



You're drawn to the place, even though it worries you.

The Satsura Corporation. "A research corporation," the official story goes, "that was lost when the Outside drowned the Earth. It's moving most of its operations to Town."

They act a little *off*.

They're doing stuff that you don't think people back on Earth were doing.

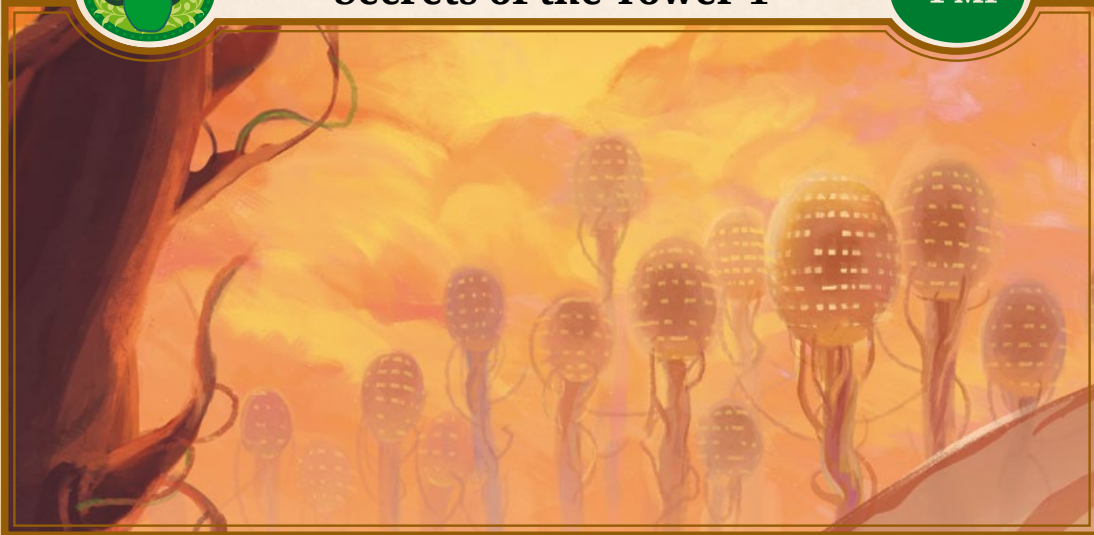
But... you know what? This stuff is *neat*. Like, fast-growing fruit trees. Cognitive and nerve and muscle enhancement. New treatments for diseases. Maybe even vat-grown miniature dinosaurs with vibrantly colorful skin. Their building's kind of cool, too, it has this *vibe*, you know, even though it's hardly "topless" like some people say.

They're not trustworthy. They're a little scary. But they're also... just plain *cool*.



## Secrets of the Tower 1

+1 MP





You still kind of want to trust them. Satsura, I mean. You kind of want them to be OK. For there to be a good explanation for this. But this isn't human tech and this isn't human resources.

It's still kind of nice to imagine that everything can work out and everything will make sense and there's really nothing scary going on...



## Secrets of the Tower 2





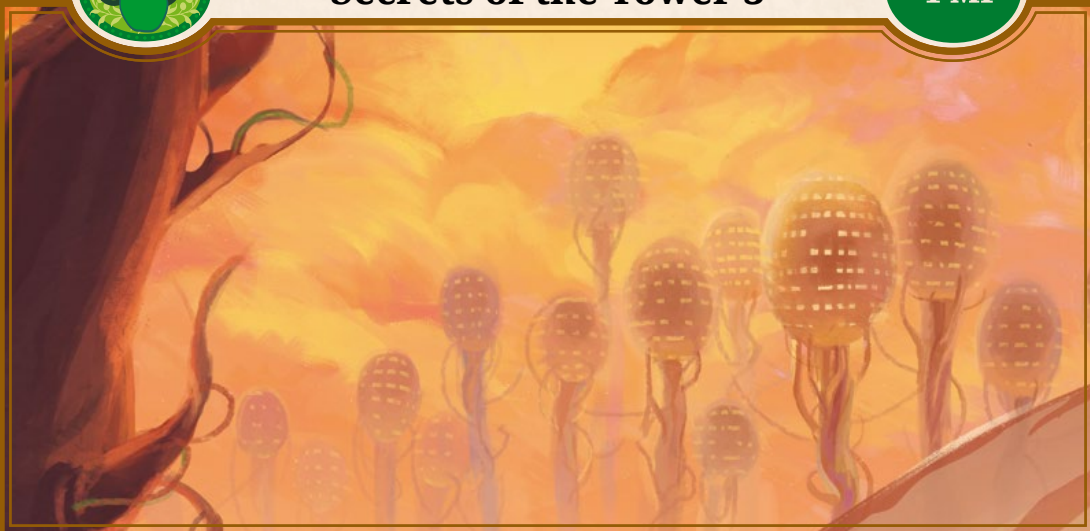
There is vivid and savage stuff going on here. Dinosaurs, their footfalls pounding, their colors bright, their terrifying screams. Plants sprawling to cover whole floors of buildings with their roots, their maws opening and snapping at you, their vines bleeding with strange poisons. Mutants lumbering out of hidden corners. Steel and chrome weapons gleam.

It's OK. You know what you're doing. You're pretty sure you can handle this. You can win.



## Secrets of the Tower 3

+1 MP







There is a tower that climbs to Venus. The planet. Apparently. And a wicked civilization, dinosaurs, and carnivorous plants there. And it's invading—basically, invading—Town. But it's OK.

You've almost escaped. You've almost solved this.

You just have to do this one last thing and then the problem's taken care of, at least for now. Do this one last thing, and you and Satsura won't be part of one another's stories, not for a while anyway. Not as long as you afterwards stay away from *them*.



## Secrets of the Tower 4



When you do that thing, you'll close the Issue &  
earn 4 bonus XP + 1 MP



It's just a tower connected to an alien planet populated by heavily armed, scientifically advanced, and quasi-sociopathic people from a morally twisted alternate reality.

You've *got* this. This is totally under control.



## Secrets of the Tower 5

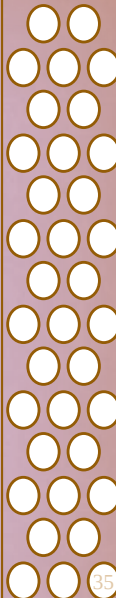
+1 MP

*When you've fixed things, or at least made a big step in that direction, close the Issue & earn 4 bonus XP + 1 MP*



# A Mysterious Teacher

XP



## Major Goals








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

- ☐ the sun shines on you through a magic window;
- ☐ you're given a new suit of clothing or some token that others will recognize you by;
- ☐ you're being drowned, suffocated, or choked by something transparent or translucent (e.g., drowning under ice or choking on molten glass, possibly as part of a dream sequence.)

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:

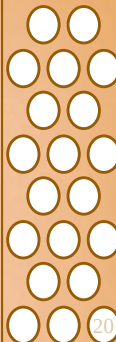
-  tell the story of someone who turned, or was turned, into an animal
-  repair a roof or deck
-  (literally or figuratively) bump into a friend you haven't seen in a while
-  celebrate renewal in some fashion (bake hot cross buns for Easter, do a self-purification ritual, replant a garden, watch over a flame over Longestnight, etc.)
-  admire a body of water
-  play with a puzzle box or a bit of glass
-  listen to a student's story about something

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



# A Mysterious Teacher (Simplified)

XP



## Major Goals







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

- ☐ you're impressed into labor or transformed into an animal, typically as punishment for a theft;
- ☐ one of the people who serves as an anchor to your daily routine and daily life betrays you.

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

## Quest Flavor

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

-   you discover parallels between a fairy tale and your life
-   you listen to an old friend's stories
-  you have a vision while staring into the water
-  time drifts away from you

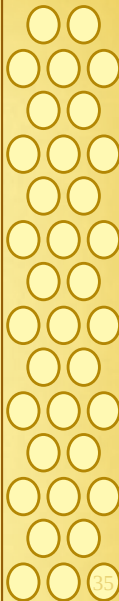
You can combine this with an XP Action, but you're not required to.





## A Baroque Invention

XP



### Major Goals













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

- ☐ you get a bronchial infection;
- ☐ you coincidentally and unexpectedly receive news or information about whatever you're trying to do, create, build, or explore. (e.g., you're building a flying machine of some sort ... and you stumble on Leonardo daVinci's lost plans in an unrelated incident. Or, you're planning an assault on Heaven ... and you learn something about its defenses.)
- ☐ you're ambushed in a confined place by enemies in masks.

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're exhausted and reeling, at least partly because you've been working so hard organizing and planning
-   you agonize over whether what you're working on is even a good *idea*
-   you dream of a distant place and of treasure at the roots of a tree
-   you work or sleep in a space cluttered with piles and piles of papers and notes
-   you argue with someone at a committee meeting
-  you're packing supplies or prepping a vehicle for travel
-  you're eating beans — usually dried beans or jellybeans

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





# A Baroque Invention (Simplified)

XP

## Major Goals







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

- ☐ a magical plant grows out of control, possibly in a dreamscape;
- ☐ you play through something that boils down to a planning/paperwork montage, or, the HG agrees that you've done enough planning but offers to skip the montage part.

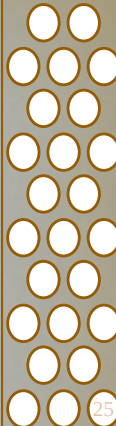
You can earn each bonus once, for a total of up to 10 XP.

## Quest Flavor

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

-  you take on more work than you can realistically handle
-   you storm out of a meeting
-   something goes wrong with your preparations
-  you hunt for information

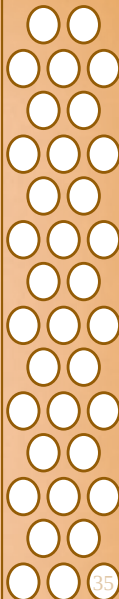
You can combine this with an XP Action, but you're not required to.





# A Troubled History

XP



## Major Goals















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

- ☐ you make yourself genuinely vulnerable to someone you have baggage with (emotionally or in terms of your physical circumstances and safety);
- ☐ you discover that some place that used to be important to you isn't there any more;
- ☐ after a silence, you and someone you're trying to reconcile with both start talking at once.

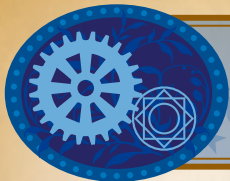
You can earn each bonus once, for a total of up to 15 XP.

## Quest Flavor

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

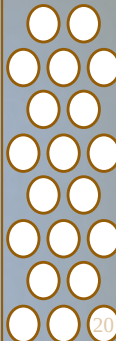
-   you sit down, frustrated, on a bench by a fountain
-   you're walking on a cobbled street, all knotted up with tension
-   you're looking for somebody you used to know
-   you spend a while talking elliptically around the meat of this quest — avoiding the topic so thoroughly that much of the conversation might well be emotes or comments on food or drink
-   you deliver a package that you don't really want to pass on
-   you drink Turkish coffee with somebody
-   you confide your feelings or memories about this stuff with a third party

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



# A Troubled History (Simplified)

XP



## Major Goals







As long as it's relevant to the emotional and social baggage you have with an old connection, the HG can award you 5 XP towards this quest when:

- ☐ a third party helps mediate between you and whomever you have the troubled relationship with;
- ☐ you ignore protocol and potentially humiliate yourself with a confession or an explanation of how you really feel about something.

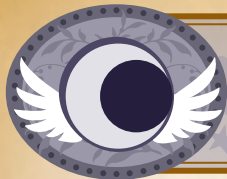
You can earn each bonus once, for a total of up to 10 XP.

## Quest Flavor

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

-  you pace, ranting, in front of a fountain or a basin
-  you go somewhere you're afraid to go
-   you trust someone you're afraid to trust
-   you attempt to "read" (do a divination using) the coffee grounds left over after a cup of Turkish coffee

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



# A Forlorn State

XP

## Major Goals
















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

- ☐ you find a hidden room where water flows;
- ☐ you're trapped under the earth, in a place of wood and dirt or stone;
- ☐ you hear other people worrying about you when they don't know you're there (or think you're asleep);
- ☐ you kiss a dangerous faerie-like creature, usually of the appropriate gender to be a romantic interest or at least vice versa.

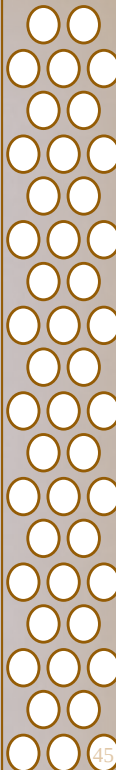
You can earn each bonus once, for a total of up to 20 XP.

## Quest Flavor

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

-  you evaluate your supplies and provender
-  you're blinded by the spiritual/imaginary vision of a flame
-   you encounter a shade, ghost, or other misty spirit or doppelganger
-   the sound of your screaming, or arguing with yourself, rises to a public place
-   you eat an animal raw
-   you praise the object of your obsession/devotion
-   you build something featuring wooden boards
-   you can't find half of your own thoughts, or you're missing something else, like your shadow
-  you eat apple pie

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

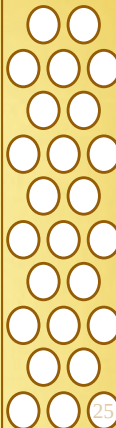






# A Forlorn State (Simplified)

XP



## Major Goals










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

- ☐ your attempts to escape a feast or other revel are repeatedly interrupted;
- ☐ part of yourself goes missing or is taken.

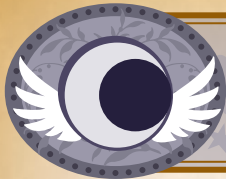
You can earn each bonus once, for a total of up to 10 XP.

## Quest Flavor

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

-   some sort of spiritual radiance is dissolving you from within
-  you lack necessary supplies and don't know how to get them
-   you realize that you've fallen apart, become (arguably) degraded
-   your friends stage an intervention
-   you talk about meaningless nonessentials with a shade, ghost, or other shadowy image or doppelganger

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



# Strange Tales of the 139

XP

## Major Goals












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

- ☐ you trick something far bigger and more dangerous than yourself;
- ☐ you ride a magical horse or wolf;
- ☐ you visit a witch or oracle's cottage.

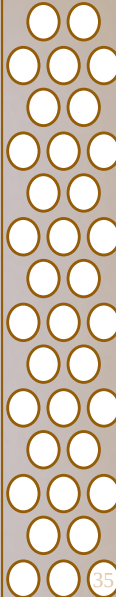
You can earn each bonus once, for a total of up to 15 XP.

## Quest Flavor

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

-   you find your path
-  you lose your way
-  you perform strange rituals
-   you talk about your connection to the sun
-   you talk about what you're looking for on these journeys
-  you dream of the firebird
-   you're tempted by magical food, possibly in a dream

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



# Strange Tales of the 139 (Simplified)

XP

## Major Goals






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

- ☐ you find music playing somewhere unexpected and surprising;
- ☐ you row a boat across a dark and silent lake;
- ☐ (*e.g. from a Transition*) the world around you dissolves into light.

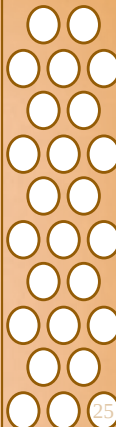
You can earn up to two of these bonuses, once each, for a total of up to 10 XP.

## Quest Flavor

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

-  time slips by while you suffer a vision of some kind
-  you wander amidst clouds and haze
-  you sight something interesting from a vehicle or mount
-  you argue earnestly about trivia
-  you dream of the firebird

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





# An Interesting Life

XP

## Major Goals







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

- ☐ you have a “meet cute” — you meet a romantic interest, new client, new student, new important friend, or something like that in a weird way or context, and shortly thereafter there’s an unexpected moment of *connection*;
- ☐ you give a thing or object that could reasonably be referred to as your heart to somebody, or something becomes your heart that you’ve recently given to somebody else!
- ☐ your friends knock you out, tie you up, blindfold you, or otherwise impose an extreme inconvenience on you for what seem to be good reasons at the time;
- ☐ a grand plan blows up in your face! *Doesn’t count if you fix things before the end of the chapter.*

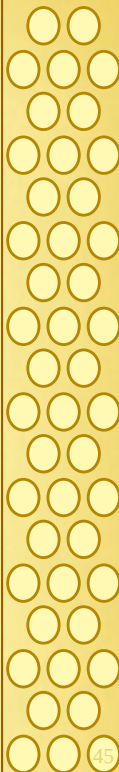
You can earn each bonus once, for a total of up to 20 XP.

## Quest Flavor

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

-  you wander a cool, exotic place
-  you do completely unnecessary things to test yourself
-  you flail desperately at a social interaction, though maybe the other person doesn’t actually mind?
-  someone finds you sketching on the walls
-  a stray cat or puppy takes utterly shameless advantage and walks all over you
-  you dramatically explain something that either didn’t really need explaining or doesn’t actually make sense

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



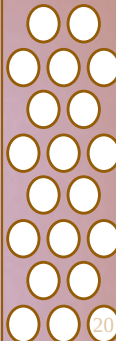




# An Interesting Life (Simplified)



XP



## Major Goals








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

- ☐ you decide and declare how you want to relate to somebody from here on out. (Declaring love, friendship, “That kid will be my student, mark my words,” “If it must be complicated it will be complicated,” or whatever else.)
- ☐ a conversation or social interaction goes so swimmingly, unexpectedly well that you start doubting that it actually happened.

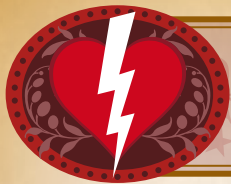
You can earn each of these bonuses once, for a total of up to 10 XP.

## Quest Flavor

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

-   you get yourself lost — possibly to the point you wind up in the Outside
-  you do something dumb/foolhardy enough to risk or cause yourself an injury
-   you take care of a child, pet, or hurt/sick friend
-   you share a meal or drink with a minotaur, *tsukumogami*, or other entity not participating in human society

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



# A New Approach

XP

## Major Goals















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

- ☐ you fall into a vat or spill of small round objects (candy, bouncy balls, or whatnot);
- ☐ you show off a new outfit, complete with slow-motion turn and coat, skirt, or hair swirl;
- ☐ you're the only one they can turn to! ...for some amusing or interesting value of "they."

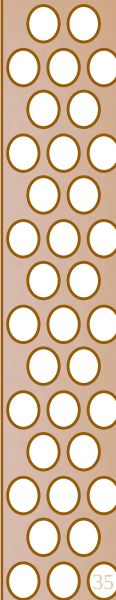
You can earn each of these bonuses once, for a total of up to 15 XP.

## Quest Flavor

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

-   you drag someone off to show them something cool, adorable, or secret
-   you're eating azuki or drinking a red-bean flavored slushy/drink
-   you engage in unnecessary acts of climbing
-   you work or sleep in a space cluttered with piles and piles of papers and notes
-   you converse with ravens
-   you experiment with your new toy or creation
-   you're in no condition to handle this scene you're in: falling-down drunk or exhausted, having a nervous breakdown, convinced everyone around you is going to kill you while they think they're celebrating your birthday, trying to conceal the pit viper in your pocket at a social function, *etc.*

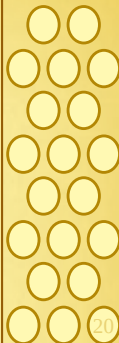
You can combine this with an XP Action, but you're not required to.





# A New Approach (Simplified)

XP



## Major Goals







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

- ☐ resolve to keep something a secret, and it complicates your life;
- ☐ show off a new outfit, complete with slow-motion turn and coat, skirt, or hair swirl.

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

## Quest Flavor

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

-  standing mysteriously at a height, coat or other accessory fluttering around you
-  waking up, startled, with an idea
-   experimenting with your new toy or creation
-   excessive or impressive efforts to wake up or become coherent or presentable (e.g. absurd hangover cures, ridiculously fast clothes changes, and espresso chugs)

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



# A Legendary Collaboration

XP

## Major Goals












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

- ☐ the HG, or someone else's use of power, mysteriously provides you with a new wardrobe;
- ☐ you wait for a friend, frenemy, or temporary ally to reach you before receiving or unlocking or opening or taking some power or reward;
- ☐ you're washed away or overboard or something by a wave of water, clutter spilling out from an opened closet, or something else, possibly in a dream sequence.

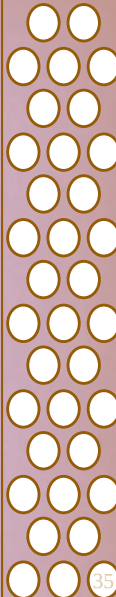
You can earn each bonus once, for a total of up to 15 XP.

## Quest Flavor

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

-   you tell a rival or enemy stories of the things you're looking for
-  you discuss with someone what you expect to find (on this journey/adventure)
-   you come up with a name for a new species or phenomenon
-   you deal with restrictions (e.g. handcuffs or confinement) placed on you by others, either by casually ignoring them or by onerously finding a way to endure
-  you watch over the railing of a ship/skyship or the closest Arc-relevant equivalent
-  you encounter new wonders
-   something literally or figuratively renders you speechless

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

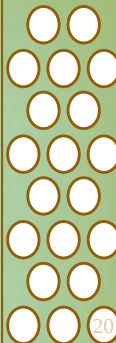






# A Legendary Collaboration (Simplified)

XP



## Major Goals

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

- ☐ you're chained, imprisoned, or have onerous restrictions put on you, generally as a condition for somebody's help;
- ☐ you commit an unexpected act of kindness and heroism.

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

## Quest Flavor

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



you have a flashback to a similar situation on an earlier adventure



you're amazed at how new everything around you is



there's a montage of cool things that you encounter along the way



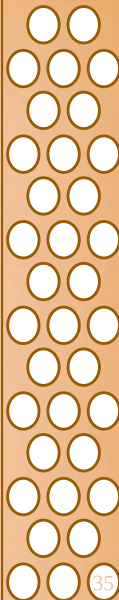
you're tempted to change sides or betray your current allies. *Note that you don't have to give in to the temptation. In some genres, or with the group's permission, it's reasonable to treat this temptation as a Wicked Action, and in that case you'd only get the Wicked Action's XP if you succumb — but that's neither here nor there! You'll get the quest XP either way!*

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



# The Rekindling of the Sun

XP



## Major Goals












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

- ☐ something rips the wickedness from you or otherwise aggressively purifies you; or, you bleed for an enemy's sake;
- ☐ you descend below the surface of the world and share in or comfort the grief of something that lives there;
- ☐ you sacrifice a thing or object that could reasonably be referred to as your heart to somebody. At the end of the quest, you have the player-level option to receive it back.

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:

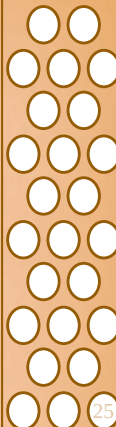
-   you receive something, often in the form of a seed or box, from a rival/enemy
-  you travel to/enter the Keep of a deadly enemy or rival or the lair of some sort of literal or metaphorical dragon. There is a sensation of danger...
-  you are torn apart by spirits or birds, or turn into birds (generally in a break from reality)
-   you make a pinky promise with a ghost, angelic being, or in a flashback
-   you do something amazing and transformative with your Talent or Keep-Skill
-  you get a tattoo or other long-term or permanent marking
-   you retreat to a garden or your Keep with a child, pet, or wounded friend

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



# The Rekindling of the Sun (Simplified)

XP



## Major Goals







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

- ☐ there's a ceremony in your honor;
- ☐ danger drives you into your Keep and besieges you there;
- ☐ birds or spirits gather ominously around you.

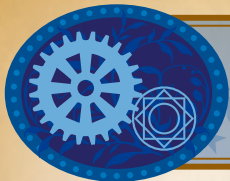
You can earn up to two of these bonuses, once each, for a total of up to 10 XP.

## Quest Flavor

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

-   you care for something given to you by an enemy/rival
-   you're hurt by an enemy/rival
-  you listen to someone's story
-  you reflect on your accomplishments or changes

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



# A Rival's Troubles

XP

## Major Goals















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

- ☐ you discover that an old enemy, rival, or trouble has resurfaced to bother you once again;
- ☐ you're captured by or otherwise made terrifyingly vulnerable to a rival or enemy;
- ☐ you have an awkward, elliptical conversation with an enemy or rival, often while sharing snacks — leading up to one of you surreptitiously agreeing to help the other.

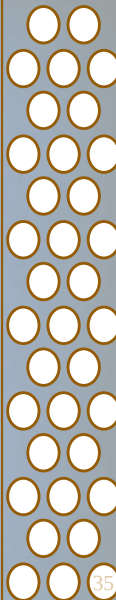
You can earn each bonus once, for a total of up to 15 XP.

## Quest Flavor

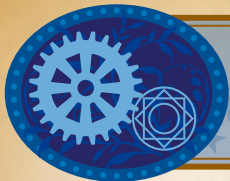
1/chapter, you can earn a bonus XP towards this quest when:

-   slumping down in defeat, your hair a total mess.
-   hunting or chasing an elusive enemy or rival.
-   investigating something that's been causing trouble for an enemy or rival.
-   coming up with an awesome plan as lightning flashes.
-   helping an enemy or rival recuperate from something.
-   drinking Turkish coffee and analyzing how your enemy or rival works.
-   explaining your feelings about all this stuff to a third party.

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

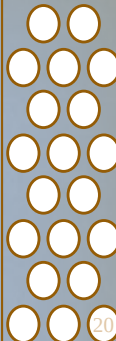






# A Rival's Troubles (Simplified)

XP



## Major Goals







As long as it's relevant to the emotional and social baggage you have with an old connection, the HG can award you 5 XP towards this quest when:

- ☐ you discover that you and an enemy or rival have a common dear friend or similar emotionally compromising attachment, or, if you already knew that, something dramatic happens to emphasize it;
- ☐ you give yourself into an enemy or rival's hands, either surrendering or begging them for assistance.

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:

-  your day gets progressively worse, often in a slightly comic fashion
-  you lose track of your enemies or rivals
-   you implement an awesome and terrifying plan, or at least an attempt at one
-   you attempt to divine the future in the coffee grounds left over after a cup of Turkish coffee, only to realize you have absolutely no idea what they're saying. Again.

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