidents of you at your work
-  dragging people out for sandwiches, milkshakes, and/or fried foods so you can be excited or happy about the project in their direction

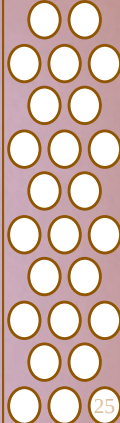
You can combine this with an XP Action, but you're not required to.



Triumph (Simplified)



XP



Major Goals











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

- ☐ you give someone a sneak preview of a big project in a near-completion stage;
- ☐ you get a letter or package from an old friend;
- ☐ you perform at a wedding.

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

Quest Flavor

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

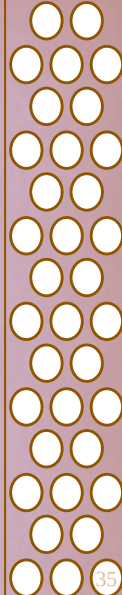
-   bringing friends in to help you with your work
-   sharing something wonderful
-   demonstrating a marvel
-   late nights of work and geeky conversation
-   laughing in the face of apparent failure

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



Beautiful and Far Away

XP



Major Goals








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

- ☐ others stumble on your **Secret Place**;
- ☐ you establish a reason why you *need* **the Secret Place**—why it's sustaining you, why you'd be at risk without it;
- ☐ you establish a reason why **the Secret Place** is *hurting* you, breaking you, damaging your ability to live an ordinary life.

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:

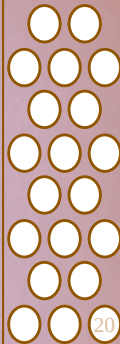
-  guiding someone through the Archive (or, more generally, the Arc's **Setting**)
-  talking with somebody about **the Secret Place**
-  talking with somebody about what dreams are, as compared to reality
-  talking with somebody about whether the world deserves to exist, whether it's good or bad, or whether that even matters
-  getting in a row with somebody over/about **the Secret Place**
-  refusing to retreat to **the Secret Place**, even though things are very bad or
-  retreating to **the Secret Place**

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



Beautiful and Far Away (Simplified)

XP



Major Goals









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

- ☐ you demonstrate how you *need* **the Secret Place**—how it's sustaining you, why you'd be at risk without it;
- ☐ you demonstrate how **the Secret Place** is *hurting* you, breaking you, how it's damaging your ability to live an ordinary life.

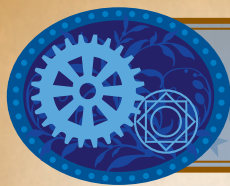
You can earn each bonus once, for a total of up to 10 XP.

Quest Flavor

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

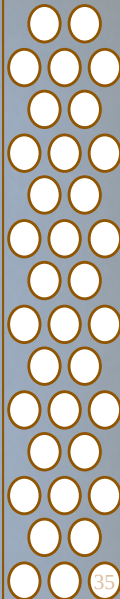
-   having a troubled dream
-   talking with/ranting at somebody about **the Secret Place**
-   babbling poorly-formed philosophy or metaphysics at somebody
-   retreating to **the Secret Place**

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



Fascination

XP



Major Goals












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

- ☐ you express your fascination with someone or something dangerous and irresponsible;
- ☐ *after* that first reward, you go a long way out of your way (physically) in order to study the operation and mechanisms of somebody else's powers—e.g., a field trip to Horizon to watch the Wish-Granting Engine at work;
- ☐ you make yourself terrifyingly vulnerable, e.g. as an act of social/romantic trust, an act of folly, or as bait for a trap.

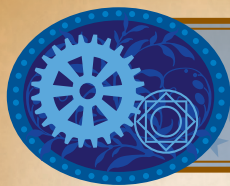
You can earn each bonus once, for a total of up to 15 XP.

Quest Flavour

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

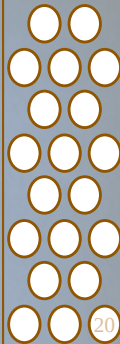
-  confess a secret desire
-  have a troubled dream about glass, magic, and the Outside
-   investigate the shrine family magic for dealing with troubled dreams
-   dream about a Main Character or Arc-related NPC
-   hang out with someone you like while they do their thing
-  get into goofy trouble for, with, or because of somebody else
-   talk with someone about the various bad ends people can come to in fairy tales, stories about wishes, and stories about witches

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



Fascination (Simplified)

XP



Major Goals








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

- ☐ witness something amazing, even by your standards;
- ☐ get badly hurt when you weren't expecting it.

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:

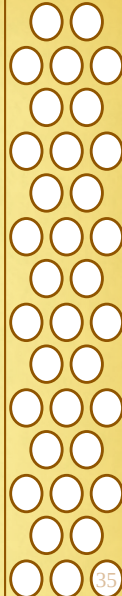
-   investigate someone's powers
-  argue with someone about the proper use of some power
-   express your fascination with somebody
-   explain to someone, or argue with them about, the workings of shrine magic, the Arc's **Setting**, or the Outside

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



This is So Surreal

XP



Major Goals









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

- ☐ you freak out—you have a minor or major psychological breakdown because you can't cope with these wishes;
- ☐ you give a monologue—often comedically serious IC, though not necessarily so OOC—to explain why a wish is a bad idea;
- ☐ you receive some implausible honor or reward for your conduct in handling a wish, or as part of the wish's execution itself.

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

Quest Flavor

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

-  you're seduced by the wonder and utility of a wish
-  marveling at the way a wish changed the world
-   things get chaotic or absurd because of a wish
-   you help the Archive, Professor Hayashi, **the Dream-Witch**, or her café (or whatever she has instead of a café) weather the course of a wish
-   you're forced to break a personal commitment—use a power you hate, break a promise, or whatever—in order to resolve or weather a wish

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

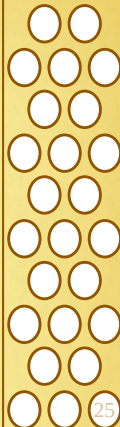
Special Note!

Anything that can go wrong in the same way a classic wish can (including most Imperial miracles and some magical spells) counts as a “wish” here.



This is So Surreal (Simplified)

XP



Major Goals










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

- ☐ you freak out—you have a minor or major psychological breakdown because you can't cope with these wishes;
- ☐ you give a monologue—often comedically serious IC, though not necessarily so OOC—to explain why a wish is a bad idea;
- ☐ you receive some implausible honor or reward for your conduct in handling a wish, or as part of the wish's execution itself.

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

Quest Flavor

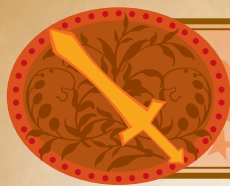
1/chapter, you can earn a bonus XP towards this quest when:

-   you reject part of a wish that would have been useful
-   you get lost in the Outside
-   things get chaotic or absurd because of a wish
-   you're forced to break a personal commitment—use a power you hate, break a promise, or whatever—in order to resolve or weather a wish
-  you have nightmares of masks, death, trouble, and the laughter of Melanie (or Reginald) Malakh

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

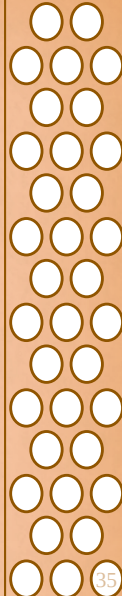
Special Note!

Anything that can go wrong in the same way a classic wish can (including most Imperial miracles and some magical spells) counts as a “wish” here.



This is *Such* a Bad Idea

XP



Major Goals













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

- ☐ someone *normally* trustworthy or goofy goes on a power trip and winds up grinding you under their malevolent heel; or, more generally, you suffer unpleasantly from their use of the power that they've seized;
- ☐ you're put into an awkward, embarrassing, or at least highly goofy or counter-type role by a wish, probably with details suggested by the HG and other players;
- ☐ you manage to become a "power behind the throne" or otherwise steal a portion of the power in play over the course of a wish.

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

Quest Flavor

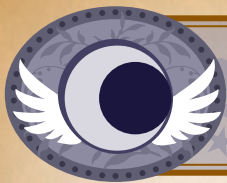
1/chapter, you can earn a bonus XP towards this quest when:

-   ritually drawing on the powers the wish has given you
-   enjoying the changed world, letting it corrupt you
-   you overcome some obstacle in the world of the wish
-   you're forced to break a personal commitment—use a power you hate, break a promise, or whatever—in order to resolve or weather a wish
-   you struggle with the circumstances of the wish
-   the wish does something really strange to your life

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

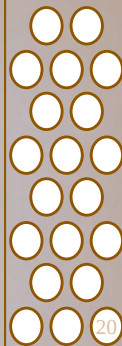
Special Note!

Anything that can go wrong in the same way a classic wish can (including most Imperial miracles and some magical spells) counts as a "wish" here.



This is *Such* a Bad Idea (Simplified)

XP



Major Goals









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

- ☐ someone *normally* trustworthy or goofy goes on a power trip and winds up grinding you under their malevolent heel—or, more generally, you suffer unpleasantly from their use of the power that they’ve seized;
- ☐ you’re put into an awkward, embarrassing, or at least highly goofy or counter-type role by a wish, probably with details suggested by the HG and other players.

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

Quest Flavor

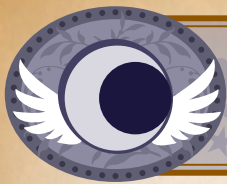
1/chapter, you can earn a bonus XP towards this quest when:

-   you’re forced to break a personal commitment—use a power you hate, break a promise, or whatever—in order to resolve or weather a wish
-   things get really weird
-   you give up and just go with it
-   there’s a big parade or festival

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

Special Note!

Anything that can go wrong in the same way a classic wish can (including most Imperial miracles and some magical spells) counts as a “wish” here.



You've Lost Them

XP

Major Goals

















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

- ☐ you help to impersonate, construct a robot double for, or otherwise replace the **Lost Person**;
- ☐ you get in some kind of completely unnecessary trouble because that person is incomplete or missing;
- ☐ you get atypically emotional when it really sinks in that they're gone, damaged, or changed;
- ☐ your first full or nearly-full book on this quest comes to an end.

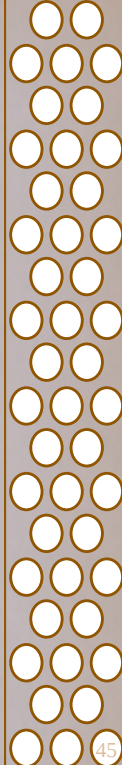
You can earn each bonus once, for a total of up to 20 XP.

Quest Flavor

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

-  your life is a mess
-   you struggle to understand the loss
-   you talk to someone about memories, metaphysics, and the soul
-   you talk to someone about death
-   you encounter some shocking consequence of a wish or similar power
-   you watch somebody self-destructing
-   you dream of shipwrecks and drowning
-   you dream of the **Lost Person's** true self, their real self, somewhere far away
-  a week passes and nothing has gotten better

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

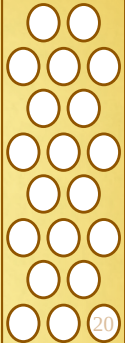


45



You've Lost Them (Simplified)

XP



Major Goals








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

- ☐ you help to impersonate, construct a robot double for, or otherwise replace the **Lost Person**;
- ☐ you get atypically emotional when it really sinks in that they're gone, damaged, or changed.

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:

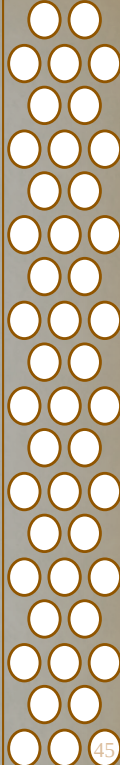
-   someone soliloquys about the loss
-   you communicate somehow with the **Lost Person's** true self, far away
-   you wander Fortitude with **the Lost Person** or with or as their stand-in
-  there are signs that things may be getting better after all

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



Something Heals

XP



Major Goals










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

- ☐ someone comforts you in a time of need;
- ☐ you break your rules or patterns in a big way in order to help or save somebody else;
- ☐ something goes right, because of luck or fate or divine intervention or somebody else—basically, because of not-you—when everything seemed lost;
- ☐ you absorb some power, force, place, or energy into yourself.

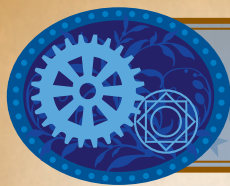
You can earn each bonus once, for a total of up to 20 XP.

Quest Flavor

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

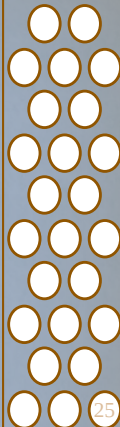
-  have a precious moment with something you thought that you'd lost
-  talk with an old friend about your shared adventures
-  have an ordinary, happy day at your job or other place of work
-  sit with someone and eat crackers and soft cheese
-  stand in, or lean against, an arch overgrown with ivy
-  watch a ship sail away across Big Lake
-  dream of a faraway friend, loved one, or Main Character
-  bid an emotional farewell—you or someone else is moving on
-  show someone a wonder

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



Something Heals (Simplified)

XP



Major Goals

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

- ☐ someone comforts you in a time of need;
- ☐ you break your rules or patterns in a big way to show someone a kindness or take them under your wing;
- ☐ you absorb some power, force, place, or energy into yourself.

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:



talk with someone about the things you've lost



feed leftover meat to a stray dog



have a kind of over-the-top day at your job or place of work



tell someone the stories of your adventures



show someone a secret (often the Arc's **Secret Place**)

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

OVER THE TOP



the
Glass-Maker's
Dragon

OVER THE TOP



the
Glass-Maker's
Dragon